

Run-Time Library (RTL) :
Reference guide.

Free Pascal version 3.0.2:
Reference guide for RTL units.
Document version 3.0.2
February 2017

Michaël Van Canneyt

Contents

0.1	Overview	127
1	Reference for unit 'BaseUnix'	128
1.1	Used units	128
1.2	Overview	128
1.3	Constants, types and variables	128
1.3.1	Constants	128
1.3.2	Types	151
1.4	Procedures and functions	170
1.4.1	CreateShellArgV	170
1.4.2	FpAccess	171
1.4.3	FpAlarm	172
1.4.4	FpChdir	172
1.4.5	FpChmod	173
1.4.6	FpChown	174
1.4.7	FpClose	175
1.4.8	FpClosedir	175
1.4.9	FpDup	176
1.4.10	FpDup2	176
1.4.11	FpExecv	177
1.4.12	FpExecve	178
1.4.13	FpExit	179
1.4.14	FpFcntl	180
1.4.15	fpfdfillset	180
1.4.16	fpFD_CLR	181
1.4.17	fpFD_ISSET	181
1.4.18	fpFD_SET	181
1.4.19	fpFD_ZERO	181
1.4.20	FpFork	182
1.4.21	FPFStat	182
1.4.22	FpFtruncate	183

1.4.23	FpGetcwd	183
1.4.24	FpGetegid	184
1.4.25	FpGetEnv	184
1.4.26	fpgeterno	185
1.4.27	FpGeteuid	185
1.4.28	FpGetgid	185
1.4.29	FpGetgroups	186
1.4.30	FpGetpgrp	186
1.4.31	FpGetpid	186
1.4.32	FpGetppid	187
1.4.33	fpGetPriority	187
1.4.34	FpGetRLimit	188
1.4.35	FpGetsid	188
1.4.36	FpGetuid	188
1.4.37	FpIOctl	189
1.4.38	FpKill	189
1.4.39	FpLink	190
1.4.40	FpLseek	191
1.4.41	fpLstat	191
1.4.42	FpMkdir	193
1.4.43	FpMkfifo	193
1.4.44	Fpmmmap	193
1.4.45	Fpmunmap	195
1.4.46	FpNanoSleep	195
1.4.47	fpNice	196
1.4.48	FpOpen	197
1.4.49	FpOpendir	198
1.4.50	FpPause	199
1.4.51	FpPipe	199
1.4.52	FpPoll	200
1.4.53	FppRead	200
1.4.54	FppWrite	201
1.4.55	FpRead	201
1.4.56	FpReaddir	202
1.4.57	fpReadLink	203
1.4.58	FpReadV	204
1.4.59	FpRename	204
1.4.60	FpRmdir	205
1.4.61	fpSelect	205
1.4.62	fpseterno	207

1.4.63	FpSetgid	207
1.4.64	fpSetPriority	207
1.4.65	FpSetRLimit	208
1.4.66	FpSetsid	208
1.4.67	fpsettimeofday	208
1.4.68	FpSetuid	208
1.4.69	FPSigaction	209
1.4.70	FpSigAddSet	210
1.4.71	FpSigDelSet	210
1.4.72	FpsigEmptySet	210
1.4.73	FpSigFillSet	211
1.4.74	FpSigIsMember	211
1.4.75	FpSignal	211
1.4.76	FpSigPending	212
1.4.77	FpSigProcMask	212
1.4.78	FpSigSuspend	213
1.4.79	FpSigTimedWait	213
1.4.80	FpSleep	213
1.4.81	FpStat	214
1.4.82	fpSymlink	215
1.4.83	fpS_ISBLK	216
1.4.84	fpS_ISCHR	216
1.4.85	fpS_ISDIR	217
1.4.86	fpS_ISFIFO	217
1.4.87	fpS_ISLNK	217
1.4.88	fpS_ISREG	218
1.4.89	fpS_ISSOCK	218
1.4.90	fpTime	218
1.4.91	FpTimes	219
1.4.92	FpUmask	219
1.4.93	FpUname	220
1.4.94	FpUnlink	220
1.4.95	FpUtime	220
1.4.96	FpWait	221
1.4.97	FpWaitPid	222
1.4.98	FpWrite	222
1.4.99	FpWriteV	223
1.4.100	FreeShellArgV	223
1.4.101	wexitStatus	223
1.4.102	wifexited	223

1.4.103	wifsignaled	224
1.4.104	wstosig	224
1.4.105	wtermsig	224
2	Reference for unit 'character'	225
2.1	Used units	225
2.2	Overview	225
2.3	Constants, types and variables	225
2.3.1	Types	225
2.4	Procedures and functions	227
2.4.1	ConvertFromUtf32	227
2.4.2	ConvertToUtf32	228
2.4.3	GetNumericValue	228
2.4.4	GetUnicodeCategory	228
2.4.5	IsControl	229
2.4.6	IsDigit	229
2.4.7	IsHighSurrogate	229
2.4.8	IsLetter	229
2.4.9	IsLetterOrDigit	230
2.4.10	IsLower	230
2.4.11	IsLowSurrogate	230
2.4.12	IsNumber	230
2.4.13	IsPunctuation	231
2.4.14	IsSeparator	231
2.4.15	IsSurrogate	231
2.4.16	IsSurrogatePair	231
2.4.17	IsSymbol	232
2.4.18	IsUpper	232
2.4.19	IsWhiteSpace	232
2.4.20	ToLower	232
2.4.21	ToUpper	233
2.5	TCharacter	233
2.5.1	Description	233
2.5.2	Method overview	233
2.5.3	TCharacter.Create	233
2.5.4	TCharacter.ConvertFromUtf32	234
2.5.5	TCharacter.ConvertToUtf32	234
2.5.6	TCharacter.GetNumericValue	235
2.5.7	TCharacter.GetUnicodeCategory	235
2.5.8	TCharacter.IsControl	235

2.5.9	TCharacter.IsDigit	236
2.5.10	TCharacter.IsSurrogate	236
2.5.11	TCharacter.IsHighSurrogate	237
2.5.12	TCharacter.IsLowSurrogate	237
2.5.13	TCharacter.IsSurrogatePair	237
2.5.14	TCharacter.IsLetter	238
2.5.15	TCharacter.IsLetterOrDigit	238
2.5.16	TCharacter.IsLower	239
2.5.17	TCharacter.IsNumber	239
2.5.18	TCharacter.IsPunctuation	240
2.5.19	TCharacter.IsSeparator	240
2.5.20	TCharacter.IsSymbol	240
2.5.21	TCharacter.IsUpper	241
2.5.22	TCharacter.IsWhiteSpace	241
2.5.23	TCharacter.ToLower	242
2.5.24	TCharacter.ToUpper	242
3	Reference for unit 'charset'	243
3.1	Used units	243
3.2	Overview	243
3.3	Constants, types and variables	243
3.3.1	Constants	243
3.3.2	Types	243
3.4	Procedures and functions	245
3.4.1	getascii	245
3.4.2	getmap	246
3.4.3	getunicode	246
3.4.4	loadbinaryunicodemapping	246
3.4.5	loadunicodemapping	247
3.4.6	mappingavailable	247
3.4.7	registerbinarymapping	247
3.4.8	registermapping	248
4	Reference for unit 'Classes'	249
4.1	Used units	249
4.2	Overview	249
4.3	Constants, types and variables	249
4.3.1	Constants	249
4.3.2	Types	252
4.3.3	Variables	267
4.4	Procedures and functions	268

4.4.1	ActivateClassGroup	268
4.4.2	BeginGlobalLoading	268
4.4.3	BinToHex	269
4.4.4	Bounds	269
4.4.5	CheckSynchronize	269
4.4.6	ClassGroupOf	270
4.4.7	CollectionsEqual	270
4.4.8	EndGlobalLoading	270
4.4.9	ExtractStrings	270
4.4.10	FindClass	271
4.4.11	FindGlobalComponent	271
4.4.12	FindIdentToInt	271
4.4.13	FindIntToIdent	271
4.4.14	FindNestedComponent	272
4.4.15	GetClass	272
4.4.16	GetFixupInstanceNames	272
4.4.17	GetFixupReferenceNames	272
4.4.18	GlobalFixupReferences	273
4.4.19	GroupDescendentsWith	273
4.4.20	HexToBin	273
4.4.21	IdentToInt	273
4.4.22	InitComponentRes	274
4.4.23	InitInheritedComponent	274
4.4.24	IntToIdent	274
4.4.25	InvalidPoint	274
4.4.26	LineStart	275
4.4.27	NotifyGlobalLoading	275
4.4.28	ObjectBinaryToText	275
4.4.29	ObjectResourceToText	275
4.4.30	ObjectTextToBinary	275
4.4.31	ObjectTextToResource	276
4.4.32	Point	276
4.4.33	PointsEqual	276
4.4.34	ReadComponentRes	276
4.4.35	ReadComponentResEx	277
4.4.36	ReadComponentResFile	277
4.4.37	Rect	277
4.4.38	RedirectFixupReferences	277
4.4.39	RegisterClass	278
4.4.40	RegisterClassAlias	278

4.4.41	RegisterClasses	278
4.4.42	RegisterComponents	278
4.4.43	RegisterFindGlobalComponentProc	279
4.4.44	RegisterInitComponentHandler	279
4.4.45	RegisterIntegerConsts	279
4.4.46	RegisterNoIcon	280
4.4.47	RegisterNonActiveX	280
4.4.48	RemoveFixupReferences	280
4.4.49	RemoveFixups	281
4.4.50	SmallPoint	281
4.4.51	StartClassGroup	281
4.4.52	UnRegisterClass	281
4.4.53	UnRegisterClasses	281
4.4.54	UnregisterFindGlobalComponentProc	282
4.4.55	UnRegisterModuleClasses	282
4.4.56	WriteComponentResFile	282
4.5	EBitsError	282
4.5.1	Description	282
4.6	EClassNotFound	283
4.6.1	Description	283
4.7	EComponentError	283
4.7.1	Description	283
4.8	EFCREATEERROR	283
4.8.1	Description	283
4.9	EFileError	283
4.9.1	Description	283
4.10	EOpenError	283
4.10.1	Description	283
4.11	EInvalidImage	284
4.11.1	Description	284
4.12	EInvalidOperation	284
4.12.1	Description	284
4.13	ELISTERROR	284
4.13.1	Description	284
4.14	EMethodNotFound	284
4.14.1	Description	284
4.15	EObserver	284
4.15.1	Description	284
4.16	EOutOfResources	285
4.16.1	Description	285

4.17	EParserError	285
4.17.1	Description	285
4.18	EReadError	285
4.18.1	Description	285
4.19	EResNotFound	285
4.19.1	Description	285
4.20	EStreamError	285
4.20.1	Description	285
4.21	EStringListError	286
4.21.1	Description	286
4.22	EThread	286
4.22.1	Description	286
4.23	EThreadDestroyCalled	286
4.23.1	Description	286
4.24	EThreadExternalException	286
4.24.1	Description	286
4.25	EWriteError	286
4.25.1	Description	286
4.26	IDesignerNotify	287
4.26.1	Description	287
4.26.2	Method overview	287
4.26.3	IDesignerNotify.Modified	287
4.26.4	IDesignerNotify.Notification	287
4.27	IFPObserved	287
4.27.1	Description	287
4.27.2	Method overview	288
4.27.3	IFPObserved.FPOAttachObserver	288
4.27.4	IFPObserved.FPODetachObserver	288
4.27.5	IFPObserved.FPONotifyObservers	288
4.28	IFPObserver	289
4.28.1	Description	289
4.28.2	Method overview	289
4.28.3	IFPObserver.FPOObservedChanged	289
4.29	IInterfaceComponentReference	289
4.29.1	Description	289
4.29.2	Method overview	290
4.29.3	IInterfaceComponentReference.GetComponent	290
4.30	IInterfaceList	290
4.30.1	Description	290
4.30.2	Method overview	290

4.30.3	Property overview	291
4.30.4	InterfaceList.Get	291
4.30.5	InterfaceList.GetCapacity	291
4.30.6	InterfaceList.GetCount	291
4.30.7	InterfaceList.Put	291
4.30.8	InterfaceList.SetCapacity	292
4.30.9	InterfaceList.SetCount	292
4.30.10	InterfaceList.Clear	292
4.30.11	InterfaceList.Delete	292
4.30.12	InterfaceList.Exchange	293
4.30.13	InterfaceList.First	293
4.30.14	InterfaceList.IndexOf	293
4.30.15	InterfaceList.Add	293
4.30.16	InterfaceList.Insert	293
4.30.17	InterfaceList.Last	294
4.30.18	InterfaceList.Remove	294
4.30.19	InterfaceList.Lock	294
4.30.20	InterfaceList.Unlock	294
4.30.21	InterfaceList.Capacity	294
4.30.22	InterfaceList.Count	295
4.30.23	InterfaceList.Items	295
4.31	IStreamPersist	295
4.31.1	Description	295
4.31.2	Method overview	295
4.31.3	IStreamPersist.LoadFromStream	296
4.31.4	IStreamPersist.SaveToStream	296
4.32	IStringsAdapter	296
4.32.1	Description	296
4.32.2	Method overview	296
4.32.3	IStringsAdapter.ReferenceStrings	296
4.32.4	IStringsAdapter.ReleaseStrings	296
4.33	IVCLComObject	297
4.33.1	Description	297
4.33.2	Method overview	297
4.33.3	IVCLComObject.GetTypeInfoCount	297
4.33.4	IVCLComObject.GetTypeInfo	297
4.33.5	IVCLComObject.GetIDsOfNames	298
4.33.6	IVCLComObject.Invoke	298
4.33.7	IVCLComObject.SafeCallException	298
4.33.8	IVCLComObject.FreeOnRelease	298

4.34	TAbstractObjectReader	299
4.34.1	Description	299
4.34.2	Method overview	299
4.34.3	TAbstractObjectReader.NextValue	299
4.34.4	TAbstractObjectReader.ReadValue	300
4.34.5	TAbstractObjectReader.BeginRootComponent	300
4.34.6	TAbstractObjectReader.BeginComponent	300
4.34.7	TAbstractObjectReader.BeginProperty	301
4.34.8	TAbstractObjectReader.Read	301
4.34.9	TAbstractObjectReader.ReadBinary	301
4.34.10	TAbstractObjectReader.ReadFloat	301
4.34.11	TAbstractObjectReader.ReadSingle	302
4.34.12	TAbstractObjectReader.ReadDate	302
4.34.13	TAbstractObjectReader.ReadCurrency	302
4.34.14	TAbstractObjectReader.ReadIdent	303
4.34.15	TAbstractObjectReader.ReadInt8	303
4.34.16	TAbstractObjectReader.ReadInt16	303
4.34.17	TAbstractObjectReader.ReadInt32	304
4.34.18	TAbstractObjectReader.ReadInt64	304
4.34.19	TAbstractObjectReader.ReadSet	304
4.34.20	TAbstractObjectReader.ReadSignature	305
4.34.21	TAbstractObjectReader.ReadStr	305
4.34.22	TAbstractObjectReader.ReadString	305
4.34.23	TAbstractObjectReader.ReadWideString	306
4.34.24	TAbstractObjectReader.ReadUnicodeString	306
4.34.25	TAbstractObjectReader.SkipComponent	306
4.34.26	TAbstractObjectReader.SkipValue	306
4.35	TAbstractObjectWriter	307
4.35.1	Description	307
4.35.2	Method overview	307
4.35.3	TAbstractObjectWriter.BeginCollection	307
4.35.4	TAbstractObjectWriter.BeginComponent	307
4.35.5	TAbstractObjectWriter.WriteSignature	308
4.35.6	TAbstractObjectWriter.BeginList	308
4.35.7	TAbstractObjectWriter.EndList	308
4.35.8	TAbstractObjectWriter.BeginProperty	308
4.35.9	TAbstractObjectWriter.EndProperty	308
4.35.10	TAbstractObjectWriter.Write	309
4.35.11	TAbstractObjectWriter.WriteBinary	309
4.35.12	TAbstractObjectWriter.WriteBoolean	309

4.35.13	TAbstractObjectWriter.WriteFloat	309
4.35.14	TAbstractObjectWriter.WriteSingle	309
4.35.15	TAbstractObjectWriter.WriteDate	310
4.35.16	TAbstractObjectWriter.WriteCurrency	310
4.35.17	TAbstractObjectWriter.WriteIdent	310
4.35.18	TAbstractObjectWriter.WriteInteger	310
4.35.19	TAbstractObjectWriter.WriteUInt64	310
4.35.20	TAbstractObjectWriter.WriteVariant	311
4.35.21	TAbstractObjectWriter.WriteMethodName	311
4.35.22	TAbstractObjectWriter.WriteSet	311
4.35.23	TAbstractObjectWriter.WriteString	311
4.35.24	TAbstractObjectWriter.WriteWideString	311
4.35.25	TAbstractObjectWriter.WriteUnicodeString	312
4.36	TBasicAction	312
4.36.1	Description	312
4.36.2	Method overview	312
4.36.3	Property overview	312
4.36.4	TBasicAction.Create	312
4.36.5	TBasicAction.Destroy	313
4.36.6	TBasicAction.HandlesTarget	313
4.36.7	TBasicAction.UpdateTarget	313
4.36.8	TBasicAction.ExecuteTarget	314
4.36.9	TBasicAction.Execute	314
4.36.10	TBasicAction.RegisterChanges	314
4.36.11	TBasicAction.UnRegisterChanges	314
4.36.12	TBasicAction.Update	315
4.36.13	TBasicAction.ActionComponent	315
4.36.14	TBasicAction.OnExecute	315
4.36.15	TBasicAction.OnUpdate	316
4.37	TBasicActionLink	316
4.37.1	Description	316
4.37.2	Method overview	316
4.37.3	Property overview	316
4.37.4	TBasicActionLink.Create	316
4.37.5	TBasicActionLink.Destroy	317
4.37.6	TBasicActionLink.Execute	317
4.37.7	TBasicActionLink.Update	317
4.37.8	TBasicActionLink.Action	318
4.37.9	TBasicActionLink.OnChange	318
4.38	TBinaryObjectReader	318

4.38.1	Description	318
4.38.2	Method overview	319
4.38.3	TBinaryObjectReader.Create	319
4.38.4	TBinaryObjectReader.Destroy	319
4.38.5	TBinaryObjectReader.NextValue	320
4.38.6	TBinaryObjectReader.ReadValue	320
4.38.7	TBinaryObjectReader.BeginRootComponent	320
4.38.8	TBinaryObjectReader.BeginComponent	320
4.38.9	TBinaryObjectReader.BeginProperty	321
4.38.10	TBinaryObjectReader.Read	321
4.38.11	TBinaryObjectReader.ReadBinary	321
4.38.12	TBinaryObjectReader.ReadFloat	321
4.38.13	TBinaryObjectReader.ReadSingle	321
4.38.14	TBinaryObjectReader.ReadDate	322
4.38.15	TBinaryObjectReader.ReadCurrency	322
4.38.16	TBinaryObjectReader.ReadIdent	322
4.38.17	TBinaryObjectReader.ReadInt8	322
4.38.18	TBinaryObjectReader.ReadInt16	322
4.38.19	TBinaryObjectReader.ReadInt32	323
4.38.20	TBinaryObjectReader.ReadInt64	323
4.38.21	TBinaryObjectReader.ReadSet	323
4.38.22	TBinaryObjectReader.ReadSignature	323
4.38.23	TBinaryObjectReader.ReadStr	324
4.38.24	TBinaryObjectReader.ReadString	324
4.38.25	TBinaryObjectReader.ReadWideString	324
4.38.26	TBinaryObjectReader.ReadUnicodeString	324
4.38.27	TBinaryObjectReader.SkipComponent	325
4.38.28	TBinaryObjectReader.SkipValue	325
4.39	TBinaryObjectWriter	325
4.39.1	Description	325
4.39.2	Method overview	326
4.39.3	TBinaryObjectWriter.Create	326
4.39.4	TBinaryObjectWriter.Destroy	326
4.39.5	TBinaryObjectWriter.WriteSignature	326
4.39.6	TBinaryObjectWriter.BeginCollection	327
4.39.7	TBinaryObjectWriter.BeginComponent	327
4.39.8	TBinaryObjectWriter.BeginList	327
4.39.9	TBinaryObjectWriter.EndList	327
4.39.10	TBinaryObjectWriter.BeginProperty	327
4.39.11	TBinaryObjectWriter.EndProperty	327

4.39.12	TBinaryObjectWriter.Write	328
4.39.13	TBinaryObjectWriter.WriteBinary	328
4.39.14	TBinaryObjectWriter.WriteBoolean	328
4.39.15	TBinaryObjectWriter.WriteFloat	328
4.39.16	TBinaryObjectWriter.WriteSingle	328
4.39.17	TBinaryObjectWriter.WriteDate	328
4.39.18	TBinaryObjectWriter.WriteCurrency	329
4.39.19	TBinaryObjectWriter.WriteIdent	329
4.39.20	TBinaryObjectWriter.WriteInteger	329
4.39.21	TBinaryObjectWriter.WriteUInt64	329
4.39.22	TBinaryObjectWriter.WriteMethodName	329
4.39.23	TBinaryObjectWriter.WriteSet	329
4.39.24	TBinaryObjectWriter.WriteString	330
4.39.25	TBinaryObjectWriter.WriteString	330
4.39.26	TBinaryObjectWriter.WriteWideString	330
4.39.27	TBinaryObjectWriter.WriteUnicodeString	330
4.39.28	TBinaryObjectWriter.WriteVariant	330
4.40	TBits	331
4.40.1	Description	331
4.40.2	Method overview	331
4.40.3	Property overview	331
4.40.4	TBits.Create	331
4.40.5	TBits.Destroy	332
4.40.6	TBits.GetFSIZE	332
4.40.7	TBits.SetOn	332
4.40.8	TBits.Clear	332
4.40.9	TBits.Clearall	333
4.40.10	TBits.AndBits	333
4.40.11	TBits.OrBits	333
4.40.12	TBits.XorBits	333
4.40.13	TBits.NotBits	334
4.40.14	TBits.Get	334
4.40.15	TBits.Grow	334
4.40.16	TBits.Equals	335
4.40.17	TBits.SetIndex	335
4.40.18	TBits.FindFirstBit	335
4.40.19	TBits.FindNextBit	336
4.40.20	TBits.FindPrevBit	336
4.40.21	TBits.OpenBit	336
4.40.22	TBits.Bits	337

4.40.23	TBits.Size	337
4.41	TBytesStream	337
4.41.1	Description	337
4.41.2	Method overview	337
4.41.3	Property overview	337
4.41.4	TBytesStream.Create	338
4.41.5	TBytesStream.Bytes	338
4.42	TCollection	338
4.42.1	Description	338
4.42.2	Method overview	339
4.42.3	Property overview	339
4.42.4	TCollection.Create	339
4.42.5	TCollection.Destroy	339
4.42.6	TCollection.Owner	340
4.42.7	TCollection.Add	340
4.42.8	TCollection.Assign	340
4.42.9	TCollection.BeginUpdate	340
4.42.10	TCollection.Clear	341
4.42.11	TCollection.EndUpdate	341
4.42.12	TCollection.Delete	341
4.42.13	TCollection.GetEnumerator	342
4.42.14	TCollection.GetNamePath	342
4.42.15	TCollection.Insert	342
4.42.16	TCollection.FindItemID	342
4.42.17	TCollection.Exchange	343
4.42.18	TCollection.Sort	343
4.42.19	TCollection.Count	343
4.42.20	TCollection.ItemClass	344
4.42.21	TCollection.Items	344
4.43	TCollectionEnumerator	344
4.43.1	Description	344
4.43.2	Method overview	344
4.43.3	Property overview	345
4.43.4	TCollectionEnumerator.Create	345
4.43.5	TCollectionEnumerator.GetCurrent	345
4.43.6	TCollectionEnumerator.MoveNext	345
4.43.7	TCollectionEnumerator.Current	345
4.44	TCollectionItem	346
4.44.1	Description	346
4.44.2	Method overview	346

4.44.3	Property overview	346
4.44.4	TCollectionItem.Create	346
4.44.5	TCollectionItem.Destroy	346
4.44.6	TCollectionItem.GetNamePath	347
4.44.7	TCollectionItem.Collection	347
4.44.8	TCollectionItem.ID	347
4.44.9	TCollectionItem.Index	348
4.44.10	TCollectionItem.DisplayName	348
4.45	TComponent	348
4.45.1	Description	348
4.45.2	Interfaces overview	349
4.45.3	Method overview	349
4.45.4	Property overview	349
4.45.5	TComponent.Notification	350
4.45.6	TComponent.WriteState	350
4.45.7	TComponent.Create	350
4.45.8	TComponent.Destroy	351
4.45.9	TComponent.BeforeDestruction	351
4.45.10	TComponent.DestroyComponents	351
4.45.11	TComponent.Destroying	351
4.45.12	TComponent.ExecuteAction	352
4.45.13	TComponent.FindComponent	352
4.45.14	TComponent.FreeNotification	352
4.45.15	TComponent.RemoveFreeNotification	352
4.45.16	TComponent.FreeOnRelease	353
4.45.17	TComponent.GetEnumerator	353
4.45.18	TComponent.GetNamePath	353
4.45.19	TComponent.GetParentComponent	353
4.45.20	TComponent.HasParent	354
4.45.21	TComponent.InsertComponent	354
4.45.22	TComponent.RemoveComponent	354
4.45.23	TComponent.SafeCallException	354
4.45.24	TComponent.SetSubComponent	355
4.45.25	TComponent.UpdateAction	355
4.45.26	TComponent.IsImplementorOf	355
4.45.27	TComponent.ReferenceInterface	355
4.45.28	TComponent.ComObject	356
4.45.29	TComponent.Components	356
4.45.30	TComponent.ComponentCount	356
4.45.31	TComponent.ComponentIndex	356

4.45.32	TComponent.ComponentState	357
4.45.33	TComponent.ComponentStyle	357
4.45.34	TComponent.DesignInfo	357
4.45.35	TComponent.Owner	358
4.45.36	TComponent.VCLComObject	358
4.45.37	TComponent.Name	358
4.45.38	TComponent.Tag	358
4.46	TComponentEnumerator	359
4.46.1	Description	359
4.46.2	Method overview	359
4.46.3	Property overview	359
4.46.4	TComponentEnumerator.Create	359
4.46.5	TComponentEnumerator.GetCurrent	359
4.46.6	TComponentEnumerator.MoveNext	360
4.46.7	TComponentEnumerator.Current	360
4.47	TCustomMemoryStream	360
4.47.1	Description	360
4.47.2	Method overview	360
4.47.3	Property overview	361
4.47.4	TCustomMemoryStream.Read	361
4.47.5	TCustomMemoryStream.Seek	361
4.47.6	TCustomMemoryStream.SaveToStream	361
4.47.7	TCustomMemoryStream.SaveToFile	362
4.47.8	TCustomMemoryStream.Memory	362
4.48	TDataModule	362
4.48.1	Description	362
4.48.2	Method overview	363
4.48.3	Property overview	363
4.48.4	TDataModule.Create	363
4.48.5	TDataModule.CreateNew	363
4.48.6	TDataModule.Destroy	363
4.48.7	TDataModule.AfterConstruction	364
4.48.8	TDataModule.BeforeDestruction	364
4.48.9	TDataModule.DesignOffset	364
4.48.10	TDataModule.DesignSize	365
4.48.11	TDataModule.OnCreate	365
4.48.12	TDataModule.OnDestroy	365
4.48.13	TDataModule.OldCreateOrder	365
4.49	TFile	366
4.49.1	Description	366

4.49.2	Method overview	366
4.49.3	Property overview	366
4.49.4	TFile.DefineProperty	366
4.49.5	TFile.DefineBinaryProperty	366
4.49.6	TFile.Root	367
4.49.7	TFile.LookupRoot	367
4.49.8	TFile.Ancestor	367
4.49.9	TFile.IgnoreChildren	367
4.50	TFileStream	368
4.50.1	Description	368
4.50.2	Method overview	368
4.50.3	Property overview	368
4.50.4	TFileStream.Create	368
4.50.5	TFileStream.Destroy	369
4.50.6	TFileStream.FileName	369
4.51	TFPList	369
4.51.1	Description	369
4.51.2	Method overview	370
4.51.3	Property overview	370
4.51.4	TFPList.Destroy	370
4.51.5	TFPList.AddList	371
4.51.6	TFPList.Add	371
4.51.7	TFPList.Clear	371
4.51.8	TFPList.Delete	371
4.51.9	TFPList.Error	372
4.51.10	TFPList.Exchange	372
4.51.11	TFPList.Expand	372
4.51.12	TFPList.Extract	372
4.51.13	TFPList.First	373
4.51.14	TFPList.GetEnumerator	373
4.51.15	TFPList.IndexOf	373
4.51.16	TFPList.IndexOfItem	373
4.51.17	TFPList.Insert	374
4.51.18	TFPList.Last	374
4.51.19	TFPList.Move	374
4.51.20	TFPList.Assign	374
4.51.21	TFPList.Remove	375
4.51.22	TFPList.Pack	375
4.51.23	TFPList.Sort	375
4.51.24	TFPList.ForEachCall	375

4.51.25	TFPList.Capacity	376
4.51.26	TFPList.Count	376
4.51.27	TFPList.Items	376
4.51.28	TFPList.List	377
4.52	TFPListEnumerator	377
4.52.1	Description	377
4.52.2	Method overview	377
4.52.3	Property overview	377
4.52.4	TFPListEnumerator.Create	377
4.52.5	TFPListEnumerator.GetCurrent	377
4.52.6	TFPListEnumerator.MoveNext	378
4.52.7	TFPListEnumerator.Current	378
4.53	THandleStream	378
4.53.1	Description	378
4.53.2	Method overview	379
4.53.3	Property overview	379
4.53.4	THandleStream.Create	379
4.53.5	THandleStream.Read	379
4.53.6	THandleStream.Write	379
4.53.7	THandleStream.Seek	380
4.53.8	THandleStream.Handle	380
4.54	TInterfacedPersistent	380
4.54.1	Description	380
4.54.2	Interfaces overview	380
4.54.3	Method overview	380
4.54.4	TInterfacedPersistent.QueryInterface	380
4.54.5	TInterfacedPersistent.AfterConstruction	381
4.55	TInterfaceList	381
4.55.1	Description	381
4.55.2	Interfaces overview	381
4.55.3	Method overview	381
4.55.4	Property overview	382
4.55.5	TInterfaceList.Create	382
4.55.6	TInterfaceList.Destroy	382
4.55.7	TInterfaceList.Clear	382
4.55.8	TInterfaceList.Delete	382
4.55.9	TInterfaceList.Exchange	383
4.55.10	TInterfaceList.First	383
4.55.11	TInterfaceList.GetEnumerator	383
4.55.12	TInterfaceList.IndexOf	383

4.55.13	TInterfaceList.Add	384
4.55.14	TInterfaceList.Insert	384
4.55.15	TInterfaceList.Last	384
4.55.16	TInterfaceList.Remove	384
4.55.17	TInterfaceList.Lock	385
4.55.18	TInterfaceList.Unlock	385
4.55.19	TInterfaceList.Expand	385
4.55.20	TInterfaceList.Capacity	385
4.55.21	TInterfaceList.Count	386
4.55.22	TInterfaceList.Items	386
4.56	TInterfaceListEnumerator	386
4.56.1	Description	386
4.56.2	Method overview	386
4.56.3	Property overview	386
4.56.4	TInterfaceListEnumerator.Create	387
4.56.5	TInterfaceListEnumerator.GetCurrent	387
4.56.6	TInterfaceListEnumerator.MoveNext	387
4.56.7	TInterfaceListEnumerator.Current	387
4.57	TList	388
4.57.1	Description	388
4.57.2	Interfaces overview	388
4.57.3	Method overview	388
4.57.4	Property overview	389
4.57.5	TList.Create	389
4.57.6	TList.Destroy	389
4.57.7	TList.FPOAttachObserver	389
4.57.8	TList.FPODetachObserver	389
4.57.9	TList.FPONotifyObservers	390
4.57.10	TList.AddList	390
4.57.11	TList.Add	390
4.57.12	TList.Clear	391
4.57.13	TList.Delete	391
4.57.14	TList.Error	391
4.57.15	TList.Exchange	391
4.57.16	TList.Expand	391
4.57.17	TList.Extract	392
4.57.18	TList.First	392
4.57.19	TList.GetEnumerator	392
4.57.20	TList.IndexOf	393
4.57.21	TList.Insert	393

4.57.22	TList.Last	393
4.57.23	TList.Move	393
4.57.24	TList.Assign	394
4.57.25	TList.Remove	394
4.57.26	TList.Pack	394
4.57.27	TList.Sort	394
4.57.28	TList.Capacity	395
4.57.29	TList.Count	395
4.57.30	TList.Items	395
4.57.31	TList.List	396
4.58	TListEnumerator	396
4.58.1	Description	396
4.58.2	Method overview	396
4.58.3	Property overview	396
4.58.4	TListEnumerator.Create	396
4.58.5	TListEnumerator.GetCurrent	396
4.58.6	TListEnumerator.MoveNext	397
4.58.7	TListEnumerator.Current	397
4.59	TMemoryStream	397
4.59.1	Description	397
4.59.2	Method overview	398
4.59.3	TMemoryStream.Destroy	398
4.59.4	TMemoryStream.Clear	398
4.59.5	TMemoryStream.LoadFromStream	398
4.59.6	TMemoryStream.LoadFromFile	399
4.59.7	TMemoryStream.SetSize	399
4.59.8	TMemoryStream.Write	399
4.60	TOwnedCollection	399
4.60.1	Description	399
4.60.2	Method overview	400
4.60.3	TOwnedCollection.Create	400
4.61	TOwnerStream	400
4.61.1	Description	400
4.61.2	Method overview	400
4.61.3	Property overview	400
4.61.4	TOwnerStream.Create	400
4.61.5	TOwnerStream.Destroy	401
4.61.6	TOwnerStream.Source	401
4.61.7	TOwnerStream.SourceOwner	401
4.62	TParser	401

4.62.1	Description	401
4.62.2	Method overview	402
4.62.3	Property overview	402
4.62.4	TParser.Create	402
4.62.5	TParser.Destroy	402
4.62.6	TParser.CheckToken	403
4.62.7	TParser.CheckTokenSymbol	403
4.62.8	TParser.Error	403
4.62.9	TParser.ErrorFmt	403
4.62.10	TParser.ErrorStr	403
4.62.11	TParser.HexToBinary	404
4.62.12	TParser.NextToken	404
4.62.13	TParser.SourcePos	404
4.62.14	TParser.TokenComponentIdent	405
4.62.15	TParser.TokenFloat	405
4.62.16	TParser.TokenInt	405
4.62.17	TParser.TokenString	406
4.62.18	TParser.TokenWideString	406
4.62.19	TParser.TokenSymbolIs	406
4.62.20	TParser.FloatType	407
4.62.21	TParser.SourceLine	407
4.62.22	TParser.Token	407
4.63	TPersistent	408
4.63.1	Description	408
4.63.2	Interfaces overview	408
4.63.3	Method overview	408
4.63.4	TPersistent.Destroy	408
4.63.5	TPersistent.Assign	409
4.63.6	TPersistent.FPOAttachObserver	409
4.63.7	TPersistent.FPODetachObserver	410
4.63.8	TPersistent.FPONotifyObservers	410
4.63.9	TPersistent.GetNamePath	410
4.64	TProxyStream	410
4.64.1	Description	410
4.64.2	Method overview	411
4.64.3	TProxyStream.Create	411
4.64.4	TProxyStream.Read	411
4.64.5	TProxyStream.Write	411
4.64.6	TProxyStream.Seek	411
4.64.7	TProxyStream.Check	411

4.65	TReader	412
4.65.1	Description	412
4.65.2	Method overview	413
4.65.3	Property overview	414
4.65.4	TReader.Create	414
4.65.5	TReader.Destroy	414
4.65.6	TReader.BeginReferences	414
4.65.7	TReader.CheckValue	415
4.65.8	TReader.DefineProperty	415
4.65.9	TReader.DefineBinaryProperty	415
4.65.10	TReader.EndOfList	415
4.65.11	TReader.EndReferences	415
4.65.12	TReader.FixupReferences	416
4.65.13	TReader.NextValue	416
4.65.14	TReader.Read	416
4.65.15	TReader.ReadBoolean	416
4.65.16	TReader.ReadChar	416
4.65.17	TReader.ReadWideChar	417
4.65.18	TReader.ReadUnicodeChar	417
4.65.19	TReader.ReadCollection	417
4.65.20	TReader.ReadComponent	417
4.65.21	TReader.ReadComponents	417
4.65.22	TReader.ReadFloat	418
4.65.23	TReader.ReadSingle	418
4.65.24	TReader.ReadDate	418
4.65.25	TReader.ReadCurrency	418
4.65.26	TReader.ReadIdent	418
4.65.27	TReader.ReadInteger	419
4.65.28	TReader.ReadInt64	419
4.65.29	TReader.ReadSet	419
4.65.30	TReader.ReadListBegin	419
4.65.31	TReader.ReadListEnd	419
4.65.32	TReader.ReadRootComponent	420
4.65.33	TReader.ReadVariant	420
4.65.34	TReader.ReadSignature	420
4.65.35	TReader.ReadString	420
4.65.36	TReader.ReadWideString	421
4.65.37	TReader.ReadUnicodeString	421
4.65.38	TReader.ReadValue	421
4.65.39	TReader.CopyValue	421

4.65.40	TReader.Driver	421
4.65.41	TReader.Owner	422
4.65.42	TReader.Parent	422
4.65.43	TReader.OnError	422
4.65.44	TReader.OnPropertyNotFound	422
4.65.45	TReader.OnFindMethod	423
4.65.46	TReader.OnSetMethodProperty	423
4.65.47	TReader.OnSetName	423
4.65.48	TReader.OnReferenceName	423
4.65.49	TReader.OnAncestorNotFound	423
4.65.50	TReader.OnCreateComponent	424
4.65.51	TReader.OnFindComponentClass	424
4.65.52	TReader.OnReadStringProperty	424
4.66	TRecall	424
4.66.1	Description	424
4.66.2	Method overview	425
4.66.3	Property overview	425
4.66.4	TRecall.Create	425
4.66.5	TRecall.Destroy	425
4.66.6	TRecall.Store	425
4.66.7	TRecall.Forget	426
4.66.8	TRecall.Reference	426
4.67	TResourceStream	426
4.67.1	Description	426
4.67.2	Method overview	426
4.67.3	TResourceStream.Create	427
4.67.4	TResourceStream.CreateFromID	427
4.67.5	TResourceStream.Destroy	427
4.68	TStream	427
4.68.1	Description	427
4.68.2	Method overview	428
4.68.3	Property overview	428
4.68.4	TStream.Read	428
4.68.5	TStream.Write	429
4.68.6	TStream.Seek	429
4.68.7	TStream.ReadBuffer	430
4.68.8	TStream.WriteBuffer	430
4.68.9	TStream.CopyFrom	431
4.68.10	TStream.ReadComponent	431
4.68.11	TStream.ReadComponentRes	431

4.68.12	TStream.WriteComponent	432
4.68.13	TStream.WriteComponentRes	432
4.68.14	TStream.WriteDescendent	432
4.68.15	TStream.WriteDescendentRes	432
4.68.16	TStream.WriteResourceHeader	433
4.68.17	TStream.FixupResourceHeader	433
4.68.18	TStream.ReadResHeader	433
4.68.19	TStream.ReadByte	433
4.68.20	TStream.ReadWord	434
4.68.21	TStream.ReadDWord	434
4.68.22	TStream.ReadQWord	434
4.68.23	TStream.ReadAnsiString	435
4.68.24	TStream.WriteByte	435
4.68.25	TStream.WriteWord	435
4.68.26	TStream.WriteDWord	435
4.68.27	TStream.WriteQWord	436
4.68.28	TStream.WriteAnsiString	436
4.68.29	TStream.Position	436
4.68.30	TStream.Size	437
4.69	TStreamAdapter	437
4.69.1	Description	437
4.69.2	Interfaces overview	437
4.69.3	Method overview	437
4.69.4	Property overview	438
4.69.5	TStreamAdapter.Create	438
4.69.6	TStreamAdapter.Destroy	438
4.69.7	TStreamAdapter.Read	438
4.69.8	TStreamAdapter.Write	438
4.69.9	TStreamAdapter.Seek	439
4.69.10	TStreamAdapter.SetSize	439
4.69.11	TStreamAdapter.CopyTo	439
4.69.12	TStreamAdapter.Commit	440
4.69.13	TStreamAdapter.Revert	440
4.69.14	TStreamAdapter.LockRegion	440
4.69.15	TStreamAdapter.UnlockRegion	440
4.69.16	TStreamAdapter.Stat	441
4.69.17	TStreamAdapter.Clone	441
4.69.18	TStreamAdapter.Stream	441
4.69.19	TStreamAdapter.StreamOwnership	441
4.70	TStringList	442

4.70.1	Description	442
4.70.2	Method overview	442
4.70.3	Property overview	442
4.70.4	TStringList.Destroy	442
4.70.5	TStringList.Add	443
4.70.6	TStringList.Clear	443
4.70.7	TStringList.Delete	443
4.70.8	TStringList.Exchange	443
4.70.9	TStringList.Find	444
4.70.10	TStringList.IndexOf	444
4.70.11	TStringList.Insert	444
4.70.12	TStringList.Sort	444
4.70.13	TStringList.CustomSort	445
4.70.14	TStringList.Duplicates	445
4.70.15	TStringList.Sorted	445
4.70.16	TStringList.CaseSensitive	446
4.70.17	TStringList.OnChange	446
4.70.18	TStringList.OnChanging	446
4.70.19	TStringList.OwnsObjects	447
4.70.20	TStringList.SortStyle	447
4.71	TStrings	447
4.71.1	Description	447
4.71.2	Method overview	448
4.71.3	Property overview	449
4.71.4	TStrings.Destroy	449
4.71.5	TStrings.Add	449
4.71.6	TStrings.AddObject	449
4.71.7	TStrings.Append	450
4.71.8	TStrings.AddStrings	450
4.71.9	TStrings.AddText	450
4.71.10	TStrings.Assign	451
4.71.11	TStrings.BeginUpdate	451
4.71.12	TStrings.Clear	451
4.71.13	TStrings.Delete	452
4.71.14	TStrings.EndUpdate	452
4.71.15	TStrings.Equals	452
4.71.16	TStrings.Exchange	453
4.71.17	TStrings.GetEnumerator	453
4.71.18	TStrings.GetText	453
4.71.19	TStrings.IndexOf	453

4.71.20	TStrings.IndexOfName	454
4.71.21	TStrings.IndexOfObject	454
4.71.22	TStrings.Insert	454
4.71.23	TStrings.InsertObject	455
4.71.24	TStrings.LoadFromFile	455
4.71.25	TStrings.LoadFromStream	455
4.71.26	TStrings.Move	455
4.71.27	TStrings.SaveToFile	456
4.71.28	TStrings.SaveToStream	456
4.71.29	TStrings.SetText	457
4.71.30	TStrings.GetNameValue	457
4.71.31	TStrings.ExtractName	457
4.71.32	TStrings.TextLineBreakStyle	457
4.71.33	TStrings.Delimiter	458
4.71.34	TStrings.DelimitedText	458
4.71.35	TStrings.LineBreak	458
4.71.36	TStrings.StrictDelimiter	459
4.71.37	TStrings.QuoteChar	459
4.71.38	TStrings.NameValueSeparator	459
4.71.39	TStrings.ValueFromIndex	460
4.71.40	TStrings.Capacity	460
4.71.41	TStrings.CommaText	460
4.71.42	TStrings.Count	461
4.71.43	TStrings.Names	461
4.71.44	TStrings.Objects	462
4.71.45	TStrings.Values	462
4.71.46	TStrings.Strings	462
4.71.47	TStrings.Text	463
4.71.48	TStrings.StringsAdapter	463
4.71.49	TStrings.SkipLastLineBreak	463
4.72	TStringsEnumerator	464
4.72.1	Description	464
4.72.2	Method overview	464
4.72.3	Property overview	464
4.72.4	TStringsEnumerator.Create	464
4.72.5	TStringsEnumerator.GetCurrent	464
4.72.6	TStringsEnumerator.MoveNext	465
4.72.7	TStringsEnumerator.Current	465
4.73	TStringStream	465
4.73.1	Description	465

4.73.2	Method overview	465
4.73.3	Property overview	465
4.73.4	TStringStream.Create	466
4.73.5	TStringStream.Read	466
4.73.6	TStringStream.ReadString	466
4.73.7	TStringStream.Seek	466
4.73.8	TStringStream.Write	467
4.73.9	TStringStream.WriteString	467
4.73.10	TStringStream.DataString	467
4.74	TTextObjectWriter	467
4.74.1	Description	467
4.75	TThread	467
4.75.1	Description	467
4.75.2	Method overview	468
4.75.3	Property overview	468
4.75.4	TThread.Execute	468
4.75.5	TThread.Synchronize	469
4.75.6	TThread.Queue	469
4.75.7	TThread.Create	469
4.75.8	TThread.Destroy	469
4.75.9	TThread.CreateAnonymousThread	470
4.75.10	TThread.NameThreadForDebugging	470
4.75.11	TThread.SetReturnValue	470
4.75.12	TThread.CheckTerminated	470
4.75.13	TThread.RemoveQueuedEvents	471
4.75.14	TThread.SpinWait	471
4.75.15	TThread.Sleep	471
4.75.16	TThread.Yield	472
4.75.17	TThread.GetSystemTimes	472
4.75.18	TThread.GetTickCount	472
4.75.19	TThread.GetTickCount64	472
4.75.20	TThread.ExecuteInThread	472
4.75.21	TThread.AfterConstruction	477
4.75.22	TThread.Start	477
4.75.23	TThread.Resume	478
4.75.24	TThread.Suspend	478
4.75.25	TThread.Terminate	478
4.75.26	TThread.WaitFor	478
4.75.27	TThread.CurrentThread	479
4.75.28	TThread.ProcessorCount	479

4.75.29	TThread.IsSingleProcessor	479
4.75.30	TThread.FreeOnTerminate	480
4.75.31	TThread.Handle	480
4.75.32	TThread.ExternalThread	480
4.75.33	TThread.Priority	480
4.75.34	TThread.Suspended	480
4.75.35	TThread.Finished	481
4.75.36	TThread.ThreadID	481
4.75.37	TThread.OnTerminate	481
4.75.38	TThread.FatalException	481
4.76	TThreadList	482
4.76.1	Description	482
4.76.2	Method overview	482
4.76.3	Property overview	482
4.76.4	TThreadList.Create	482
4.76.5	TThreadList.Destroy	482
4.76.6	TThreadList.Add	483
4.76.7	TThreadList.Clear	483
4.76.8	TThreadList.LockList	483
4.76.9	TThreadList.Remove	483
4.76.10	TThreadList.UnlockList	484
4.76.11	TThreadList.Duplicates	484
4.77	TWriter	484
4.77.1	Description	484
4.77.2	Method overview	485
4.77.3	Property overview	485
4.77.4	TWriter.Create	485
4.77.5	TWriter.Destroy	486
4.77.6	TWriter.DefineProperty	486
4.77.7	TWriter.DefineBinaryProperty	486
4.77.8	TWriter.Write	486
4.77.9	TWriter.WriteBoolean	486
4.77.10	TWriter.WriteCollection	487
4.77.11	TWriter.WriteComponent	487
4.77.12	TWriter.WriteChar	487
4.77.13	TWriter.WriteWideChar	487
4.77.14	TWriter.WriteDescendent	487
4.77.15	TWriter.WriteFloat	488
4.77.16	TWriter.WriteSingle	488
4.77.17	TWriter.WriteDate	488

4.77.18	TWriter.WriteCurrency	488
4.77.19	TWriter.WriteIdent	488
4.77.20	TWriter.WriteInteger	489
4.77.21	TWriter.WriteSet	489
4.77.22	TWriter.WriteListBegin	489
4.77.23	TWriter.WriteListEnd	489
4.77.24	TWriter.WriteSignature	489
4.77.25	TWriter.WriteRootComponent	490
4.77.26	TWriter.WriteString	490
4.77.27	TWriter.WriteWideString	490
4.77.28	TWriter.WriteUnicodeString	490
4.77.29	TWriter.WriteVariant	490
4.77.30	TWriter.RootAncestor	491
4.77.31	TWriter.OnFindAncestor	491
4.77.32	TWriter.OnWriteMethodProperty	491
4.77.33	TWriter.OnWriteStringProperty	491
4.77.34	TWriter.Driver	492
4.77.35	TWriter.PropertyPath	492
5	Reference for unit 'clocale'	493
5.1	Used units	493
5.2	Overview	493
6	Reference for unit 'cmem'	494
6.1	Used units	494
6.2	Overview	494
6.3	Constants, types and variables	494
6.3.1	Constants	494
6.4	Procedures and functions	494
6.4.1	CAlloc	494
6.4.2	Free	495
6.4.3	Malloc	495
6.4.4	ReAlloc	495
7	Reference for unit 'collation_de'	496
7.1	Used units	496
7.2	Overview	496
8	Reference for unit 'collation_es'	497
8.1	Used units	497
8.2	Overview	497

9	Reference for unit 'collation_fr_ca'	498
9.1	Used units	498
9.2	Overview	498
10	Reference for unit 'collation_ja'	499
10.1	Used units	499
10.2	Overview	499
11	Reference for unit 'collation_ko'	500
11.1	Used units	500
11.2	Overview	500
12	Reference for unit 'collation_ru'	501
12.1	Used units	501
12.2	Overview	501
13	Reference for unit 'collation_sv'	502
13.1	Used units	502
13.2	Overview	502
14	Reference for unit 'collation_zh'	503
14.1	Used units	503
14.2	Overview	503
15	Reference for unit 'cp1250'	504
15.1	Used units	504
15.2	Overview	504
16	Reference for unit 'cp1251'	505
16.1	Used units	505
16.2	Overview	505
17	Reference for unit 'cp1252'	506
17.1	Used units	506
17.2	Overview	506
18	Reference for unit 'cp1253'	507
18.1	Used units	507
18.2	Overview	507
19	Reference for unit 'cp1254'	508
19.1	Used units	508
19.2	Overview	508

20 Reference for unit 'cp1255'	509
20.1 Used units	509
20.2 Overview	509
21 Reference for unit 'cp1256'	510
21.1 Used units	510
21.2 Overview	510
22 Reference for unit 'cp1257'	511
22.1 Used units	511
22.2 Overview	511
23 Reference for unit 'cp1258'	512
23.1 Used units	512
23.2 Overview	512
24 Reference for unit 'cp437'	513
24.1 Used units	513
24.2 Overview	513
25 Reference for unit 'cp646'	514
25.1 Used units	514
25.2 Overview	514
26 Reference for unit 'cp850'	515
26.1 Used units	515
26.2 Overview	515
27 Reference for unit 'cp852'	516
27.1 Used units	516
27.2 Overview	516
28 Reference for unit 'cp856'	517
28.1 Used units	517
28.2 Overview	517
29 Reference for unit 'cp866'	518
29.1 Used units	518
29.2 Overview	518
30 Reference for unit 'cp874'	519
30.1 Used units	519
30.2 Overview	519

31 Reference for unit 'cp8859_1'	520
31.1 Used units	520
31.2 Overview	520
32 Reference for unit 'cp8859_2'	521
32.1 Used units	521
32.2 Overview	521
33 Reference for unit 'cp8859_5'	522
33.1 Used units	522
33.2 Overview	522
34 Reference for unit 'cp895'	523
34.1 Used units	523
34.2 Overview	523
35 Reference for unit 'cp932'	524
35.1 Used units	524
35.2 Overview	524
36 Reference for unit 'cp936'	525
36.1 Used units	525
36.2 Overview	525
37 Reference for unit 'cp949'	526
37.1 Used units	526
37.2 Overview	526
38 Reference for unit 'cp950'	527
38.1 Used units	527
38.2 Overview	527
39 Reference for unit 'cpall'	528
39.1 Used units	528
39.2 Overview	528
40 Reference for unit 'Crt'	529
40.1 Used units	529
40.2 Overview	529
40.3 Constants, types and variables	530
40.3.1 Constants	530
40.3.2 Types	532
40.3.3 Variables	532

40.4	Procedures and functions	533
40.4.1	AssignCrt	533
40.4.2	ClrEol	534
40.4.3	ClrScr	535
40.4.4	cursorbig	535
40.4.5	cursoroff	535
40.4.6	cursoron	536
40.4.7	Delay	536
40.4.8	DelLine	536
40.4.9	GotoXY	537
40.4.10	HighVideo	538
40.4.11	InsLine	538
40.4.12	KeyPressed	539
40.4.13	LowVideo	539
40.4.14	NormVideo	540
40.4.15	NoSound	540
40.4.16	ReadKey	540
40.4.17	Sound	541
40.4.18	TextBackground	541
40.4.19	TextColor	542
40.4.20	TextMode	543
40.4.21	WhereX	543
40.4.22	WhereY	543
40.4.23	Window	544
41	Reference for unit 'cthreads'	545
41.1	Used units	545
41.2	Overview	545
41.3	Procedures and functions	546
41.3.1	SetCThreadManager	546
42	Reference for unit 'ctypes'	547
42.1	Used units	547
42.2	Overview	547
42.3	Constants, types and variables	547
42.3.1	Types	547
42.4	Procedures and functions	552
42.4.1	add(clongdouble,Double):Double	552
42.4.2	add(Double,clongdouble):Double	552
42.4.3	assign(clongdouble):Double	552
42.4.4	assign(Double):clongdouble	553

42.4.5	divide(clongdouble,Double):Double	553
42.4.6	divide(Double,clongdouble):Double	553
42.4.7	equal(clongdouble,Double):Boolean	553
42.4.8	equal(Double,clongdouble):Boolean	553
42.4.9	greaterthan(clongdouble,Double):Boolean	554
42.4.10	greaterthan(Double,clongdouble):Boolean	554
42.4.11	greaterthanorequal(clongdouble,Double):Boolean	554
42.4.12	greaterthanorequal(Double,clongdouble):Boolean	554
42.4.13	lessthan(clongdouble,Double):Boolean	554
42.4.14	lessthan(Double,clongdouble):Boolean	555
42.4.15	lessthanorequal(clongdouble,Double):Boolean	555
42.4.16	lessthanorequal(Double,clongdouble):Boolean	555
42.4.17	multiply(clongdouble,Double):Double	555
42.4.18	multiply(Double,clongdouble):Double	555
42.4.19	subtract(clongdouble,Double):Double	556
42.4.20	subtract(Double,clongdouble):Double	556
43	Reference for unit 'cwstring'	557
43.1	Used units	557
43.2	Overview	557
43.3	Procedures and functions	557
43.3.1	SetCWidestringManager	557
44	Reference for unit 'dateutils'	559
44.1	Used units	559
44.2	Overview	559
44.3	Constants, types and variables	559
44.3.1	Constants	559
44.4	Procedures and functions	561
44.4.1	CompareDate	561
44.4.2	CompareDateTime	562
44.4.3	CompareTime	563
44.4.4	DateOf	564
44.4.5	DateTimeToDosDateTime	565
44.4.6	DateTimeToJulianDate	565
44.4.7	DateTimeToMac	565
44.4.8	DateTimeToModifiedJulianDate	566
44.4.9	DateTimeToUnix	566
44.4.10	DayOf	566
44.4.11	DayOfTheMonth	566
44.4.12	DayOfTheWeek	567

44.4.13	DayOfTheYear	567
44.4.14	DaysBetween	568
44.4.15	DaysInAMonth	568
44.4.16	DaysInAYear	569
44.4.17	DaysInMonth	570
44.4.18	DaysInYear	570
44.4.19	DaySpan	571
44.4.20	DecodeDateDay	571
44.4.21	DecodeDateMonthWeek	572
44.4.22	DecodeDateTime	573
44.4.23	DecodeDateWeek	573
44.4.24	DecodeDayOfWeekInMonth	574
44.4.25	DosDateTimeToDateTime	574
44.4.26	EncodeDateDay	575
44.4.27	EncodeDateMonthWeek	575
44.4.28	EncodeDateTime	575
44.4.29	EncodeDateWeek	576
44.4.30	EncodeDayOfWeekInMonth	576
44.4.31	EncodeTimeInterval	576
44.4.32	EndOfADay	577
44.4.33	EndOfAMonth	577
44.4.34	EndOfAWeek	578
44.4.35	EndOfAYear	579
44.4.36	EndOfTheDay	579
44.4.37	EndOfTheMonth	580
44.4.38	EndOfTheWeek	580
44.4.39	EndOfTheYear	581
44.4.40	HourOf	581
44.4.41	HourOfTheDay	582
44.4.42	HourOfTheMonth	582
44.4.43	HourOfTheWeek	582
44.4.44	HourOfTheYear	583
44.4.45	HoursBetween	583
44.4.46	HourSpan	584
44.4.47	IncDay	585
44.4.48	IncHour	585
44.4.49	IncMilliSecond	586
44.4.50	IncMinute	586
44.4.51	IncSecond	587
44.4.52	IncWeek	587

44.4.53	IncYear	588
44.4.54	InvalidDateDayError	588
44.4.55	InvalidDateMonthWeekError	589
44.4.56	InvalidDateTimeError	589
44.4.57	InvalidDateWeekError	589
44.4.58	InvalidDayOfWeekInMonthError	590
44.4.59	IsInLeapYear	590
44.4.60	IsPM	591
44.4.61	IsSameDay	591
44.4.62	IsSameMonth	592
44.4.63	IsToday	592
44.4.64	IsValidDate	592
44.4.65	IsValidDateDay	593
44.4.66	IsValidDateMonthWeek	593
44.4.67	IsValidDateTime	594
44.4.68	IsValidDateWeek	595
44.4.69	IsValidTime	596
44.4.70	JulianDateToDateTime	596
44.4.71	LocalTimeToUniversal	597
44.4.72	MacTimeStampToUnix	597
44.4.73	MacToDateTime	597
44.4.74	MilliSecondOf	597
44.4.75	MilliSecondOfTheDay	598
44.4.76	MilliSecondOfTheHour	598
44.4.77	MilliSecondOfTheMinute	598
44.4.78	MilliSecondOfTheMonth	599
44.4.79	MilliSecondOfTheSecond	599
44.4.80	MilliSecondOfTheWeek	599
44.4.81	MilliSecondOfTheYear	600
44.4.82	MilliSecondsBetween	600
44.4.83	MilliSecondSpan	601
44.4.84	MinuteOf	602
44.4.85	MinuteOfTheDay	602
44.4.86	MinuteOfTheHour	602
44.4.87	MinuteOfTheMonth	603
44.4.88	MinuteOfTheWeek	603
44.4.89	MinuteOfTheYear	603
44.4.90	MinutesBetween	604
44.4.91	MinuteSpan	605
44.4.92	ModifiedJulianDateToDateTime	605

44.4.93	MonthOf	606
44.4.94	MonthOfTheYear	606
44.4.95	MonthsBetween	606
44.4.96	MonthSpan	607
44.4.97	NthDayOfWeek	608
44.4.98	PeriodBetween	609
44.4.99	PreviousDayOfWeek	609
44.4.100	RecodeDate	609
44.4.101	RecodeDateTime	610
44.4.102	RecodeDay	611
44.4.103	RecodeHour	611
44.4.104	RecodeMilliSecond	612
44.4.105	RecodeMinute	613
44.4.106	RecodeMonth	613
44.4.107	RecodeSecond	614
44.4.108	RecodeTime	615
44.4.109	RecodeYear	615
44.4.110	SameDate	616
44.4.111	SameDateTime	617
44.4.112	SameTime	618
44.4.113	ScanDateTime	618
44.4.114	SecondOf	619
44.4.115	SecondOfTheDay	619
44.4.116	SecondOfTheHour	620
44.4.117	SecondOfTheMinute	620
44.4.118	SecondOfTheMonth	620
44.4.119	SecondOfTheWeek	621
44.4.120	SecondOfTheYear	621
44.4.121	SecondsBetween	621
44.4.122	SecondSpan	622
44.4.123	StartOfADay	623
44.4.124	StartOfAMonth	624
44.4.125	StartOfAWeek	624
44.4.126	StartOfAYear	625
44.4.127	StartOfTheDay	626
44.4.128	StartOfTheMonth	626
44.4.129	StartOfTheWeek	627
44.4.130	StartOfTheYear	627
44.4.131	TimeOf	628
44.4.132	Today	628

44.4.133	Tomorrow	628
44.4.134	TryEncodeDateDay	629
44.4.135	TryEncodeDateMonthWeek	629
44.4.136	TryEncodeDateTime	630
44.4.137	TryEncodeDateWeek	631
44.4.138	TryEncodeDayOfWeekInMonth	632
44.4.139	TryEncodeTimeInterval	632
44.4.140	TryJulianDateToDateTime	633
44.4.141	TryModifiedJulianDateToDateTime	633
44.4.142	TryRecodeDateTime	633
44.4.143	UniversalTimeToLocal	634
44.4.144	UnixTimeStampToMac	634
44.4.145	UnixToDateTime	635
44.4.146	WeekOf	635
44.4.147	WeekOfTheMonth	635
44.4.148	WeekOfTheYear	636
44.4.149	WeeksBetween	636
44.4.150	WeeksInAYear	637
44.4.151	WeeksInYear	638
44.4.152	WeekSpan	638
44.4.153	WithinPastDays	639
44.4.154	WithinPastHours	640
44.4.155	WithinPastMilliSeconds	641
44.4.156	WithinPastMinutes	642
44.4.157	WithinPastMonths	643
44.4.158	WithinPastSeconds	644
44.4.159	WithinPastWeeks	645
44.4.160	WithinPastYears	646
44.4.161	YearOf	647
44.4.162	YearsBetween	648
44.4.163	YearSpan	649
44.4.164	Yesterday	650
45	Reference for unit 'Dos'	651
45.1	Used units	651
45.2	Overview	651
45.3	System information	651
45.4	Process handling	652
45.5	Directory and disk handling	652
45.6	File handling	653

45.7	File open mode constants	653
45.8	File attributes	653
45.9	Constants, types and variables	654
45.9.1	Constants	654
45.9.2	Types	655
45.9.3	Variables	658
45.10	Procedures and functions	658
45.10.1	AddDisk	658
45.10.2	DiskFree	659
45.10.3	DiskSize	659
45.10.4	DosExitCode	660
45.10.5	DosVersion	660
45.10.6	DTToUnixDate	661
45.10.7	EnvCount	661
45.10.8	EnvStr	662
45.10.9	Exec	662
45.10.10	FExpand	663
45.10.11	FindClose	663
45.10.12	FindFirst	663
45.10.13	FindNext	664
45.10.14	FSearch	664
45.10.15	FSplit	665
45.10.16	GetCBreak	666
45.10.17	GetDate	666
45.10.18	GetEnv	667
45.10.19	GetFAttr	667
45.10.20	GetFTime	668
45.10.21	GetIntVec	669
45.10.22	GetLongName	669
45.10.23	GetMsCount	669
45.10.24	GetShortName	670
45.10.25	GetTime	670
45.10.26	GetVerify	671
45.10.27	Intr	671
45.10.28	Keep	671
45.10.29	MSDos	672
45.10.30	PackTime	672
45.10.31	SetCBreak	673
45.10.32	SetDate	673
45.10.33	SetFAttr	673

45.10.34	SetFTime	674
45.10.35	SetIntVec	674
45.10.36	SetTime	675
45.10.37	SetVerify	675
45.10.38	SwapVectors	675
45.10.39	UnixDateToDt	676
45.10.40	UnpackTime	676
45.10.41	weekday	676
46	Reference for unit 'dxload'	677
46.1	Used units	677
46.2	Overview	677
46.3	Procedures and functions	677
46.3.1	dx_load	677
47	Reference for unit 'dynlibs'	678
47.1	Used units	678
47.2	Overview	678
47.3	Constants, types and variables	678
47.3.1	Constants	678
47.3.2	Types	678
47.4	Procedures and functions	679
47.4.1	FreeLibrary	679
47.4.2	GetLoadErrorStr	679
47.4.3	GetProcAddress	679
47.4.4	GetProcedureAddress	680
47.4.5	LoadLibrary	680
47.4.6	SafeLoadLibrary	680
47.4.7	UnloadLibrary	681
48	Reference for unit 'emu387'	682
48.1	Used units	682
48.2	Overview	682
48.3	Procedures and functions	682
48.3.1	npsetup	682
49	Reference for unit 'errors'	684
49.1	Used units	684
49.2	Overview	684
49.3	Constants, types and variables	684
49.3.1	Constants	684

49.4	Procedures and functions	685
49.4.1	PErrror	685
49.4.2	StrError	686
50	Reference for unit 'exeinfo'	687
50.1	Used units	687
50.2	Overview	687
50.3	Constants, types and variables	687
50.3.1	Types	687
50.4	Procedures and functions	688
50.4.1	CloseExeFile	688
50.4.2	FindExeSection	688
50.4.3	GetModuleByAddr	688
50.4.4	OpenExeFile	689
50.4.5	ReadDebugLink	689
51	Reference for unit 'fgl'	690
51.1	Used units	690
51.2	Overview	690
51.3	Constants, types and variables	690
51.3.1	Constants	690
51.3.2	Types	690
51.4	EListError	691
51.4.1	Description	691
51.5	TFPGInterfacedObjectList	691
51.5.1	Description	691
51.5.2	Method overview	691
51.5.3	Property overview	691
51.5.4	TFPGInterfacedObjectList.Create	692
51.5.5	TFPGInterfacedObjectList.Add	692
51.5.6	TFPGInterfacedObjectList.Extract	692
51.5.7	TFPGInterfacedObjectList.GetEnumerator	692
51.5.8	TFPGInterfacedObjectList.IndexOf	693
51.5.9	TFPGInterfacedObjectList.Insert	693
51.5.10	TFPGInterfacedObjectList.Assign	693
51.5.11	TFPGInterfacedObjectList.Remove	693
51.5.12	TFPGInterfacedObjectList.Sort	694
51.5.13	TFPGInterfacedObjectList.First	694
51.5.14	TFPGInterfacedObjectList.Last	694
51.5.15	TFPGInterfacedObjectList.Items	695
51.5.16	TFPGInterfacedObjectList.List	695

51.6	TFPGList	695
51.6.1	Description	695
51.6.2	Method overview	695
51.6.3	Property overview	696
51.6.4	TFPGList.Create	696
51.6.5	TFPGList.Add	696
51.6.6	TFPGList.Extract	696
51.6.7	TFPGList.GetEnumerator	696
51.6.8	TFPGList.IndexOf	697
51.6.9	TFPGList.Insert	697
51.6.10	TFPGList.Assign	697
51.6.11	TFPGList.Remove	697
51.6.12	TFPGList.Sort	698
51.6.13	TFPGList.First	698
51.6.14	TFPGList.Last	698
51.6.15	TFPGList.Items	698
51.6.16	TFPGList.List	699
51.7	TFPGListEnumerator	699
51.7.1	Description	699
51.7.2	Method overview	699
51.7.3	Property overview	699
51.7.4	TFPGListEnumerator.Create	699
51.7.5	TFPGListEnumerator.MoveNext	700
51.7.6	TFPGListEnumerator.Current	700
51.8	TFPGMap	700
51.8.1	Description	700
51.8.2	Method overview	700
51.8.3	Property overview	701
51.8.4	TFPGMap.Create	701
51.8.5	TFPGMap.Add	701
51.8.6	TFPGMap.Find	701
51.8.7	TFPGMap.TryGetData	702
51.8.8	TFPGMap.AddOrSetData	702
51.8.9	TFPGMap.IndexOf	702
51.8.10	TFPGMap.IndexOfData	702
51.8.11	TFPGMap.InsertKey	703
51.8.12	TFPGMap.InsertKeyData	703
51.8.13	TFPGMap.Remove	703
51.8.14	TFPGMap.Keys	703
51.8.15	TFPGMap.Data	704

51.8.16	TFPGMap.KeyData	704
51.8.17	TFPGMap.OnCompare	704
51.8.18	TFPGMap.OnKeyCompare	705
51.8.19	TFPGMap.OnDataCompare	705
51.9	TFPGMapInterfacedObjectData	705
51.9.1	Description	705
51.9.2	Method overview	706
51.9.3	Property overview	706
51.9.4	TFPGMapInterfacedObjectData.Create	706
51.9.5	TFPGMapInterfacedObjectData.Add	706
51.9.6	TFPGMapInterfacedObjectData.Find	707
51.9.7	TFPGMapInterfacedObjectData.TryGetData	707
51.9.8	TFPGMapInterfacedObjectData.AddOrSetData	707
51.9.9	TFPGMapInterfacedObjectData.IndexOf	707
51.9.10	TFPGMapInterfacedObjectData.IndexOfData	708
51.9.11	TFPGMapInterfacedObjectData.InsertKey	708
51.9.12	TFPGMapInterfacedObjectData.InsertKeyData	708
51.9.13	TFPGMapInterfacedObjectData.Remove	708
51.9.14	TFPGMapInterfacedObjectData.Keys	709
51.9.15	TFPGMapInterfacedObjectData.Data	709
51.9.16	TFPGMapInterfacedObjectData.KeyData	709
51.9.17	TFPGMapInterfacedObjectData.OnCompare	710
51.9.18	TFPGMapInterfacedObjectData.OnKeyCompare	710
51.9.19	TFPGMapInterfacedObjectData.OnDataCompare	710
51.10	TFPGMapObject	711
51.10.1	Description	711
51.10.2	Method overview	711
51.10.3	Property overview	711
51.10.4	TFPGMapObject.Create	711
51.10.5	TFPGMapObject.Add	711
51.10.6	TFPGMapObject.Find	712
51.10.7	TFPGMapObject.TryGetData	712
51.10.8	TFPGMapObject.AddOrSetData	712
51.10.9	TFPGMapObject.IndexOf	713
51.10.10	TFPGMapObject.IndexOfData	713
51.10.11	TFPGMapObject.InsertKey	713
51.10.12	TFPGMapObject.InsertKeyData	713
51.10.13	TFPGMapObject.Remove	714
51.10.14	TFPGMapObject.Keys	714
51.10.15	TFPGMapObject.Data	714

51.10.16	TFPGMapObject.KeyData	715
51.10.17	TFPGMapObject.OnCompare	715
51.10.18	TFPGMapObject.OnKeyCompare	715
51.10.19	TFPGMapObject.OnDataCompare	716
51.11	TFPGObjectList	716
51.11.1	Description	716
51.11.2	Method overview	716
51.11.3	Property overview	716
51.11.4	TFPGObjectList.Create	717
51.11.5	TFPGObjectList.Add	717
51.11.6	TFPGObjectList.Extract	717
51.11.7	TFPGObjectList.GetEnumerator	717
51.11.8	TFPGObjectList.IndexOf	718
51.11.9	TFPGObjectList.Insert	718
51.11.10	TFPGObjectList.Assign	718
51.11.11	TFPGObjectList.Remove	718
51.11.12	TFPGObjectList.Sort	719
51.11.13	TFPGObjectList.First	719
51.11.14	TFPGObjectList.Last	719
51.11.15	TFPGObjectList.Items	719
51.11.16	TFPGObjectList.List	720
51.11.17	TFPGObjectList.FreeObjects	720
51.12	TFPSList	720
51.12.1	Description	720
51.12.2	Method overview	721
51.12.3	Property overview	721
51.12.4	TFPSList.Create	721
51.12.5	TFPSList.Destroy	721
51.12.6	TFPSList.Add	722
51.12.7	TFPSList.Clear	722
51.12.8	TFPSList.Delete	722
51.12.9	TFPSList.Error	722
51.12.10	TFPSList.Exchange	723
51.12.11	TFPSList.Expand	723
51.12.12	TFPSList.Extract	723
51.12.13	TFPSList.IndexOf	723
51.12.14	TFPSList.Insert	724
51.12.15	TFPSList.Move	724
51.12.16	TFPSList.Assign	724
51.12.17	TFPSList.Remove	725

51.12.18	TFPSList.Pack	725
51.12.19	TFPSList.Sort	725
51.12.20	TFPSList.Capacity	726
51.12.21	TFPSList.Count	726
51.12.22	TFPSList.Items	726
51.12.23	TFPSList.ItemSize	727
51.12.24	TFPSList.List	727
51.12.25	TFPSList.First	727
51.12.26	TFPSList.Last	727
51.13	TFPSMap	728
51.13.1	Description	728
51.13.2	Method overview	728
51.13.3	Property overview	728
51.13.4	TFPSMap.Create	728
51.13.5	TFPSMap.Add	729
51.13.6	TFPSMap.Find	729
51.13.7	TFPSMap.IndexOf	729
51.13.8	TFPSMap.IndexOfData	730
51.13.9	TFPSMap.Insert	730
51.13.10	TFPSMap.InsertKey	730
51.13.11	TFPSMap.InsertKeyData	730
51.13.12	TFPSMap.Remove	731
51.13.13	TFPSMap.Sort	731
51.13.14	TFPSMap.Duplicates	731
51.13.15	TFPSMap.KeySize	732
51.13.16	TFPSMap.DataSize	732
51.13.17	TFPSMap.Keys	732
51.13.18	TFPSMap.Data	732
51.13.19	TFPSMap.KeyData	733
51.13.20	TFPSMap.Sorted	733
51.13.21	TFPSMap.OnPtrCompare	733
51.13.22	TFPSMap.OnKeyPtrCompare	733
51.13.23	TFPSMap.OnDataPtrCompare	734
52	Reference for unit 'fpwidestring'	735
52.1	Used units	735
52.2	Overview	735
52.3	Constants, types and variables	736
52.3.1	Variables	736
52.4	Procedures and functions	736

52.4.1	GetActiveCollation	736
52.4.2	SetActiveCollation	736
53	Reference for unit 'getopts'	737
53.1	Used units	737
53.2	Overview	737
53.3	Constants, types and variables	737
53.3.1	Constants	737
53.3.2	Types	738
53.3.3	Variables	738
53.4	Procedures and functions	739
53.4.1	GetLongOpts	739
53.4.2	GetOpt	739
54	Reference for unit 'go32'	742
54.1	Used units	742
54.2	Overview	742
54.3	Real mode callbacks	742
54.4	Executing software interrupts	743
54.5	Software interrupts	746
54.6	Hardware interrupts	746
54.7	Disabling interrupts	748
54.8	Creating your own interrupt handlers	748
54.9	Protected mode interrupts vs. Real mode interrupts	749
54.10	Handling interrupts with DPMI	749
54.11	Interrupt redirection	749
54.12	Processor access	749
54.13	I/O port access	749
54.14	dos memory access	749
54.15	FPC specialities	750
54.16	Selectors and descriptors	750
54.17	What is DPMI	750
54.18	Constants, types and variables	750
54.18.1	Constants	750
54.18.2	Types	753
54.18.3	Variables	756
54.19	Procedures and functions	757
54.19.1	allocate_ldt_descriptors	757
54.19.2	allocate_memory_block	760
54.19.3	copyfromdos	760
54.19.4	copytodos	761

54.19.5	<code>create_code_segment_alias_descriptor</code>	761
54.19.6	<code>disable</code>	761
54.19.7	<code>dpmi_dosmemfillchar</code>	762
54.19.8	<code>dpmi_dosmemfillword</code>	762
54.19.9	<code>dpmi_dosmemget</code>	762
54.19.10	<code>dpmi_dosmemmove</code>	762
54.19.11	<code>dpmi_dosmemput</code>	763
54.19.12	<code>enable</code>	763
54.19.13	<code>free_ldt_descriptor</code>	763
54.19.14	<code>free_linear_addr_mapping</code>	763
54.19.15	<code>free_memory_block</code>	764
54.19.16	<code>free_rm_callback</code>	764
54.19.17	<code>get_cs</code>	764
54.19.18	<code>get_descriptor_access_right</code>	765
54.19.19	<code>get_dpmi_version</code>	765
54.19.20	<code>get_ds</code>	765
54.19.21	<code>get_exception_handler</code>	765
54.19.22	<code>get_linear_addr</code>	766
54.19.23	<code>get_meminfo</code>	766
54.19.24	<code>get_next_selector_increment_value</code>	767
54.19.25	<code>get_page_attributes</code>	768
54.19.26	<code>get_page_size</code>	768
54.19.27	<code>get_pm_exception_handler</code>	768
54.19.28	<code>get_pm_interrupt</code>	768
54.19.29	<code>get_rm_callback</code>	769
54.19.30	<code>get_rm_interrupt</code>	773
54.19.31	<code>get_run_mode</code>	774
54.19.32	<code>get_segment_base_address</code>	775
54.19.33	<code>get_segment_limit</code>	775
54.19.34	<code>get_ss</code>	775
54.19.35	<code>global_dos_alloc</code>	776
54.19.36	<code>global_dos_free</code>	778
54.19.37	<code>inportb</code>	779
54.19.38	<code>inportl</code>	779
54.19.39	<code>inportw</code>	779
54.19.40	<code>lock_code</code>	780
54.19.41	<code>lock_data</code>	780
54.19.42	<code>lock_linear_region</code>	780
54.19.43	<code>map_device_in_memory_block</code>	781
54.19.44	<code>outportb</code>	781

54.19.45	outportl	782
54.19.46	outportw	782
54.19.47	realintr	782
54.19.48	request_linear_region	783
54.19.49	segment_to_descriptor	784
54.19.50	seg_fillchar	784
54.19.51	seg_fillword	785
54.19.52	seg_move	786
54.19.53	set_descriptor_access_right	786
54.19.54	set_exception_handler	786
54.19.55	set_page_attributes	787
54.19.56	set_pm_exception_handler	787
54.19.57	set_pm_interrupt	787
54.19.58	set_rm_interrupt	789
54.19.59	set_segment_base_address	789
54.19.60	set_segment_limit	789
54.19.61	tb_offset	790
54.19.62	tb_segment	790
54.19.63	tb_size	790
54.19.64	transfer_buffer	791
54.19.65	unlock_code	791
54.19.66	unlock_data	791
54.19.67	unlock_linear_region	792
55	Reference for unit 'gpm'	793
55.1	Used units	793
55.2	Overview	793
55.3	Constants, types and variables	793
55.3.1	Constants	793
55.3.2	Types	795
55.3.3	Variables	797
55.4	Procedures and functions	798
55.4.1	Gpm_AnyDouble	798
55.4.2	Gpm_AnySingle	798
55.4.3	Gpm_AnyTriple	798
55.4.4	gpm_close	799
55.4.5	gpm_fitvalues	799
55.4.6	gpm_fitvaluesM	799
55.4.7	gpm_getevent	799
55.4.8	gpm_getsnapshot	801

55.4.9	<code>gpm_lowerroi</code>	801
55.4.10	<code>gpm_open</code>	801
55.4.11	<code>gpm_poproi</code>	802
55.4.12	<code>gpm_pushroi</code>	802
55.4.13	<code>gpm_raiseroi</code>	802
55.4.14	<code>gpm_repeat</code>	802
55.4.15	<code>Gpm_StrictDouble</code>	803
55.4.16	<code>Gpm_StrictSingle</code>	803
55.4.17	<code>Gpm_StrictTriple</code>	803
56	Reference for unit 'Graph'	804
56.1	Used units	804
56.2	Overview	804
56.3	Categorized functions: Text and font handling	804
56.4	Categorized functions: Filled drawings	805
56.5	Categorized functions: Drawing primitives	805
56.6	Categorized functions: Color management	806
56.7	Categorized functions: Screen management	806
56.8	Categorized functions: Initialization	807
56.9	Target specific issues: Linux	807
56.10	Target specific issues: DOS	808
56.11	A word about mode selection	808
56.12	Requirements	813
56.13	Constants, types and variables	813
56.13.1	Constants	813
56.13.2	Types	830
56.13.3	Variables	836
56.14	Procedures and functions	838
56.14.1	<code>Arc</code>	838
56.14.2	<code>Bar</code>	839
56.14.3	<code>Bar3D</code>	839
56.14.4	<code>ClearDevice</code>	839
56.14.5	<code>Closegraph</code>	839
56.14.6	<code>DetectGraph</code>	840
56.14.7	<code>DrawPoly</code>	840
56.14.8	<code>Ellipse</code>	840
56.14.9	<code>FillEllipse</code>	840
56.14.10	<code>FillPoly</code>	841
56.14.11	<code>FloodFill</code>	841
56.14.12	<code>GetArcCoords</code>	841

56.14.13	GetAspectRatio	842
56.14.14	GetColor	842
56.14.15	GetDefaultPalette	842
56.14.16	GetDirectVideo	842
56.14.17	GetDriverName	843
56.14.18	GetFillPattern	843
56.14.19	GetFillSettings	843
56.14.20	GetGraphMode	843
56.14.21	GetLineSettings	844
56.14.22	GetMaxColor	844
56.14.23	GetMaxMode	844
56.14.24	GetMaxX	844
56.14.25	GetMaxY	845
56.14.26	GetModeName	845
56.14.27	GetModeRange	845
56.14.28	GetPalette	845
56.14.29	GetPaletteSize	846
56.14.30	GetTextSettings	846
56.14.31	GetViewSettings	846
56.14.32	GetX	846
56.14.33	GetY	847
56.14.34	GraphDefaults	847
56.14.35	GraphErrorMsg	847
56.14.36	GraphResult	847
56.14.37	InitGraph	848
56.14.38	InstallUserDriver	848
56.14.39	InstallUserFont	849
56.14.40	LineRel	849
56.14.41	LineTo	849
56.14.42	MoveRel	850
56.14.43	MoveTo	850
56.14.44	OutText	850
56.14.45	PieSlice	850
56.14.46	queryadapterinfo	851
56.14.47	Rectangle	851
56.14.48	RegisterBGIDriver	851
56.14.49	RegisterBGIfont	851
56.14.50	RestoreCrtMode	852
56.14.51	Sector	852
56.14.52	SetAspectRatio	852

56.14.53	SetColor	852
56.14.54	SetDirectVideo	853
56.14.55	SetFillPattern	853
56.14.56	SetFillStyle	853
56.14.57	SetGraphMode	854
56.14.58	SetLineStyle	854
56.14.59	SetPalette	854
56.14.60	SetTextJustify	855
56.14.61	SetTextStyle	855
56.14.62	SetUserCharSize	856
56.14.63	SetViewPort	856
56.14.64	SetWriteMode	856
56.14.65	TextHeight	857
56.14.66	TextWidth	857
57	Reference for unit 'heaptrc'	858
57.1	Used units	858
57.2	Overview	858
57.3	Controlling HeapTrc with environment variables	858
57.4	HeapTrc Usage	859
57.5	Constants, types and variables	860
57.5.1	Constants	860
57.5.2	Types	861
57.6	Procedures and functions	862
57.6.1	CheckPointer	862
57.6.2	DumpHeap	862
57.6.3	SetHeapExtraInfo	862
57.6.4	SetHeapTraceOutput	864
58	Reference for unit 'ipc'	865
58.1	Used units	865
58.2	Overview	865
58.3	Constants, types and variables	865
58.3.1	Constants	865
58.3.2	Types	867
58.4	Procedures and functions	870
58.4.1	ftok	870
58.4.2	msgctl	870
58.4.3	msgget	873
58.4.4	msgrcv	873
58.4.5	msgsnd	874

58.4.6	semctl	874
58.4.7	semget	879
58.4.8	semop	880
58.4.9	shmat	880
58.4.10	shmctl	881
58.4.11	shmdt	883
58.4.12	shmget	883
59	Reference for unit 'keyboard'	885
59.1	Used units	885
59.2	Overview	885
59.3	Unix specific notes	885
59.4	Writing a keyboard driver	887
59.5	Keyboard scan codes	890
59.6	Constants, types and variables	892
59.6.1	Constants	892
59.6.2	Types	897
59.7	Procedures and functions	898
59.7.1	DoneKeyboard	898
59.7.2	FunctionKeyName	898
59.7.3	GetKeyboardDriver	899
59.7.4	GetKeyEvent	899
59.7.5	GetKeyEventChar	900
59.7.6	GetKeyEventCode	901
59.7.7	GetKeyEventFlags	901
59.7.8	GetKeyEventShiftState	902
59.7.9	GetKeyEventUniCode	902
59.7.10	InitKeyboard	903
59.7.11	IsFunctionKey	903
59.7.12	KeyEventToString	904
59.7.13	KeyPressed	904
59.7.14	PollKeyEvent	904
59.7.15	PollShiftStateEvent	905
59.7.16	PutKeyEvent	906
59.7.17	SetKeyboardDriver	907
59.7.18	ShiftStateToString	907
59.7.19	TranslateKeyEvent	908
59.7.20	TranslateKeyEventUniCode	908
60	Reference for unit 'lineinfo'	909
60.1	Used units	909

60.2	Overview	909
60.3	Constants, types and variables	909
60.3.1	Variables	909
60.4	Procedures and functions	909
60.4.1	CloseStabs	909
60.4.2	GetLineInfo	910
60.4.3	StabBackTraceStr	910
61	Reference for unit 'Linux'	911
61.1	Used units	911
61.2	Overview	911
61.3	Constants, types and variables	911
61.3.1	Constants	911
61.3.2	Types	925
61.4	Procedures and functions	927
61.4.1	capget	927
61.4.2	capset	928
61.4.3	clock_getres	928
61.4.4	clock_gettime	928
61.4.5	clock_settime	929
61.4.6	clone	929
61.4.7	epoll_create	931
61.4.8	epoll_ctl	931
61.4.9	epoll_wait	932
61.4.10	fdatasync	932
61.4.11	futex	932
61.4.12	futex_op	933
61.4.13	inotify_add_watch	934
61.4.14	inotify_init	934
61.4.15	inotify_init1	935
61.4.16	inotify_rm_watch	935
61.4.17	sched_yield	935
61.4.18	setregid	935
61.4.19	setreuid	936
61.4.20	sync_file_range	936
61.4.21	Sysinfo	936
62	Reference for unit 'Infodwrf'	938
62.1	Used units	938
62.2	Overview	938
62.3	Constants, types and variables	938

62.3.1	Variables	938
62.4	Procedures and functions	938
62.4.1	CloseDwarf	938
62.4.2	DwarfBackTraceStr	939
62.4.3	GetLineInfo	939
63	Reference for unit 'math'	940
63.1	Used units	940
63.2	Overview	940
63.3	Cash flow functions	940
63.4	Geometrical functions	941
63.5	Statistical functions	941
63.6	Number converting	942
63.7	Exponential and logarithmic functions	942
63.8	Hyperbolic functions	942
63.9	Trigonometric functions	943
63.10	Angle unit conversion	943
63.11	Min/max determination	943
63.12	Constants, types and variables	944
63.12.1	Constants	944
63.12.2	Types	945
63.13	Procedures and functions	946
63.13.1	arccos	946
63.13.2	arccosh	947
63.13.3	arcosh	947
63.13.4	arcsin	948
63.13.5	arcsinh	948
63.13.6	arctan2	949
63.13.7	arctanh	949
63.13.8	arsinh	949
63.13.9	artanh	950
63.13.10	ceil	950
63.13.11	ceil64	951
63.13.12	ClearExceptions	951
63.13.13	CompareValue	951
63.13.14	cosecant	952
63.13.15	cosh	952
63.13.16	cot	953
63.13.17	cotan	953
63.13.18	csc	953

63.13.19	cycletorad	954
63.13.20	DegNormalize	954
63.13.21	degtograd	954
63.13.22	degtorad	955
63.13.23	DivMod	955
63.13.24	EnsureRange	956
63.13.25	floor	956
63.13.26	floor64	957
63.13.27	Frexp	957
63.13.28	FutureValue	958
63.13.29	GetExceptionMask	958
63.13.30	GetPrecisionMode	958
63.13.31	GetRoundMode	958
63.13.32	gradtodeg	958
63.13.33	gradtorad	959
63.13.34	hypot	959
63.13.35	ifthen	960
63.13.36	InRange	960
63.13.37	InterestRate	961
63.13.38	intpower	961
63.13.39	IsInfinite	962
63.13.40	IsNan	962
63.13.41	IsZero	962
63.13.42	ldexp	962
63.13.43	lnxp1	963
63.13.44	log10	963
63.13.45	log2	964
63.13.46	logn	964
63.13.47	Max	965
63.13.48	MaxIntValue	966
63.13.49	maxvalue	966
63.13.50	mean	967
63.13.51	meanandstddev	968
63.13.52	Min	969
63.13.53	MinIntValue	970
63.13.54	minvalue	970
63.13.55	momentskewkurtosis	971
63.13.56	norm	972
63.13.57	NumberOfPeriods	973
63.13.58	Payment	973

63.13.59	popnstddev	974
63.13.60	popnvariance	975
63.13.61	power	975
63.13.62	power(Float,Float):Float	976
63.13.63	power(Int64,Int64):Int64	976
63.13.64	PresentValue	976
63.13.65	radto cycle	977
63.13.66	radto deg	977
63.13.67	radto grad	978
63.13.68	randg	978
63.13.69	RandomFrom	979
63.13.70	RandomRange	979
63.13.71	RoundTo	980
63.13.72	SameValue	980
63.13.73	sec	980
63.13.74	secant	981
63.13.75	SetExceptionMask	981
63.13.76	SetPrecisionMode	981
63.13.77	SetRoundMode	981
63.13.78	Sign	982
63.13.79	SimpleRoundTo	982
63.13.80	sincos	982
63.13.81	sinh	983
63.13.82	stddev	983
63.13.83	sum	984
63.13.84	sumInt	985
63.13.85	sumofsquares	985
63.13.86	sumsandsquares	986
63.13.87	tan	987
63.13.88	tanh	988
63.13.89	totalvariance	988
63.13.90	variance	989
63.14	EInvalidArgument	990
63.14.1	Description	990
64	Reference for unit 'matrix'	991
64.1	Used units	991
64.2	Overview	991
64.3	Constants, types and variables	992
64.3.1	Types	992

64.4	Procedures and functions	994
64.4.1	add(Tmatrix2_double,Double):Tmatrix2_double	994
64.4.2	add(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double	994
64.4.3	add(Tmatrix2_extended,extended):Tmatrix2_extended	995
64.4.4	add(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended	995
64.4.5	add(Tmatrix2_single,single):Tmatrix2_single	995
64.4.6	add(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single	995
64.4.7	add(Tmatrix3_double,Double):Tmatrix3_double	995
64.4.8	add(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double	996
64.4.9	add(Tmatrix3_extended,extended):Tmatrix3_extended	996
64.4.10	add(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended	996
64.4.11	add(Tmatrix3_single,single):Tmatrix3_single	996
64.4.12	add(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single	996
64.4.13	add(Tmatrix4_double,Double):Tmatrix4_double	997
64.4.14	add(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double	997
64.4.15	add(Tmatrix4_extended,extended):Tmatrix4_extended	997
64.4.16	add(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended	997
64.4.17	add(Tmatrix4_single,single):Tmatrix4_single	997
64.4.18	add(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single	998
64.4.19	add(Tvector2_double,Double):Tvector2_double	998
64.4.20	add(Tvector2_double,Tvector2_double):Tvector2_double	998
64.4.21	add(Tvector2_extended,extended):Tvector2_extended	998
64.4.22	add(Tvector2_extended,Tvector2_extended):Tvector2_extended	998
64.4.23	add(Tvector2_single,single):Tvector2_single	999
64.4.24	add(Tvector2_single,Tvector2_single):Tvector2_single	999
64.4.25	add(Tvector3_double,Double):Tvector3_double	999
64.4.26	add(Tvector3_double,Tvector3_double):Tvector3_double	999
64.4.27	add(Tvector3_extended,extended):Tvector3_extended	999
64.4.28	add(Tvector3_extended,Tvector3_extended):Tvector3_extended	1000
64.4.29	add(Tvector3_single,single):Tvector3_single	1000
64.4.30	add(Tvector3_single,Tvector3_single):Tvector3_single	1000
64.4.31	add(Tvector4_double,Double):Tvector4_double	1000
64.4.32	add(Tvector4_double,Tvector4_double):Tvector4_double	1000
64.4.33	add(Tvector4_extended,extended):Tvector4_extended	1001
64.4.34	add(Tvector4_extended,Tvector4_extended):Tvector4_extended	1001
64.4.35	add(Tvector4_single,single):Tvector4_single	1001
64.4.36	add(Tvector4_single,Tvector4_single):Tvector4_single	1001
64.4.37	assign(Tmatrix2_double):Tmatrix2_extended	1001
64.4.38	assign(Tmatrix2_double):Tmatrix2_single	1002
64.4.39	assign(Tmatrix2_double):Tmatrix3_double	1002

64.4.40	assign(Tmatrix2_double):Tmatrix3_extended	1002
64.4.41	assign(Tmatrix2_double):Tmatrix3_single	1002
64.4.42	assign(Tmatrix2_double):Tmatrix4_double	1002
64.4.43	assign(Tmatrix2_double):Tmatrix4_extended	1003
64.4.44	assign(Tmatrix2_double):Tmatrix4_single	1003
64.4.45	assign(Tmatrix2_extended):Tmatrix2_double	1003
64.4.46	assign(Tmatrix2_extended):Tmatrix2_single	1003
64.4.47	assign(Tmatrix2_extended):Tmatrix3_double	1004
64.4.48	assign(Tmatrix2_extended):Tmatrix3_extended	1004
64.4.49	assign(Tmatrix2_extended):Tmatrix3_single	1004
64.4.50	assign(Tmatrix2_extended):Tmatrix4_double	1004
64.4.51	assign(Tmatrix2_extended):Tmatrix4_extended	1005
64.4.52	assign(Tmatrix2_extended):Tmatrix4_single	1005
64.4.53	assign(Tmatrix2_single):Tmatrix2_double	1005
64.4.54	assign(Tmatrix2_single):Tmatrix2_extended	1005
64.4.55	assign(Tmatrix2_single):Tmatrix3_double	1005
64.4.56	assign(Tmatrix2_single):Tmatrix3_extended	1006
64.4.57	assign(Tmatrix2_single):Tmatrix3_single	1006
64.4.58	assign(Tmatrix2_single):Tmatrix4_double	1006
64.4.59	assign(Tmatrix2_single):Tmatrix4_extended	1006
64.4.60	assign(Tmatrix2_single):Tmatrix4_single	1006
64.4.61	assign(Tmatrix3_double):Tmatrix2_double	1007
64.4.62	assign(Tmatrix3_double):Tmatrix2_extended	1007
64.4.63	assign(Tmatrix3_double):Tmatrix2_single	1007
64.4.64	assign(Tmatrix3_double):Tmatrix3_extended	1007
64.4.65	assign(Tmatrix3_double):Tmatrix3_single	1007
64.4.66	assign(Tmatrix3_double):Tmatrix4_double	1008
64.4.67	assign(Tmatrix3_double):Tmatrix4_extended	1008
64.4.68	assign(Tmatrix3_double):Tmatrix4_single	1008
64.4.69	assign(Tmatrix3_extended):Tmatrix2_double	1008
64.4.70	assign(Tmatrix3_extended):Tmatrix2_extended	1009
64.4.71	assign(Tmatrix3_extended):Tmatrix2_single	1009
64.4.72	assign(Tmatrix3_extended):Tmatrix3_double	1009
64.4.73	assign(Tmatrix3_extended):Tmatrix3_single	1009
64.4.74	assign(Tmatrix3_extended):Tmatrix4_double	1010
64.4.75	assign(Tmatrix3_extended):Tmatrix4_extended	1010
64.4.76	assign(Tmatrix3_extended):Tmatrix4_single	1010
64.4.77	assign(Tmatrix3_single):Tmatrix2_double	1010
64.4.78	assign(Tmatrix3_single):Tmatrix2_extended	1010
64.4.79	assign(Tmatrix3_single):Tmatrix2_single	1011

64.4.80	assign(Tmatrix3_single):Tmatrix3_double	1011
64.4.81	assign(Tmatrix3_single):Tmatrix3_extended	1011
64.4.82	assign(Tmatrix3_single):Tmatrix4_double	1011
64.4.83	assign(Tmatrix3_single):Tmatrix4_extended	1012
64.4.84	assign(Tmatrix3_single):Tmatrix4_single	1012
64.4.85	assign(Tmatrix4_double):Tmatrix2_double	1012
64.4.86	assign(Tmatrix4_double):Tmatrix2_extended	1012
64.4.87	assign(Tmatrix4_double):Tmatrix2_single	1012
64.4.88	assign(Tmatrix4_double):Tmatrix3_double	1013
64.4.89	assign(Tmatrix4_double):Tmatrix3_extended	1013
64.4.90	assign(Tmatrix4_double):Tmatrix3_single	1013
64.4.91	assign(Tmatrix4_double):Tmatrix4_extended	1013
64.4.92	assign(Tmatrix4_double):Tmatrix4_single	1013
64.4.93	assign(Tmatrix4_extended):Tmatrix2_double	1014
64.4.94	assign(Tmatrix4_extended):Tmatrix2_extended	1014
64.4.95	assign(Tmatrix4_extended):Tmatrix2_single	1014
64.4.96	assign(Tmatrix4_extended):Tmatrix3_double	1014
64.4.97	assign(Tmatrix4_extended):Tmatrix3_extended	1015
64.4.98	assign(Tmatrix4_extended):Tmatrix3_single	1015
64.4.99	assign(Tmatrix4_extended):Tmatrix4_double	1015
64.4.100	assign(Tmatrix4_extended):Tmatrix4_single	1015
64.4.101	assign(Tmatrix4_single):Tmatrix2_double	1015
64.4.102	assign(Tmatrix4_single):Tmatrix2_extended	1016
64.4.103	assign(Tmatrix4_single):Tmatrix2_single	1016
64.4.104	assign(Tmatrix4_single):Tmatrix3_double	1016
64.4.105	assign(Tmatrix4_single):Tmatrix3_extended	1016
64.4.106	assign(Tmatrix4_single):Tmatrix3_single	1017
64.4.107	assign(Tmatrix4_single):Tmatrix4_double	1017
64.4.108	assign(Tmatrix4_single):Tmatrix4_extended	1017
64.4.109	assign(Tvector2_double):Tvector2_extended	1017
64.4.110	assign(Tvector2_double):Tvector2_single	1017
64.4.111	assign(Tvector2_double):Tvector3_double	1018
64.4.112	assign(Tvector2_double):Tvector3_extended	1018
64.4.113	assign(Tvector2_double):Tvector3_single	1018
64.4.114	assign(Tvector2_double):Tvector4_double	1018
64.4.115	assign(Tvector2_double):Tvector4_extended	1018
64.4.116	assign(Tvector2_double):Tvector4_single	1019
64.4.117	assign(Tvector2_extended):Tvector2_double	1019
64.4.118	assign(Tvector2_extended):Tvector2_single	1019
64.4.119	assign(Tvector2_extended):Tvector3_double	1019

64.4.120	assign(Tvector2_extended):Tvector3_extended	1020
64.4.121	assign(Tvector2_extended):Tvector3_single	1020
64.4.122	assign(Tvector2_extended):Tvector4_double	1020
64.4.123	assign(Tvector2_extended):Tvector4_extended	1020
64.4.124	assign(Tvector2_extended):Tvector4_single	1021
64.4.125	assign(Tvector2_single):Tvector2_double	1021
64.4.126	assign(Tvector2_single):Tvector2_extended	1021
64.4.127	assign(Tvector2_single):Tvector3_double	1021
64.4.128	assign(Tvector2_single):Tvector3_extended	1021
64.4.129	assign(Tvector2_single):Tvector3_single	1022
64.4.130	assign(Tvector2_single):Tvector4_double	1022
64.4.131	assign(Tvector2_single):Tvector4_extended	1022
64.4.132	assign(Tvector2_single):Tvector4_single	1022
64.4.133	assign(Tvector3_double):Tvector2_double	1023
64.4.134	assign(Tvector3_double):Tvector2_extended	1023
64.4.135	assign(Tvector3_double):Tvector2_single	1023
64.4.136	assign(Tvector3_double):Tvector3_extended	1023
64.4.137	assign(Tvector3_double):Tvector3_single	1023
64.4.138	assign(Tvector3_double):Tvector4_double	1024
64.4.139	assign(Tvector3_double):Tvector4_extended	1024
64.4.140	assign(Tvector3_double):Tvector4_single	1024
64.4.141	assign(Tvector3_extended):Tvector2_double	1024
64.4.142	assign(Tvector3_extended):Tvector2_extended	1025
64.4.143	assign(Tvector3_extended):Tvector2_single	1025
64.4.144	assign(Tvector3_extended):Tvector3_double	1025
64.4.145	assign(Tvector3_extended):Tvector3_single	1025
64.4.146	assign(Tvector3_extended):Tvector4_double	1026
64.4.147	assign(Tvector3_extended):Tvector4_extended	1026
64.4.148	assign(Tvector3_extended):Tvector4_single	1026
64.4.149	assign(Tvector3_single):Tvector2_double	1026
64.4.150	assign(Tvector3_single):Tvector2_extended	1026
64.4.151	assign(Tvector3_single):Tvector2_single	1027
64.4.152	assign(Tvector3_single):Tvector3_double	1027
64.4.153	assign(Tvector3_single):Tvector3_extended	1027
64.4.154	assign(Tvector3_single):Tvector4_double	1027
64.4.155	assign(Tvector3_single):Tvector4_extended	1028
64.4.156	assign(Tvector3_single):Tvector4_single	1028
64.4.157	assign(Tvector4_double):Tvector2_double	1028
64.4.158	assign(Tvector4_double):Tvector2_extended	1028
64.4.159	assign(Tvector4_double):Tvector2_single	1028

64.4.160	assign(Tvector4_double):Tvector3_double	1029
64.4.161	assign(Tvector4_double):Tvector3_extended	1029
64.4.162	assign(Tvector4_double):Tvector3_single	1029
64.4.163	assign(Tvector4_double):Tvector4_extended	1029
64.4.164	assign(Tvector4_double):Tvector4_single	1030
64.4.165	assign(Tvector4_extended):Tvector2_double	1030
64.4.166	assign(Tvector4_extended):Tvector2_extended	1030
64.4.167	assign(Tvector4_extended):Tvector2_single	1030
64.4.168	assign(Tvector4_extended):Tvector3_double	1031
64.4.169	assign(Tvector4_extended):Tvector3_extended	1031
64.4.170	assign(Tvector4_extended):Tvector3_single	1031
64.4.171	assign(Tvector4_extended):Tvector4_double	1031
64.4.172	assign(Tvector4_extended):Tvector4_single	1032
64.4.173	assign(Tvector4_single):Tvector2_double	1032
64.4.174	assign(Tvector4_single):Tvector2_extended	1032
64.4.175	assign(Tvector4_single):Tvector2_single	1032
64.4.176	assign(Tvector4_single):Tvector3_double	1033
64.4.177	assign(Tvector4_single):Tvector3_extended	1033
64.4.178	assign(Tvector4_single):Tvector3_single	1033
64.4.179	assign(Tvector4_single):Tvector4_double	1033
64.4.180	assign(Tvector4_single):Tvector4_extended	1033
64.4.181	divide(Tmatrix2_double,Double):Tmatrix2_double	1034
64.4.182	divide(Tmatrix2_extended,extended):Tmatrix2_extended	1034
64.4.183	divide(Tmatrix2_single,single):Tmatrix2_single	1034
64.4.184	divide(Tmatrix3_double,Double):Tmatrix3_double	1034
64.4.185	divide(Tmatrix3_extended,extended):Tmatrix3_extended	1034
64.4.186	divide(Tmatrix3_single,single):Tmatrix3_single	1035
64.4.187	divide(Tmatrix4_double,Double):Tmatrix4_double	1035
64.4.188	divide(Tmatrix4_extended,extended):Tmatrix4_extended	1035
64.4.189	divide(Tmatrix4_single,single):Tmatrix4_single	1035
64.4.190	divide(Tvector2_double,Double):Tvector2_double	1035
64.4.191	divide(Tvector2_extended,extended):Tvector2_extended	1036
64.4.192	divide(Tvector2_single,single):Tvector2_single	1036
64.4.193	divide(Tvector3_double,Double):Tvector3_double	1036
64.4.194	divide(Tvector3_extended,extended):Tvector3_extended	1036
64.4.195	divide(Tvector3_single,single):Tvector3_single	1036
64.4.196	divide(Tvector4_double,Double):Tvector4_double	1037
64.4.197	divide(Tvector4_extended,extended):Tvector4_extended	1037
64.4.198	divide(Tvector4_single,single):Tvector4_single	1037
64.4.199	multiply(Tmatrix2_double,Double):Tmatrix2_double	1037

64.4.200	multiply(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double	1037
64.4.201	multiply(Tmatrix2_double,Tvector2_double):Tvector2_double	1038
64.4.202	multiply(Tmatrix2_extended,extended):Tmatrix2_extended	1038
64.4.203	multiply(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended . . .	1038
64.4.204	multiply(Tmatrix2_extended,Tvector2_extended):Tvector2_extended . . .	1038
64.4.205	multiply(Tmatrix2_single,single):Tmatrix2_single	1039
64.4.206	multiply(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single	1039
64.4.207	multiply(Tmatrix2_single,Tvector2_single):Tvector2_single	1039
64.4.208	multiply(Tmatrix3_double,Double):Tmatrix3_double	1039
64.4.209	multiply(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double	1039
64.4.210	multiply(Tmatrix3_double,Tvector3_double):Tvector3_double	1040
64.4.211	multiply(Tmatrix3_extended,extended):Tmatrix3_extended	1040
64.4.212	multiply(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended . .	1040
64.4.213	multiply(Tmatrix3_extended,Tvector3_extended):Tvector3_extended . . .	1040
64.4.214	multiply(Tmatrix3_single,single):Tmatrix3_single	1041
64.4.215	multiply(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single	1041
64.4.216	multiply(Tmatrix3_single,Tvector3_single):Tvector3_single	1041
64.4.217	multiply(Tmatrix4_double,Double):Tmatrix4_double	1041
64.4.218	multiply(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double	1041
64.4.219	multiply(Tmatrix4_double,Tvector4_double):Tvector4_double	1042
64.4.220	multiply(Tmatrix4_extended,extended):Tmatrix4_extended	1042
64.4.221	multiply(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended . .	1042
64.4.222	multiply(Tmatrix4_extended,Tvector4_extended):Tvector4_extended . . .	1042
64.4.223	multiply(Tmatrix4_single,single):Tmatrix4_single	1043
64.4.224	multiply(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single	1043
64.4.225	multiply(Tmatrix4_single,Tvector4_single):Tvector4_single	1043
64.4.226	multiply(Tvector2_double,Double):Tvector2_double	1043
64.4.227	multiply(Tvector2_double,Tvector2_double):Tvector2_double	1043
64.4.228	multiply(Tvector2_extended,extended):Tvector2_extended	1044
64.4.229	multiply(Tvector2_extended,Tvector2_extended):Tvector2_extended . . .	1044
64.4.230	multiply(Tvector2_single,single):Tvector2_single	1044
64.4.231	multiply(Tvector2_single,Tvector2_single):Tvector2_single	1044
64.4.232	multiply(Tvector3_double,Double):Tvector3_double	1044
64.4.233	multiply(Tvector3_double,Tvector3_double):Tvector3_double	1045
64.4.234	multiply(Tvector3_extended,extended):Tvector3_extended	1045
64.4.235	multiply(Tvector3_extended,Tvector3_extended):Tvector3_extended . . .	1045
64.4.236	multiply(Tvector3_single,single):Tvector3_single	1045
64.4.237	multiply(Tvector3_single,Tvector3_single):Tvector3_single	1045
64.4.238	multiply(Tvector4_double,Double):Tvector4_double	1046
64.4.239	multiply(Tvector4_double,Tvector4_double):Tvector4_double	1046

64.4.240	multiply(Tvector4_extended,extended):Tvector4_extended	1046
64.4.241	multiply(Tvector4_extended,Tvector4_extended):Tvector4_extended	1046
64.4.242	multiply(Tvector4_single,single):Tvector4_single	1046
64.4.243	multiply(Tvector4_single,Tvector4_single):Tvector4_single	1047
64.4.244	negative(Tmatrix2_double):Tmatrix2_double	1047
64.4.245	negative(Tmatrix2_extended):Tmatrix2_extended	1047
64.4.246	negative(Tmatrix2_single):Tmatrix2_single	1047
64.4.247	negative(Tmatrix3_double):Tmatrix3_double	1047
64.4.248	negative(Tmatrix3_extended):Tmatrix3_extended	1048
64.4.249	negative(Tmatrix3_single):Tmatrix3_single	1048
64.4.250	negative(Tmatrix4_double):Tmatrix4_double	1048
64.4.251	negative(Tmatrix4_extended):Tmatrix4_extended	1048
64.4.252	negative(Tmatrix4_single):Tmatrix4_single	1048
64.4.253	negative(Tvector2_double):Tvector2_double	1048
64.4.254	negative(Tvector2_extended):Tvector2_extended	1049
64.4.255	negative(Tvector2_single):Tvector2_single	1049
64.4.256	negative(Tvector3_double):Tvector3_double	1049
64.4.257	negative(Tvector3_extended):Tvector3_extended	1049
64.4.258	negative(Tvector3_single):Tvector3_single	1049
64.4.259	negative(Tvector4_double):Tvector4_double	1050
64.4.260	negative(Tvector4_extended):Tvector4_extended	1050
64.4.261	negative(Tvector4_single):Tvector4_single	1050
64.4.262	power(Tvector2_double,Tvector2_double):Double	1050
64.4.263	power(Tvector2_extended,Tvector2_extended):extended	1050
64.4.264	power(Tvector2_single,Tvector2_single):single	1051
64.4.265	power(Tvector3_double,Tvector3_double):Double	1051
64.4.266	power(Tvector3_extended,Tvector3_extended):extended	1051
64.4.267	power(Tvector3_single,Tvector3_single):single	1051
64.4.268	power(Tvector4_double,Tvector4_double):Double	1051
64.4.269	power(Tvector4_extended,Tvector4_extended):extended	1052
64.4.270	power(Tvector4_single,Tvector4_single):single	1052
64.4.271	subtract(Tmatrix2_double,Double):Tmatrix2_double	1052
64.4.272	subtract(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double	1052
64.4.273	subtract(Tmatrix2_extended,extended):Tmatrix2_extended	1052
64.4.274	subtract(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended	1053
64.4.275	subtract(Tmatrix2_single,single):Tmatrix2_single	1053
64.4.276	subtract(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single	1053
64.4.277	subtract(Tmatrix3_double,Double):Tmatrix3_double	1053
64.4.278	subtract(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double	1053
64.4.279	subtract(Tmatrix3_extended,extended):Tmatrix3_extended	1054

64.4.280	subtract(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended . . .	1054
64.4.281	subtract(Tmatrix3_single,single):Tmatrix3_single	1054
64.4.282	subtract(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single	1054
64.4.283	subtract(Tmatrix4_double,Double):Tmatrix4_double	1054
64.4.284	subtract(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double	1055
64.4.285	subtract(Tmatrix4_extended,extended):Tmatrix4_extended	1055
64.4.286	subtract(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended . . .	1055
64.4.287	subtract(Tmatrix4_single,single):Tmatrix4_single	1055
64.4.288	subtract(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single	1055
64.4.289	subtract(Tvector2_double,Double):Tvector2_double	1056
64.4.290	subtract(Tvector2_double,Tvector2_double):Tvector2_double	1056
64.4.291	subtract(Tvector2_extended,extended):Tvector2_extended	1056
64.4.292	subtract(Tvector2_extended,Tvector2_extended):Tvector2_extended . . .	1056
64.4.293	subtract(Tvector2_single,single):Tvector2_single	1056
64.4.294	subtract(Tvector2_single,Tvector2_single):Tvector2_single	1057
64.4.295	subtract(Tvector3_double,Double):Tvector3_double	1057
64.4.296	subtract(Tvector3_double,Tvector3_double):Tvector3_double	1057
64.4.297	subtract(Tvector3_extended,extended):Tvector3_extended	1057
64.4.298	subtract(Tvector3_extended,Tvector3_extended):Tvector3_extended . . .	1057
64.4.299	subtract(Tvector3_single,single):Tvector3_single	1058
64.4.300	subtract(Tvector3_single,Tvector3_single):Tvector3_single	1058
64.4.301	subtract(Tvector4_double,Double):Tvector4_double	1058
64.4.302	subtract(Tvector4_double,Tvector4_double):Tvector4_double	1058
64.4.303	subtract(Tvector4_extended,extended):Tvector4_extended	1058
64.4.304	subtract(Tvector4_extended,Tvector4_extended):Tvector4_extended . . .	1059
64.4.305	subtract(Tvector4_single,single):Tvector4_single	1059
64.4.306	subtract(Tvector4_single,Tvector4_single):Tvector4_single	1059
64.4.307	symmetricaldifference(Tvector3_double,Tvector3_double):Tvector3_double	1059
64.4.308	symmetricaldifference(Tvector3_extended,Tvector3_extended):Tvector3_extended	1060
64.4.309	symmetricaldifference(Tvector3_single,Tvector3_single):Tvector3_single	1060
64.5	Tmatrix2_double	1060
64.5.1	Description	1060
64.5.2	Method overview	1060
64.5.3	Tmatrix2_double.init_zero	1061
64.5.4	Tmatrix2_double.init_identity	1061
64.5.5	Tmatrix2_double.init	1061
64.5.6	Tmatrix2_double.get_column	1061
64.5.7	Tmatrix2_double.get_row	1061
64.5.8	Tmatrix2_double.set_column	1061
64.5.9	Tmatrix2_double.set_row	1062

64.5.10	Tmatrix2_double.determinant	1062
64.5.11	Tmatrix2_double.inverse	1062
64.5.12	Tmatrix2_double.transpose	1062
64.6	Tmatrix2_extended	1062
64.6.1	Description	1062
64.6.2	Method overview	1063
64.6.3	Tmatrix2_extended.init_zero	1063
64.6.4	Tmatrix2_extended.init_identity	1063
64.6.5	Tmatrix2_extended.init	1063
64.6.6	Tmatrix2_extended.get_column	1063
64.6.7	Tmatrix2_extended.get_row	1064
64.6.8	Tmatrix2_extended.set_column	1064
64.6.9	Tmatrix2_extended.set_row	1064
64.6.10	Tmatrix2_extended.determinant	1064
64.6.11	Tmatrix2_extended.inverse	1064
64.6.12	Tmatrix2_extended.transpose	1064
64.7	Tmatrix2_single	1065
64.7.1	Description	1065
64.7.2	Method overview	1065
64.7.3	Tmatrix2_single.init_zero	1065
64.7.4	Tmatrix2_single.init_identity	1065
64.7.5	Tmatrix2_single.init	1065
64.7.6	Tmatrix2_single.get_column	1066
64.7.7	Tmatrix2_single.get_row	1066
64.7.8	Tmatrix2_single.set_column	1066
64.7.9	Tmatrix2_single.set_row	1066
64.7.10	Tmatrix2_single.determinant	1066
64.7.11	Tmatrix2_single.inverse	1066
64.7.12	Tmatrix2_single.transpose	1067
64.8	Tmatrix3_double	1067
64.8.1	Description	1067
64.8.2	Method overview	1067
64.8.3	Tmatrix3_double.init_zero	1067
64.8.4	Tmatrix3_double.init_identity	1067
64.8.5	Tmatrix3_double.init	1068
64.8.6	Tmatrix3_double.get_column	1068
64.8.7	Tmatrix3_double.get_row	1068
64.8.8	Tmatrix3_double.set_column	1068
64.8.9	Tmatrix3_double.set_row	1068
64.8.10	Tmatrix3_double.determinant	1069

64.8.11	Tmatrix3_double.inverse	1069
64.8.12	Tmatrix3_double.transpose	1069
64.9	Tmatrix3_extended	1069
64.9.1	Description	1069
64.9.2	Method overview	1069
64.9.3	Tmatrix3_extended.init_zero	1070
64.9.4	Tmatrix3_extended.init_identity	1070
64.9.5	Tmatrix3_extended.init	1070
64.9.6	Tmatrix3_extended.get_column	1070
64.9.7	Tmatrix3_extended.get_row	1070
64.9.8	Tmatrix3_extended.set_column	1071
64.9.9	Tmatrix3_extended.set_row	1071
64.9.10	Tmatrix3_extended.determinant	1071
64.9.11	Tmatrix3_extended.inverse	1071
64.9.12	Tmatrix3_extended.transpose	1071
64.10	Tmatrix3_single	1071
64.10.1	Description	1071
64.10.2	Method overview	1072
64.10.3	Tmatrix3_single.init_zero	1072
64.10.4	Tmatrix3_single.init_identity	1072
64.10.5	Tmatrix3_single.init	1072
64.10.6	Tmatrix3_single.get_column	1072
64.10.7	Tmatrix3_single.get_row	1073
64.10.8	Tmatrix3_single.set_column	1073
64.10.9	Tmatrix3_single.set_row	1073
64.10.10	Tmatrix3_single.determinant	1073
64.10.11	Tmatrix3_single.inverse	1073
64.10.12	Tmatrix3_single.transpose	1073
64.11	Tmatrix4_double	1074
64.11.1	Description	1074
64.11.2	Method overview	1074
64.11.3	Tmatrix4_double.init_zero	1074
64.11.4	Tmatrix4_double.init_identity	1074
64.11.5	Tmatrix4_double.init	1074
64.11.6	Tmatrix4_double.get_column	1075
64.11.7	Tmatrix4_double.get_row	1075
64.11.8	Tmatrix4_double.set_column	1075
64.11.9	Tmatrix4_double.set_row	1075
64.11.10	Tmatrix4_double.determinant	1075
64.11.11	Tmatrix4_double.inverse	1076

64.11.12	Tmatrix4_double.transpose	1076
64.12	Tmatrix4_extended	1076
64.12.1	Description	1076
64.12.2	Method overview	1076
64.12.3	Tmatrix4_extended.init_zero	1076
64.12.4	Tmatrix4_extended.init_identity	1077
64.12.5	Tmatrix4_extended.init	1077
64.12.6	Tmatrix4_extended.get_column	1077
64.12.7	Tmatrix4_extended.get_row	1077
64.12.8	Tmatrix4_extended.set_column	1077
64.12.9	Tmatrix4_extended.set_row	1078
64.12.10	Tmatrix4_extended.determinant	1078
64.12.11	Tmatrix4_extended.inverse	1078
64.12.12	Tmatrix4_extended.transpose	1078
64.13	Tmatrix4_single	1078
64.13.1	Description	1078
64.13.2	Method overview	1079
64.13.3	Tmatrix4_single.init_zero	1079
64.13.4	Tmatrix4_single.init_identity	1079
64.13.5	Tmatrix4_single.init	1079
64.13.6	Tmatrix4_single.get_column	1079
64.13.7	Tmatrix4_single.get_row	1080
64.13.8	Tmatrix4_single.set_column	1080
64.13.9	Tmatrix4_single.set_row	1080
64.13.10	Tmatrix4_single.determinant	1080
64.13.11	Tmatrix4_single.inverse	1080
64.13.12	Tmatrix4_single.transpose	1081
64.14	Tvector2_double	1081
64.14.1	Description	1081
64.14.2	Method overview	1081
64.14.3	Tvector2_double.init_zero	1081
64.14.4	Tvector2_double.init_one	1081
64.14.5	Tvector2_double.init	1081
64.14.6	Tvector2_double.length	1082
64.14.7	Tvector2_double.squared_length	1082
64.15	Tvector2_extended	1082
64.15.1	Description	1082
64.15.2	Method overview	1082
64.15.3	Tvector2_extended.init_zero	1082
64.15.4	Tvector2_extended.init_one	1082

64.15.5	Tvector2_extended.init	1083
64.15.6	Tvector2_extended.length	1083
64.15.7	Tvector2_extended.squared_length	1083
64.16	Tvector2_single	1083
64.16.1	Description	1083
64.16.2	Method overview	1083
64.16.3	Tvector2_single.init_zero	1083
64.16.4	Tvector2_single.init_one	1084
64.16.5	Tvector2_single.init	1084
64.16.6	Tvector2_single.length	1084
64.16.7	Tvector2_single.squared_length	1084
64.17	Tvector3_double	1084
64.17.1	Description	1084
64.17.2	Method overview	1084
64.17.3	Tvector3_double.init_zero	1085
64.17.4	Tvector3_double.init_one	1085
64.17.5	Tvector3_double.init	1085
64.17.6	Tvector3_double.length	1085
64.17.7	Tvector3_double.squared_length	1085
64.18	Tvector3_extended	1085
64.18.1	Description	1085
64.18.2	Method overview	1086
64.18.3	Tvector3_extended.init_zero	1086
64.18.4	Tvector3_extended.init_one	1086
64.18.5	Tvector3_extended.init	1086
64.18.6	Tvector3_extended.length	1086
64.18.7	Tvector3_extended.squared_length	1086
64.19	Tvector3_single	1087
64.19.1	Description	1087
64.19.2	Method overview	1087
64.19.3	Tvector3_single.init_zero	1087
64.19.4	Tvector3_single.init_one	1087
64.19.5	Tvector3_single.init	1087
64.19.6	Tvector3_single.length	1087
64.19.7	Tvector3_single.squared_length	1088
64.20	Tvector4_double	1088
64.20.1	Description	1088
64.20.2	Method overview	1088
64.20.3	Tvector4_double.init_zero	1088
64.20.4	Tvector4_double.init_one	1088

64.20.5	Tvector4_double.init	1088
64.20.6	Tvector4_double.length	1089
64.20.7	Tvector4_double.squared_length	1089
64.21	Tvector4_extended	1089
64.21.1	Description	1089
64.21.2	Method overview	1089
64.21.3	Tvector4_extended.init_zero	1089
64.21.4	Tvector4_extended.init_one	1089
64.21.5	Tvector4_extended.init	1090
64.21.6	Tvector4_extended.length	1090
64.21.7	Tvector4_extended.squared_length	1090
64.22	Tvector4_single	1090
64.22.1	Description	1090
64.22.2	Method overview	1090
64.22.3	Tvector4_single.init_zero	1090
64.22.4	Tvector4_single.init_one	1091
64.22.5	Tvector4_single.init	1091
64.22.6	Tvector4_single.length	1091
64.22.7	Tvector4_single.squared_length	1091
65	Reference for unit 'mmx'	1092
65.1	Used units	1092
65.2	Overview	1092
65.3	Constants, types and variables	1092
65.3.1	Constants	1092
65.3.2	Types	1093
65.4	Procedures and functions	1094
65.4.1	emms	1094
65.4.2	femms	1095
66	Reference for unit 'Mouse'	1096
66.1	Used units	1096
66.2	Overview	1096
66.3	Writing a custom mouse driver	1096
66.4	Constants, types and variables	1098
66.4.1	Constants	1098
66.4.2	Types	1100
66.4.3	Variables	1100
66.5	Procedures and functions	1101
66.5.1	DetectMouse	1101
66.5.2	DoneMouse	1101

66.5.3	GetMouseButtons	1102
66.5.4	GetMouseDriver	1102
66.5.5	GetMouseEvent	1103
66.5.6	GetMouseX	1103
66.5.7	GetMouseY	1104
66.5.8	HideMouse	1104
66.5.9	InitMouse	1105
66.5.10	PollMouseEvent	1105
66.5.11	PutMouseEvent	1106
66.5.12	SetMouseDriver	1106
66.5.13	SetMouseXY	1106
66.5.14	ShowMouse	1107
67	Reference for unit 'Objects'	1108
67.1	Used units	1108
67.2	Overview	1108
67.3	Constants, types and variables	1108
67.3.1	Constants	1108
67.3.2	Types	1111
67.3.3	Variables	1114
67.4	Procedures and functions	1114
67.4.1	Abstract	1114
67.4.2	CallPointerConstructor	1115
67.4.3	CallPointerLocal	1115
67.4.4	CallPointerMethod	1115
67.4.5	CallPointerMethodLocal	1116
67.4.6	CallVoidConstructor	1116
67.4.7	CallVoidLocal	1116
67.4.8	CallVoidMethod	1117
67.4.9	CallVoidMethodLocal	1117
67.4.10	DisposeStr	1117
67.4.11	LongDiv	1117
67.4.12	LongMul	1118
67.4.13	NewStr	1118
67.4.14	RegisterObjects	1118
67.4.15	RegisterType	1119
67.4.16	SetStr	1120
67.5	TBufStream	1121
67.5.1	Description	1121
67.5.2	Method overview	1121

67.5.3	TBufStream.Init	1121
67.5.4	TBufStream.Done	1122
67.5.5	TBufStream.Close	1122
67.5.6	TBufStream.Flush	1122
67.5.7	TBufStream.Truncate	1123
67.5.8	TBufStream.Seek	1123
67.5.9	TBufStream.Open	1124
67.5.10	TBufStream.Read	1124
67.5.11	TBufStream.Write	1124
67.6	TCollection	1125
67.6.1	Description	1125
67.6.2	Method overview	1125
67.6.3	TCollection.Init	1125
67.6.4	TCollection.Load	1126
67.6.5	TCollection.Done	1127
67.6.6	TCollection.At	1127
67.6.7	TCollection.IndexOf	1128
67.6.8	TCollection.GetItem	1128
67.6.9	TCollection.LastThat	1129
67.6.10	TCollection.FirstThat	1130
67.6.11	TCollection.Pack	1130
67.6.12	TCollection.FreeAll	1131
67.6.13	TCollection.DeleteAll	1132
67.6.14	TCollection.Free	1133
67.6.15	TCollection.Insert	1134
67.6.16	TCollection.Delete	1134
67.6.17	TCollection.AtFree	1135
67.6.18	TCollection.FreeItem	1135
67.6.19	TCollection.AtDelete	1136
67.6.20	TCollection.ForEach	1136
67.6.21	TCollection.SetLimit	1137
67.6.22	TCollection.Error	1137
67.6.23	TCollection.AtPut	1138
67.6.24	TCollection.AtInsert	1138
67.6.25	TCollection.Store	1139
67.6.26	TCollection.PutItem	1139
67.7	TDosStream	1139
67.7.1	Description	1139
67.7.2	Method overview	1140
67.7.3	TDosStream.Init	1140

67.7.4	TDosStream.Done	1140
67.7.5	TDosStream.Close	1141
67.7.6	TDosStream.Truncate	1141
67.7.7	TDosStream.Seek	1142
67.7.8	TDosStream.Open	1143
67.7.9	TDosStream.Read	1143
67.7.10	TDosStream.Write	1144
67.8	TMemoryStream	1144
67.8.1	Description	1144
67.8.2	Method overview	1144
67.8.3	TMemoryStream.Init	1144
67.8.4	TMemoryStream.Done	1145
67.8.5	TMemoryStream.Truncate	1145
67.8.6	TMemoryStream.Read	1146
67.8.7	TMemoryStream.Write	1146
67.9	TObject	1146
67.9.1	Description	1146
67.9.2	Method overview	1146
67.9.3	TObject.Init	1146
67.9.4	TObject.Free	1147
67.9.5	TObject.Is_Object	1147
67.9.6	TObject.Done	1148
67.10	TPoint	1148
67.10.1	Description	1148
67.11	TRect	1148
67.11.1	Description	1148
67.11.2	Method overview	1148
67.11.3	TRect.Empty	1149
67.11.4	TRect.Equals	1150
67.11.5	TRect.Contains	1150
67.11.6	TRect.Copy	1150
67.11.7	TRect.Union	1151
67.11.8	TRect.Intersect	1151
67.11.9	TRect.Move	1152
67.11.10	TRect.Grow	1153
67.11.11	TRect.Assign	1153
67.12	TResourceCollection	1154
67.12.1	Description	1154
67.12.2	Method overview	1154
67.12.3	TResourceCollection.KeyOf	1154

67.12.4	TResourceCollection.GetItem	1155
67.12.5	TResourceCollection.FreeItem	1155
67.12.6	TResourceCollection.PutItem	1155
67.13	TResourceFile	1155
67.13.1	Description	1155
67.13.2	Method overview	1156
67.13.3	TResourceFile.Init	1156
67.13.4	TResourceFile.Done	1156
67.13.5	TResourceFile.Count	1156
67.13.6	TResourceFile.KeyAt	1157
67.13.7	TResourceFile.Get	1157
67.13.8	TResourceFile.SwitchTo	1157
67.13.9	TResourceFile.Flush	1157
67.13.10	TResourceFile.Delete	1158
67.13.11	TResourceFile.Put	1158
67.14	TSortedCollection	1158
67.14.1	Description	1158
67.14.2	Method overview	1159
67.14.3	TSortedCollection.Init	1159
67.14.4	TSortedCollection.Load	1159
67.14.5	TSortedCollection.KeyOf	1159
67.14.6	TSortedCollection.IndexOf	1160
67.14.7	TSortedCollection.Compare	1160
67.14.8	TSortedCollection.Search	1161
67.14.9	TSortedCollection.Insert	1162
67.14.10	TSortedCollection.Store	1163
67.15	TStrCollection	1164
67.15.1	Description	1164
67.15.2	Method overview	1164
67.15.3	TStrCollection.Compare	1164
67.15.4	TStrCollection.GetItem	1165
67.15.5	TStrCollection.FreeItem	1165
67.15.6	TStrCollection.PutItem	1165
67.16	TStream	1166
67.16.1	Description	1166
67.16.2	Method overview	1166
67.16.3	TStream.Init	1166
67.16.4	TStream.Get	1166
67.16.5	TStream.StrRead	1167
67.16.6	TStream.GetPos	1168

67.16.7	TStream.GetSize	1168
67.16.8	TStream.ReadStr	1169
67.16.9	TStream.Open	1170
67.16.10	TStream.Close	1170
67.16.11	TStream.Reset	1170
67.16.12	TStream.Flush	1171
67.16.13	TStream.Truncate	1171
67.16.14	TStream.Put	1171
67.16.15	TStream.StrWrite	1172
67.16.16	TStream.WriteStr	1172
67.16.17	TStream.Seek	1172
67.16.18	TStream.Error	1172
67.16.19	TStream.Read	1173
67.16.20	TStream.Write	1173
67.16.21	TStream.CopyFrom	1174
67.17	TStringCollection	1174
67.17.1	Description	1174
67.17.2	Method overview	1175
67.17.3	TStringCollection.GetItem	1175
67.17.4	TStringCollection.Compare	1175
67.17.5	TStringCollection.FreeItem	1176
67.17.6	TStringCollection.PutItem	1176
67.18	TStringList	1176
67.18.1	Description	1176
67.18.2	Method overview	1177
67.18.3	TStringList.Load	1177
67.18.4	TStringList.Done	1177
67.18.5	TStringList.Get	1177
67.19	TStrListMaker	1178
67.19.1	Description	1178
67.19.2	Method overview	1178
67.19.3	TStrListMaker.Init	1178
67.19.4	TStrListMaker.Done	1178
67.19.5	TStrListMaker.Put	1178
67.19.6	TStrListMaker.Store	1179
67.20	TUnSortedStrCollection	1179
67.20.1	Description	1179
67.20.2	Method overview	1179
67.20.3	TUnSortedStrCollection.Insert	1179

68 Reference for unit 'objpas'	1181
68.1 Used units	1181
68.2 Overview	1181
68.3 Constants, types and variables	1181
68.3.1 Constants	1181
68.3.2 Types	1181
69 Reference for unit 'ports'	1183
69.1 Used units	1183
69.2 Overview	1183
69.3 Constants, types and variables	1183
69.3.1 Variables	1183
69.4 tport	1184
69.4.1 Description	1184
69.4.2 Property overview	1184
69.4.3 tport.pp	1184
69.5 tportl	1185
69.5.1 Description	1185
69.5.2 Property overview	1185
69.5.3 tportl.pp	1185
69.6 tportw	1185
69.6.1 Description	1185
69.6.2 Property overview	1185
69.6.3 tportw.pp	1185
70 Reference for unit 'printer'	1186
70.1 Used units	1186
70.2 Overview	1186
70.3 Constants, types and variables	1186
70.3.1 Variables	1186
70.4 Procedures and functions	1186
70.4.1 AssignLst	1186
70.4.2 InitPrinter	1187
70.4.3 IsLstAvailable	1187
71 Reference for unit 'sharemem'	1188
71.1 Used units	1188
71.2 Overview	1188
72 Reference for unit 'Sockets'	1189
72.1 Used units	1189

72.2	Overview	1189
72.3	Constants, types and variables	1189
72.3.1	Constants	1189
72.3.2	Types	1210
72.4	Procedures and functions	1214
72.4.1	Accept	1214
72.4.2	Bind	1216
72.4.3	CloseSocket	1216
72.4.4	Connect	1216
72.4.5	fpaccept	1218
72.4.6	fpbind	1219
72.4.7	fpconnect	1220
72.4.8	fpgetpeername	1222
72.4.9	fpgetsockname	1222
72.4.10	fpgetsockopt	1223
72.4.11	fplisten	1223
72.4.12	fprecv	1223
72.4.13	fprecvfrom	1224
72.4.14	fpseend	1224
72.4.15	fpseendto	1225
72.4.16	fpsetsockopt	1225
72.4.17	fpshutdown	1226
72.4.18	fpsocket	1226
72.4.19	fpsocketpair	1227
72.4.20	HostAddrToStr	1227
72.4.21	HostAddrToStr6	1227
72.4.22	HostToNet	1227
72.4.23	htonl	1228
72.4.24	htons	1228
72.4.25	NetAddrToStr	1228
72.4.26	NetAddrToStr6	1228
72.4.27	NetToHost	1229
72.4.28	NToHI	1229
72.4.29	NToHs	1229
72.4.30	ShortHostToNet	1229
72.4.31	ShortNetToHost	1230
72.4.32	Sock2File	1230
72.4.33	Sock2Text	1230
72.4.34	socketerror	1230
72.4.35	Str2UnixSockAddr	1231

72.4.36	StrToHostAddr	1231
72.4.37	StrToHostAddr6	1231
72.4.38	StrToNetAddr	1231
72.4.39	StrToNetAddr6	1232
73	Reference for unit 'strings'	1233
73.1	Used units	1233
73.2	Overview	1233
73.3	Procedures and functions	1233
73.3.1	stralloc	1233
73.3.2	strcat	1233
73.3.3	strcomp	1234
73.3.4	strcopy	1234
73.3.5	strdispose	1235
73.3.6	strecopy	1236
73.3.7	strend	1236
73.3.8	stricomp	1237
73.3.9	stripos	1237
73.3.10	striscan	1238
73.3.11	strlcat	1238
73.3.12	strlcomp	1239
73.3.13	strlcopy	1239
73.3.14	strlen	1240
73.3.15	strlicomp	1240
73.3.16	strlower	1241
73.3.17	strmove	1241
73.3.18	strnew	1242
73.3.19	strpas	1243
73.3.20	strpcopy	1243
73.3.21	strpos	1244
73.3.22	strriscan	1244
73.3.23	strrscan	1245
73.3.24	strscan	1245
73.3.25	strupper	1245
74	Reference for unit 'strutils'	1246
74.1	Used units	1246
74.2	Constants, types and variables	1246
74.2.1	Resource strings	1246
74.2.2	Constants	1246
74.2.3	Types	1247

74.3	Procedures and functions	1249
74.3.1	AddChar	1249
74.3.2	AddCharR	1249
74.3.3	AnsiContainsStr	1249
74.3.4	AnsiContainsText	1249
74.3.5	AnsiEndsStr	1250
74.3.6	AnsiEndsText	1250
74.3.7	AnsiIndexStr	1250
74.3.8	AnsiIndexText	1251
74.3.9	AnsiLeftStr	1251
74.3.10	AnsiMatchStr	1251
74.3.11	AnsiMatchText	1251
74.3.12	AnsiMidStr	1252
74.3.13	AnsiProperCase	1252
74.3.14	AnsiReplaceStr	1252
74.3.15	AnsiReplaceText	1253
74.3.16	AnsiResemblesText	1253
74.3.17	AnsiReverseString	1253
74.3.18	AnsiRightStr	1253
74.3.19	AnsiStartsStr	1254
74.3.20	AnsiStartsText	1254
74.3.21	BinToHex	1254
74.3.22	Copy2Space	1255
74.3.23	Copy2SpaceDel	1255
74.3.24	Copy2Symb	1255
74.3.25	Copy2SymbDel	1256
74.3.26	Dec2Numb	1256
74.3.27	DecodeSoundexInt	1256
74.3.28	DecodeSoundexWord	1256
74.3.29	DelChars	1257
74.3.30	DelSpace	1257
74.3.31	DelSpace1	1257
74.3.32	DupeString	1257
74.3.33	ExtractDelimited	1258
74.3.34	ExtractSubstr	1258
74.3.35	ExtractWord	1259
74.3.36	ExtractWordPos	1259
74.3.37	FindMatchesBoyerMooreCaseInsensitive	1259
74.3.38	FindMatchesBoyerMooreCaseSensitive	1260
74.3.39	FindPart	1260

74.3.40	GetCmdLineArg	1261
74.3.41	Hex2Dec	1261
74.3.42	HexToBin	1261
74.3.43	IfThen	1262
74.3.44	IndexStr	1262
74.3.45	IntToBin	1262
74.3.46	IntToRoman	1262
74.3.47	IsEmptyStr	1263
74.3.48	IsWild	1263
74.3.49	IsWordPresent	1263
74.3.50	LeftBStr	1264
74.3.51	LeftStr	1264
74.3.52	MatchStr	1264
74.3.53	MidBStr	1265
74.3.54	MidStr	1265
74.3.55	NaturalCompareText	1265
74.3.56	NPos	1266
74.3.57	Numb2Dec	1266
74.3.58	Numb2USA	1266
74.3.59	PadCenter	1267
74.3.60	PadLeft	1267
74.3.61	PadRight	1267
74.3.62	PosEx	1267
74.3.63	PosSet	1268
74.3.64	PosSetEx	1268
74.3.65	RandomFrom	1268
74.3.66	Removeleadingchars	1269
74.3.67	RemovePadChars	1269
74.3.68	RemoveTrailingChars	1269
74.3.69	ReplaceStr	1270
74.3.70	ReplaceText	1270
74.3.71	ReverseString	1270
74.3.72	RightBStr	1270
74.3.73	RightStr	1271
74.3.74	RomanToInt	1271
74.3.75	RomanToIntDef	1271
74.3.76	RPos	1272
74.3.77	RPosEx	1272
74.3.78	SearchBuf	1272
74.3.79	Soundex	1273

74.3.80	SoundexCompare	1273
74.3.81	SoundexInt	1273
74.3.82	SoundexProc	1274
74.3.83	SoundexSimilar	1274
74.3.84	SoundexWord	1274
74.3.85	StringReplace	1275
74.3.86	StringsReplace	1275
74.3.87	StuffString	1276
74.3.88	Tab2Space	1276
74.3.89	TrimLeftSet	1276
74.3.90	TrimRightSet	1276
74.3.91	TrimSet	1277
74.3.92	TryRomanToInt	1277
74.3.93	WordCount	1277
74.3.94	WordPosition	1278
74.3.95	XorDecode	1278
74.3.96	XorEncode	1278
74.3.97	XorString	1279
75	Reference for unit 'System'	1280
75.1	Overview	1280
75.2	Unicode and codepage support	1280
75.3	Miscellaneous functions	1281
75.4	Operating System functions	1282
75.5	String handling	1282
75.6	Mathematical routines	1283
75.7	Memory management functions	1284
75.8	File handling functions	1284
75.9	Run-Time Error behaviour	1285
75.10	Constants, types and variables	1285
75.10.1	Constants	1285
75.10.2	Types	1310
75.10.3	Variables	1348
75.11	Procedures and functions	1352
75.11.1	abs	1352
75.11.2	AbstractError	1353
75.11.3	AcquireExceptionObject	1353
75.11.4	add(variant,variant):variant	1353
75.11.5	AddExitProc	1354
75.11.6	Addr	1354

75.11.7	Align	1355
75.11.8	AllocMem	1355
75.11.9	AnsiToUtf8	1355
75.11.10	Append	1355
75.11.11	arctan	1356
75.11.12	ArrayStringToPPchar	1356
75.11.13	Assert	1357
75.11.14	Assign	1357
75.11.15	assign(ansistring):olevariant	1358
75.11.16	assign(ansistring):variant	1358
75.11.17	assign(Boolean):olevariant	1358
75.11.18	assign(Boolean):variant	1359
75.11.19	assign(Byte):olevariant	1359
75.11.20	assign(Byte):variant	1359
75.11.21	assign(Char):olevariant	1359
75.11.22	assign(Char):variant	1359
75.11.23	assign(comp):olevariant	1359
75.11.24	assign(comp):variant	1360
75.11.25	assign(currency):olevariant	1360
75.11.26	assign(currency):variant	1360
75.11.27	assign(Double):olevariant	1360
75.11.28	assign(Double):variant	1360
75.11.29	assign(DWord):olevariant	1360
75.11.30	assign(DWord):variant	1361
75.11.31	assign(extended):olevariant	1361
75.11.32	assign(extended):variant	1361
75.11.33	assign(Int64):olevariant	1361
75.11.34	assign(Int64):variant	1361
75.11.35	assign(longbool):olevariant	1361
75.11.36	assign(longbool):variant	1362
75.11.37	assign(LongInt):olevariant	1362
75.11.38	assign(LongInt):variant	1362
75.11.39	assign(olevariant):ansistring	1362
75.11.40	assign(olevariant):Boolean	1362
75.11.41	assign(olevariant):Byte	1362
75.11.42	assign(olevariant):Char	1363
75.11.43	assign(olevariant):comp	1363
75.11.44	assign(olevariant):currency	1363
75.11.45	assign(olevariant):Double	1363
75.11.46	assign(olevariant):DWord	1363

75.11.47	assign(olevariant):extended	1363
75.11.48	assign(olevariant):Int64	1364
75.11.49	assign(olevariant):longbool	1364
75.11.50	assign(olevariant):LongInt	1364
75.11.51	assign(olevariant):QWord	1364
75.11.52	assign(olevariant):Real	1364
75.11.53	assign(olevariant):ShortInt	1364
75.11.54	assign(olevariant):shortstring	1365
75.11.55	assign(olevariant):single	1365
75.11.56	assign(olevariant):SmallInt	1365
75.11.57	assign(olevariant):TDateTime	1365
75.11.58	assign(olevariant):TError	1365
75.11.59	assign(olevariant):UnicodeString	1365
75.11.60	assign(olevariant):variant	1366
75.11.61	assign(olevariant):WideChar	1366
75.11.62	assign(olevariant):widestring	1366
75.11.63	assign(olevariant):Word	1366
75.11.64	assign(olevariant):wordbool	1366
75.11.65	assign(QWord):olevariant	1366
75.11.66	assign(QWord):variant	1367
75.11.67	assign(Real):olevariant	1367
75.11.68	assign(Real):variant	1367
75.11.69	assign(real48):Double	1367
75.11.70	assign(real48):extended	1367
75.11.71	assign(ShortInt):olevariant	1367
75.11.72	assign(ShortInt):variant	1368
75.11.73	assign(shortstring):olevariant	1368
75.11.74	assign(shortstring):variant	1368
75.11.75	assign(single):olevariant	1368
75.11.76	assign(single):variant	1368
75.11.77	assign(SmallInt):olevariant	1368
75.11.78	assign(SmallInt):variant	1369
75.11.79	assign(TDateTime):olevariant	1369
75.11.80	assign(TDateTime):variant	1369
75.11.81	assign(TError):olevariant	1369
75.11.82	assign(TError):variant	1369
75.11.83	assign(UCS4String):variant	1369
75.11.84	assign(UnicodeString):olevariant	1370
75.11.85	assign(UnicodeString):variant	1370
75.11.86	assign(UTF8String):variant	1370

75.11.87	assign(variant):ansistring	1370
75.11.88	assign(variant):Boolean	1370
75.11.89	assign(variant):Byte	1370
75.11.90	assign(variant):Char	1371
75.11.91	assign(variant):comp	1371
75.11.92	assign(variant):currency	1371
75.11.93	assign(variant):Double	1371
75.11.94	assign(variant):DWord	1371
75.11.95	assign(variant):extended	1371
75.11.96	assign(variant):Int64	1372
75.11.97	assign(variant):longbool	1372
75.11.98	assign(variant):LongInt	1372
75.11.99	assign(variant):olevariant	1372
75.11.100	assign(variant):QWord	1372
75.11.101	assign(variant):Real	1372
75.11.102	assign(variant):ShortInt	1373
75.11.103	assign(variant):shortstring	1373
75.11.104	assign(variant):single	1373
75.11.105	assign(variant):SmallInt	1373
75.11.106	assign(variant):TDateTime	1373
75.11.107	assign(variant):TError	1373
75.11.108	assign(variant):unicodestring	1374
75.11.109	assign(variant):UTF8String	1374
75.11.110	assign(variant):WideChar	1374
75.11.111	assign(variant):widestring	1374
75.11.112	assign(variant):Word	1374
75.11.113	assign(variant):wordbool	1374
75.11.114	assign(WideChar):olevariant	1375
75.11.115	assign(WideChar):variant	1375
75.11.116	assign(widestring):olevariant	1375
75.11.117	assign(widestring):variant	1375
75.11.118	assign(Word):olevariant	1375
75.11.119	assign(Word):variant	1375
75.11.120	assign(wordbool):olevariant	1376
75.11.121	assign(wordbool):variant	1376
75.11.122	Assigned	1376
75.11.123	BasicEventCreate	1377
75.11.124	basiceventdestroy	1377
75.11.125	basiceventResetEvent	1377
75.11.126	basiceventSetEvent	1377

75.11.127	basiceventWaitFor	1377
75.11.128	BeginThread	1378
75.11.129	BetoN	1378
75.11.130	binStr	1378
75.11.131	BlockRead	1379
75.11.132	BlockWrite	1380
75.11.133	Break	1380
75.11.134	BsfByte	1381
75.11.135	BsfDWord	1382
75.11.136	BsfQWord	1382
75.11.137	BsfWord	1382
75.11.138	BsrByte	1382
75.11.139	BsrDWord	1383
75.11.140	BsrQWord	1383
75.11.141	BsrWord	1383
75.11.142	CaptureBacktrace	1383
75.11.143	chdir	1384
75.11.144	chr	1384
75.11.145	Close	1385
75.11.146	CloseThread	1385
75.11.147	CompareByte	1385
75.11.148	CompareChar	1386
75.11.149	CompareChar0	1388
75.11.150	CompareDWord	1388
75.11.151	CompareWord	1389
75.11.152	Concat	1390
75.11.153	Continue	1391
75.11.154	Copy	1392
75.11.155	CopyArray	1392
75.11.156	cos	1393
75.11.157	Cseg	1393
75.11.158	Dec	1394
75.11.159	Default	1395
75.11.160	DefaultAnsi2UnicodeMove	1395
75.11.161	DefaultAnsi2WideMove	1395
75.11.162	DefaultUnicode2AnsiMove	1395
75.11.163	Delete	1396
75.11.164	Dispose	1396
75.11.165	divide(variant,variant):variant	1397
75.11.166	DoneCriticalsection	1397

75.11.167DoneThread	1398
75.11.168Dseg	1398
75.11.169DumpExceptionBackTrace	1398
75.11.170Dump_Stack	1399
75.11.171DynArrayBounds	1399
75.11.172DynArrayClear	1399
75.11.173DynArrayDim	1400
75.11.174DynArrayIndex	1400
75.11.175DynArraySetLength	1400
75.11.176DynArraySize	1401
75.11.177EmptyMethod	1401
75.11.178EndThread	1401
75.11.179EnterCriticalSection	1401
75.11.180EnumResourceLanguages	1402
75.11.181EnumResourceNames	1402
75.11.182EnumResourceTypes	1403
75.11.183EOF	1403
75.11.184EOLn	1404
75.11.185equal(variant,variant):Boolean	1404
75.11.186Erase	1405
75.11.187Error	1405
75.11.188Exclude	1405
75.11.189Exit	1407
75.11.190exp	1408
75.11.191Fail	1408
75.11.192FilePos	1409
75.11.193FileSize	1410
75.11.194FillByte	1410
75.11.195FillChar	1411
75.11.196FillDWord	1412
75.11.197FillQWord	1412
75.11.198FillWord	1413
75.11.199Finalize	1413
75.11.200FinalizeArray	1413
75.11.201FindResource	1414
75.11.202FindResourceEx	1414
75.11.203float_raise	1415
75.11.204Flush	1415
75.11.205FlushThread	1416
75.11.206FMADouble	1416

75.11.207FMAExtended	1416
75.11.208FMASingle	1416
75.11.209fpc_SarInt64	1416
75.11.210FPower10	1416
75.11.211frac	1417
75.11.212Freemem	1417
75.11.213Freememory	1418
75.11.214FreeResource	1418
75.11.215GetCPUCount	1418
75.11.216GetCurrentThreadId	1418
75.11.217getdir	1419
75.11.218GetFPCHeapStatus	1419
75.11.219GetHeapStatus	1419
75.11.220GetMem	1419
75.11.221GetMemory	1420
75.11.222GetMemoryManager	1420
75.11.223GetProcessID	1420
75.11.224GetResourceManager	1421
75.11.225GetTextCodePage	1421
75.11.226GetThreadID	1421
75.11.227GetThreadManager	1421
75.11.228GetUnicodeStringManager	1422
75.11.229GetVariantManager	1422
75.11.230GetWideStringManager	1422
75.11.231get_caller_addr	1423
75.11.232get_caller_frame	1423
75.11.233get_caller_stackinfo	1423
75.11.234get_cmdline	1423
75.11.235get_frame	1424
75.11.236Get_pc_addr	1424
75.11.237greaterthan(variant,variant):Boolean	1424
75.11.238greaterthanorequal(variant,variant):Boolean	1424
75.11.239halt	1425
75.11.240hexStr	1425
75.11.241hi	1426
75.11.242High	1426
75.11.243HINSTANCE	1428
75.11.244Inc	1428
75.11.245Include	1428
75.11.246IndexByte	1429

75.11.247IndexChar	1430
75.11.248IndexChar0	1430
75.11.249IndexDWord	1431
75.11.250IndexQWord	1431
75.11.251Indexword	1432
75.11.252InitCriticalSection	1432
75.11.253Initialize	1433
75.11.254InitializeArray	1435
75.11.255InitThread	1435
75.11.256InitThreadVars	1435
75.11.257Insert	1435
75.11.258int	1436
75.11.259intdivide(variant,variant):variant	1436
75.11.260InterlockedCompareExchange	1437
75.11.261InterLockedDecrement	1437
75.11.262InterLockedExchange	1437
75.11.263InterLockedExchangeAdd	1438
75.11.264InterLockedIncrement	1438
75.11.265IOResult	1439
75.11.266IsDynArrayRectangular	1440
75.11.267IsMemoryManagerSet	1440
75.11.268Is_IntResource	1440
75.11.269KillThread	1441
75.11.270LeaveCriticalsection	1441
75.11.271leftshift(variant,variant):variant	1441
75.11.272Length	1442
75.11.273lessthan(variant,variant):Boolean	1442
75.11.274lessthanorequal(variant,variant):Boolean	1443
75.11.275LEtoN	1443
75.11.276ln	1443
75.11.277lo	1444
75.11.278LoadResource	1444
75.11.279LockResource	1445
75.11.280logicaland(variant,variant):variant	1445
75.11.281logicalnot(variant):variant	1445
75.11.282logicalor(variant,variant):variant	1446
75.11.283logicalxor(variant,variant):variant	1446
75.11.284longjmp	1446
75.11.285Low	1447
75.11.286lowerCase	1447

75.11.287MakeLangID	1448
75.11.288MemSize	1448
75.11.289mkdir	1448
75.11.290modulus(variant,variant):variant	1448
75.11.291Move	1449
75.11.292MoveChar0	1449
75.11.293multiply(variant,variant):variant	1450
75.11.294negative(variant):variant	1450
75.11.295New	1450
75.11.296NtoBE	1451
75.11.297NtoLE	1451
75.11.298Null	1451
75.11.299OctStr	1452
75.11.300odd	1452
75.11.301Ofs	1453
75.11.302Ord	1453
75.11.303Pack	1454
75.11.304ParamCount	1454
75.11.305ParamStr	1455
75.11.306pi	1455
75.11.307PopCnt	1456
75.11.308Pos	1456
75.11.309power(variant,variant):variant	1457
75.11.310Pred	1457
75.11.311prefetch	1458
75.11.312ptr	1458
75.11.313RaiseList	1459
75.11.314Random	1459
75.11.315Randomize	1460
75.11.316Read	1460
75.11.317ReadBarrier	1461
75.11.318ReadDependencyBarrier	1461
75.11.319ReadLn	1461
75.11.320ReadStr	1462
75.11.321ReadWriteBarrier	1462
75.11.322Real2Double	1462
75.11.323ReAllocMem	1463
75.11.324ReAllocMemory	1463
75.11.325ReleaseExceptionObject	1464
75.11.326Rename	1464

75.11.327Reset	1465
75.11.328ResumeThread	1465
75.11.329Rewrite	1466
75.11.330rightshift(variant,variant):variant	1466
75.11.331rmdir	1467
75.11.332RolByte	1467
75.11.333RolDWord	1468
75.11.334RolQWord	1468
75.11.335RolWord	1468
75.11.336RorByte	1468
75.11.337RorDWord	1469
75.11.338RorQWord	1469
75.11.339RorWord	1469
75.11.340round	1470
75.11.341RTLEventCreate	1470
75.11.342RTLEventDestroy	1470
75.11.343RTLEventResetEvent	1471
75.11.344RTLEventSetEvent	1471
75.11.345RTLEventWaitFor	1471
75.11.346RunError	1471
75.11.347SarInt64	1472
75.11.348SarLongint	1472
75.11.349SarShortint	1472
75.11.350SarSmallint	1473
75.11.351Seek	1473
75.11.352SeekEOF	1474
75.11.353SeekEOLn	1474
75.11.354Seg	1475
75.11.355SemaphoreDestroy	1475
75.11.356SemaphoreInit	1476
75.11.357SemaphorePost	1476
75.11.358SemaphoreWait	1476
75.11.359SetCodePage	1477
75.11.360Setjmp	1477
75.11.361SetLength	1478
75.11.362SetMemoryManager	1478
75.11.363SetMultiByteConversionCodePage	1479
75.11.364SetMultiByteFileSystemCodePage	1479
75.11.365SetMultiByteRTLFileSystemCodePage	1479
75.11.366SetResourceManager	1480

75.11.367SetString	1480
75.11.368SetTextBuf	1480
75.11.369SetTextCodePage	1481
75.11.370SetTextLineEnding	1482
75.11.371SetThreadManager	1482
75.11.372SetUnicodeStringManager	1482
75.11.373SetVariantManager	1483
75.11.374SetWideStringManager	1483
75.11.375ShortCompareText	1483
75.11.376sin	1484
75.11.377SizeOf	1484
75.11.378SizeofResource	1485
75.11.379Slice	1485
75.11.380Space	1485
75.11.381Sptr	1486
75.11.382sqr	1486
75.11.383sqrt	1487
75.11.384Sseg	1487
75.11.385StackTop	1487
75.11.386Str	1488
75.11.387StringCodePage	1489
75.11.388StringElementSize	1490
75.11.389StringOfChar	1490
75.11.390StringRefCount	1490
75.11.391StringToPPChar	1491
75.11.392StringToUnicodeChar	1491
75.11.393StringToWideChar	1491
75.11.394strlen	1492
75.11.395strpas	1492
75.11.396subtract(variant,variant):variant	1492
75.11.397Succ	1492
75.11.398SuspendThread	1493
75.11.399Swap	1493
75.11.400SwapEndian	1494
75.11.401SysAllocMem	1494
75.11.402SysAssert	1494
75.11.403SysBackTraceStr	1495
75.11.404SysFlushStdIO	1495
75.11.405SysFreemem	1495
75.11.406SysFreememSize	1495

75.11.407SysGetFPCHeapStatus	1495
75.11.408SysGetHeapStatus	1496
75.11.409SysGetmem	1496
75.11.410SysInitExceptions	1496
75.11.411SysInitFPU	1496
75.11.412SysInitStdIO	1497
75.11.413SysMemSize	1497
75.11.414SysReAllocMem	1497
75.11.415SysResetFPU	1497
75.11.416SysSetCtrlBreakHandler	1497
75.11.417SysTryResizeMem	1498
75.11.418ThreadGetPriority	1498
75.11.419ThreadSetPriority	1498
75.11.420ThreadSwitch	1498
75.11.421ToSingleByteFileSystemEncodedFileName	1499
75.11.422trunc	1499
75.11.423Truncate	1499
75.11.424TryEnterCriticalsection	1500
75.11.425TypeInfo	1500
75.11.426TypeOf	1501
75.11.427UCS4StringToUnicodeString	1501
75.11.428UCS4StringToWideString	1501
75.11.429Unassigned	1501
75.11.430UnicodeCharLenToString	1501
75.11.431UnicodeCharLenToStrVar	1502
75.11.432UnicodeCharToString	1502
75.11.433UnicodeCharToStrVar	1502
75.11.434UnicodeStringToUCS4String	1503
75.11.435UnicodeToUtf8	1503
75.11.436UniqueString	1503
75.11.437UnlockResource	1503
75.11.438UnPack	1504
75.11.439upCase	1504
75.11.440Utf8CodePointLen	1505
75.11.441UTF8Decode	1505
75.11.442UTF8Encode	1505
75.11.443Utf8ToAnsi	1506
75.11.444Utf8ToUnicode	1506
75.11.445Val	1506
75.11.446VarArrayGet	1507

75.11.447	VarArrayPut	1507
75.11.448	VarArrayRedim	1508
75.11.449	VarCast	1508
75.11.450	WaitForThreadTerminate	1508
75.11.451	WideCharLenToString	1509
75.11.452	WideCharLenToStrVar	1509
75.11.453	WideCharToString	1509
75.11.454	WideCharToStrVar	1510
75.11.455	WideStringToUCS4String	1510
75.11.456	Write	1510
75.11.457	WriteBarrier	1511
75.11.458	WriteLn	1511
75.11.459	WriteStr	1512
75.12	TDoubleRec	1512
75.12.1	Method overview	1513
75.12.2	Property overview	1513
75.12.3	TDoubleRec.Mantissa	1513
75.12.4	TDoubleRec.Fraction	1514
75.12.5	TDoubleRec.Exponent	1514
75.12.6	TDoubleRec.SpecialType	1514
75.12.7	TDoubleRec.Sign	1514
75.12.8	TDoubleRec.Exp	1514
75.12.9	TDoubleRec.Frac	1515
75.13	TExtended80Rec	1515
75.13.1	Method overview	1516
75.13.2	Property overview	1516
75.13.3	TExtended80Rec.Mantissa	1516
75.13.4	TExtended80Rec.Fraction	1516
75.13.5	TExtended80Rec.Exponent	1516
75.13.6	TExtended80Rec.SpecialType	1517
75.13.7	TExtended80Rec.Sign	1517
75.13.8	TExtended80Rec.Exp	1517
75.14	TSingleRec	1517
75.14.1	Method overview	1518
75.14.2	Property overview	1518
75.14.3	TSingleRec.Mantissa	1518
75.14.4	TSingleRec.Fraction	1519
75.14.5	TSingleRec.Exponent	1519
75.14.6	TSingleRec.SpecialType	1519
75.14.7	TSingleRec.Sign	1519

75.14.8	TSingleRec.Exp	1519
75.14.9	TSingleRec.Frac	1520
75.15	IDispatch	1520
75.15.1	Description	1520
75.15.2	Method overview	1520
75.15.3	IDispatch.GetTypeInfoCount	1520
75.15.4	IDispatch.GetTypeInfo	1520
75.15.5	IDispatch.GetIDsOfNames	1520
75.15.6	IDispatch.Invoke	1521
75.16	IEnumerable	1521
75.16.1	Description	1521
75.16.2	Method overview	1521
75.16.3	IEnumerable.GetEnumerator	1521
75.17	IEnumerator	1521
75.17.1	Description	1521
75.17.2	Method overview	1522
75.17.3	Property overview	1522
75.17.4	IEnumerator.GetCurrent	1522
75.17.5	IEnumerator.MoveNext	1522
75.17.6	IEnumerator.Reset	1523
75.17.7	IEnumerator.Current	1523
75.18	IInvokable	1523
75.18.1	Description	1523
75.19	IUnknown	1523
75.19.1	Description	1523
75.19.2	Method overview	1524
75.19.3	IUnknown.QueryInterface	1524
75.19.4	IUnknown._AddRef	1524
75.19.5	IUnknown._Release	1524
75.20	TAggregatedObject	1524
75.20.1	Description	1524
75.20.2	Method overview	1524
75.20.3	Property overview	1525
75.20.4	TAggregatedObject.Create	1525
75.20.5	TAggregatedObject.Controller	1525
75.21	TContainedObject	1525
75.21.1	Description	1525
75.21.2	Interfaces overview	1525
75.22	TInterfacedObject	1526
75.22.1	Description	1526

75.22.2	Interfaces overview	1526
75.22.3	Method overview	1526
75.22.4	Property overview	1526
75.22.5	TInterfacedObject.AfterConstruction	1526
75.22.6	TInterfacedObject.BeforeDestruction	1526
75.22.7	TInterfacedObject.NewInstance	1527
75.22.8	TInterfacedObject.RefCount	1527
75.23	TObject	1527
75.23.1	Description	1527
75.23.2	Method overview	1528
75.23.3	TObject.Create	1528
75.23.4	TObject.Destroy	1529
75.23.5	TObject.newinstance	1529
75.23.6	TObject.FreeInstance	1529
75.23.7	TObject.SafeCallException	1529
75.23.8	TObject.DefaultHandler	1530
75.23.9	TObject.Free	1530
75.23.10	TObject.InitInstance	1530
75.23.11	TObject.CleanupInstance	1530
75.23.12	TObject.ClassType	1531
75.23.13	TObject.ClassInfo	1531
75.23.14	TObject.ClassName	1531
75.23.15	TObject.ClassNameIs	1531
75.23.16	TObject.ClassParent	1532
75.23.17	TObject.InstanceSize	1532
75.23.18	TObject.InheritsFrom	1532
75.23.19	TObject.StringMessageTable	1532
75.23.20	TObject.MethodAddress	1533
75.23.21	TObject.MethodName	1533
75.23.22	TObject.FieldAddress	1533
75.23.23	TObject.AfterConstruction	1533
75.23.24	TObject.BeforeDestruction	1534
75.23.25	TObject.DefaultHandlerStr	1534
75.23.26	TObject.Dispatch	1534
75.23.27	TObject.DispatchStr	1534
75.23.28	TObject.GetInterface	1535
75.23.29	TObject.GetInterfaceByStr	1535
75.23.30	TObject.GetInterfaceWeak	1535
75.23.31	TObject.GetInterfaceEntry	1536
75.23.32	TObject.GetInterfaceEntryByStr	1536

75.23.33	TObject.GetInterfaceTable	1536
75.23.34	TObject.UnitName	1536
75.23.35	TObject.Equals	1537
75.23.36	TObject.GetHashCode	1537
75.23.37	TObject.ToString	1537
76	Reference for unit 'sysutils'	1538
76.1	Used units	1538
76.2	Overview	1538
76.3	Type Helpers for basic types	1538
76.4	Localization support	1539
76.5	Unicode and codepage awareness	1539
76.6	Miscellaneous conversion routines	1540
76.7	Date/time routines	1541
76.8	FileName handling routines	1541
76.9	File input/output routines	1542
76.10	PChar related functions	1543
76.11	Date and time formatting characters	1544
76.12	Formatting strings	1545
76.13	String functions	1545
76.14	Constants, types and variables	1546
76.14.1	Constants	1546
76.14.2	Types	1553
76.14.3	Variables	1564
76.15	Procedures and functions	1569
76.15.1	AbandonSignalHandler	1569
76.15.2	Abort	1569
76.15.3	AddDisk	1569
76.15.4	AddTerminateProc	1570
76.15.5	AdjustLineBreaks	1570
76.15.6	AnsiCompareFileName	1570
76.15.7	AnsiCompareStr	1571
76.15.8	AnsiCompareText	1572
76.15.9	AnsiDequotedStr	1573
76.15.10	AnsiExtractQuotedStr	1573
76.15.11	AnsiLastChar	1574
76.15.12	AnsiLowerCase	1574
76.15.13	AnsiLowerCaseFileName	1575
76.15.14	AnsiPos	1575
76.15.15	AnsiQuotedStr	1575

76.15.16	AnsiSameStr	1576
76.15.17	AnsiSameText	1576
76.15.18	AnsiStrComp	1576
76.15.19	AnsiStrIComp	1577
76.15.20	AnsiStrLastChar	1578
76.15.21	AnsiStrLComp	1579
76.15.22	AnsiStrLIComp	1579
76.15.23	AnsiStrLower	1580
76.15.24	AnsiStrPos	1581
76.15.25	AnsiStrRScan	1581
76.15.26	AnsiStrScan	1581
76.15.27	AnsiStrUpper	1582
76.15.28	AnsiUpperCase	1582
76.15.29	AnsiUpperCaseFileName	1583
76.15.30	AppendStr	1583
76.15.31	ApplicationName	1584
76.15.32	AssignStr	1584
76.15.33	BCDToInt	1585
76.15.34	Beep	1585
76.15.35	BoolToStr	1585
76.15.36	ByteLength	1586
76.15.37	BytesOf	1586
76.15.38	ByteToCharIndex	1586
76.15.39	ByteToCharLen	1586
76.15.40	ByteType	1587
76.15.41	CallTerminateProcs	1587
76.15.42	ChangeFileExt	1587
76.15.43	CharInSet	1587
76.15.44	CharToByteLen	1588
76.15.45	CodePageNameToCodePage	1588
76.15.46	CodePageToCodePageName	1588
76.15.47	CompareMem	1588
76.15.48	CompareMemRange	1589
76.15.49	CompareStr	1589
76.15.50	CompareText	1590
76.15.51	ComposeDateTime	1591
76.15.52	ConcatPaths	1591
76.15.53	CreateDir	1592
76.15.54	CreateGUID	1592
76.15.55	CurrentYear	1593

76.15.56 CurrToStr	1593
76.15.57 CurrToStrF	1593
76.15.58 Date	1594
76.15.59 DateTimeToFileDate	1594
76.15.60 DateTimeToStr	1595
76.15.61 DateTimeToString	1595
76.15.62 DateTimeToSystemTime	1596
76.15.63 DateTimeToTimeStamp	1597
76.15.64 DateToStr	1597
76.15.65 DayOfWeek	1598
76.15.66 DecodeDate	1598
76.15.67 DecodeDateFully	1599
76.15.68 DecodeTime	1599
76.15.69 DeleteFile	1600
76.15.70 DirectoryExists	1600
76.15.71 DiskFree	1601
76.15.72 DiskSize	1601
76.15.73 DisposeStr	1602
76.15.74 DoDirSeparators	1602
76.15.75 EncodeDate	1603
76.15.76 EncodeTime	1604
76.15.77 ExceptAddr	1604
76.15.78 ExceptFrameCount	1604
76.15.79 ExceptFrames	1605
76.15.80 ExceptionErrorMessage	1605
76.15.81 ExceptObject	1605
76.15.82 ExcludeLeadingPathDelimiter	1606
76.15.83 ExcludeTrailingBackslash	1606
76.15.84 ExcludeTrailingPathDelimiter	1606
76.15.85 ExecuteProcess	1607
76.15.86 ExeSearch	1607
76.15.87 ExpandFileName	1608
76.15.88 ExpandFileNameCase	1608
76.15.89 ExpandUNCFileName	1609
76.15.90 ExtractFileDir	1610
76.15.91 ExtractFileDrive	1610
76.15.92 ExtractFileExt	1611
76.15.93 ExtractFileName	1611
76.15.94 ExtractFilePath	1611
76.15.95 ExtractRelativepath	1612

76.15.96 ExtractShortPathName	1612
76.15.97 FileAge	1613
76.15.98 FileClose	1613
76.15.99 FileCreate	1614
76.15.100FileDateToDateTime	1615
76.15.101FileExists	1615
76.15.102FileGetAttr	1616
76.15.103FileGetDate	1617
76.15.104FileIsReadOnly	1618
76.15.105FileOpen	1618
76.15.106FileRead	1619
76.15.107FileSearch	1619
76.15.108FileSeek	1620
76.15.109FileSetAttr	1621
76.15.110FileSetDate	1622
76.15.111FileTruncate	1622
76.15.112FileWrite	1623
76.15.113FindClose	1623
76.15.114FindCmdLineSwitch	1623
76.15.115FindFirst	1624
76.15.116FindNext	1625
76.15.117FloattoCurr	1625
76.15.118FloatToDateTime	1625
76.15.119FloatToDecimal	1626
76.15.120FloatToStr	1626
76.15.121FloatToStrF	1627
76.15.122FloatToText	1629
76.15.123FloatToTextFmt	1630
76.15.124FmtStr	1631
76.15.125ForceDirectories	1631
76.15.126Format	1632
76.15.127FormatBuf	1638
76.15.128FormatCurr	1639
76.15.129FormatDateTime	1639
76.15.130FormatFloat	1640
76.15.131FreeAndNil	1641
76.15.132FreeMemAndNil	1642
76.15.133GetAppConfigDir	1642
76.15.134GetAppConfigFile	1643
76.15.135GetCurrentDir	1643

76.15.136GetDirs	1644
76.15.137GetDriveIDFromLetter	1645
76.15.138GetEnvironmentString	1645
76.15.139GetEnvironmentVariable	1645
76.15.140GetEnvironmentVariableCount	1645
76.15.141GetFileHandle	1646
76.15.142GetLastOSError	1646
76.15.143GetLocalTime	1646
76.15.144GetLocalTimeOffset	1647
76.15.145GetModuleName	1647
76.15.146GetTempDir	1647
76.15.147GetTempFileName	1648
76.15.148GetTickCount	1648
76.15.149GetTickCount64	1648
76.15.150GetUserDir	1649
76.15.151GuidCase	1649
76.15.152GUIDToString	1649
76.15.153HashName	1649
76.15.154HookSignal	1650
76.15.155IncAMonth	1650
76.15.156IncludeLeadingPathDelimiter	1650
76.15.157IncludeTrailingBackslash	1651
76.15.158IncludeTrailingPathDelimiter	1651
76.15.159IncMonth	1651
76.15.160InquireSignal	1652
76.15.161IntToHex	1652
76.15.162IntToStr	1653
76.15.163IsDelimiter	1654
76.15.164IsEqualGUID	1654
76.15.165IsLeapYear	1654
76.15.166IsPathDelimiter	1655
76.15.167IsValidIdent	1655
76.15.168LastDelimiter	1656
76.15.169LeftStr	1656
76.15.170LoadStr	1657
76.15.171LowerCase	1657
76.15.172MsecsToTimeStamp	1657
76.15.173NewStr	1658
76.15.174Now	1658
76.15.175OutOfMemoryError	1659

76.15.176QuotedStr	1659
76.15.177RaiseLastError	1660
76.15.178RemoveDir	1660
76.15.179RenameFile	1660
76.15.180ReplaceDate	1661
76.15.181ReplaceTime	1661
76.15.182RightStr	1662
76.15.183SafeLoadLibrary	1662
76.15.184SameFileName	1662
76.15.185SameStr	1663
76.15.186SameText	1663
76.15.187SetCurrentDir	1663
76.15.188SetDirSeparators	1663
76.15.189ShowException	1664
76.15.190Sleep	1664
76.15.191SScanf	1664
76.15.192StrAlloc	1665
76.15.193StrBufSize	1665
76.15.194StrByteType	1666
76.15.195strcat	1666
76.15.196StrCharLength	1667
76.15.197strcomp	1667
76.15.198StrCopy	1667
76.15.199StrDispose	1668
76.15.200strecopy	1668
76.15.201strend	1669
76.15.202StrFmt	1670
76.15.203stricmp	1670
76.15.204StringOf	1671
76.15.205StringReplace	1671
76.15.206StringToGUID	1671
76.15.207strlcat	1672
76.15.208strlcomp	1672
76.15.209StrLCopy	1673
76.15.210StrLen	1674
76.15.211StrLFmt	1674
76.15.212strlicomp	1675
76.15.213strlower	1675
76.15.214StrMove	1676
76.15.215strnew	1677

76.15.216StrNextChar	1677
76.15.217StrPas	1677
76.15.218StrPCopy	1678
76.15.219StrPLCopy	1678
76.15.220strpos	1678
76.15.221strrscan	1679
76.15.222StrScan	1679
76.15.223StrToBool	1680
76.15.224StrToBoolDef	1680
76.15.225StrToCurr	1680
76.15.226StrToCurrDef	1681
76.15.227StrToDate	1681
76.15.228StrToDateDef	1682
76.15.229StrToDateTime	1682
76.15.230StrToDateTimeDef	1683
76.15.231StrToDWord	1683
76.15.232StrToDWordDef	1684
76.15.233StrToFloat	1684
76.15.234StrToFloatDef	1685
76.15.235StrToInt	1685
76.15.236StrToInt64	1686
76.15.237StrToInt64Def	1686
76.15.238StrToIntDef	1687
76.15.239StrToQWord	1687
76.15.240StrToQWordDef	1688
76.15.241StrToTime	1688
76.15.242StrToTimeDef	1689
76.15.243strupper	1689
76.15.244Supports	1689
76.15.245SysErrorMessage	1690
76.15.246SystemTimeToDateTime	1690
76.15.247TextToFloat	1691
76.15.248Time	1692
76.15.249TimeStampToDateTime	1692
76.15.250TimeStampToMsecs	1693
76.15.251TimeToStr	1693
76.15.252Trim	1694
76.15.253TrimLeft	1694
76.15.254TrimRight	1695
76.15.255TryEncodeDate	1696

76.15.256TryEncodeTime	1696
76.15.257TryFloatToCurr	1697
76.15.258TryStringToGUID	1697
76.15.259TryStrToBool	1697
76.15.260TryStrToCurr	1697
76.15.261TryStrToDate	1698
76.15.262TryStrToDateTime	1698
76.15.263TryStrToDWord	1699
76.15.264TryStrToFloat	1699
76.15.265TryStrToInt	1699
76.15.266TryStrToInt64	1700
76.15.267TryStrToQWord	1700
76.15.268TryStrToTime	1700
76.15.269UnhookSignal	1701
76.15.270UnicodeCompareStr	1701
76.15.271UnicodeCompareText	1701
76.15.272UnicodeFmtStr	1701
76.15.273UnicodeFormat	1701
76.15.274UnicodeFormatBuf	1702
76.15.275UnicodeLowerCase	1702
76.15.276UnicodeSameStr	1702
76.15.277UnicodeSameText	1702
76.15.278UnicodeStringReplace	1702
76.15.279UnicodeUpperCase	1702
76.15.280UpperCase	1703
76.15.281VendorName	1703
76.15.282WideBytesOf	1703
76.15.283WideCompareStr	1704
76.15.284WideCompareText	1704
76.15.285WideFmtStr	1704
76.15.286WideFormat	1705
76.15.287WideFormatBuf	1705
76.15.288WideLowerCase	1705
76.15.289WideSameStr	1706
76.15.290WideSameText	1706
76.15.291WideStrAlloc	1706
76.15.292WideStringOf	1706
76.15.293WideStringReplace	1706
76.15.294WideUpperCase	1707
76.15.295WrapText	1707

76.16	EAbort	1707
76.16.1	Description	1707
76.17	EAbstractError	1707
76.17.1	Description	1707
76.18	EAccessViolation	1708
76.18.1	Description	1708
76.19	EArgumentException	1708
76.19.1	Description	1708
76.20	EArgumentNullException	1708
76.20.1	Description	1708
76.21	EArgumentOutOfRangeException	1708
76.21.1	Description	1708
76.22	EAssertionFailed	1708
76.22.1	Description	1708
76.23	EBusError	1709
76.23.1	Description	1709
76.24	EControlC	1709
76.24.1	Description	1709
76.25	EConvertError	1709
76.25.1	Description	1709
76.26	EDirectoryNotFoundException	1709
76.26.1	Description	1709
76.27	EDivByZero	1709
76.27.1	Description	1709
76.28	EEncodingError	1709
76.29	EExternal	1709
76.29.1	Description	1709
76.30	EExternalException	1710
76.30.1	Description	1710
76.31	EFileNotFoundException	1710
76.31.1	Description	1710
76.32	EFormatError	1710
76.32.1	Description	1710
76.33	EHeapMemoryError	1710
76.33.1	Description	1710
76.33.2	Method overview	1710
76.33.3	EHeapMemoryError.FreeInstance	1710
76.34	EInOutError	1711
76.34.1	Description	1711
76.35	EInterror	1711

76.35.1 Description	1711
76.36 EIntfCastError	1711
76.36.1 Description	1711
76.37 EIntOverflow	1711
76.37.1 Description	1711
76.38 EInvalidCast	1711
76.38.1 Description	1711
76.39 EInvalidContainer	1711
76.39.1 Description	1711
76.40 EInvalidInsert	1712
76.40.1 Description	1712
76.41 EInvalidOp	1712
76.41.1 Description	1712
76.42 EInvalidPointer	1712
76.42.1 Description	1712
76.43 EMathError	1712
76.43.1 Description	1712
76.44 ENoConstructException	1712
76.44.1 Description	1712
76.45 ENoThreadSupport	1712
76.45.1 Description	1712
76.46 ENotImplemented	1712
76.46.1 Description	1712
76.47 ENotSupportedException	1713
76.47.1 Description	1713
76.48 ENoWideStringSupport	1713
76.48.1 Description	1713
76.49 EObjectCheck	1713
76.49.1 Description	1713
76.50 EOSError	1713
76.50.1 Description	1713
76.51 EOutOfMemory	1713
76.51.1 Description	1713
76.52 EOverflow	1713
76.52.1 Description	1713
76.53 EPackageError	1714
76.53.1 Description	1714
76.54 EPathNotFoundException	1714
76.54.1 Description	1714
76.55 EPathTooLongException	1714

76.55.1	Description	1714
76.56	EPrivilege	1714
76.56.1	Description	1714
76.57	EPropReadOnly	1714
76.57.1	Description	1714
76.58	EPropWriteOnly	1714
76.58.1	Description	1714
76.59	ERangeError	1715
76.59.1	Description	1715
76.60	ESafecallException	1715
76.60.1	Description	1715
76.61	EStackOverflow	1715
76.61.1	Description	1715
76.62	EUnderflow	1715
76.62.1	Description	1715
76.63	EVariantError	1715
76.63.1	Description	1715
76.63.2	Method overview	1715
76.63.3	EVariantError.CreateCode	1715
76.64	Exception	1716
76.64.1	Description	1716
76.64.2	Method overview	1716
76.64.3	Property overview	1716
76.64.4	Exception.Create	1716
76.64.5	Exception.CreateFmt	1717
76.64.6	Exception.CreateRes	1717
76.64.7	Exception.CreateResFmt	1717
76.64.8	Exception.CreateHelp	1717
76.64.9	Exception.CreateFmtHelp	1718
76.64.10	Exception.CreateResHelp	1718
76.64.11	Exception.CreateResFmtHelp	1718
76.64.12	Exception.ToString	1718
76.64.13	Exception.HelpContext	1719
76.64.14	Exception.Message	1719
76.65	EZeroDivide	1719
76.65.1	Description	1719
76.66	IReadWriteSync	1719
76.66.1	Description	1719
76.66.2	Method overview	1719
76.66.3	IReadWriteSync.BeginRead	1720

76.66.4	IReadWriteSync.EndRead	1720
76.66.5	IReadWriteSync.BeginWrite	1720
76.66.6	IReadWriteSync.EndWrite	1720
76.67	TBigEndianUnicodeEncoding	1721
76.67.1	Method overview	1721
76.67.2	TBigEndianUnicodeEncoding.Clone	1721
76.67.3	TBigEndianUnicodeEncoding.GetPreamble	1721
76.68	TBooleanHelper	1721
76.68.1	Description	1721
76.68.2	Method overview	1721
76.68.3	TBooleanHelper.Parse	1721
76.68.4	TBooleanHelper.Size	1722
76.68.5	TBooleanHelper.ToString	1722
76.68.6	TBooleanHelper.TryParse	1722
76.68.7	TBooleanHelper.ToInteger	1722
76.69	TByteBoolHelper	1723
76.69.1	Description	1723
76.69.2	Method overview	1723
76.69.3	TByteBoolHelper.Parse	1723
76.69.4	TByteBoolHelper.Size	1723
76.69.5	TByteBoolHelper.ToString	1724
76.69.6	TByteBoolHelper.TryParse	1724
76.69.7	TByteBoolHelper.ToInteger	1724
76.70	TByteHelper	1724
76.70.1	Description	1724
76.70.2	Method overview	1725
76.70.3	TByteHelper.Parse	1725
76.70.4	TByteHelper.Size	1725
76.70.5	TByteHelper.ToString	1725
76.70.6	TByteHelper.TryParse	1726
76.70.7	TByteHelper.ToBoolean	1726
76.70.8	TByteHelper.ToDouble	1726
76.70.9	TByteHelper.ToExtended	1726
76.70.10	TByteHelper.ToHexString	1727
76.70.11	TByteHelper.ToSingle	1727
76.71	TCardinalHelper	1727
76.71.1	Description	1727
76.71.2	Method overview	1727
76.71.3	TCardinalHelper.Parse	1728
76.71.4	TCardinalHelper.Size	1728

76.71.5	TCardinalHelper.ToString	1728
76.71.6	TCardinalHelper.TryParse	1728
76.71.7	TCardinalHelper.ToBoolean	1729
76.71.8	TCardinalHelper.ToDouble	1729
76.71.9	TCardinalHelper.ToExtended	1729
76.71.10	TCardinalHelper.ToHexString	1729
76.71.11	TCardinalHelper.ToSingle	1730
76.72	TDoubleHelper	1730
76.72.1	Description	1730
76.72.2	Method overview	1730
76.72.3	Property overview	1730
76.72.4	TDoubleHelper.IsInfinity	1730
76.72.5	TDoubleHelper.IsNan	1731
76.72.6	TDoubleHelper.IsNegativeInfinity	1731
76.72.7	TDoubleHelper.IsPositiveInfinity	1731
76.72.8	TDoubleHelper.Parse	1732
76.72.9	TDoubleHelper.Size	1732
76.72.10	TDoubleHelper.ToString	1732
76.72.11	TDoubleHelper.TryParse	1733
76.72.12	TDoubleHelper.BuildUp	1733
76.72.13	TDoubleHelper.Exponent	1734
76.72.14	TDoubleHelper.Fraction	1734
76.72.15	TDoubleHelper.Mantissa	1734
76.72.16	TDoubleHelper.SpecialType	1734
76.72.17	TDoubleHelper.Bytes	1735
76.72.18	TDoubleHelper.Words	1735
76.72.19	TDoubleHelper.Sign	1735
76.72.20	TDoubleHelper.Exp	1735
76.72.21	TDoubleHelper.Frac	1736
76.73	TEncoding	1736
76.73.1	Method overview	1736
76.73.2	Property overview	1736
76.73.3	TEncoding.FreeEncodings	1736
76.73.4	TEncoding.Clone	1737
76.73.5	TEncoding.Convert	1737
76.73.6	TEncoding.IsStandardEncoding	1737
76.73.7	TEncoding.GetBufferEncoding	1737
76.73.8	TEncoding.GetEncoding	1737
76.73.9	TEncoding.GetMaxByteCount	1737
76.73.10	TEncoding.GetMaxCharCount	1738

76.73.11	TEncoding.GetPreamble	1738
76.73.12	TEncoding.GetString	1738
76.73.13	TEncoding.CodePage	1738
76.73.14	TEncoding.EncodingName	1738
76.73.15	TEncoding.IsSingleByte	1738
76.73.16	TEncoding.ANSI	1738
76.73.17	TEncoding.ASCII	1739
76.73.18	TEncoding.BigEndianUnicode	1739
76.73.19	TEncoding.Default	1739
76.73.20	TEncoding.Unicode	1739
76.73.21	TEncoding.UTF7	1739
76.73.22	TEncoding.UTF8	1739
76.74	TExtendedHelper	1739
76.74.1	Description	1739
76.74.2	Method overview	1740
76.74.3	Property overview	1740
76.74.4	TExtendedHelper.ToString	1740
76.74.5	TExtendedHelper.Parse	1741
76.74.6	TExtendedHelper.TryParse	1741
76.74.7	TExtendedHelper.IsNan	1742
76.74.8	TExtendedHelper.IsInfinity	1742
76.74.9	TExtendedHelper.IsNegativeInfinity	1742
76.74.10	TExtendedHelper.IsPositiveInfinity	1742
76.74.11	TExtendedHelper.Size	1743
76.74.12	TExtendedHelper.BuildUp	1743
76.74.13	TExtendedHelper.Exponent	1743
76.74.14	TExtendedHelper.Fraction	1744
76.74.15	TExtendedHelper.Mantissa	1744
76.74.16	TExtendedHelper.SpecialType	1744
76.74.17	TExtendedHelper.Bytes	1744
76.74.18	TExtendedHelper.Words	1745
76.74.19	TExtendedHelper.Sign	1745
76.74.20	TExtendedHelper.Exp	1745
76.74.21	TExtendedHelper.Frac	1745
76.75	TGuidHelper	1746
76.75.1	Description	1746
76.75.2	Method overview	1746
76.75.3	TGuidHelper.Create	1746
76.75.4	TGuidHelper.NewGuid	1747
76.75.5	TGuidHelper.ToArray	1747

76.75.6	TGuidHelper.ToString	1747
76.76	TInt64Helper	1747
76.76.1	Description	1747
76.76.2	Method overview	1748
76.76.3	TInt64Helper.Parse	1748
76.76.4	TInt64Helper.Size	1748
76.76.5	TInt64Helper.ToString	1748
76.76.6	TInt64Helper.TryParse	1749
76.76.7	TInt64Helper.ToBoolean	1749
76.76.8	TInt64Helper.ToDouble	1749
76.76.9	TInt64Helper.ToExtended	1749
76.76.10	TInt64Helper.ToHexString	1750
76.76.11	TInt64Helper.ToSingle	1750
76.77	TIntegerHelper	1750
76.77.1	Description	1750
76.77.2	Method overview	1750
76.77.3	TIntegerHelper.Size	1751
76.77.4	TIntegerHelper.ToString	1751
76.77.5	TIntegerHelper.Parse	1751
76.77.6	TIntegerHelper.TryParse	1751
76.77.7	TIntegerHelper.ToBoolean	1752
76.77.8	TIntegerHelper.ToDouble	1752
76.77.9	TIntegerHelper.ToExtended	1752
76.77.10	TIntegerHelper.ToHexString	1752
76.77.11	TIntegerHelper.ToSingle	1753
76.78	TLongBoolHelper	1753
76.78.1	Description	1753
76.78.2	Method overview	1753
76.78.3	TLongBoolHelper.Parse	1753
76.78.4	TLongBoolHelper.Size	1753
76.78.5	TLongBoolHelper.ToString	1754
76.78.6	TLongBoolHelper.TryToParse	1754
76.78.7	TLongBoolHelper.ToInteger	1754
76.79	TMBCSEncoding	1755
76.79.1	Method overview	1755
76.79.2	TMBCSEncoding.Create	1755
76.79.3	TMBCSEncoding.Clone	1755
76.79.4	TMBCSEncoding.GetMaxByteCount	1755
76.79.5	TMBCSEncoding.GetMaxCharCount	1755
76.79.6	TMBCSEncoding.GetPreamble	1755

76.80	TMultiReadExclusiveWriteSynchronizer	1755
76.80.1	Description	1755
76.80.2	Interfaces overview	1756
76.80.3	Method overview	1756
76.80.4	TMultiReadExclusiveWriteSynchronizer.Create	1756
76.80.5	TMultiReadExclusiveWriteSynchronizer.Destroy	1756
76.80.6	TMultiReadExclusiveWriteSynchronizer.Beginwrite	1756
76.80.7	TMultiReadExclusiveWriteSynchronizer.Endwrite	1757
76.80.8	TMultiReadExclusiveWriteSynchronizer.Beginread	1757
76.80.9	TMultiReadExclusiveWriteSynchronizer.Endread	1757
76.81	TNativeIntHelper	1757
76.81.1	Description	1757
76.81.2	Method overview	1758
76.81.3	TNativeIntHelper.Parse	1758
76.81.4	TNativeIntHelper.Size	1758
76.81.5	TNativeIntHelper.ToString	1758
76.81.6	TNativeIntHelper.TryParse	1759
76.81.7	TNativeIntHelper.ToBoolean	1759
76.81.8	TNativeIntHelper.ToDouble	1759
76.81.9	TNativeIntHelper.ToExtended	1759
76.81.10	TNativeIntHelper.ToHexString	1760
76.81.11	TNativeIntHelper.ToSingle	1760
76.82	TNativeUIntHelper	1760
76.82.1	Description	1760
76.82.2	Method overview	1760
76.82.3	TNativeUIntHelper.Parse	1761
76.82.4	TNativeUIntHelper.Size	1761
76.82.5	TNativeUIntHelper.ToString	1761
76.82.6	TNativeUIntHelper.TryParse	1761
76.82.7	TNativeUIntHelper.ToBoolean	1762
76.82.8	TNativeUIntHelper.ToDouble	1762
76.82.9	TNativeUIntHelper.ToExtended	1762
76.82.10	TNativeUIntHelper.ToHexString	1762
76.82.11	TNativeUIntHelper.ToSingle	1763
76.83	TQWordHelper	1763
76.83.1	Description	1763
76.83.2	Method overview	1763
76.83.3	TQWordHelper.Parse	1763
76.83.4	TQWordHelper.Size	1764
76.83.5	TQWordHelper.ToString	1764

76.83.6	TQWordHelper.TryParse	1764
76.83.7	TQWordHelper.ToBoolean	1764
76.83.8	TQWordHelper.ToDouble	1765
76.83.9	TQWordHelper.ToExtended	1765
76.83.10	TQWordHelper.ToHexString	1765
76.83.11	TQWordHelper.ToSingle	1765
76.84	TShortIntHelper	1766
76.84.1	Description	1766
76.84.2	Method overview	1766
76.84.3	TShortIntHelper.Parse	1766
76.84.4	TShortIntHelper.Size	1766
76.84.5	TShortIntHelper.ToString	1767
76.84.6	TShortIntHelper.TryParse	1767
76.84.7	TShortIntHelper.ToBoolean	1767
76.84.8	TShortIntHelper.ToDouble	1767
76.84.9	TShortIntHelper.ToExtended	1768
76.84.10	TShortIntHelper.ToHexString	1768
76.84.11	TShortIntHelper.ToSingle	1768
76.85	TSimpleRWSync	1768
76.85.1	Description	1768
76.85.2	Interfaces overview	1768
76.85.3	Method overview	1769
76.85.4	TSimpleRWSync.Create	1769
76.85.5	TSimpleRWSync.Destroy	1769
76.85.6	TSimpleRWSync.Beginwrite	1769
76.85.7	TSimpleRWSync.Endwrite	1769
76.85.8	TSimpleRWSync.Beginread	1770
76.85.9	TSimpleRWSync.Endread	1770
76.86	TSingleHelper	1770
76.86.1	Description	1770
76.86.2	Method overview	1771
76.86.3	Property overview	1771
76.86.4	TSingleHelper.GetB	1771
76.86.5	TSingleHelper.GetW	1771
76.86.6	TSingleHelper.GetE	1771
76.86.7	TSingleHelper.GetF	1772
76.86.8	TSingleHelper.GetS	1772
76.86.9	TSingleHelper.SetB	1772
76.86.10	TSingleHelper.SetW	1772
76.86.11	TSingleHelper.SetE	1772

76.86.12	TSingleHelper.SetF	1772
76.86.13	TSingleHelper.SetS	1772
76.86.14	TSingleHelper.IsNan	1772
76.86.15	TSingleHelper.IsInfinity	1773
76.86.16	TSingleHelper.IsNegativeInfinity	1773
76.86.17	TSingleHelper.IsPositiveInfinity	1773
76.86.18	TSingleHelper.Parse	1774
76.86.19	TSingleHelper.Size	1774
76.86.20	TSingleHelper.ToString	1774
76.86.21	TSingleHelper.TryParse	1775
76.86.22	TSingleHelper.BuildUp	1775
76.86.23	TSingleHelper.Exponent	1775
76.86.24	TSingleHelper.Fraction	1776
76.86.25	TSingleHelper.Mantissa	1776
76.86.26	TSingleHelper.SpecialType	1776
76.86.27	TSingleHelper.Bytes	1776
76.86.28	TSingleHelper.Words	1777
76.86.29	TSingleHelper.Sign	1777
76.86.30	TSingleHelper.Exp	1777
76.86.31	TSingleHelper.Frac	1777
76.87	TSmallIntHelper	1778
76.87.1	Description	1778
76.87.2	Method overview	1778
76.87.3	TSmallIntHelper.Parse	1778
76.87.4	TSmallIntHelper.Size	1778
76.87.5	TSmallIntHelper.ToString	1779
76.87.6	TSmallIntHelper.TryParse	1779
76.87.7	TSmallIntHelper.ToBoolean	1779
76.87.8	TSmallIntHelper.ToHexString	1779
76.87.9	TSmallIntHelper.ToSingle	1780
76.87.10	TSmallIntHelper.ToDouble	1780
76.87.11	TSmallIntHelper.ToExtended	1780
76.88	TStringHelper	1780
76.88.1	Description	1780
76.88.2	Method overview	1782
76.88.3	Property overview	1783
76.88.4	TStringHelper.Compare	1783
76.88.5	TStringHelper.CompareOrdinal	1784
76.88.6	TStringHelper.CompareText	1784
76.88.7	TStringHelper.Copy	1784

76.88.8	TStringHelper.Create	1785
76.88.9	TStringHelper.EndsText	1785
76.88.10	TStringHelper.Equals	1785
76.88.11	TStringHelper.Format	1786
76.88.12	TStringHelper.IsNullOrEmpty	1786
76.88.13	TStringHelper.IsNullOrWhiteSpace	1786
76.88.14	TStringHelper.Join	1786
76.88.15	TStringHelper.LowerCase	1787
76.88.16	TStringHelper.Parse	1787
76.88.17	TStringHelper.ToBoolean	1787
76.88.18	TStringHelper.ToDouble	1788
76.88.19	TStringHelper.ToExtended	1788
76.88.20	TStringHelper.ToInt64	1788
76.88.21	TStringHelper.ToInteger	1789
76.88.22	TStringHelper.ToSingle	1789
76.88.23	TStringHelper.UpperCase	1789
76.88.24	TStringHelper.CompareTo	1790
76.88.25	TStringHelper.Contains	1790
76.88.26	TStringHelper.CopyTo	1790
76.88.27	TStringHelper.CountChar	1790
76.88.28	TStringHelper.DeQuotedString	1791
76.88.29	TStringHelper.Ends With	1791
76.88.30	TStringHelper.GetHashCode	1791
76.88.31	TStringHelper.IndexOf	1791
76.88.32	TStringHelper.IndexOfUnQuoted	1792
76.88.33	TStringHelper.IndexOfAny	1792
76.88.34	TStringHelper.IndexOfAnyUnquoted	1793
76.88.35	TStringHelper.Insert	1793
76.88.36	TStringHelper.IsDelimiter	1794
76.88.37	TStringHelper.IsEmpty	1794
76.88.38	TStringHelper.LastDelimiter	1794
76.88.39	TStringHelper.LastIndexOf	1794
76.88.40	TStringHelper.LastIndexOfAny	1795
76.88.41	TStringHelper.PadLeft	1795
76.88.42	TStringHelper.PadRight	1796
76.88.43	TStringHelper.QuotedString	1796
76.88.44	TStringHelper.Remove	1796
76.88.45	TStringHelper.Replace	1797
76.88.46	TStringHelper.Split	1797
76.88.47	TStringHelper.Starts With	1798

76.88.48	TStringHelper.Substring	1798
76.88.49	TStringHelper.ToCharArray	1799
76.88.50	TStringHelper.ToLower	1799
76.88.51	TStringHelper.ToLowerInvariant	1799
76.88.52	TStringHelper.ToUpper	1799
76.88.53	TStringHelper.ToUpperInvariant	1800
76.88.54	TStringHelper.Trim	1800
76.88.55	TStringHelper.TrimLeft	1800
76.88.56	TStringHelper.TrimRight	1800
76.88.57	TStringHelper.TrimEnd	1801
76.88.58	TStringHelper.TrimStart	1801
76.88.59	TStringHelper.Chars	1801
76.88.60	TStringHelper.Length	1801
76.89	TUnicodeEncoding	1802
76.89.1	Method overview	1802
76.89.2	TUnicodeEncoding.Create	1802
76.89.3	TUnicodeEncoding.Clone	1802
76.89.4	TUnicodeEncoding.GetMaxByteCount	1802
76.89.5	TUnicodeEncoding.GetMaxCharCount	1802
76.89.6	TUnicodeEncoding.GetPreamble	1802
76.90	TUTF7Encoding	1802
76.90.1	Method overview	1802
76.90.2	TUTF7Encoding.Create	1803
76.90.3	TUTF7Encoding.Clone	1803
76.90.4	TUTF7Encoding.GetMaxByteCount	1803
76.90.5	TUTF7Encoding.GetMaxCharCount	1803
76.91	TUTF8Encoding	1803
76.91.1	Method overview	1803
76.91.2	TUTF8Encoding.Create	1803
76.91.3	TUTF8Encoding.Clone	1803
76.91.4	TUTF8Encoding.GetMaxByteCount	1803
76.91.5	TUTF8Encoding.GetMaxCharCount	1804
76.91.6	TUTF8Encoding.GetPreamble	1804
76.92	TWordBoolHelper	1804
76.92.1	Description	1804
76.92.2	Method overview	1804
76.92.3	TWordBoolHelper.Parse	1804
76.92.4	TWordBoolHelper.Size	1804
76.92.5	TWordBoolHelper.ToString	1805
76.92.6	TWordBoolHelper.TryToParse	1805

76.92.7	TWordBoolHelper.ToInteger	1805
76.93	TWordHelper	1806
76.93.1	Description	1806
76.93.2	Method overview	1806
76.93.3	TWordHelper.Parse	1806
76.93.4	TWordHelper.Size	1806
76.93.5	TWordHelper.ToString	1807
76.93.6	TWordHelper.TryParse	1807
76.93.7	TWordHelper.ToBoolean	1807
76.93.8	TWordHelper.ToDouble	1807
76.93.9	TWordHelper.ToExtended	1808
76.93.10	TWordHelper.ToHexString	1808
76.93.11	TWordHelper.ToSingle	1808
77	Reference for unit 'Types'	1809
77.1	Used units	1809
77.2	Overview	1809
77.3	Constants, types and variables	1809
77.3.1	Constants	1809
77.3.2	Types	1814
77.4	Procedures and functions	1820
77.4.1	Bounds	1820
77.4.2	CenterPoint	1821
77.4.3	EqualRect	1821
77.4.4	InflateRect	1821
77.4.5	IntersectRect	1821
77.4.6	IsRectEmpty	1822
77.4.7	OffsetRect	1822
77.4.8	Point	1822
77.4.9	PtInRect	1822
77.4.10	Rect	1823
77.4.11	Size	1823
77.4.12	UnionRect	1823
77.5	TPoint	1823
77.5.1	Method overview	1825
77.5.2	TPoint.Zero	1825
77.5.3	TPoint.Add	1825
77.5.4	TPoint.Distance	1825
77.5.5	TPoint.IsZero	1825
77.5.6	TPoint.Subtract	1825

77.5.7	TPoint.SetLocation	1825
77.5.8	TPoint.SetLocation	1826
77.5.9	TPoint.Offset	1826
77.5.10	TPoint.Offset	1826
77.5.11	TPoint.PointInCircle	1826
77.5.12	TPoint.equal(TPoint,TPoint):Boolean	1826
77.5.13	TPoint.notequal(TPoint,TPoint):Boolean	1826
77.5.14	TPoint.add(TPoint,TPoint):TPoint	1826
77.5.15	TPoint.subtract(TPoint,TPoint):TPoint	1826
77.5.16	TPoint.assign(TSmallPoint):TPoint	1827
77.5.17	TPoint.explicit(TPoint):TSmallPoint	1827
77.6	TPointF	1827
77.6.1	Method overview	1828
77.6.2	TPointF.Add	1828
77.6.3	TPointF.Add	1829
77.6.4	TPointF.Distance	1829
77.6.5	TPointF.DotProduct	1829
77.6.6	TPointF.IsZero	1829
77.6.7	TPointF.Subtract	1829
77.6.8	TPointF.Subtract	1829
77.6.9	TPointF.SetLocation	1829
77.6.10	TPointF.SetLocation	1829
77.6.11	TPointF.SetLocation	1829
77.6.12	TPointF.Offset	1830
77.6.13	TPointF.Offset	1830
77.6.14	TPointF.Offset	1830
77.6.15	TPointF.Scale	1830
77.6.16	TPointF.Ceiling	1830
77.6.17	TPointF.Truncate	1830
77.6.18	TPointF.Floor	1830
77.6.19	TPointF.Round	1830
77.6.20	TPointF.Length	1830
77.6.21	TPointF.equal(TPointF,TPointF):Boolean	1831
77.6.22	TPointF.notequal(TPointF,TPointF):Boolean	1831
77.6.23	TPointF.add(TPointF,TPointF):TPointF	1831
77.6.24	TPointF.subtract(TPointF,TPointF):TPointF	1831
77.6.25	TPointF.negative(TPointF):TPointF	1831
77.6.26	TPointF.multiply(TPointF,TPointF):Single	1831
77.6.27	TPointF.multiply(TPointF,single):TPointF	1831
77.6.28	TPointF.multiply(single,TPointF):TPointF	1831

77.7	TRect	1832
77.7.1	Method overview	1834
77.7.2	Property overview	1834
77.7.3	TRect.Create	1834
77.7.4	TRect.Create	1834
77.7.5	TRect.Create	1834
77.7.6	TRect.Create	1834
77.7.7	TRect.Create	1835
77.7.8	TRect.equal(TRect,TRect):Boolean	1835
77.7.9	TRect.notequal(TRect,TRect):Boolean	1835
77.7.10	TRect.add(TRect,TRect):TRect	1835
77.7.11	TRect.multiply(TRect,TRect):TRect	1835
77.7.12	TRect.Empty	1835
77.7.13	TRect.NormalizeRect	1835
77.7.14	TRect.IsEmpty	1835
77.7.15	TRect.Contains	1835
77.7.16	TRect.Contains	1836
77.7.17	TRect.IntersectsWith	1836
77.7.18	TRect.Intersect	1836
77.7.19	TRect.Intersect	1836
77.7.20	TRect.Union	1836
77.7.21	TRect.Union	1836
77.7.22	TRect.Union	1836
77.7.23	TRect.Offset	1836
77.7.24	TRect.Offset	1836
77.7.25	TRect.SetLocation	1837
77.7.26	TRect.SetLocation	1837
77.7.27	TRect.Inflate	1837
77.7.28	TRect.Inflate	1837
77.7.29	TRect.CenterPoint	1837
77.7.30	TRect.SplitRect	1837
77.7.31	TRect.SplitRect	1837
77.7.32	TRect.Height	1837
77.7.33	TRect.Width	1838
77.7.34	TRect.Size	1838
77.7.35	TRect.Location	1838
77.8	TRectF	1838
77.8.1	Method overview	1839
77.8.2	Property overview	1839
77.8.3	TRectF.Union	1839

77.8.4	TRectF.Offset	1839
77.8.5	TRectF.Width	1839
77.8.6	TRectF.Height	1839
77.9	TSize	1839
77.9.1	Method overview	1840
77.9.2	Property overview	1840
77.9.3	TSize.Add	1840
77.9.4	TSize.Distance	1840
77.9.5	TSize.IsZero	1840
77.9.6	TSize.Subtract	1841
77.9.7	TSize.equal(TSize,TSize):Boolean	1841
77.9.8	TSize.notequal(TSize,TSize):Boolean	1841
77.9.9	TSize.add(TSize,TSize):TSize	1841
77.9.10	TSize.subtract(TSize,TSize):TSize	1841
77.9.11	TSize.Width	1841
77.9.12	TSize.Height	1841
77.10	IClassFactory	1841
77.10.1	Description	1841
77.10.2	Method overview	1842
77.10.3	IClassFactory.CreateInstance	1842
77.10.4	IClassFactory.LockServer	1842
77.11	ISequentialStream	1842
77.11.1	Description	1842
77.11.2	Method overview	1842
77.11.3	ISequentialStream.Read	1842
77.11.4	ISequentialStream.Write	1843
77.12	IStream	1843
77.12.1	Description	1843
77.12.2	Method overview	1843
77.12.3	IStream.Seek	1843
77.12.4	IStream.SetSize	1843
77.12.5	IStream.CopyTo	1844
77.12.6	IStream.Commit	1844
77.12.7	IStream.Revert	1844
77.12.8	IStream.LockRegion	1844
77.12.9	IStream.UnlockRegion	1845
77.12.10	IStream.Stat	1845
77.12.11	IStream.Clone	1845

78 Reference for unit 'typinfo'**1846**

78.1	Used units	1846
78.2	Overview	1846
78.3	Auxiliary functions	1846
78.4	Getting or setting property values	1847
78.5	Examining published property information	1847
78.6	Constants, types and variables	1848
78.6.1	Constants	1848
78.6.2	Types	1849
78.7	Procedures and functions	1865
78.7.1	FindPropInfo	1865
78.7.2	GetEnumName	1866
78.7.3	GetEnumNameCount	1867
78.7.4	GetEnumProp	1867
78.7.5	GetEnumValue	1868
78.7.6	GetFloatProp	1868
78.7.7	GetInt64Prop	1869
78.7.8	GetInterfaceProp	1870
78.7.9	GetMethodProp	1870
78.7.10	GetObjectProp	1872
78.7.11	GetObjectPropClass	1873
78.7.12	GetOrdProp	1874
78.7.13	GetPropInfo	1875
78.7.14	GetPropInfos	1875
78.7.15	GetPropList	1876
78.7.16	GetPropValue	1877
78.7.17	GetRawInterfaceProp	1878
78.7.18	GetSetProp	1878
78.7.19	GetStrProp	1879
78.7.20	GetTypeData	1880
78.7.21	GetUnicodeStrProp	1881
78.7.22	GetVariantProp	1881
78.7.23	GetWideStrProp	1881
78.7.24	IsPublishedProp	1882
78.7.25	IsStoredProp	1882
78.7.26	PropIsType	1883
78.7.27	PropType	1884
78.7.28	SetEnumProp	1885
78.7.29	SetFloatProp	1885
78.7.30	SetInt64Prop	1886
78.7.31	SetInterfaceProp	1886

78.7.32	SetMethodProp	1887
78.7.33	SetObjectProp	1887
78.7.34	SetOrdProp	1888
78.7.35	SetPropValue	1888
78.7.36	SetRawInterfaceProp	1888
78.7.37	SetSetProp	1889
78.7.38	SetStrProp	1889
78.7.39	SetToString	1890
78.7.40	SetUnicodeStrProp	1891
78.7.41	SetVariantProp	1891
78.7.42	SetWideStrProp	1891
78.7.43	StringToSet	1892
78.8	TProcedureSignature	1892
78.8.1	Method overview	1892
78.8.2	TProcedureSignature.GetParam	1892
78.9	EPropertyConvertError	1893
78.9.1	Description	1893
78.10	EPropertyError	1893
78.10.1	Description	1893
79	Reference for unit 'unicodedata'	1894
79.1	Used units	1894
79.2	Overview	1894
79.3	Constants, types and variables	1895
79.3.1	Resource strings	1895
79.3.2	Constants	1895
79.3.3	Types	1898
79.4	Procedures and functions	1900
79.4.1	CanonicalOrder	1900
79.4.2	CompareSortKey	1901
79.4.3	ComputeSortKey	1901
79.4.4	FindCollation	1901
79.4.5	FreeCollation	1902
79.4.6	FromUCS4	1902
79.4.7	GetCollationCount	1902
79.4.8	GetProps	1902
79.4.9	GetPropUCA	1903
79.4.10	IncrementalCompareString	1903
79.4.11	LoadCollation	1903
79.4.12	NormalizeNFD	1904

79.4.13	PrepareCollation	1904
79.4.14	RegisterCollation	1904
79.4.15	ToUCS4	1905
79.4.16	UnicodeIsHighSurrogate	1905
79.4.17	UnicodeIsLowSurrogate	1905
79.4.18	UnicodeIsSurrogatePair	1906
79.4.19	UnicodeToLower	1906
79.4.20	UnicodeToUpper	1906
79.4.21	UnregisterCollation	1907
79.4.22	UnregisterCollations	1907
79.5	TUCA_DataBook	1907
79.5.1	Method overview	1908
79.5.2	TUCA_DataBook.IsVariable	1908
79.6	TUCA_PropItemContextRec	1908
79.6.1	Method overview	1908
79.6.2	TUCA_PropItemContextRec.GetCodePoints	1908
79.6.3	TUCA_PropItemContextRec.GetWeights	1909
79.7	TUCA_PropItemContextTreeNodeRec	1909
79.7.1	Method overview	1909
79.7.2	TUCA_PropItemContextTreeNodeRec.GetLeftNode	1909
79.7.3	TUCA_PropItemContextTreeNodeRec.GetRightNode	1909
79.8	TUCA_PropItemContextTreeRec	1909
79.8.1	Method overview	1910
79.8.2	Property overview	1910
79.8.3	TUCA_PropItemContextTreeRec.GetData	1910
79.8.4	TUCA_PropItemContextTreeRec.Find	1910
79.8.5	TUCA_PropItemContextTreeRec.Data	1910
79.9	TUCA_PropItemRec	1911
79.9.1	Method overview	1911
79.9.2	Property overview	1912
79.9.3	TUCA_PropItemRec.HasCodePoint	1912
79.9.4	TUCA_PropItemRec.IsValid	1912
79.9.5	TUCA_PropItemRec.GetWeightArray	1912
79.9.6	TUCA_PropItemRec.GetSelfOnlySize	1912
79.9.7	TUCA_PropItemRec.GetContextual	1912
79.9.8	TUCA_PropItemRec.GetContext	1913
79.9.9	TUCA_PropItemRec.IsDeleted	1913
79.9.10	TUCA_PropItemRec.IsWeightCompress_1	1913
79.9.11	TUCA_PropItemRec.IsWeightCompress_2	1913
79.9.12	TUCA_PropItemRec.CodePoint	1913

79.9.13	TUCA_PropItemRec.Contextual	1913
79.10	TUC_Prop	1914
79.10.1	Property overview	1914
79.10.2	TUC_Prop.Category	1914
79.10.3	TUC_Prop.WhiteSpace	1915
79.10.4	TUC_Prop.HangulSyllable	1915
79.10.5	TUC_Prop.NumericValue	1915
79.11	TUInt24Rec	1915
79.11.1	Method overview	1919
79.11.2	TUInt24Rec.implicit(TUInt24Rec):Cardinal	1920
79.11.3	TUInt24Rec.implicit(TUInt24Rec):LongInt	1920
79.11.4	TUInt24Rec.implicit(TUInt24Rec):Word	1920
79.11.5	TUInt24Rec.implicit(TUInt24Rec):Byte	1920
79.11.6	TUInt24Rec.implicit(Cardinal):TUInt24Rec	1921
79.11.7	TUInt24Rec.equal(TUInt24Rec,TUInt24Rec):Boolean	1921
79.11.8	TUInt24Rec.equal(TUInt24Rec,Cardinal):Boolean	1921
79.11.9	TUInt24Rec.equal(Cardinal,TUInt24Rec):Boolean	1921
79.11.10	TUInt24Rec.equal(TUInt24Rec,LongInt):Boolean	1921
79.11.11	TUInt24Rec.equal(LongInt,TUInt24Rec):Boolean	1922
79.11.12	TUInt24Rec.equal(TUInt24Rec,Word):Boolean	1922
79.11.13	TUInt24Rec.equal(Word,TUInt24Rec):Boolean	1922
79.11.14	TUInt24Rec.equal(TUInt24Rec,Byte):Boolean	1922
79.11.15	TUInt24Rec.equal(Byte,TUInt24Rec):Boolean	1922
79.11.16	TUInt24Rec.notequal(TUInt24Rec,TUInt24Rec):Boolean	1922
79.11.17	TUInt24Rec.notequal(TUInt24Rec,Cardinal):Boolean	1923
79.11.18	TUInt24Rec.notequal(Cardinal,TUInt24Rec):Boolean	1923
79.11.19	TUInt24Rec.greaterthan(TUInt24Rec,TUInt24Rec):Boolean	1923
79.11.20	TUInt24Rec.greaterthan(TUInt24Rec,Cardinal):Boolean	1923
79.11.21	TUInt24Rec.greaterthan(Cardinal,TUInt24Rec):Boolean	1923
79.11.22	TUInt24Rec.greaterthanorequal(TUInt24Rec,TUInt24Rec):Boolean	1924
79.11.23	TUInt24Rec.greaterthanorequal(TUInt24Rec,Cardinal):Boolean	1924
79.11.24	TUInt24Rec.greaterthanorequal(Cardinal,TUInt24Rec):Boolean	1924
79.11.25	TUInt24Rec.lessthan(TUInt24Rec,TUInt24Rec):Boolean	1924
79.11.26	TUInt24Rec.lessthan(TUInt24Rec,Cardinal):Boolean	1924
79.11.27	TUInt24Rec.lessthan(Cardinal,TUInt24Rec):Boolean	1925
79.11.28	TUInt24Rec.lessthanorequal(TUInt24Rec,TUInt24Rec):Boolean	1925
79.11.29	TUInt24Rec.lessthanorequal(TUInt24Rec,Cardinal):Boolean	1925
79.11.30	TUInt24Rec.lessthanorequal(Cardinal,TUInt24Rec):Boolean	1925

80.1	Used units	1926
80.2	Overview	1926
81	Reference for unit 'Unix'	1927
81.1	Used units	1927
81.2	Constants, types and variables	1927
81.2.1	Constants	1927
81.2.2	Types	1934
81.2.3	Variables	1943
81.3	Procedures and functions	1943
81.3.1	AssignPipe	1943
81.3.2	AssignStream	1944
81.3.3	FpExecL	1945
81.3.4	FpExecLE	1946
81.3.5	FpExecLP	1947
81.3.6	FpExecLPE	1948
81.3.7	FpExecV	1948
81.3.8	FpExecVP	1949
81.3.9	FpExecVPE	1950
81.3.10	fpFlock	1951
81.3.11	fpStatFS	1951
81.3.12	fpfsync	1952
81.3.13	fpgettimeofday	1952
81.3.14	fpStatFS	1952
81.3.15	fpSystem	1953
81.3.16	FSearch	1953
81.3.17	GetDomainName	1954
81.3.18	GetHostName	1954
81.3.19	GetLocalTimezone	1955
81.3.20	GetTimezoneFile	1955
81.3.21	PClose	1956
81.3.22	POpen	1956
81.3.23	ReadTimezoneFile	1957
81.3.24	ReReadLocalTime	1957
81.3.25	SeekDir	1958
81.3.26	SelectText	1958
81.3.27	SigRaise	1958
81.3.28	TellDir	1959
81.3.29	WaitProcess	1959
81.3.30	WIFSTOPPED	1960

81.3.31	W_EXITCODE	1960
81.3.32	W_STOPCODE	1960
82	Reference for unit 'unixcp'	1961
82.1	Used units	1961
82.2	Overview	1961
82.3	Constants, types and variables	1961
82.3.1	Constants	1961
82.3.2	Types	1964
82.4	Procedures and functions	1964
82.4.1	GetCodepageByName	1964
82.4.2	GetCodepageData	1965
82.4.3	GetSystemCodepage	1965
83	Reference for unit 'unixtype'	1966
83.1	Used units	1966
83.2	Overview	1966
83.3	Constants, types and variables	1966
83.3.1	Constants	1966
83.3.2	Types	1968
84	Reference for unit 'unixutil'	1981
84.1	Used units	1981
84.2	Overview	1981
84.3	Constants, types and variables	1981
84.3.1	Types	1981
84.3.2	Variables	1982
84.4	Procedures and functions	1982
84.4.1	ArrayStringToPPchar	1982
84.4.2	EpochToLocal	1982
84.4.3	GetFS	1983
84.4.4	GregorianToJulian	1984
84.4.5	JulianToGregorian	1984
84.4.6	LocalToEpoch	1984
84.4.7	StringToPPChar	1985
85	Reference for unit 'video'	1986
85.1	Used units	1986
85.2	Overview	1986
85.3	Examples utility unit	1987
85.4	Writing a custom video driver	1988

85.5	Constants, types and variables	1991
85.5.1	Constants	1991
85.5.2	Types	1995
85.5.3	Variables	1997
85.6	Procedures and functions	1997
85.6.1	ClearScreen	1997
85.6.2	DefaultErrorHandler	1998
85.6.3	DoneVideo	1998
85.6.4	GetCapabilities	1999
85.6.5	GetCursorType	2000
85.6.6	GetLockScreenCount	2001
85.6.7	GetVideoDriver	2001
85.6.8	GetVideoMode	2002
85.6.9	GetVideoModeCount	2002
85.6.10	GetVideoModeData	2004
85.6.11	InitVideo	2004
85.6.12	LockScreenUpdate	2004
85.6.13	SetCursorPos	2005
85.6.14	SetCursorType	2006
85.6.15	SetVideoDriver	2006
85.6.16	SetVideoMode	2006
85.6.17	UnlockScreenUpdate	2007
85.6.18	UpdateScreen	2007
86	Reference for unit 'winct'	2009
86.1	Used units	2009
86.2	Overview	2009
86.3	Constants, types and variables	2009
86.3.1	Variables	2009
86.4	Procedures and functions	2009
86.4.1	delay	2009
86.4.2	keypressed	2010
86.4.3	nosound	2010
86.4.4	readkey	2010
86.4.5	sound	2010
86.4.6	textmode	2011
87	Reference for unit 'windirs'	2012
87.1	Used units	2012
87.2	Overview	2012
87.3	Constants, types and variables	2012

87.3.1	Constants	2012
87.4	Procedures and functions	2015
87.4.1	GetWindowsSpecialDir	2015
87.4.2	GetWindowsSpecialDirUnicode	2016
87.4.3	GetWindowsSystemDirectory	2016
87.4.4	GetWindowsSystemDirectoryUnicode	2016
88	Reference for unit 'x86'	2017
88.1	Used units	2017
88.2	Overview	2017
88.3	Procedures and functions	2017
88.3.1	fpIOperm	2017
88.3.2	fpIoPL	2018
88.3.3	ReadPort	2018
88.3.4	ReadPortB	2018
88.3.5	ReadPortL	2019
88.3.6	ReadPortW	2019
88.3.7	WritePort	2019
88.3.8	WritePortB	2020
88.3.9	WritePortL	2020
88.3.10	WritePortW	2020

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 Free Pascal Run-Time library (RTL).

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 Run-Time Library is the basis of all Free Pascal programs. It contains the basic units that most programs will use, and are made available on all platforms supported by Free pascal (well, more or less).

There are units for compatibility with the Turbo Pascal Run-Time library, and there are units for compatibility with Delphi.

On top of these two sets, there are also a series of units to handle keyboard/mouse and text screens in a cross-platform way.

Other units include platform specific units that implement the specifics of a platform, these are usually needed to support the Turbo Pascal or Delphi units.

Units that fall outside the above outline do not belong in the RTL, but should be included in the packages, or in the FCL.

Chapter 1

Reference for unit 'BaseUnix'

1.1 Used units

Table 1.1: Used units by unit 'BaseUnix'

Name	Page
System	1280
unixtype	1966

1.2 Overview

The BaseUnix unit was implemented by Marco Van de Voort. It contains basic Unix functionality. It supersedes the Linux unit of version 1.0.X of the compiler, but only implements a cleaned up, portable subset of that unit.

For porting FPC to new Unix-like platforms, it should be sufficient to implement the functionality in this unit for the new platform.

1.3 Constants, types and variables

1.3.1 Constants

`ARG_MAX = UnixType.ARG_MAX`

Maximum number of arguments to a program.

`BITSINWORD = 8 * (cuLong)`

Number of bits in a word.

`ESysE2BIG = 7`

System error: Argument list too long

`ESysEACCES = 13`

System error: Permission denied

ESysEADDRINUSE = 98

System error: Address already in use

ESysEADDRNOTAVAIL = 99

System error: Cannot assign requested address

ESysEADV = 68

System error: Advertise error

ESysEAFNOSUPPORT = 97

System error: Address family not supported by protocol

ESysEAGAIN = 11

System error: Try again

ESysEALREADY = 114

System error: Operation already in progress

ESysEBADE = 52

System error: Invalid exchange

ESysEBADF = 9

System error: Bad file number

ESysEBADFD = 77

System error: File descriptor in bad state

ESysEBADMSG = 74

System error: Not a data message

ESysEBADR = 53

System error: Invalid request descriptor

ESysEBADRQC = 56

System error: Invalid request code

ESysEBADSLT = 57

System error: Invalid slot

ESysEBFONT = 59

System error: Bad font file format

ESysEBUSY = 16

System error: Device or resource busy

ESysECANCELED = 125

Operation canceled

ESysECHILD = 10

System error: No child processes

ESysECHRNG = 44

System error: Channel number out of range

ESysECOMM = 70

System error: Communication error on send

ESysECONNABORTED = 103

System error: Software caused connection abort

ESysECONNREFUSED = 111

System error: Connection refused

ESysECONNRESET = 104

System error: Connection reset by peer

ESysEDEADLK = 35

System error: Resource deadlock would occur

ESysEDEADLOCK = ESysEDEADLK

System error: File locking deadlock error

ESysEDESTADDRREQ = 89

System error: Destination address required

ESysEDOM = 33

System error: Math argument out of domain of func

ESysEDOTDOT = 73

System error: RFS specific error

ESysEDQUOT = 122

System error: Quota exceeded

ESysEEXIST = 17

System error: File exists

ESysEFAULT = 14

System error: Bad address

ESysEFBIG = 27

System error: File too large

ESysEHOSTDOWN = 112

System error: Host is down

ESysEHOSTUNREACH = 113

System error: No route to host

ESysEIDRM = 43

System error: Identifier removed

ESysEILSEQ = 84

System error: Illegal byte sequence

ESysEINPROGRESS = 115

System error: Operation now in progress

ESysEINTR = 4

System error: Interrupted system call

ESysEINVAL = 22

System error: Invalid argument

ESysEIO = 5

System error: I/O error

ESysEISCONN = 106

System error: Transport endpoint is already connected

ESysEISDIR = 21

System error: Is a directory

ESysEISNAM = 120

System error: Is a named type file

ESysEKEYEXPIRED = 127

Key has expired (Linux kernel module)

ESysEKEYREJECTED = 129

Key was rejected by service (Linux kernel module)

ESysEKEYREVOKED = 128

Key has been revoked (Linux kernel module)

ESysEL2HLT = 51

System error: Level 2 halted

ESysEL2NSYNC = 45

System error: Level 2 not synchronized

ESysEL3HLT = 46

System error: Level 3 halted

ESysEL3RST = 47

System error: Level 3 reset

ESysELIBACC = 79

System error: Can not access a needed shared library

ESysELIBBAD = 80

System error: Accessing a corrupted shared library

ESysELIBEXEC = 83

System error: Cannot exec a shared library directly

ESysELIBMAX = 82

System error: Attempting to link in too many shared libraries

ESysELIBSCN = 81

System error: .lib section in a.out corrupted

ESysELNRNG = 48

System error: Link number out of range

ESysELOOP = 40

System error: Too many symbolic links encountered

ESysEMEDIUMTYPE = 124

Wrong medium type

ESysEMFILE = 24

System error: Too many open files

ESysEMLINK = 31

System error: Too many links

ESysEMSGSIZE = 90

System error: Message too long

ESysEMULTIHOP = 72

System error: Multihop attempted

ESysENAMETOOLONG = 36

System error: File name too long

ESysENAVAIL = 119

System error: No XENIX semaphores available

ESysENETDOWN = 100

System error: Network is down

ESysENETRESET = 102

System error: Network dropped connection because of reset

ESysENETUNREACH = 101

System error: Network is unreachable

ESysENFILE = 23

System error: File table overflow

ESysENOANO = 55

System error: No anode

ESysENOBUFFS = 105

System error: No buffer space available

ESysENOCCSI = 50

System error: No CSI structure available

ESysENODATA = 61

System error: No data available

ESysENODEV = 19

System error: No such device

ESysENOENT = 2

System error: No such file or directory

ESysENOEXEC = 8

System error: Exec format error

ESysENOKEY = 126

Required key not available (Linux kernel module)

ESysENOLCK = 37

System error: No record locks available

ESysENOLINK = 67

System error: Link has been severed

ESysENOMEDIUM = 123

No medium present

ESysENOMEM = 12

System error: Out of memory

ESysENOMSG = 42

System error: No message of desired type

ESysENONET = 64

System error: Machine is not on the network

ESysENOPKG = 65

System error: Package not installed

ESysENOPROTOOPT = 92

System error: Protocol not available

ESysENOSPC = 28

System error: No space left on device

ESysENOSR = 63

System error: Out of streams resources

ESysENOSTR = 60

System error: Device not a stream

ESysENOSYS = 38

System error: Function not implemented

ESysENOTBLK = 15

System error: Block device required

ESysENOTCONN = 107

System error: Transport endpoint is not connected

ESysENOTDIR = 20

System error: Not a directory

ESysENOTEMPTY = 39

System error: Directory not empty

ESysENOTNAM = 118

System error: Not a XENIX named type file

ESysENOTRECOVERABLE = 131

State not recoverable (mutexes)

ESysENOTSOCK = 88

System error: Socket operation on non-socket

ESysENOTTY = 25

System error: Not a typewriter

ESysENOTUNIQ = 76

System error: Name not unique on network

ESysENXIO = 6

System error: No such device or address

ESysEOPNOTSUPP = 95

System error: Operation not supported on transport endpoint

ESysEOVERFLOW = 75

System error: Value too large for defined data type

ESysEOWNERDEAD = 130

Owner died (mutexes)

ESysEPERM = 1

System error: Operation not permitted.

ESysEPFNOSUPPORT = 96

System error: Protocol family not supported

ESysEPIPE = 32

System error: Broken pipe

ESysEPROTO = 71

System error: Protocol error

ESysEPROTONOSUPPORT = 93

System error: Protocol not supported

ESysEPROTOTYPE = 91

System error: Protocol wrong type for socket

ESysERANGE = 34

System error: Math result not representable

ESysEREMCHG = 78

System error: Remote address changed

ESysEREMOTE = 66

System error: Object is remote

ESysEREMOTEIO = 121

System error: Remote I/O error

ESysERESTART = 85

System error: Interrupted system call should be restarted

ESysERFKILL = 132

Operation not possible due to RF-Kill (wireless)

ESysEROFS = 30

System error: Read-only file system

ESysESHUTDOWN = 108

System error: Cannot send after transport endpoint shutdown

ESysESOCKTNOSUPPORT = 94

System error: Socket type not supported

ESysESPIPE = 29

System error: Illegal seek

ESysESRCH = 3

System error: No such process

ESysESRMNT = 69

System error: Srmount error

ESysESTALE = 116

System error: Stale NFS file handle

ESysESTRPIPE = 86

System error: Streams pipe error

ESysETIME = 62

System error: Timer expired

ESysETIMEDOUT = 110

System error: Connection timed out

ESysETOOMANYREFS = 109

System error: Too many references: cannot splice

ESysETXTBSY = 26

System error: Text (code segment) file busy

ESysEUCLEAN = 117

System error: Structure needs cleaning

ESysEUNATCH = 49

System error: Protocol driver not attached

ESysEUSERS = 87

System error: Too many users

ESysEWOULDBLOCK = ESysEAGAIN

System error: Operation would block

ESysEXDEV = 18

System error: Cross-device link

ESysEXFULL = 54

System error: Exchange full

FD_MAXFDSET = 1024

Maximum elements in a TFDSet (164) array.

FPE_FLTDIV = 3

Value signalling floating point divide by zero in case of SIGFPE signal

FPE_FLTINV = 7

Value signalling floating point invalid operation in case of SIGFPE signal

FPE_FLTOVF = 4

Value signalling floating point overflow in case of SIGFPE signal

FPE_FLTRES = 6

Value signalling floating point inexact result in case of SIGFPE signal

FPE_FLTSUB = 8

Value signalling floating point subscript out of range in case of SIGFPE signal

FPE_FLTUND = 5

Value signalling floating point underflow in case of SIGFPE signal

FPE_INTDIV = 1

Value signalling integer divide in case of SIGFPE signal

FPE_INTOVF = 2

Value signalling integer overflow in case of SIGFPE signal

F_GetFd = 1

fpFCntl (180) command: Get close-on-exec flag

F_GetFl = 3

fpFCntl (180) command: Get filedescriptor flags

F_GetLk = 5

fpFCntl (180) command: Get lock

F_GetOwn = 9

fpFCntl (180) command: get owner of filedescriptor events

F_OK = 0

fpAccess (171) call test: file exists.

F_SetFd = 2

fpFCntl (180) command: Set close-on-exec flag

F_SetFl = 4

fpFCntl (180) command: Set filedescriptor flags

F_SetLk = 6

fpFCntl (180) command: Set lock

F_SetLkW = 7

fpFCntl (180) command: Test lock

F_SetOwn = 8

fpFCntl (180) command: Set owner of filedescriptor events

ln2bitmask = 1 shl ln2bitsinword - 1

Last bit in word.

ln2bitsinword = 5

Power of 2 number of bits in word.

MAP_ANON = MAP_ANONYMOUS

Anonymous memory mapping (data private to application)

MAP_ANONYMOUS = \$20

FpMMap (193) map type: Don't use a file

MAP_DENYWRITE = \$800

FpMMap (193) option: Ignored.

MAP_EXECUTABLE = \$1000

FpMMap (193) option: Ignored.

MAP_FAILED = (-1)

Memory mapping failed error code

MAP_FIXED = \$10

FpMMap (193) map type: Interpret addr exactly

MAP_GROWSDOWN = \$100

FpMMap (193) option: Memory grows downward (like a stack)

MAP_LOCKED = \$2000

FpMMap (193) option: lock the pages in memory.

MAP_NORESERVE = \$4000

FpMMap (193) option: Do not reserve swap pages for this memory.

MAP_PRIVATE = \$2

FpMMap (193) map type: Changes are private

MAP_SHARED = \$1

FpMMap (193) map type: Share changes

MAP_TYPE = \$f

FpMMap (193) map type: Bitmask for type of mapping

NAME_MAX = UnixType.NAME_MAX

Maximum filename length.

O_APPEND = \$400

fpOpen (197) file open mode: Append to file

O_CREAT = \$40

fpOpen (197) file open mode: Create if file does not yet exist.

O_DIRECT = \$4000

fpOpen (197) file open mode: Minimize caching effects

O_DIRECTORY = \$10000

fpOpen (197) file open mode: File must be directory.

O_EXCL = \$80

fpOpen (197) file open mode: Open exclusively

`O_NDELAY = O_NONBLOCK`

fpOpen (197) file open mode: Alias for `O_NonBlock (142)`

`O_NOCTTY = $100`

fpOpen (197) file open mode: No TTY control.

`O_NOFOLLOW = $20000`

fpOpen (197) file open mode: Fail if file is symbolic link.

`O_NONBLOCK = $800`

fpOpen (197) file open mode: Open in non-blocking mode

`O_RDONLY = 0`

fpOpen (197) file open mode: Read only

`O_RDWR = 2`

fpOpen (197) file open mode: Read/Write

`O_SYNC = $1000`

fpOpen (197) file open mode: Write to disc at once

`O_TRUNC = $200`

fpOpen (197) file open mode: Truncate file to length 0

`O_WRONLY = 1`

fpOpen (197) file open mode: Write only

`PATH_MAX = UnixType.PATH_MAX`

Maximum pathname length.

`POLLERR = $0008`

Error condition on output file descriptor

`POLLHUP = $0010`

Hang up

`POLLIN = $0001`

Data is available for reading

POLLNVAL = \$0020

Invalid request, file descriptor not open.

POLLOUT = \$0004

Writing data will not block the write call

POLLPRI = \$0002

Urgent data is available for reading.

POLLRDBAND = \$0080

Priority data ready for reading.

POLLRDNORM = \$0040

Same as POLLIN.

POLLWRBAND = \$0200

Priority data may be written.

POLLWRNORM = \$0100

Equivalent to POLLOUT.

PRIO_PGRP = UnixType.PRIO_PGRP

Easy access alias for unixtype.PRIO_PGRP (1967)

PRIO_PROCESS = UnixType.PRIO_PROCESS

Easy access alias for unixtype.PRIO_PROCESS (1967)

PRIO_USER = UnixType.PRIO_USER

Easy access alias for unixtype.PRIO_USER (1967)

PROT_EXEC = \$4

FpMMap (193) memory access: page can be executed

PROT_NONE = \$0

FpMMap (193) memory access: page can not be accessed

PROT_READ = \$1

FpMMap (193) memory access: page can be read

PROT_WRITE = 2

FpMMap (193) memory access: page can be written

RLIMIT_AS = 9

RLimit request address space limit

RLIMIT_CORE = 4

RLimit request max core file size

RLIMIT_CPU = 0

RLimit request CPU time in ms

RLIMIT_DATA = 2

RLimit request max data size

RLIMIT_FSIZE = 1

Rlimit request maximum filesize

RLIMIT_LOCKS = 10

RLimit request maximum file locks held

RLIMIT_MEMLOCK = 8

RLimit request max locked-in-memory address space

RLIMIT_NOFILE = 7

RLimit request max number of open files

RLIMIT_NPROC = 6

RLimit request max number of processes

RLIMIT_RSS = 5

RLimit request max resident set size

RLIMIT_STACK = 3

RLimit request max stack size

R_OK = 4

fpAccess (171) call test: read allowed

SA_INTERRUPT = \$20000000

Sigation options: ?

SA_NOCLDSTOP = 1

Sigation options: Do not receive notification when child processes stop

SA_NOCLDWAIT = 2

Sigation options: ?

SA_NODEFER = \$40000000

Sigation options: Do not mask signal in its own signal handler

SA_NOMASK = SA_NODEFER

Sigation options: Do not prevent the signal from being received when it is handled.

SA_ONESHOT = SA_RESETHAND

Sigation options: Restore the signal action to the default state.

SA_ONSTACK = \$08000000

SA_ONSTACK is used in the fpsigation (209) to indicate the signal handler must be called on an alternate signal stack provided by sigaltstack(2) If an alternate stack is not available, the default stack will be used.

SA_RESETHAND = \$80000000

Sigation options: Restore signal action to default state when signal handler exits.

SA_RESTART = \$10000000

Sigation options: Provide behaviour compatible with BSD signal semantics

SA_RESTORER = \$04000000

Signal restorer handler

SA_SIGINFO = 4

Sigation options: The signal handler takes 3 arguments, not one.

SEEK_CUR = 1

fpLSeek (191) option: Set position relative to current position.

SEEK_END = 2

fpLSeek (191) option: Set position relative to end of file.

SEEK_SET = 0

fpLSeek (191) option: Set absolute position.

SIGABRT = 6

Signal: ABRT (Abort)

SIGALRM = 14

Signal: ALRM (Alarm clock)

SIGBUS = 7

Signal: BUS (bus error)

SIGCHLD = 17

Signal: CHLD (child status changed)

SIGCONT = 18

Signal: CONT (Continue)

SIGFPE = 8

Signal: FPE (Floating point error)

SIGHUP = 1

Signal: HUP (Hangup)

SIGILL = 4

Signal: ILL (Illegal instruction)

SIGINT = 2

Signal: INT (Interrupt)

SIGIO = 29

Signal: IO (I/O operation possible)

SIGIOT = 6

Signal: IOT (IOT trap)

SIGKILL = 9

Signal: KILL (unblockable)

SIGPIPE = 13

Signal: PIPE (Broken pipe)

SIGPOLL = SIGIO

Signal: POLL (Pollable event)

SIGPROF = 27

Signal: PROF (Profiling alarm)

SIGPWR = 30

Signal: PWR (power failure restart)

SIGQUIT = 3

Signal: QUIT

SIGSEGV = 11

Signal: SEGV (Segmentation violation)

SIGSTKFLT = 16

Signal: STKFLT (Stack Fault)

SIGSTOP = 19

Signal: STOP (Stop, unblockable)

SIGTERM = 15

Signal: TERM (Terminate)

SIGTRAP = 5

Signal: TRAP (Trace trap)

SIGTSTP = 20

Signal: TSTP (keyboard stop)

SIGTTIN = 21

Signal: TTIN (Terminal input, background)

SIGTTOU = 22

Signal: TTOU (Terminal output, background)

SIGUNUSED = 31

Signal: Unused

SIGURG = 23

Signal: URG (Socket urgent condition)

SIGUSR1 = 10

Signal: USR1 (User-defined signal 1)

SIGUSR2 = 12

Signal: USR2 (User-defined signal 2)

SIGVTALRM = 26

Signal: VTALRM (Virtual alarm clock)

SIGWINCH = 28

Signal: WINCH (Window/Terminal size change)

SIGXCPU = 24

Signal: XCPU (CPU limit exceeded)

SIGXFSZ = 25

Signal: XFSZ (File size limit exceeded)

SIG_BLOCK = 0

Sigprocmask flags: Add signals to the set of blocked signals.

SIG_DFL = 0

Signal handler: Default signal handler

SIG_ERR = -1

Signal handler: error

SIG_IGN = 1

Signal handler: Ignore signal

`SIG_MAXSIG = UnixType.SIG_MAXSIG`

Maximum system signal number.

`SIG_SETMASK = 2`

Sigprocmask flags: Set of blocked signals is given.

`SIG_UNBLOCK = 1`

Sigprocmask flags: Remove signals from the set set of blocked signals.

`SI_PAD_SIZE = 128 div (longint) - 3`

Signal information pad size.

`SYS_NMLN = UnixType.SYS_NMLN`

Max system name length.

`S_IFBLK = 24576`

File (`#rtl.baseunix.stat (164)` record) mode: Block device

`S_IFCHR = 8192`

File (`#rtl.baseunix.stat (164)` record) mode: Character device

`S_IFDIR = 16384`

File (`#rtl.baseunix.stat (164)` record) mode: Directory

`S_IFIFO = 4096`

File (`#rtl.baseunix.stat (164)` record) mode: FIFO

`S_IFLNK = 40960`

File (`#rtl.baseunix.stat (164)` record) mode: Link

`S_IFMT = 61440`

File (`#rtl.baseunix.stat (164)` record) mode: File type bit mask

`S_IFREG = 32768`

File (`#rtl.baseunix.stat (164)` record) mode: Regular file

`S_IFSOCK = 49152`

File (`#rtl.baseunix.stat (164)` record) mode: Socket

S_IRGRP = %0000100000

Mode flag: Read by group.

S_IROTH = %0000000100

Mode flag: Read by others.

S_IRUSR = %0100000000

Mode flag: Read by owner.

S_IRWXG = S_IRGRP or S_IWGRP or S_IXGRP

Mode flag: Read, write, execute by groups.

S_IRWXO = S_IROTH or S_IWOTH or S_IXOTH

Mode flag: Read, write, execute by others.

S_IRWXU = S_IRUSR or S_IWUSR or S_IXUSR

Mode flag: Read, write, execute by user.

S_IWGRP = %0000010000

Mode flag: Write by group.

S_IWOTH = %0000000010

Mode flag: Write by others.

S_IWUSR = %0010000000

Mode flag: Write by owner.

S_IXGRP = %0000001000

Mode flag: Execute by group.

S_IXOTH = %0000000001

Mode flag: Execute by others.

S_IXUSR = %0001000000

Mode flag: Execute by owner.

UTSNAME_DOMAIN_LENGTH = UTSNAME_LENGTH

Max length of utsname (170) domain name.

UTSNAME_LENGTH = SYS_NMLN

Max length of utsname (170) system name, release, version, machine.

UTSNAME_NODENAME_LENGTH = UTSNAME_LENGTH

Max length of utsname (170) node name.

WNOHANG = 1

#rtl.baseunix.fpWaitpid (222) option: Do not wait for processes to terminate.

wordsinfdset = FD_MAXFDSET div BITSINWORD

Number of words in a TFDSet (164) array

wordsinsigset = SIG_MAXSIG div BITSINWORD

Number of words in a signal set.

WUNTRACED = 2

#rtl.baseunix.fpWaitpid (222) option: Also report children which were stopped but not yet reported

W_OK = 2

fpAccess (171) call test: write allowed

X_OK = 1

fpAccess (171) call test: execute allowed

_STAT_VER = _STAT_VER_LINUX

Stat version number

_STAT_VER_KERNEL = 0

Current version of stat record

_STAT_VER_LINUX = 1

Version of Linux stat record

1.3.2 Types

Blkcnt64_t = uint64

64-bit block count

`Blkcnt_t = cuint`

Block count type.

`Blksize_t = cuint`

Block size type.

`cbool = UnixType.cbool`

Boolean type

`cchar = UnixType.cchar`

Alias for `#rtl.UnixType.cchar` (1968)

`cdouble = UnixType.cdouble`

Double precision real format.

`cfloat = UnixType.cfloat`

Floating-point real format

`cint = UnixType.cint`

C type: integer (natural size)

`cint16 = UnixType.cint16`

C type: 16 bits sized, signed integer.

`cint32 = UnixType.cint32`

C type: 32 bits sized, signed integer.

`cint64 = UnixType.cint64`

C type: 64 bits sized, signed integer.

`cint8 = UnixType.cint8`

C type: 8 bits sized, signed integer.

`clock_t = UnixType.clock_t`

Clock ticks type

`clong = UnixType.clong`

C type: long signed integer (double sized)

`clonglong = UnixType.clonglong`

C type: 64-bit (double long) signed integer.

`coff_t = UnixType.TOff`

Character offset type

`cschar = UnixType.cschar`

Signed character type

`cshort = UnixType.cshort`

C type: short signed integer (half sized)

`csigned = UnixType.csigned`

`csigned` is an alias for `cint` (152).

`csint = UnixType.csint`

Signed integer

`csize_t = UnixType.size_t`

Character size type

`cslong = UnixType.cslong`

The size is CPU dependent.

`cslonglong = UnixType.cslonglong`

`cslonglong` is an alias for `clonglong` (153).

`csshort = UnixType.csshort`

Short signed integer type

`cuchar = UnixType.cuchar`

Alias for `#rtl.UnixType.cuchar` (1969)

`cuint = UnixType.cuint`

C type: unsigned integer (natural size)

`cuint16 = UnixType.cuint16`

C type: 16 bits sized, unsigned integer.

```
cuint32 = UnixType.cuint32
```

C type: 32 bits sized, unsigned integer.

```
cuint64 = UnixType.cuint64
```

C type: 64 bits sized, unsigned integer.

```
cuint8 = UnixType.cuint8
```

C type: 8 bits sized, unsigned integer.

```
culong = UnixType.culong
```

C type: long unsigned integer (double sized)

```
culonglong = UnixType.culonglong
```

C type: 64-bit (double long) unsigned integer.

```
cunsigned = UnixType.cunsigned
```

Alias for #rtl.unixtype.cunsigned ([1970](#))

```
cushort = UnixType.cushort
```

C type: short unsigned integer (half sized)

```
dev_t = UnixType.dev_t
```

Device descriptor type.

```
Dir = record
  dd_fd : LongInt;
  dd_loc : LongInt;
  dd_size : LongInt
  ;
  dd_buf : pDirent;
  dd_nextoff : Cardinal;
  dd_max : Integer
  ;
  dd_lock : pointer;
end
```

Record used in [fpOpenDir \(198\)](#) and [fpReadDir \(202\)](#) calls

```
Dirent = record
  d_fileno : ino64_t;
  d_off : off_t;
  d_reclen
  : cushort;
  d_type : cuchar;
  d_name : Array[0..4095-sizeof(ino64_t
  )-sizeof(off_t)-sizeof(cushort)-sizeof(cuchar)] of Char;
end
```

Record used in the `fpReadDir` (202) function to return files in a directory.

```
FLock = record
  l_type : cshort;
  l_whence : cshort;
  l_start
  : kernel_off_t;
  l_len : kernel_off_t;
  l_pid : pid_t;
end
```

Lock description type for `fpFCntl` (180) lock call.

```
gid_t = UnixType.gid_t
```

Group ID type.

```
ino_t = UnixType.ino_t
```

Inode type.

```
iovec = record
  iov_base : pointer;
  iov_len : size_t;
end
```

`iovec` is used in `fpreadv` (204) for IO to multiple buffers to describe a buffer location.

```
kernel_gid_t = cuint
```

`kernel_gid_t` may differ from the `libc` type used to describe group IDs.

```
kernel_loff_t = clonglong
```

Long kernel offset type

```
kernel_mode_t = cuint
```

`kernel_mode_t` may differ from the `libc` type used to describe file modes.

```
kernel_off_t = clong
```

Kernel offset type

```
kernel_uid_t = cuint
```

`kernel_uid_t` may differ from the `libc` type used to describe user IDs.

```
mode_t = UnixType.mode_t
```


Inode mode type.

`nlink_t = UnixType.nlink_t`

Number of links type.

`off_t = UnixType.off_t`

Offset type.

`PBlkCnt = ^Blkcnt_t`

pointer to `TBlkCnt (164)` type.

`PBlkSize = ^Blksize_t`

Pointer to `TBlkSize (164)` type.

`pbool = UnixType.pbool`

Pointer to boolean type `cbool (152)`

`pcchar = UnixType.pcchar`

Alias for `#rtl.UnixType.pcchar (1971)`

`pcdouble = UnixType.pcdouble`

Pointer to `cdouble (152)` type.

`pcfloat = UnixType.pcfloating`

Pointer to `cfloat (152)` type.

`pcint = UnixType.pcint`

Pointer to `cInt (152)` type.

`pcint16 = UnixType.pcint16`

Pointer to 16-bit signed integer type

`pcint32 = UnixType.pcint32`

Pointer to signed 32-bit integer type

`pcint64 = UnixType.pcint64`

Pointer to signed 64-bit integer type

`pcint8 = UnixType.pcint8`

Pointer to 8-bits signed integer type

`pClock = UnixType.pClock`

Pointer to `TClock (164)` type.

`pclong = UnixType.pclong`

Pointer to `cLong (152)` type.

`pclonglong = UnixType.pclonglong`

Pointer to `longlong` type.

`pcschar = UnixType.pcschar`

Pointer to character type `cschar (153)`.

`pcshort = UnixType.pcshort`

Pointer to `cShort (153)` type.

`pcsigned = UnixType.pcsigned`

Pointer to signed integer type `csigned (153)`.

`pcsint = UnixType.pcsint`

Pointer to signed integer type `csint (153)`

`pcsize_t = UnixType.psize_t`

Pointer to `csize_t`

`pcslong = UnixType.pcslong`

Pointer of the signed long `clong (153)`

`pcslonglong = UnixType.pcslonglong`

Pointer to Signed longlong type `clonglong (153)`

`pcsshort = UnixType.pcsshort`

Pointer to short signed integer type `csshort (153)`

`pcuchar = UnixType.pcuchar`

Alias for `#rtl.UnixType.pcuchar (1973)`

`pcuint = UnixType.pcuint`

Pointer to `cUInt` (153) type.

```
pcuint16 = UnixType.pcuint16
```

Pointer to 16-bit unsigned integer type

```
pcuint32 = UnixType.pcuint32
```

Pointer to unsigned 32-bit integer type

```
pcuint64 = UnixType.pcuint64
```

Pointer to unsigned 64-bit integer type

```
pcuint8 = UnixType.pcuint8
```

Pointer to 8-bits unsigned integer type

```
pculong = UnixType.pculong
```

Pointer to `cuLong` (154) type.

```
pculonglong = UnixType.pculonglong
```

Unsigned longlong type

```
pcunsigned = UnixType.pcunsigned
```

Alias for `#rtl.unixtype.pcunsigned` (1973)

```
pcushort = UnixType.pcushort
```

Pointer to `cuShort` (154) type.

```
pDev = UnixType.pDev
```

Pointer to `TDev` (164) type.

```
pDir = ^Dir
```

Pointer to `TDir` (164) record

```
pDirent = ^Dirent
```

Pointer to `TDirent` (164) record.

```
pFDSet = ^TFDSet
```

Pointer to `TFDSet` (164) type.

```
pFilDes = ^TFilDes
```

Pointer to TFileDes (164) type.

```
pfpstate = ^tfpstate
```

Pointer to tfpstate (165) record.

```
pGid = UnixType.pGid
```

Pointer to TGid (165) type.

```
pGrpArr = ^TGrpArr
```

Pointer to TGrpArr (165) array.

```
pid_t = UnixType.pid_t
```

Process ID type.

```
pIno = UnixType.pIno
```

Pointer to TIno (165) type.

```
piovec = ^tiovec
```

pointer to a iovec (155) record

```
pMode = UnixType.pMode
```

Pointer to TMode (166) type.

```
pnLink = UnixType.pnLink
```

Pointer to TnLink (166) type.

```
pOff = UnixType.pOff
```

Pointer to TOff (166) type.

```
pollfd = record
  fd : cint;
  events : cshort;
  revents : cshort
;
end
```

pollfd is used in the fpPoll (200) call to describe the various actions.

```
pPid = UnixType.pPid
```

Pointer to TPid (166) type.

`ppollfd = ^pollfd`

Pointer to `tpollfd`.

`PRLimit = ^TRLimit`

Pointer to `TRLimit (166)` record

`psigactionrec = ^sigactionrec`

Pointer to `SigActionRec (162)` record type.

`PSigContext = ^TSigContext`

Pointer to `#rtl.baseunix.TSigContext (167)` record type.

`psiginfo = ^tsiginfo`

Pointer to `#rtl.baseunix.TSigInfo (168)` record type.

`psigset = ^tsigset`

Pointer to `SigSet (162)` type.

`pSize = UnixType.pSize`

Pointer to `TSize (169)` type.

`pSize_t = UnixType.pSize_t`

Pointer to `Size_t`

`pSocklen = UnixType.pSocklen`

Pointer to `TSockLen (169)` type.

`psSize = UnixType.psSize`

Pointer to `TsSize (169)` type

`PStat = ^Stat`

Pointer to `TStat (169)` type.

`pstatfs = UnixType.PStatFs`

This is an alias for the type defined in the `#rtl.unixtype (1966)` unit.

`pthread_cond_t = UnixType.pthread_cond_t`

Thread conditional variable type.

`pthread_mutex_t = UnixType.pthread_mutex_t`

Thread mutex type.

`pthread_t = UnixType.pthread_t`

Posix thread type.

`pTime = UnixType.pTime`

Pointer to TTime (169) type.

`ptimespec = UnixType.ptimespec`

Pointer to timespec (165) type.

`ptimeval = UnixType.ptimeval`

Pointer to timeval (165) type.

`ptimezone = ^timezone`

Pointer to TimeZone (165) record.

`ptime_t = UnixType.ptime_t`

Pointer to time_t (165) type.

`PTms = ^tms`

Pointer to TTms (169) type.

`Pucontext = ^Tucontext`

Pointer to TUContext (170) type.

`pUId = UnixType.pUId`

Pointer to TUID (170) type.

`pUtimBuf = ^UtimBuf`

Pointer to TUTimBuf (170) type.

`PUtsName = ^TUTsName`

Pointer to TUTsName (170) type.

`rlim_t = culong`

`rlim_t` is used as the type for the various fields in the TRLimit (166) record.

`sigactionhandler = sigactionhandler_t`

When installing a signal handler, the actual signal handler must be of type `SigActionHandler`.

```
sigactionhandler_t = procedure(signal: LongInt; info: psiginfo;
    context: PSigContext)
```

Standard signal action handler prototype

```
sigactionrec = record
    sa_handler : sigactionhandler_t;
    sa_flags
    : culong;
    sa_restorer : sigrestorerhandler_t;
    sa_mask : sigset_t
;
end
```

Record used in `fpSigAction` (209) call.

`signalhandler = signalhandler_t`

Simple signal handler prototype

```
signalhandler_t = procedure(signal: LongInt)
```

Standard signal handler prototype

```
sigrestorerhandler = sigrestorerhandler_t
```

Alias for `sigrestorerhandler_t` (162) type.

```
sigrestorerhandler_t = procedure
```

Standard signal action restorer prototype

```
sigset = sigset_t
```

Signal set type

```
sigset_t = Array[0..wordsinsigset-1] of culong
```

Signal set type

```
size_t = UnixType.size_t
```

Size specification type.

```
socklen_t = UnixType.socklen_t
```

Socket address length type.

```
ssize_t = UnixType.ssize_t
```

Small size type.

```
Stat = packed record
case Byte of
0: (
  dev : QWorddeprecated;
  __pad0 : Array[0..3] of Bytedeprecated;
  __ino : Cardinaldeprecated
  ;
  mode : Cardinaldeprecated;
  nlink : Cardinaldeprecated;
  uid
  : Cardinaldeprecated;
  gid : Cardinaldeprecated;
  rdev : QWorddeprecated
  ;
  __pad3 : Array[0..3] of Bytedeprecated;
  size : QWorddeprecated
  ;
  blksize : Cardinaldeprecated;
  blocks : QWorddeprecated;
  atime
  : Cardinaldeprecated;
  atime_nsec : Cardinaldeprecated;
  mtime
  : Cardinaldeprecated;
  mtime_nsec : Cardinaldeprecated;
  ctime
  : Cardinaldeprecated;
  ctime_nsec : Cardinaldeprecated;
  ino :
  QWorddeprecated;
);
1: (
  st_dev : QWord;
  __pad0_ : Array[0..3
] of Byte;
  __st_ino_ : Cardinal;
  st_mode : Cardinal;
  st_nlink
  : Cardinal;
  st_uid : Cardinal;
  st_gid : Cardinal;
  st_rdev
  : QWord;
  __pad3_ : Array[0..3] of Byte;
  st_size : QWord;
  st_blksize
  : Cardinal;
  st_blocks : QWord;
  st_atime : Cardinal;
  st_atime_nsec
```



```

    : Cardinal;
    st_mtime : Cardinal;
    st_mtime_nsec : Cardinal;
    st_ctime : Cardinal;
    st_ctime_nsec : Cardinal;
    st_ino : QWord
  ;
);
end

```

Record describing an inode (file) in the FPFstat (182) call.

TBlkCnt = Blkcnt_t

Alias for Blkcnt_t (152) type.

TBlkSize = Blksize_t

Alias for blksize_t (152) type.

TClock = UnixType.TClock

Alias for clock_t (152) type.

TDev = UnixType.TDev

Alias for dev_t (154) type.

TDir = Dir

Alias for Dir (154) type.

TDirent = Dirent

Alias for Dirent (155) type.

TFDSet = Array[0..(FD_MAXFDSETdivBITSINWORD)-1] of culong

File descriptor set for fpSelect (205) call.

TFilDes = Array[0..1] of cint

Array of file descriptors as used in fpPipe (199) call.

```

tfpreg = record
  significand : Array[0..3] of Word;
  exponent :
    Word;
end

```

Record describing floating point register in signal handler.

```

tfpstate = record
  cw : Cardinal;
  sw : Cardinal;
  tag : Cardinal
  ;
  ipoff : Cardinal;
  cssel : Cardinal;
  dataoff : Cardinal;
  datasel : Cardinal;
  st : Array[0..7] of tfpreg;
  status : Cardinal
  ;
end

```

Record describing floating point unit in signal handler.

```
TGid = UnixType.TGid
```

Alias for `gid_t` (155) type.

```
TGrpArr = Array[0..0] of TGid
```

Array of `gid_t` (155) IDs

```
timespec = UnixType.timespec
```

Short time specification type.

```
timeval = UnixType.timeval
```

Time specification type.

```

timezone = record
  tz_minuteswest : cint;
  tz_dsttime : cint;
end

```

Record describing a timezone

```
time_t = UnixType.time_t
```

Time span type

```
TIno = UnixType.TIno
```

Alias for `ino_t` (155) type.

```
TIOctlRequest = UnixType.TIOctlRequest
```

Easy access alias for `unixtype.TIOctlRequest` (1978)

```
tiovec = iovec
```

Alias for the iovec (155) record type.

```
TMode = UnixType.TMode
```

Alias for mode_t (156) type.

```
tms = record
  tms_utime : clock_t;
  tms_stime : clock_t;
  tms_cutime
  : clock_t;
  tms_cstime : clock_t;
end
```

Record containing timings for fpTimes (219) call.

```
TnLink = UnixType.TnLink
```

Alias for nlink_t (156) type.

```
Toff = UnixType.ToFF
```

Alias for off_t (156) type.

```
TPid = UnixType.TPid
```

Alias for pid_t (159) type.

```
tpollfd = pollfd
```

Alias for pollfd type

```
TRLimit = record
  rlim_cur : rlim_t;
  rlim_max : rlim_t;
end
```

TRLimit is the structure used by the kernel to return resource limit information in.

```
tsigactionhandler = sigactionhandler_t
```

Alias for sigactionhandler_t (162) type.

```
tsigaltstack = record
  ss_sp : pointer;
  ss_flags : LongInt;
  ss_size
  : LongInt;
end
```

Provide the location of an alternate signal handler stack.

```
TSigContext = record
  gs : Word;
  __gsh : Word;
  fs : Word;
  __fsh
  : Word;
  es : Word;
  __esh : Word;
  ds : Word;
  __dsh : Word
;
  edi : Cardinal;
  esi : Cardinal;
  ebp : Cardinal;
  esp : Cardinal
;
  ebx : Cardinal;
  edx : Cardinal;
  ecx : Cardinal;
  eax : Cardinal
;
  trapno : Cardinal;
  err : Cardinal;
  eip : Cardinal;
  cs :
  Word;
  __csh : Word;
  eflags : Cardinal;
  esp_at_signal : Cardinal
;
  ss : Word;
  __ssh : Word;
  fpstate : pfpstate;
  oldmask : Cardinal
;
  cr2 : Cardinal;
end
```

This type is CPU dependent. Cross-platform code should not use the contents of this record.

```
tsiginfo = record
  si_signo : LongInt;
  si_errno : LongInt;
  si_code
  : LongInt;
  _sifields : record
  case LongInt of
  0: (
    _pad
    : Array[0..(SI_PAD_SIZE)-1] of LongInt;
  );
  1: (
```

```

    _kill : record
  _pid : pid_t;
    _uid : uid_t;
  end;
);
2: (
  _timer : record
    _timer1 : DWord;
    _timer2 : DWord;
  end;
);
3: (
  _rt : record
    _pid : pid_t;
    _uid
: uid_t;
    _sigval : pointer;
  end;
);
4: (
  _sigchld
: record
    _pid : pid_t;
    _uid : uid_t;
    _status :
LongInt;
    _utime : clock_t;
    _stime : clock_t;
  end
;
);
5: (
  _sigfault : record
    _addr : pointer;
  end
;
);
6: (
  _sigpoll : record
    _band : LongInt;
    _fd
: LongInt;
  end;
);
end;
end

```

This type describes the signal that occurred.

`tsignalhandler = signalhandler_t`

Alias for `signalhandler_t` (162) type.

`tsigrestorerhandler = sigrestorerhandler_t`

Alias for sigrestorerhandler_t (162) type.

```
tsigset = sigset_t
```

Alias for SigSet (162) type.

```
TSize = UnixType.TSize
```

Alias for size_t (162) type

```
TSocklen = UnixType.TSocklen
```

Alias for socklen_t (162) type.

```
TsSize = UnixType.TsSize
```

Alias for ssize_t (163) type

```
TStat = Stat
```

Alias for Stat (164) type.

```
tstatfs = UnixType.TStatFs
```

Record describing a file system in the unix.fpstatfs (128) call.

```
TTime = UnixType.TTime
```

Alias for TTime (169) type.

```
Ttimespec = UnixType.Ttimespec
```

Alias for TimeSpec (165) type.

```
TTimeVal = UnixType.TTimeVal
```

Alias for timeval (165) type.

```
TTimeZone = timezone
```

Alias for TimeZone (165) record.

```
TTms = tms
```

Alias for Tms (166) record type.

```
TUcontext = record
  uc_flags : Cardinal;
  uc_link : Pucontext;
  uc_stack : tsigaltstack;
  uc_mcontext : TSigContext;
  uc_sigmask
    : tsigset;
end
```

This structure is used to describe the user context in a program or thread. It is not used in this unit, but is provided for completeness.

```
TUId = UnixType.TUId
```

Alias for `uid_t` (170) type.

```
TUtimBuf = UtimBuf
```

Alias for `UtimBuf` (170) type.

```
TUtsName = UtsName
```

Alias for `UtsName` (170) type.

```
uid_t = UnixType.uid_t
```

User ID type

```
UtimBuf = record
  actime : time_t;
  modtime : time_t;
end
```

Record used in `fpUtime` (220) to set file access and modification times.

```
UtsName = record
  Sysname : Array[0..UTSNAME_LENGTH-1] of Char;
  Nodename : Array[0..UTSNAME_NODENAME_LENGTH-1] of Char;
  Release
    : Array[0..UTSNAME_LENGTH-1] of Char;
  Version : Array[0..UTSNAME_LENGTH
    -1] of Char;
  Machine : Array[0..UTSNAME_LENGTH-1] of Char;
  Domain
    : Array[0..UTSNAME_DOMAIN_LENGTH-1] of Charplatform;
end
```

The elements of this record are null-terminated C style strings, you cannot access them directly. Note that the `Domain` field is a GNU extension, and may not be available on all platforms.

1.4 Procedures and functions

1.4.1 CreateShellArgV

Synopsis: Create a null-terminated array of strings from a command-line string

Declaration: `function CreateShellArgV(const prog: string) : PPChar`
`function CreateShellArgV(const prog: Ansistring) : PPChar`

Visibility: default

Description: `CreateShellArgV` creates a command-line string for executing a shell command using 'sh -c'. The result is a null-terminated array of null-terminated strings suitable for use in `fpExecv` (177) and friends.

Errors: If no more memory is available, a heap error may occur.

See also: `fpExecv` (177), `FreeShellArgV` (223)

1.4.2 FpAccess

Synopsis: Check file access

Declaration: `function FpAccess(pathname: PChar; aMode: cint) : cint`
`function FpAccess(const pathname: RawByteString; aMode: cint) : cint`

Visibility: default

Description: `FpAccess` tests user's access rights on the specified file. Mode is a mask existing of one or more of the following:

R_OKUser has read rights.

W_OKUser has write rights.

X_OKUser has execute rights.

F_OKFile exists.

The test is done with the real user ID, instead of the effective user ID. If the user has the requested rights, zero is returned. If access is denied, or an error occurred, a nonzero value is returned.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

sys_eaccessThe requested access is denied, either to the file or one of the directories in its path.

sys_einvalMode was incorrect.

sys_enoentA directory component in `Path` doesn't exist or is a dangling symbolic link.

sys_enotdirA directory component in `Path` is not a directory.

sys_enomemInsufficient kernel memory.

sys_eloop`Path` has a circular symbolic link.

See also: `FpChown` (174), `FpChmod` (173)

Listing: `./bunixex/ex26.pp`

Program `Example26`;

{ Program to demonstrate the Access function. }

Uses `BaseUnix`;

```
begin
  if fpAccess ( '/etc/passwd' ,W_OK)=0 then
    begin
      Writeln ( 'Better check your system.' );
      Writeln ( 'I can write to the /etc/passwd file !' );
    end;
end.
```

1.4.3 FpAlarm

Synopsis: Schedule an alarm signal to be delivered

Declaration: `function FpAlarm(seconds: cuint) : cuint`

Visibility: default

Description: `FpAlarm` schedules an alarm signal to be delivered to your process in `Seconds` seconds. When `Seconds` seconds have elapsed, the system will send a `SIGALRM` signal to the current process. If `Seconds` is zero, then no new alarm will be set. Whatever the value of `Seconds`, any previous alarm is cancelled.

The function returns the number of seconds till the previously scheduled alarm was due to be delivered, or zero if there was none. A negative value indicates an error.

See also: `fpSigAction` (209), `fpPause` (199)

Listing: `./bunixex/ex59.pp`

Program Example59;

{ Program to demonstrate the Alarm function. }

Uses BaseUnix;

Procedure AlarmHandler(Sig : cint); **cdecl**;

begin

Writeln ('Got to alarm handler');
end;

begin

Writeln ('Setting alarm handler');
 fpSignal (SIGALRM, SignalHandler (@AlarmHandler));
 Writeln ('Scheduling Alarm in 10 seconds');
 fpAlarm (10);
 Writeln ('Pausing');
 fpPause ;
 Writeln ('Pause returned');
end.

1.4.4 FpChdir

Synopsis: Change current working directory.

Declaration: `function FpChdir(path: PChar) : cint`
`function FpChdir(const path: RawByteString) : cint`

Visibility: default

Description: `fpChDir` sets the current working directory to `Path`.

It returns zero if the call was succesful, -1 on error.

Note: There exist a portable alternative to `fpChDir`: `system.chdir`. Please use `fpChDir` only if you are writing Unix specific code. `System.chdir` will work on all operating systems.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `fpGetCwd` (183)

1.4.5 FpChmod

Synopsis: Change file permission bits

Declaration: `function FpChmod(path: PChar; Mode: TMode) : cint`
`function FpChmod(const path: RawByteString; Mode: TMode) : cint`

Visibility: default

Description: `fpChmod` sets the Mode bits of the file in `Path` to `Mode`. Mode can be specified by 'or'-ing the following values:

S_ISUIDSet user ID on execution.
S_ISGIDSet Group ID on execution.
S_ISVTXSet sticky bit.
S_IRUSRRead by owner.
S_IWUSRWrite by owner.
S_IXUSRExecute by owner.
S_IRGRPRead by group.
S_IWGRPWrite by group.
S_IXGRPExecute by group.
S_IROTHRead by others.
S_IWOTHWrite by others.
S_IXOTHExecute by others.
S_IRWXORead, write, execute by others.
S_IRWXGRead, write, execute by groups.
S_IRWXURead, write, execute by user.

If the function is successful, zero is returned. A nonzero return value indicates an error.

Errors: The following error codes are returned:

sys_epermThe effective UID doesn't match the ownership of the file, and is not zero. Owner or group were not specified correctly.
sys_eaccessOne of the directories in `Path` has no search (=execute) permission.
sys_enoentA directory entry in `Path` does not exist or is a symbolic link pointing to a non-existent directory.
sys_enomemInsufficient kernel memory.
sys_erofsThe file is on a read-only filesystem.
sys_eloop`Path` has a reference to a circular symbolic link, i.e. a symbolic link, whose expansion points to itself.

See also: `fpChown` (174), `fpAccess` (171)

Listing: `./bunixex/ex23.pp`

```

Program Example23;

{ Program to demonstrate the Chmod function. }

Uses BaseUnix, Unix;

Var F : Text;

begin
  { Create a file }
  Assign (f, 'testex21');
  Rewrite (F);
  WriteLn (f, '#!/bin/sh');
  WriteLn (f, 'echo Some text for this file');
  Close (F);
  fpChmod ('testex21', &777);
  { File is now executable }
  fpexecl ('./testex21', []);
end.

```

1.4.6 FpChown

Synopsis: Change owner of file

Declaration: function FpChown(path: PChar; owner: TUid; group: TGid) : cint
 function FpChown(const path: RawByteString; owner: TUid; group: TGid)
 : cint

Visibility: default

Description: fpChown sets the User ID and Group ID of the file in Path to Owner,Group.

The function returns zero if the call was succesfull, a nonzero return value indicates an error.

Errors: The following error codes are returned:

sys_epermThe effective UID doesn't match the ownership of the file, and is not zero. Owner or group were not specified correctly.

sys_eaccessOne of the directories in Path has no search (=execute) permission.

sys_enoentA directory entry in Path does not exist or is a symbolic link pointing to a non-existent directory.

sys_enomemInsufficient kernel memory.

sys_erofsThe file is on a read-only filesystem.

sys_eloopPath has a reference to a circular symbolic link, i.e. a symbolic link, whose expansion points to itself.

See also: fpChmod ([173](#)), fpAccess ([171](#))

Listing: ./bunixex/ex24.pp

```

Program Example24;

{ Program to demonstrate the Chown function. }

Uses BaseUnix;

```

```

Var UID : TUid;
      GID : TGid;
      F : Text;

begin

  Writeln ('This will only work if you are root. ');
  Write ('Enter a UID : '); readln(UID);
  Write ('Enter a GID : '); readln(GID);
  Assign (f, 'test.txt ');
  Rewrite (f);
  Writeln (f, 'The owner of this file should become : ');
  Writeln (f, 'UID : ', UID);
  Writeln (f, 'GID : ', GID);
  Close (F);
  if fpChown ('test.txt', UID, GID) <> 0 then
    if fpgeterrno = ESysEPerm then
      Writeln ('You are not root !')
    else
      Writeln ('Chmod failed with exit code : ', fpgeterrno)
    else
      Writeln ('Changed owner successfully !');
end.

```

1.4.7 FpClose

Synopsis: Close file descriptor

Declaration: `function FpClose(fd: cint) : cint`

Visibility: default

Description: `FpClose` closes a file with file descriptor `Fd`. The function returns zero if the file was closed successfully, a nonzero return value indicates an error.

For an example, see `FpOpen` (197).

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpOpen` (197), `FpRead` (201), `FpWrite` (222), `FpFTruncate` (183), `FpLSeek` (191)

1.4.8 FpClosedir

Synopsis: Close directory file descriptor

Declaration: `function FpClosedir(var dirp: Dir) : cint`

Visibility: default

Description: `FpCloseDir` closes the directory pointed to by `dirp`. It returns zero if the directory was closed successfully, -1 otherwise.

For an example, see `fpOpenDir` (198).

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpOpenDir` (198), `FpReadDir` (202)

1.4.9 FpDup

Synopsis: Duplicate a file handle

Declaration: `function FpDup(fildes: cint) : cint`
`function FpDup(var oldfile: text; var newfile: text) : cint`
`function FpDup(var oldfile: File; var newfile: File) : cint`

Visibility: default

Description: `FpDup` returns a file descriptor that is a duplicate of the file descriptor `fildes`.

The second and third forms make `NewFile` an exact copy of `OldFile`, after having flushed the buffer of `OldFile` in case it is a `Text` file or `untyped` file. Due to the buffering mechanism of Pascal, these calls do not have the same functionality as the `dup` call in C. The internal Pascal buffers are not the same after this call, but when the buffers are flushed (e.g. after output), the output is sent to the same file. Doing an `lseek` will, however, work as in C, i.e. doing a `lseek` will change the fileposition in both files.

The function returns a negative value in case of an error, a positive value is a file handle, and indicates succes.

Errors: A negative value can be one of the following error codes:

`sys_ebadfOldFile` hasn't been assigned.

`sys_emfile`Maximum number of open files for the process is reached.

See also: `fpDup2` (176)

Listing: `./bunixex/ex31.pp`

```

program Example31;

  { Program to demonstrate the Dup function. }

uses baseunix;

var f : text;

begin
  if fpdup (output, f) = -1 then
    Writeln ('Dup Failed !');
    writeln ('This is written to stdout. ');
    writeln (f, 'This is written to the dup file , and flushed'); flush(f);
    writeln
  end.

```

1.4.10 FpDup2

Synopsis: Duplicate one filehandle to another

Declaration: `function FpDup2(fildes: cint; fildes2: cint) : cint`
`function FpDup2(var oldfile: text; var newfile: text) : cint`
`function FpDup2(var oldfile: File; var newfile: File) : cint`

Visibility: default

Description: Makes `fildest2` or `NewFile` an exact copy of `fildest` or `OldFile`, after having flushed the buffer of `OldFile` in the case of text or untyped files.

After a call to `fdup2`, the 2 file descriptors point to the same physical device (a file, socket, or a terminal).

`NewFile` can be an assigned file. If `newfile` or `fildest` was open, it is closed first. Due to the buffering mechanism of Pascal, this has not the same functionality as the `dup2` call in C. The internal Pascal buffers are not the same after this call, but when the buffers are flushed (e.g. after output), the output is sent to the same file. Doing an `lseek` will, however, work as in C, i.e. doing a `lseek` will change the fileposition in both files.

The function returns the new file descriptor number, on error -1 is returned, and the error can be retrieved with `fpgeterrno` (185)

Errors: In case of error, the following error codes can be reported:

`sys_ebadf` `OldFile` (or `fildest`) hasn't been assigned.

`sys_emfile` Maximum number of open files for the process is reached.

See also: `fpDup` (176)

Listing: `./bunixex/ex32.pp`

```

program Example32;

  { Program to demonstrate the FpDup2 function. }

uses BaseUnix;

var f : text;
    i : longint;

begin
  Assign (f, 'text.txt');
  Rewrite (F);
  For i:=1 to 10 do writeln (F, 'Line : ',i);
  if fpdup2 (output,f)=-1 then
    Writeln ('Dup2 Failed !');
  writeln ('This is written to stdout. ');
  writeln (f, 'This is written to the dup file , and flushed ');
  flush(f);
  writeln;
  { Remove file. Comment this if you want to check flushing. }
  fpUnlink ('text.txt');
end.

```

1.4.11 FpExecv

Synopsis: Execute process

Declaration: `function FpExecv(path: PChar; argv: PPChar) : cint`
`function FpExecv(const path: RawByteString; argv: PPChar) : cint`

Visibility: default

Description: Replaces the currently running program with the program, specified in `path`. It gives the program the options in `argvp`. This is a pointer to an array of pointers to null-terminated strings. The last pointer in this array should be nil. The current environment is passed to the program. On success, `execv` does not return.

Errors: On error, -1 is returned. Extended error information can be retrieved with `fpGetErrNo` (185)

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted `\textit{noexec}`.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: `fpExecve` (178), `fpFork` (182)

Listing: `./bunixex/ex8.pp`

Program Example8;

{ Program to demonstrate the Execv function. }

Uses Unix , strings ;

Const Arg0 : PChar = '/bin/lS' ;
Arg1 : Pchar = '-l' ;

Var PP : PPchar ;

begin

GetMem (PP,3***SizeOf**(Pchar));

 PP[0]:=Arg0;

 PP[1]:=Arg1;

 PP[3]:=Nil;

{ Execute '/bin/lS -l', with current environment }

 fpExecv ('/bin/lS',pp);

end.

1.4.12 FpExecve

Synopsis: Execute process using environment

Declaration: function FpExecve(path: PChar; argv: PPChar; envp: PPChar) : cint
function FpExecve(const path: RawByteString; argv: PPChar; envp: PPChar)
: cint

Visibility: default

Description: Replaces the currently running program with the program, specified in `path`. It gives the program the options in `argv`, and the environment in `envp`. They are pointers to an array of pointers to null-terminated strings. The last pointer in this array should be `nil`. On success, `execve` does not return.

Errors: Extended error information can be retrieved with `fpGetErrno` (185), and includes the following:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted `\textit{noexec}`.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: `fpExecv` (177), `fpFork` (182)

Listing: `./bunixex/ex7.pp`

Program `Example7`;

{ Program to demonstrate the Execve function. }

Uses `BaseUnix`, `strings`;

Const `Arg0` : `PChar` = `'/bin/lS'`;
 `Arg1` : `Pchar` = `'-l'`;

Var `PP` : `PPchar`;

begin

`GetMem` (`PP`, `3*SizeOf(Pchar)`);

`PP[0]` := `Arg0`;

`PP[1]` := `Arg1`;

`PP[3]` := `Nil`;

{ Execute '/bin/lS -l', with current environment }

{ Env is defined in system.inc }

`fpExecVe` (`'/bin/lS'`, `pp`, `envp`);

end.

1.4.13 FpExit

Synopsis: Exit the current process

Declaration: `procedure FpExit(Status: cint)`

Visibility: `default`

Description: `FpExit` exits the currently running process, and report `Status` as the exit status.

Remark: If this call is executed, the normal unit finalization code will not be executed. This may lead to unexpected errors and stray files on your system. It is therefore recommended to use the `Halt` call instead.

Errors: None.

See also: [FpFork \(182\)](#), [FpExecve \(178\)](#)

1.4.14 FpFcntl

Synopsis: File control operations.

Declaration:

```
function FpFcntl(fildes: cint; cmd: cint) : cint
function FpFcntl(fildes: cint; cmd: cint; arg: cint) : cint
function FpFcntl(fildes: cint; cmd: cint; var arg: FLock) : cint
```

Visibility: default

Description: Read/set a file's attributes. `Fildes` a valid file descriptor. `Cmd` specifies what to do, and is one of the following:

F_GetFdRead the `close_on_exec` flag. If the low-order bit is 0, then the file will remain open across `execve` calls.

F_GetFIRead the descriptor's flags.

F_GetOwnGet the Process ID of the owner of a socket.

F_SetFdSet the `close_on_exec` flag of `fildes`. (only the least significant bit is used).

F_GetLkReturn the `flock` record that prevents this process from obtaining the lock, or set the `l_type` field of the lock if there is no obstruction. `Arg` is the `flock` record.

F_SetLkSet the lock or clear it (depending on `l_type` in the `flock` structure). if the lock is held by another process, an error occurs.

F_GetLkwSame as for **F_Setlk**, but wait until the lock is released.

F_SetOwnSet the Process or process group that owns a socket.

The function returns 0 if successful, -1 otherwise.

Errors: On error, -1 is returned. Use [fpGetErrno \(185\)](#) for extended error information.

sys_ebadf`Fd` has a bad file descriptor.

sys_eagain or **sys_eaccess**For `\textbf{F_SetLk}`, if the lock is held by another process.

1.4.15 fpfdfillset

Synopsis: Set all filedescriptors in the set.

Declaration:

```
function fpfdfillset(var nset: TFDSets) : cint
```

Visibility: default

Description: `fpfdfillset` sets all filedescriptors in `nset`.

See also: [FpSelect \(205\)](#), [FpFD_ZERO \(181\)](#), [FpFD_IsSet \(181\)](#), [FpFD_Clr \(181\)](#), [FpFD_Set \(181\)](#)

1.4.16 fpFD_CLR

Synopsis: Clears a filedescriptor in a set

Declaration: `function fpFD_CLR(fdno: cint; var nset: TFDSet) : cint`

Visibility: default

Description: `FpFD_Clr` clears file descriptor `fdno` in filedescriptor set `nset`.

For an example, see `FpSelect` (205).

Errors: None.

See also: `FpSelect` (205), `FpFD_ZERO` (181), `FpFD_Set` (181), `FpFD_IsSet` (181)

1.4.17 fpFD_ISSET

Synopsis: Check whether a filedescriptor is set

Declaration: `function fpFD_ISSET(fdno: cint; const nset: TFDSet) : cint`

Visibility: default

Description: `FpFD_Set` Checks whether file descriptor `fdNo` in filedescriptor set `fds` is set. It returns zero if the descriptor is not set, 1 if it is set. If the number of the filedescriptor it wrong, -1 is returned.

For an example, see `FpSelect` (205).

Errors: If an invalid file descriptor number is passed, -1 is returned.

See also: `FpSelect` (205), `FpFD_ZERO` (181), `FpFD_Clr` (181), `FpFD_Set` (181)

1.4.18 fpFD_SET

Synopsis: Set a filedescriptor in a set

Declaration: `function fpFD_SET(fdno: cint; var nset: TFDSet) : cint`

Visibility: default

Description: `FpFD_Set` sets file descriptor `fdno` in filedescriptor set `nset`.

For an example, see `FpSelect` (205).

Errors: None.

See also: `FpSelect` (205), `FpFD_ZERO` (181), `FpFD_Clr` (181), `FpFD_IsSet` (181)

1.4.19 fpFD_ZERO

Synopsis: Clear all file descriptors in set

Declaration: `function fpFD_ZERO(out nset: TFDSet) : cint`

Visibility: default

Description: `FpFD_ZERO` clears all the filedescriptors in the file descriptor set `nset`.

For an example, see `FpSelect` (205).

Errors: None.

See also: `FpSelect` (205), `FpFD_Clr` (181), `FpFD_Set` (181), `FpFD_IsSet` (181)

1.4.20 FpFork

Synopsis: Create child process

Declaration: `function FpFork : TPid`

Visibility: default

Description: `FpFork` creates a child process which is a copy of the parent process. `FpFork` returns the process ID in the parent process, and zero in the child's process. (you can get the parent's PID with `fpGetPPid` (187)).

Errors: On error, -1 is returned to the parent, and no child is created.

sys_eagainNot enough memory to create child process.

See also: `fpExecve` (178), `#rtl.linux.Clone` (929)

1.4.21 FPFStat

Synopsis: Retrieve file information about a file descriptor.

Declaration: `function FpFStat(fd: cint; var sb: Stat) : cint`
`function FPFStat(var F: Text; var Info: Stat) : Boolean`
`function FPFStat(var F: File; var Info: Stat) : Boolean`

Visibility: default

Description: `FpFStat` gets information about the file specified in one of the following:

Fda valid file descriptor.

Fan an opened text file or untyped file.

and stores it in `Info`, which is of type `stat` (164). The function returns zero if the call was successful, a nonzero return value indicates failure.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

sys_enoent`Path` does not exist.

See also: `FpStat` (214), `FpLStat` (191)

Listing: `./bunixex/ex28.pp`

```

program example28;

  { Program to demonstrate the FStat function. }

uses BaseUnix;

var f : text;
    i : byte;
    info : stat;

begin
  { Make a file }
  assign (f, 'test.fil');
  rewrite (f);
  for i:=1 to 10 do writeln (f, 'Testline # ',i);

```

```

close (f);
{ Do the call on made file. }
if fpstat ('test.fil',info)<>0 then
  begin
    writeln('Fstat failed. Errno : ',fpgeterrno);
    halt (1);
  end;
writeln;
writeln ('Result of fstat on file ''test.fil''.');
writeln ('Inode   : ',info.st_ino);
writeln ('Mode    : ',info.st_mode);
writeln ('nlink   : ',info.st_nlink);
writeln ('uid     : ',info.st_uid);
writeln ('gid     : ',info.st_gid);
writeln ('rdev    : ',info.st_rdev);
writeln ('Size    : ',info.st_size);
writeln ('Blksize : ',info.st_blksize);
writeln ('Blocks  : ',info.st_blocks);
writeln ('atime   : ',info.st_atime);
writeln ('mtime   : ',info.st_mtime);
writeln ('ctime   : ',info.st_ctime);
{ Remove file }
erase (f);
end.

```

1.4.22 FpFtruncate

Synopsis: Truncate file on certain size.

Declaration: `function FpFtruncate(fd: cint; flength: TOff) : cint`

Visibility: default

Description: `FpFtruncate` sets the length of a file in `fd` on `flength` bytes, where `flength` must be less than or equal to the current length of the file in `fd`.

The function returns zero if the call was successful, a nonzero return value indicates that an error occurred.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpOpen` (197), `FpClose` (175), `FpRead` (201), `FpWrite` (222), `FpLSeek` (191)

1.4.23 FpGetcwd

Synopsis: Retrieve the current working directory.

Declaration: `function FpGetcwd(path: PChar; siz: TSize) : PChar`
`function FpGetcwd : RawByteString`

Visibility: default

Description: `fpgetCWD` returns the current working directory of the running process. It is returned in `Path`, which points to a memory location of at least `siz` bytes.

If the function is succesful, a pointer to `Path` is returned, or a string with the result. On error `Nil` or an empty string are returned.

Errors: On error Nil or an empty string are returned.

See also: FpGetPID (186), FpGetUID (188)

1.4.24 FpGetegid

Synopsis: Return effective group ID

Declaration: `function FpGetegid : TGid`

Visibility: default

Description: FpGetegid returns the effective group ID of the currently running process.

Errors: None.

See also: FpGetGid (185), FpGetUid (188), FpGetEUid (185), FpGetPid (186), FpGetPPid (187), fpSetUID (208), FpSetGid (207)

Listing: ./bunixex/ex18.pp

Program Example18;

{ Program to demonstrate the GetGid and GetEGid functions. }

Uses BaseUnix;

begin

`writeln ('Group Id = ',fpgetgid, ' Effective group Id = ',fpgetegid);`
end.

1.4.25 FpGetEnv

Synopsis: Return value of environment variable.

Declaration: `function FpGetEnv(name: PChar) : PChar`
`function FpGetEnv(name: string) : PChar`

Visibility: default

Description: FpGetEnv returns the value of the environment variable in Name. If the variable is not defined, nil is returned. The value of the environment variable may be the empty string. A PChar is returned to accommodate for strings longer than 255 bytes, TERMCAP and LS_COLORS, for instance.

Errors: None.

Listing: ./bunixex/ex41.pp

Program Example41;

{ Program to demonstrate the GetEnv function. }

Uses BaseUnix;

begin

`WriteLn ('Path is : ',fpGetenv('PATH'));`
end.

1.4.26 fpgeterrno

Synopsis: Retrieve extended error information.

Declaration: `function fpgeterrno : LongInt`

Visibility: default

Description: `fpgeterrno` returns extended information on the latest error. It is set by all functions that communicate with the kernel or C library.

Errors: None.

See also: [fpseterrno \(207\)](#)

1.4.27 FpGeteuid

Synopsis: Return effective user ID

Declaration: `function FpGeteuid : TUid`

Visibility: default

Description: `FpGeteuid` returns the effective user ID of the currently running process.

Errors: None.

See also: [FpGetUid \(188\)](#), [FpGetGid \(185\)](#), [FpGetEGid \(184\)](#), [FpGetPid \(186\)](#), [FpGetPPid \(187\)](#), [fpSetUID \(208\)](#), [FpSetGid \(207\)](#)

Listing: `./bunixex/ex17.pp`

Program Example17;

{ Program to demonstrate the GetUid and GetEUid functions. }

Uses BaseUnix;

begin

writeln ('User Id = ',fpgetuid, ' Effective user Id = ',fpgeteuid);

end.

1.4.28 FpGetgid

Synopsis: Return real group ID

Declaration: `function FpGetgid : TGid`

Visibility: default

Description: `FpGetgid` returns the real group ID of the currently running process.

Errors: None.

See also: [FpGetEGid \(184\)](#), [FpGetUid \(188\)](#), [FpGetEUid \(185\)](#), [FpGetPid \(186\)](#), [FpGetPPid \(187\)](#), [fpSetUID \(208\)](#), [FpSetGid \(207\)](#)

Listing: `./bunixex/ex18.pp`

```

Program Example18;

{ Program to demonstrate the GetGid and GetEGid functions. }

Uses BaseUnix;

begin
  writeln ( 'Group Id = ',fpgetgid, ' Effective group Id = ',fpgetegid);
end.

```

1.4.29 FpGetgroups

Synopsis: Get the list of supplementary groups.

Declaration: `function FpGetgroups(gidsetsize: cint; var grouplist: TGrpArr) : cint`

Visibility: default

Description: FpGetgroups returns up to `gidsetsize` groups in `GroupList`

If the function is successful, then number of groups that were stored is returned. On error, -1 is returned.

Errors: On error, -1 is returned. Extended error information can be retrieved with `fpGetErrNo` ([185](#))

See also: `FpGetpgrp` ([186](#)), `FpGetGID` ([185](#)), `FpGetEGID` ([184](#))

1.4.30 FpGetpgrp

Synopsis: Get process group ID

Declaration: `function FpGetpgrp : TPid`

Visibility: default

Description: FpGetpgrp returns the process group ID of the current process.

Errors: None.

See also: `fpGetPID` ([186](#)), `fpGetPPID` ([187](#)), `FpGetGID` ([185](#)), `FpGetUID` ([188](#))

1.4.31 FpGetpid

Synopsis: Return current process ID

Declaration: `function FpGetpid : TPid`

Visibility: default

Description: FpGetpid returns the process ID of the currently running process.

Note: There exist a portable alternative to `fpGetpid`: `system.GetProcessID`. Please use `fpGetpid` only if you are writing Unix specific code. `System.GetProcessID` will work on all operating systems.

Errors: None.

See also: `FpGetPPid` ([187](#))

Listing: ./bunixex/ex16.pp

Program Example16;

{ Program to demonstrate the GetPid , GetPPid function . }

Uses BaseUnix;

begin

WriteIn ('Process Id = ',fpgetpid , ' Parent process Id = ',fpgetppid);
end.

1.4.32 FpGetppid

Synopsis: Return parent process ID

Declaration: function FpGetppid : TPid

Visibility: default

Description: FpGetppid returns the Process ID of the parent process.

Errors: None.

See also: FpGetPid ([186](#))

Listing: ./bunixex/ex16.pp

Program Example16;

{ Program to demonstrate the GetPid , GetPPid function . }

Uses BaseUnix;

begin

WriteIn ('Process Id = ',fpgetpid , ' Parent process Id = ',fpgetppid);
end.

1.4.33 fpGetPriority

Synopsis: Return process priority

Declaration: function fpGetPriority(Which: cint; Who: cint) : cint

Visibility: default

Description: GetPriority returns the priority with which a process is running. Which process(es) is determined by the Which and Who variables. Which can be one of the pre-defined Prio_Process, Prio_PGrp, Prio_User, in which case Who is the process ID, Process group ID or User ID, respectively.

For an example, see FpNice ([196](#)).

Errors: Error information is returned solely by the FpGetErrno ([185](#)) function: a priority can be a positive or negative value.

sys_esrchNo process found using which and who.

sys_einvalWhich was not one of Prio_Process, Prio_Grp or Prio_User.

See also: FpSetPriority ([207](#)), FpNice ([196](#))

1.4.34 FpGetRLimit

Synopsis: Get process resource limits

Declaration: `function FpGetRLimit(resource: cint; rlim: PRLimit) : cint`

Visibility: default

Description: `FpGetRLimit` gets the resource limits for the current process: `resource` determines the resource of which the kernel should return the limits (one of the many `RLIMIT_*` constants). `rlim` should point to a `TRLimit` (166) record and on success will contain the resource limits.

The function returns zero if the resource limits were correctly returned.

Errors: On error, -1 is returned and `fpgeterrno` (185) can be used to retrieve the error code.

See also: `FpSetRLimit` (208)

1.4.35 FpGetsid

Synopsis: Get current session ID

Declaration: `function FpGetsid(pid: TPid) : TPid`

Visibility: default

Description: `FpGetsid` returns the session ID of the process `pid`. The return value is the session ID of the process. (it equals the PID of the session leader). The process `pid` must be in the same session as the current process.

Errors: On error, -1 is returned, and extended error information can be obtained with `fpGetErrno`.

See also: `FpGetpgrp` (186), `FpGetpid` (186), `FpGetPpid` (187)

1.4.36 FpGetuid

Synopsis: Return current user ID

Declaration: `function FpGetuid : TUid`

Visibility: default

Description: `FpGetuid` returns the real user ID of the currently running process.

Errors: None.

See also: `FpGetGid` (185), `FpGetEuid` (185), `FpGetEGid` (184), `FpGetPid` (186), `FpGetPpid` (187), `fpSetUID` (208)

Listing: `./bunixex/ex17.pp`

Program `Example17;`

{ Program to demonstrate the GetUid and GetEuid functions. }

Uses `BaseUnix;`

begin

`writeln ('User Id = ',fpgetuid, ' Effective user Id = ',fpgeteuid);`
end.

1.4.37 FpIOctl

Synopsis: General kernel IOCTL call.

Declaration: `function FpIOctl(Handle: cint; Ndx: TIOctlRequest; Data: Pointer) : cint`

Visibility: default

Description: This is a general interface to the Unix/ Linux ioctl call. It performs various operations on the filedescriptor `Handle`. `Ndx` describes the operation to perform. `Data` points to data needed for the `Ndx` function. The structure of this data is function-dependent, so we don't elaborate on this here. For more information on this, see various manual pages under Linux.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

Listing: `./bunixex/ex54.pp`

Program Example54;

uses BaseUnix, Termio;

{ Program to demonstrate the IOctl function. }

var

 tios : Termios;

begin

{ \$ifdef FreeBSD }

 fpIOctl(1, TIOCGETA, @tios); *// these constants are very OS dependant.*

// see the tcgetattr example for a better way

{ \$endif }

 WriteLn('Input Flags : \$', hexstr(tios.c_iflag, 8));

 WriteLn('Output Flags : \$', hexstr(tios.c_oflag, 8));

 WriteLn('Line Flags : \$', hexstr(tios.c_lflag, 8));

 WriteLn('Control Flags: \$', hexstr(tios.c_cflag, 8));

end.

1.4.38 FpKill

Synopsis: Send a signal to a process

Declaration: `function FpKill(pid: TPid; sig: cint) : cint`

Visibility: default

Description: `fpKill` sends a signal `Sig` to a process or process group. If `Pid`>0 then the signal is sent to `Pid`, if it equals -1, then the signal is sent to all processes except process 1. If `Pid`<-1 then the signal is sent to process group -`Pid`.

The return value is zero, except in case three, where the return value is the number of processes to which the signal was sent.

Errors: Extended error information can be retrieved using `fpGetErrno` (185):

sys_einvalAn invalid signal is sent.

sys_esrchThe `Pid` or process group don't exist.

sys_epermThe effective userid of the current process doesn't math the one of process `Pid`.

See also: `FpSigAction` (209), `FpSignal` (211)

1.4.39 FpLink

Synopsis: Create a hard link to a file

Declaration: `function FpLink(existing: PChar; newone: PChar) : cint`
`function FpLink(const existing: RawByteString;`
`const newone: RawByteString) : cint`

Visibility: default

Description: `fpLink` makes `NewOne` point to the same file als `Existing`. The two files then have the same inode number. This is known as a 'hard' link. The function returns `zero` if the call was succesfull, and returns a `non-zero` value if the call failed.

Errors: The following error codes are returned:

sys_exdev `Existing` and `NewOne` are not on the same filesystem.
sys_eperm The filesystem containing `Existing` and `NewOne` doesn't support linking files.
sys_eaccess Write access for the directory containing `NewOne` is disallowed, or one of the directories in `Existing` or `NewOne` has no search (=execute) permission.
sys_enoent A directory entry in `Existing` or `NewOne` does not exist or is a symbolic link pointing to a non-existent directory.
sys_enotdir A directory entry in `Existing` or `NewOne` is nor a directory.
sys_enomem Insufficient kernel memory.
sys_erofs The files are on a read-only filesystem.
sys_eexist `NewOne` already exists.
sys_mlink `Existing` has reached maximal link count.
sys_eloop `existing` or `NewOne` has a reference to a circular symbolic link, i.e. a symbolic link, whose expansion points to itself.
sys_enosp The device containing `NewOne` has no room for another entry.
sys_eperm `Existing` points to `.` or `..` of a directory.

See also: `fpSymLink` (215), `fpUnLink` (220)

Listing: `./bunixex/ex21.pp`

Program `Example21`;

{ Program to demonstrate the Link and UnLink functions. }

Uses `BaseUnix`;

Var `F` : `Text`;

`S` : **String**;

begin

 Assign (`F`, 'test.txt');

Rewrite (`F`);

Writeln (`F`, 'This is written to test.txt');

 Close(`f`);

{ new.txt and test.txt are now the same file }

if `fpLink` ('test.txt', 'new.txt') <> 0 **then**

writeln ('Error when linking !');

{ Removing test.txt still leaves new.txt }

if `fpUnlink` ('test.txt') <> 0 **then**

```

    Writeln ( 'Error when unlinking !');
Assign ( f, 'new.txt ');
Reset ( F);
While not EOF(f) do
begin
    Readln (F,S);
    Writeln ( '> ',s);
end;
Close ( f);
{ Remove new.txt also }
If not FPUntlink ( 'new.txt ')<>0 then
    Writeln ( 'Error when unlinking !');
end.

```

1.4.40 FpLseek

Synopsis: Set file pointer position.

Declaration: `function FpLseek(fd: cint; offset: TOff; whence: cint) : TOff`

Visibility: default

Description: `FpLseek` sets the current fileposition of file `fd` to `Offset`, starting from `Whence`, which can be one of the following:

`Seek_SetOffset` is the absolute position in the file.

`Seek_CurOffset` is relative to the current position.

`Seek_endOffset` is relative to the end of the file.

The function returns the new fileposition, or -1 of an error occurred.

For an example, see `FpOpen` (197).

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpOpen` (197), `FpWrite` (222), `FpClose` (175), `FpRead` (201), `FpFTruncate` (183)

1.4.41 fpLstat

Synopsis: Return information about symbolic link. Do not follow the link

Declaration: `function fpLstat(path: PChar; Info: PStat) : cint`
`function fpLstat(const path: RawByteString; Info: PStat) : cint`
`function fpLstat(path: PChar; var Info: Stat) : cint`
`function fpLstat(const Filename: RawByteString; var Info: Stat) : cint`

Visibility: default

Description: `fpLstat` gets information about the link specified in `Path` (or `FileName`, and stores it in `Info`, which points to a record of type `TStat`. Contrary to `FpFstat` (182), it stores information about the link, not about the file the link points to. The function returns zero if the call was succesful, a nonzero return value indicates failure. failed.

Errors: Extended error information is returned by the `FpGetErrno` (185) function.

`sys_enoentPath` does not exist.

See also: FpFStat (182), #rtl.unixtype.TStatFS (1979)

Listing: ./unixex/ex29.pp

```

program example29;

{ Program to demonstrate the LStat function. }

uses BaseUnix, Unix;

var f : text;
    i : byte;
    info : stat;

begin
  { Make a file }
  assign (f, 'test.fil');
  rewrite (f);
  for i:=1 to 10 do writeln (f, 'Testline # ', i);
  close (f);
  { Do the call on made file. }
  if fpstat ('test.fil', info) <> 0 then
    begin
      writeln ('Fstat failed. Errno : ', fpgeterrno);
      halt (1);
    end;
  writeln;
  writeln ('Result of stat on file ''test.fil''.');
  writeln ('Inode   : ', info.st_ino);
  writeln ('Mode    : ', info.st_mode);
  writeln ('nlink   : ', info.st_nlink);
  writeln ('uid     : ', info.st_uid);
  writeln ('gid     : ', info.st_gid);
  writeln ('rdev    : ', info.st_rdev);
  writeln ('Size    : ', info.st_size);
  writeln ('Blksize : ', info.st_blksize);
  writeln ('Blocks  : ', info.st_blocks);
  writeln ('atime   : ', info.st_atime);
  writeln ('mtime   : ', info.st_mtime);
  writeln ('ctime   : ', info.st_ctime);

  if fpSymLink ('test.fil', 'test.lnk') <> 0 then
    writeln ('Link failed ! Errno : ', fpgeterrno);

  if fplstat ('test.lnk', @info) <> 0 then
    begin
      writeln ('LStat failed. Errno : ', fpgeterrno);
      halt (1);
    end;
  writeln;
  writeln ('Result of fstat on file ''test.lnk''.');
  writeln ('Inode   : ', info.st_ino);
  writeln ('Mode    : ', info.st_mode);
  writeln ('nlink   : ', info.st_nlink);
  writeln ('uid     : ', info.st_uid);
  writeln ('gid     : ', info.st_gid);
  writeln ('rdev    : ', info.st_rdev);
  writeln ('Size    : ', info.st_size);
  writeln ('Blksize : ', info.st_blksize);

```

```

writeln ( 'Blocks   : ', info.st_blocks);
writeln ( 'atime    : ', info.st_atime);
writeln ( 'mtime    : ', info.st_mtime);
writeln ( 'ctime    : ', info.st_ctime);
  { Remove file and link }
  erase (f);
  funlink ( 'test.lnk');
end.

```

1.4.42 FpMkdir

Synopsis: Create a new directory

Declaration: `function FpMkdir(path: PChar; Mode: TMode) : cint`
`function FpMkdir(const path: RawByteString; Mode: TMode) : cint`

Visibility: default

Description: `FpMkDir` creates a new directory `Path`, and sets the new directory's mode to `Mode`. `Path` can be an absolute path or a relative path. Note that only the last element of the directory will be created, higher level directories must already exist, and must be writeable by the current user.

On succes, 0 is returned. if the function fails, -1 is returned.

Note: There exist a portable alternative to `fpMkDir`: `system.mkdir`. Please use `fpMkDir` only if you are writing Unix specific code. `System.mkdir` will work on all operating systems.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `fpGetCWD` (183), `fpChDir` (172)

1.4.43 FpMkfifo

Synopsis: Create FIFO (named pipe) in file system

Declaration: `function FpMkfifo(path: PChar; Mode: TMode) : cint`
`function FpMkfifo(const path: RawByteString; Mode: TMode) : cint`

Visibility: default

Description: `fpMkFifo` creates named a named pipe in the filesystem, with name `Path` and mode `Mode`.

The function returns zero if the command was succesful, and nonzero if it failed.

Errors: The error codes include:

sys_emfileToo many file descriptors for this process.

sys_emfileThe system file table is full.

1.4.44 Fpmmmap

Synopsis: Create memory map of a file

Declaration: `function Fpmmmap(start: pointer; len: size_t; prot: cint; flags: cint;`
`fd: cint; offst: off_t) : pointer`

Visibility: default

Description: `FpMMap` maps or unmaps files or devices into memory. The different arguments determine what and how the file is mapped:

adr Address where to mmap the device. This address is a hint, and may not be followed.

len Size (in bytes) of area to be mapped.

prot Protection of mapped memory. This is a OR-ed combination of the following constants:

PROT_EXEC The memory can be executed.

PROT_READ The memory can be read.

PROT_WRITE The memory can be written.

PROT_NONE The memory can not be accessed.

flags Contains some options for the mmap call. It is an OR-ed combination of the following constants:

MAP_FIXED Do not map at another address than the given address. If the address cannot be used, `MMap` will fail.

MAP_SHARED Share this map with other processes that map this object.

MAP_PRIVATE Create a private map with copy-on-write semantics.

MAP_ANONYMOUS `fd` does not have to be a file descriptor.

One of the options `MAP_SHARED` and `MAP_PRIVATE` must be present, but not both at the same time.

fd File descriptor from which to map.

off Offset to be used in file descriptor `fd`.

The function returns a pointer to the mapped memory, or a -1 in case of an error.

Errors: On error, -1 is returned and extended error information is returned by the `FpGetErrno` (185) function.

Sys_EBADF `fd` is not a valid file descriptor and `MAP_ANONYMOUS` was not specified.

Sys_EACCES `MAP_PRIVATE` was specified, but `fd` is not open for reading. Or `MAP_SHARED` was asked and `PROT_WRITE` is set, `fd` is not open for writing

Sys_EINVAL One of the record fields `start`, `length` or `offset` is invalid.

Sys_ETXTBUSY `MAP_DENYWRITE` was set but the object specified by `fd` is open for writing.

Sys_EAGAIN `fd` is locked, or too much memory is locked.

Sys_ENOMEM Not enough memory for this operation.

See also: `FpMUnMap` (195)

Listing: `./unixex/ex66.pp`

Program `Example66`;

{ Program to demonstrate the MMap function. }

Uses `BaseUnix`, `Unix`;

```

Var S      : String;
      fd     : cint;
      Len   : longint;
      //   args : tmmmapargs;
      P     : PChar;

```

```

begin
  s := 'This is the string';

```

```

Len:=Length(S);
fd:=fpOpen('testfile.txt',O_wrOnly or o_creat);
If fd=-1 then
  Halt(1);
If fpWrite(fd,S[1],Len)=-1 then
  Halt(2);
fpClose(fd);
fd:=fpOpen('testfile.txt',O_rdOnly);
if fd=-1 then
  Halt(3);
P:=Pchar(fpmmap(nil,len+1,PROT_READ or PROT_WRITE,MAP_PRIVATE,fd,0));

If longint(P)=-1 then
  Halt(4);
WriteIn('Read in memory :',P);
fpclose(fd);
if fpMUnMap(P,Len)<>0 Then
  Halt(fpgeterrno);
end.

```

1.4.45 Fpmunmap

Synopsis: Unmap previously mapped memory block

Declaration: `function Fpmunmap(start: pointer; len: size_t) : cint`

Visibility: default

Description: `FpMUnMap` unmaps the memory block of size `Len`, pointed to by `Adr`, which was previously allocated with `FpMMap` (193).

The function returns `True` if successful, `False` otherwise.

For an example, see `FpMMap` (193).

Errors: In case of error the function returns a nonzero value, extended error information is returned by the `FpGetErrno` (185) function. See `FpMMap` (193) for possible error values.

See also: `FpMMap` (193)

1.4.46 FpNanoSleep

Synopsis: Suspend process for a short time

Declaration: `function FpNanoSleep(req: ptimespec; rem: ptimespec) : cint`

Visibility: default

Description: `FpNanoSleep` suspends the process till a time period as specified in `req` has passed. Then the function returns. If the call was interrupted (e.g. by some signal) then the function may return earlier, and `rem` will contain the remaining time till the end of the intended period. In this case the return value will be `-1`, and `ErrNo` will be set to `EINTR`

If the function returns without error, the return value is zero.

Errors: If an error occurred or the call was interrupted, `-1` is returned. Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpPause` (199), `FpAlarm` (172)

Listing: ./bunixex/ex72.pp

```

program example72;

{ Program to demonstrate the NanoSleep function. }

uses BaseUnix;

Var
  Req, Rem : TimeSpec;
  Res : Longint;

begin
  With Req do
    begin
      tv_sec:=10;
      tv_nsec:=100;
    end;
  Write( 'NanoSleep returned : ');
  Flush( Output);
  Res:=(fpNanoSleep (@Req,@rem));
  WriteLn( res);
  If ( res <>0) then
    With rem do
      begin
        WriteLn( 'Remaining seconds      : ',tv_sec);
        WriteLn( 'Remaining nanoseconds : ',tv_nsec);
      end;
  end.

```

1.4.47 fpNice

Synopsis: Set process priority

Declaration: function fpNice(N: cint) : cint

Visibility: default

Description: Nice adds $-N$ to the priority of the running process. The lower the priority numerically, the less the process is favored. Only the superuser can specify a negative N , i.e. increase the rate at which the process is run.

If the function is successful, zero is returned. On error, a nonzero value is returned.

Errors: Extended error information is returned by the FpGetErrno (185) function.

sys_epermA non-superuser tried to specify a negative N , i.e. do a priority increase.

See also: FpGetPriority (187), FpSetPriority (207)

Listing: ./unixex/ex15.pp

```

Program Example15;

{ Program to demonstrate the Nice and Get/SetPriority functions. }

Uses BaseUnix, Unix;

```

```

begin
  writeln ('Setting priority to 5');
  fpsetpriority (prio_process, fpgetpid, 5);
  writeln ('New priority = ', fpgetpriority (prio_process, fpgetpid));
  writeln ('Doing nice 10');
  fpnice (10);
  writeln ('New Priority = ', fpgetpriority (prio_process, fpgetpid));
end.

```

1.4.48 FpOpen

Synopsis: Open file and return file descriptor

Declaration:

```

function FpOpen(path: PChar; flags: cint; Mode: TMode) : cint
function FpOpen(path: PChar; flags: cint) : cint
function FpOpen(const path: RawByteString; flags: cint) : cint
function FpOpen(const path: RawByteString; flags: cint; Mode: TMode)
    : cint
function FpOpen(path: ShortString; flags: cint) : cint
function FpOpen(path: ShortString; flags: cint; Mode: TMode) : cint

```

Visibility: default

Description: FpOpen opens a file in Path with flags flags and mode Mode One of the following:

O_RdOnlyFile is opened Read-only

O_WrOnlyFile is opened Write-only

O_RdWrFile is opened Read-Write

The flags may beOR-ed with one of the following constants:

O_CreatFile is created if it doesn't exist.

O_ExclIf the file is opened with O_Creat and it already exists, the call will fail.

O_NoCttyIf the file is a terminal device, it will NOT become the process' controlling terminal.

O_TruncIf the file exists, it will be truncated.

O_Appendthe file is opened in append mode. *Before each write*, the file pointer is positioned at the end of the file.

O_NonBlockThe file is opened in non-blocking mode. No operation on the file descriptor will cause the calling process to wait till.

O_NDelayIdem as O_NonBlock

O_SyncThe file is opened for synchronous IO. Any write operation on the file will not return until the data is physically written to disk.

O_NoFollowif the file is a symbolic link, the open fails. (Linux 2.1.126 and higher only)

O_Directoryif the file is not a directory, the open fails. (Linux 2.1.126 and higher only)

Path can be of type PChar or String. The optional mode argument specifies the permissions to set when opening the file. This is modified by the umask setting. The real permissions are Mode and not umask. The return value of the function is the filedescriptor, or a negative value if there was an error.

Errors: Extended error information can be retrieved using fpGetErrno (185).

See also: [FpClose \(175\)](#), [FpRead \(201\)](#), [FpWrite \(222\)](#), [FpFTruncate \(183\)](#), [FpLSeek \(191\)](#)

Listing: ./bunixex/ex19.pp

Program Example19;

{ Program to demonstrate the fdOpen, fdwrite and fdClose functions. }

Uses BaseUnix;

Const Line : **String**[80] = 'This is easy writing !';

Var FD : **Cint**;

begin

 FD:=fpOpen ('Test.dat',O_WrOnly or O_Creat);

if FD>0 **then**

begin

if **length**(Line)<>fpwrite (FD,Line[1],**Length**(Line)) **then**

WriteLn ('Error when writing to file !');

 fpClose(FD);

end;

end.

1.4.49 FpOpendir

Synopsis: Open a directory for reading

Declaration: function FpOpendir(dirname: PChar) : pDir
 function FpOpendir(const dirname: RawByteString) : pDir
 function FpOpendir(dirname: ShortString) : pDir

Visibility: default

Description: FpOpenDir opens the directory DirName, and returns a pdir pointer to a Dir (154) record, which can be used to read the directory structure. If the directory cannot be opened, nil is returned.

Errors: Extended error information can be retrieved using fpGetErrno (185).

See also: [FpCloseDir \(175\)](#), [FpReadDir \(202\)](#)

Listing: ./bunixex/ex35.pp

Program Example35;

*{ Program to demonstrate the
 OpenDir, ReadDir, SeekDir and TellDir functions. }*

Uses BaseUnix;

Var TheDir : PDir;

 ADirent : PDirent;

 Entry : Longint;

begin

 TheDir:=fpOpenDir(' ./ ');

Repeat

 // Entry:=fpTellDir(TheDir);

```

ADirent:=fpReadDir (TheDir^);
If ADirent<>Nil then
  With ADirent^ do
    begin
      Writeln ('Entry No : ',Entry);
      Writeln ('Inode   : ',d_fileno);
//      Writeln ('Offset  : ',d_off);
      Writeln ('Reclen  : ',d_reclen);
      Writeln ('Name    : ',pchar(@d_name[0]));
    end;
  Until ADirent=Nil;
Repeat
  Write ('Entry No. you would like to see again (-1 to stop): ');
  ReadLn (Entry);
  If Entry<>-1 then
    begin
//      fpSeekDir (TheDir,Entry);           // not implemented for various platforms
      ADirent:=fpReadDir (TheDir^);
      If ADirent<>Nil then
        With ADirent^ do
          begin
            Writeln ('Entry No : ',Entry);
            Writeln ('Inode   : ',d_fileno);
//            Writeln ('Offset  : ',d_off);
            Writeln ('Reclen  : ',d_reclen);
            Writeln ('Name    : ',pchar(@d_name[0]));
          end;
        end;
      Until Entry=-1;
      fpCloseDir (TheDir^);
    end.

```

1.4.50 FpPause

Synopsis: Wait for a signal to arrive

Declaration: function FpPause : cint

Visibility: default

Description: FpPause puts the process to sleep and waits until the application receives a signal. If a signal handler is installed for the received sigal, the handler will be called and after that pause will return control to the process.

For an example, see fpAlarm ([172](#)).

1.4.51 FpPipe

Synopsis: Create a set of pipe file handlers

Declaration: function FpPipe(var fildes: TFileDes) : cint

Visibility: default

Description: FpPipe creates a pipe, i.e. two file objects, one for input, one for output. The filehandles are returned in the array fildes. The input handle is in the 0-th element of the array, the output handle is in the 1-st element.

The function returns zero if everything went successfully, a nonzero return value indicates an error.

Errors: In case the function fails, the following return values are possible:

sys_emfile Too many file descriptors for this process.

sys_enfile The system file table is full.

See also: `#rtl.unix.POpen` (1956), `fpMkFifo` (193)

Listing: `./bunixex/ex36.pp`

Program Example36;

{ Program to demonstrate the AssignPipe function. }

Uses BaseUnix, Unix;

Var pipi, pipo : Text;
s : String;

begin

```

Writeln ( 'Assigning Pipes.' );
If assignpipe ( pipi, pipo ) <> 0 then
  Writeln ( 'Error assigning pipes !', fpgeterrno );
Writeln ( 'Writing to pipe, and flushing.' );
Writeln ( pipo, 'This is a textstring' ); close ( pipo );
Writeln ( 'Reading from pipe.' );
While not eof ( pipi ) do
  begin
    Readln ( pipi, s );
    Writeln ( 'Read from pipe : ', s );
  end;
close ( pipi );
writeln ( 'Closed pipes.' );
writeln
end.

```

1.4.52 FpPoll

Synopsis: Poll a file descriptor for events.

Declaration: `function FpPoll (fds: ppollfd; nfd: cuint; timeout: clong) : cint`

Visibility: default

Description: `fpPoll` waits for events on file descriptors. `fds` points to an array of `tpollfd` records, each of these records describes a file descriptor on which to wait for events. The number of file descriptors is given by `nfd`. `>timeout` specifies the maximum time (in milliseconds) to wait for events.

On timeout, the result value is 0. If an event occurred on some descriptors, then the return value is the number of descriptors on which an event (or error) occurred. The `revents` field of the `tpollfd` records will contain the events for the file descriptor it described.

See also: `tpollfd` (166)

1.4.53 FpRead

Synopsis: Positional read: read from file descriptor at a certain position.

Declaration: `function FpPRead(fd: cint; buf: PChar; nbytes: TSize; offset: TOff) : TsSize`
`function FppRead(fd: cint; var buf; nbytes: TSize; offset: TOff) : TsSize`

Visibility: default

Description: `FpPRead` reads `nbytes` bytes from file descriptor `fd` into buffer `buf` starting at offset `offset`. `Offset` is measured from the start of the file. This function can only be used on files, not on pipes or sockets (i.e. any seekable file descriptor).

The function returns the number of bytes actually read, or -1 on error.

Errors: On error, -1 is returned.

See also: `FpReadV` (204), `FpPWrite` (201)

1.4.54 FppWrite

Synopsis: Positional write: write to file descriptor at a certain position.

Declaration: `function FpPWrite(fd: cint; buf: PChar; nbytes: TSize; offset: TOff) : TsSize`
`function FppWrite(fd: cint; const buf; nbytes: TSize; offset: TOff) : TsSize`

Visibility: default

Description: `FppWrite` writes `nbytes` bytes from buffer `buf` into file descriptor `fd` starting at offset `offset`. `Offset` is measured from the start of the file. This function can only be used on files, not on pipes or sockets (i.e. any seekable file descriptor).

The function returns the number of bytes actually written, or -1 on error.

Errors: On error, -1 is returned.

See also: `FpPRead` (200), `FpWriteV` (223)

1.4.55 FpRead

Synopsis: Read data from file descriptor

Declaration: `function FpRead(fd: cint; buf: PChar; nbytes: TSize) : TsSize`
`function FpRead(fd: cint; var buf; nbytes: TSize) : TsSize`

Visibility: default

Description: `FpdRead` reads at most `nbytes` bytes from the file descriptor `fd`, and stores them in `buf`.

The function returns the number of bytes actually read, or -1 if an error occurred. No checking on the length of `buf` is done.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpOpen` (197), `FpClose` (175), `FpWrite` (222), `FpFTruncate` (183), `FpLSeek` (191)

Listing: `./bunixex/ex20.pp`

```

Program Example20;

{ Program to demonstrate the fdRead and fdTruncate functions. }

Uses BaseUnix;

Const Data : string[10] = '1234567890';

Var FD : cint;
    l : longint;

begin
  FD:=fpOpen('test.dat',o_wronly or o_creat,&666);
  if fd>0 then
    begin
      { Fill file with data }
      for l:=1 to 10 do
        if fpWrite (FD,Data[1],10)<>10 then
          begin
            writeln ('Error when writing !');
            halt(1);
          end;
        fpClose(FD);
        FD:=fpOpen('test.dat',o_rdonly);
        { Read data again }
        if FD>0 then
          begin
            For l:=1 to 5 do
              if fpRead (FD,Data[1],10)<>10 then
                begin
                  Writeln ('Error when Reading !');
                  Halt(2);
                end;
              fpClose(FD);
              { Truncating file at 60 bytes }
              { For truncating , file must be open or write }
              FD:=fpOpen('test.dat',o_wronly,&666);
              if FD>0 then
                begin
                  if fpfTruncate(FD,60)<>0 then
                    Writeln('Error when truncating !');
                  fpClose (FD);
                end;
              end;
            end;
          end;
        end;
      end.

```

1.4.56 FpReaddir

Synopsis: Read entry from directory

Declaration: `function FpReaddir(var dirp: Dir) : pDirent`

Visibility: default

Description: `FpReadDir` reads the next entry in the directory pointed to by `dirp`. It returns a `pdirent` pointer to a `dirent` (155) record describing the entry. If the next entry can't be read, `Nil` is returned.

For an example, see `FpOpenDir` (198).

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpCloseDir` (175), `FpOpenDir` (198)

1.4.57 `fpReadLink`

Synopsis: Read destination of symbolic link

Declaration: `function fpReadLink(name: PChar; linkname: PChar; maxlen: size_t) : cint`
`function fpReadLink(const Name: RawByteString) : RawByteString`

Visibility: default

Description: `fpReadLink` returns the file the symbolic link `name` is pointing to. The first form of this function accepts a buffer `linkname` of length `maxlen` where the filename will be stored. It returns the actual number of characters stored in the buffer.

The second form of the function returns simply the name of the file.

Errors: On error, the first form of the function returns -1; the second one returns an empty string. Extended error information is returned by the `FpGetErrno` (185) function.

SYS_ENOTDIRA part of the path in `Name` is not a directory.

SYS_EINVAL`maxlen` is not positive, or the file is not a symbolic link.

SYS_ENAMETOOLONGA pathname, or a component of a pathname, was too long.

SYS_ENOENTthe link `name` does not exist.

SYS_EACCESNo permission to search a directory in the path

SYS_ELOOPToo many symbolic links were encountered in translating the pathname.

SYS_EIOAn I/O error occurred while reading from the file system.

SYS_EFAULTThe buffer is not part of the process's memory space.

SYS_ENOMEMNot enough kernel memory was available.

See also: `FpSymLink` (215)

Listing: `./unixex/ex62.pp`

Program `Example62`;

{ Program to demonstrate the ReadLink function. }

Uses `BaseUnix, Unix`;

Var `F : Text;`
`S : String;`

begin

```
Assign (F, 'test.txt');
Rewrite (F);
Writeln (F, 'This is written to test.txt');
Close(f);
{ new.txt and test.txt are now the same file }
if fpSymLink ('test.txt', 'new.txt') <> 0 then
  writeln ('Error when symlinking !');
S:=fpReadLink('new.txt');
```



```

If S=' ' then
  Writeln ( 'Error reading link !' )
Else
  Writeln ( 'Link points to : ',S);
  { Now remove links }
If fpUnlink ( 'new.txt ' ) <> 0 then
  Writeln ( 'Error when unlinking !' );
If fpUnlink ( 'test.txt ' ) <> 0 then
  Writeln ( 'Error when unlinking !' );
end.

```

1.4.58 FpReadV

Synopsis: Vector read: Read into multiple buffers

Declaration: `function FpReadV(fd: cint; const iov: piovec; iovcnt: cint) : TsSize`

Visibility: default

Description: `FpReadV` reads data from file descriptor `fd` and writes it into `iovcnt` buffers described by the `iovec` (166) buffers pointed to by `iov`. It works like `fpRead` (201) only on multiple buffers.

Errors: On error, -1 is returned.

See also: `FpWriteV` (223), `FpPWrite` (201), `FpPRead` (200)

1.4.59 FpRename

Synopsis: Rename file

Declaration: `function FpRename(old: PChar; newpath: PChar) : cint`
`function FpRename(const old: RawByteString;`
`const newpath: RawByteString) : cint`

Visibility: default

Description: `FpRename` renames the file `Old` to `NewPath`. `NewPath` can be in a different directory than `Old`, but it cannot be on another partition (device). Any existing file on the new location will be replaced.

If the operation fails, then the `Old` file will be preserved.

The function returns zero on succes, a nonzero value indicates failure.

Note: There exist a portable alterative to `fpRename`: `system.rename`. Please use `fpRename` only if you are writing Unix specific code. `System.rename` will work on all operating systems.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

`sys_eisdir``NewPath` exists and is a directory, but `Old` is not a directory.

`sys_exdev``NewPath` and `Old` are on different devices.

`sys_enotempty` or `sys_eexist``NewPath` is an existing, non-empty directory.

`sys_ebusy``Old` or `NewPath` is a directory and is in use by another process.

`sys_einval``NewPath` is part of `Old`.

`sys_emlink``OldPath` or `NewPath` already have tha maximum amount of links pointing to them.

`sys_enotdir`part of `Old` or `NewPath` is not directory.

`sys_efault`For the `pchar` case: One of the pointers points to an invalid address.

sys_eaccess access is denied when attempting to move the file.

sys_enametoolong Either `Old` or `NewPath` is too long.

sys_enoent a directory component in `Old` or `NewPath` didn't exist.

sys_enomem not enough kernel memory.

sys_erofs `NewPath` or `Old` is on a read-only file system.

sys_eloop too many symbolic links were encountered trying to expand `Old` or `NewPath`

sys_enosp the filesystem has no room for the new directory entry.

See also: [FpUnLink \(220\)](#)

1.4.60 FpRmdir

Synopsis: Remove a directory.

Declaration: `function FpRmdir(path: PChar) : cint`
`function FpRmdir(const path: RawByteString) : cint`

Visibility: default

Description: `FpRmdir` removes the directory `Path` from the system. The directory must be empty for this call to succeed, and the user must have the necessary permissions in the parent directory. Only the last component of the directory is removed, i.e. higher-lying directories are not removed.

On success, zero is returned. A nonzero return value indicates failure.

Note: There exist a portable alternative to `fpRmdir`: `system.rmdir`. Please use `fpRmdir` only if you are writing Unix specific code. `System.rmdir` will work on all operating systems.

Errors: Extended error information can be retrieved using `fpGetErrno (185)`.

1.4.61 fpSelect

Synopsis: Wait for events on file descriptors

Declaration: `function FPSelect(N: cint; readfds: pFDSet; writefds: pFDSet;`
`exceptfds: pFDSet; TimeOut: ptimeval) : cint`
`function fpSelect(N: cint; readfds: pFDSet; writefds: pFDSet;`
`exceptfds: pFDSet; TimeOut: cint) : cint`
`function fpSelect(var T: Text; TimeOut: ptimeval) : cint`
`function fpSelect(var T: Text; TimeOut: time_t) : cint`

Visibility: default

Description: `FpSelect` checks one of the file descriptors in the `FDSet`s to see if the following I/O operation on the file descriptors will block.

`readfds`, `writefds` and `exceptfds` are pointers to arrays of 256 bits. If you want a file descriptor to be checked, you set the corresponding element in the array to 1. The other elements in the array must be set to zero. Three arrays are passed : The entries in `readfds` are checked to see if the following read operation will block. The entries in `writefds` are checked to see if the following write operation will block, while entries in `exceptfds` are checked to see if an exception occurred on them.

You can use the functions `fpFD_ZERO (181)`, `fpFD_Clr (181)`, `fpFD_Set (181)` or `fpFD_IsSet (181)` to manipulate the individual elements of a set.

The pointers can be `Nil`.

N is the value of the largest file descriptor in one of the sets, + 1. In other words, it is the position of the last bit which is set in the array of bits.

TimeOut can be used to set a time limit. If TimeOut can be two types :

1. TimeOut is of type `ptimeval` and contains a zero time, the call returns immediately. If TimeOut is `Nil`, the kernel will wait forever, or until a status changed.
2. TimeOut is of type `cint`. If it is -1, this has the same effect as a Timeout of type `PTime` which is `Nil`. Otherwise, TimeOut contains a time in milliseconds.

When the TimeOut is reached, or one of the file descriptors has changed, the `Select` call returns. On return, it will have modified the entries in the array which have actually changed, and it returns the number of entries that have been changed. If the timeout was reached, and no descriptor changed, zero is returned; The arrays of indexes are undefined after that. On error, -1 is returned.

The variant with the text file will execute the `FpSelect` call on the file descriptor associated with the text file `T`

Errors: On error, the function returns -1. Extended error information can be retrieved using `fpGetErrno` (185).

SYS_EBADF An invalid descriptor was specified in one of the sets.

SYS_EINTR non blocked signal was caught.

SYS_EINVAL N is negative or too big.

SYS_ENOMEM `Select` was unable to allocate memory for its internal tables.

See also: `fpFD_ZERO` (181), `fpFD_Clr` (181), `fpFD_Set` (181), `fpFD_IsSet` (181)

Listing: `./bunixex/ex33.pp`

Program Example33;

{ Program to demonstrate the Select function. }

Uses BaseUnix;

Var FDS : Tfdset;

begin

`fpfd_zero(FDS);`

`fpfd_set(0,FDS);`

`Writeln ('Press the <ENTER> to continue the program.');`

{ Wait until File descriptor 0 (=Input) changes }

`fpSelect (1,@FDS, nil , nil , nil);`

{ Get rid of <ENTER> in buffer }

`readln;`

`Writeln ('Press <ENTER> key in less than 2 seconds...');`

`Fpfd_zero(FDS);`

`FpFd_set (0 ,FDS);`

`if fpSelect (1,@FDS, nil , nil ,2000)>0 then`

`Writeln ('Thank you !')`

{ FD_ISSET(0,FDS) would be true here. }

`else`

`Writeln ('Too late !');`

end.

1.4.62 `fpseterrno`

Synopsis: Set extended error information.

Declaration: `procedure fpseterrno(err: LongInt)`

Visibility: default

Description: `fpseterrno` sets the extended information on the latest error. It is called by all functions that communicate with the kernel or C library.

Unless a direct kernel call is performed, there should never be any need to call this function.

See also: `fpgeterrno` (185)

1.4.63 `FpSetgid`

Synopsis: Set the current group ID

Declaration: `function FpSetgid(gid: TGid) : cint`

Visibility: default

Description: `fpSetUID` sets the group ID of the current process. This call will only work if it is executed as root, or the program is `setgid` root.

On success, zero is returned, on error -1 is returned.

Errors: Extended error information can be retrieved with `fpGetErrNo` (185).

See also: `FpSetUid` (208), `FpGetGid` (185), `FpGetUid` (188), `FpGetEUid` (185), `FpGetEGid` (184), `FpGetPid` (186), `FpGetPPid` (187)

1.4.64 `fpSetPriority`

Synopsis: Set process priority

Declaration: `function fpSetPriority(Which: cint; Who: cint; What: cint) : cint`

Visibility: default

Description: `fpSetPriority` sets the priority with which a process is running. Which process(es) is determined by the `Which` and `Who` variables. `Which` can be one of the pre-defined constants:

Prio_Process`Who` is interpreted as process ID

Prio_PGrp`Who` is interpreted as process group ID

Prio_User`Who` is interpreted as user ID

`Prio` is a value in the range -20 to 20.

For an example, see `FpNice` (196).

The function returns zero on success, -1 on failure

Errors: Extended error information is returned by the `FpGetErrno` (185) function.

sys_esrchNo process found using `which` and `who`.

sys_einval`Which` was not one of `Prio_Process`, `Prio_Grp` or `Prio_User`.

sys_epermA process was found, but neither its effective or real user ID match the effective user ID of the caller.

sys_eaccessA non-superuser tried to a priority increase.

See also: `FpGetPriority` (187), `FpNice` (196)

1.4.65 FpSetRLimit

Synopsis: Set process resource limits

Declaration: `function FpSetRLimit(Resource: cint; rlim: PRLimit) : cint`

Visibility: default

Description: `FpGetRLimit` sets the resource limits for the current process: `resource` determines the resource of which the kernel should set the limits (one of the many `RLIMIT_*` constants). `rlim` should point to a `TRLimit` (166) record which contains the new limits for the resource indicated in `resource`.

The function returns zero if the resource limits were successfully set.

Errors: On error, -1 is returned and `fpgeterrno` (185) can be used to retrieve the error code.

See also: `FpGetRLimit` (188)

1.4.66 FpSetsid

Synopsis: Create a new session.

Declaration: `function FpSetsid : TPid`

Visibility: default

Description: `FpSetsid` creates a new session (process group). It returns the new process group id (as returned by `FpGetpgrp` (186)). This call will fail if the current process is already the process group leader.

Errors: On error, -1 is returned. Extended error information can be retrieved with `fpGetErrNo` (185)

1.4.67 fpsettimeofday

Synopsis: Set kernel time

Declaration: `function fpsettimeofday(tp: ptimeval; tzp: ptimezone) : cint`

Visibility: default

Description: `FpSetTimeOfDay` sets the kernel time to the number of seconds since 00:00, January 1 1970, GMT specified in the `tp` record. This time NOT corrected any way, not taking into account time-zones, daylight savings time and so on.

It is simply a wrapper to the kernel system call.

See also: `#rtl.unix.FPGetTimeOfDay` (1952)

1.4.68 FpSetuid

Synopsis: Set the current user ID

Declaration: `function FpSetuid(uid: TUid) : cint`

Visibility: default

Description: `fpSetUID` sets the user ID of the current process. This call will only work if it is executed as root, or the program is `setuid root`.

On success, zero is returned, on error -1 is returned.

Errors: Extended error information can be retrieved with `fpGetErrNo` (185).

See also: `FpGetGid` (185), `FpGetUid` (188), `FpGetEUid` (185), `FpGetEGid` (184), `FpGetPid` (186), `FpGetPPid` (187), `FpSetGid` (207)

1.4.69 FPSigaction

Synopsis: Install signal handler

Declaration: `function FPSigaction(sig: cint; act: psigactionrec; oact: psigactionrec) : cint`

Visibility: default

Description: `FPSigaction` changes the action to take upon receipt of a signal. `Act` and `Oact` are pointers to a `SigActionRec` (162) record. `Sig` specifies the signal, and can be any signal except **SIGKILL** or **SIGSTOP**.

If `Act` is non-nil, then the new action for signal `Sig` is taken from it. If `Oact` is non-nil, the old action is stored there. `Sa_Handler` may be `SIG_DFL` for the default action or `SIG_IGN` to ignore the signal. `Sa_Mask` Specifies which signals should be ignored during the execution of the signal handler. `Sa_Flags` Specifies a series of flags which modify the behaviour of the signal handler. You can 'or' none or more of the following :

SA_NOCLDSTOPIf `sig` is **SIGCHLD** do not receive notification when child processes stop.

SA_ONESHOT or **SA_RESETHAND**Restore the signal action to the default state once the signal handler has been called.

SA_RESTARTFor compatibility with BSD signals.

SA_NOMASK or **SA_NODEFER**Do not prevent the signal from being received from within its own signal handler.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

sys_einvalan invalid signal was specified, or it was **SIGKILL** or **SIGSTOP**.

sys_efault`Act`, `OldAct` point outside this process address space

sys_eintrSystem call was interrupted.

See also: `FpSigProcMask` (212), `FpSigPending` (212), `FpSigSuspend` (213), `FpKill` (189)

Listing: `./bunixex/ex57.pp`

Program `example57`;

```
{ Program to demonstrate the SigAction function. }

{
do a kill -USR1 pid from another terminal to see what happens.
replace pid with the real pid of this program.
You can get this pid by running 'ps'.
}
```

uses `BaseUnix`;

Var

`oa, na` : `PSigActionRec`;

Procedure `DoSig(sig : cint); cdecl`;

begin

`writeln('Receiving signal: ', sig);`

end;

```

begin
  new(na);
  new(oa);
  na^.sa_Handler:= SigActionHandler(@DoSig);
  fillchar(na^.Sa_Mask, sizeof(na^.sa_mask), #0);
  na^.Sa_Flags:=0;
  {$ifdef Linux}           // Linux specific
    na^.Sa_Restorer:= Nil;
  {$endif}
  if fpSigAction(SigUsr1, na, oa) <> 0 then
    begin
      writeln('Error: ', fpgeterrno, '.');
      halt(1);
    end;
  writeln('Send USR1 signal or press <ENTER> to exit');
  readln;
end.

```

1.4.70 FpSigAddSet

Synopsis: Set a signal in a signal set.

Declaration: `function FpSigAddSet(var nset: tsigset; signo: cint) : cint`

Visibility: default

Description: `FpSigAddSet` adds signal `Signo` to the signal set `nset`. The function returns 0 on success.

Errors: If an invalid signal number is given, -1 is returned.

See also: [FpSigEmptySet \(210\)](#), [FpSigFillSet \(211\)](#), [FpSigDelSet \(210\)](#), [FpSigIsMember \(211\)](#)

1.4.71 FpSigDelSet

Synopsis: Remove a signal from a signal set.

Declaration: `function FpSigDelSet(var nset: tsigset; signo: cint) : cint`

Visibility: default

Description: `FpSigDelSet` removes signal `Signo` to the signal set `nset`. The function returns 0 on success.

Errors: If an invalid signal number is given, -1 is returned.

See also: [FpSigEmptySet \(210\)](#), [FpSigFillSet \(211\)](#), [FpSigAddSet \(210\)](#), [FpSigIsMember \(211\)](#)

1.4.72 FpsigEmptySet

Synopsis: Clear all signals from signal set.

Declaration: `function FpsigEmptySet(var nset: tsigset) : cint`

Visibility: default

Description: `FpSigEmptySet` clears all signals from the signal set `nset`.

Errors: None. This function always returns zero.

See also: [FpSigFillSet \(211\)](#), [FpSigAddSet \(210\)](#), [FpSigDelSet \(210\)](#), [FpSigIsMember \(211\)](#)

1.4.73 FpSigFillSet

Synopsis: Set all signals in signal set.

Declaration: `function FpSigFillSet (var nset: tsigset) : cint`

Visibility: default

Description: `FpSigFillSet` sets all signals in the signal set `nset`.

Errors: None. This function always returns zero.

See also: `FpSigEmptySet` (210), `FpSigAddSet` (210), `FpSigDelSet` (210), `FpSigIsMember` (211)

1.4.74 FpSigIsMember

Synopsis: Check whether a signal appears in a signal set.

Declaration: `function FpSigIsMember (const nset: tsigset; signo: cint) : cint`

Visibility: default

Description: `FpSigIsMember` checks whether `SigNo` appears in the set `nset`. If it is a member, then 1 is returned. If not, zero is returned.

Errors: If an invalid signal number is given, -1 is returned.

See also: `FpSigEmptySet` (210), `FpSigFillSet` (211), `FpSigAddSet` (210), `FpSigDelSet` (210)

1.4.75 FpSignal

Synopsis: Install signal handler (deprecated)

Declaration: `function FpSignal (signum: LongInt; Handler: signalhandler)
: signalhandler`

Visibility: default

Description: `FpSignal` installs a new signal handler (specified by `Handler`) for signal `SigNum`.

This call has a subset of the functionality provided by the `FpSigAction` (209) call. The return value for `FpSignal` is the old signal handler, or nil on error.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

SIG_ERRAn error occurred.

See also: `FpSigAction` (209), `FpKill` (189)

Listing: `./bunixex/ex58.pp`

Program `example58;`

```
{ Program to demonstrate the Signal function. }  
  
{  
do a kill -USR1 pid from another terminal to see what happens.  
replace pid with the real pid of this program.  
You can get this pid by running 'ps'.  
}
```



```

uses BaseUnix;

Procedure DoSig(sig : cint);cdecl;

begin
  writeln('Receiving signal: ',sig);
end;

begin
  if fpSignal(SigUsrc1,SignalHandler(@DoSig))=signalhandler(SIG_ERR) then
    begin
      writeln('Error: ',fpGetErrno, '.');
      halt(1);
    end;
    Writeln('Send USR1 signal or press <ENTER> to exit');
    readln;
end.

```

1.4.76 FpSigPending

Synopsis: Return set of currently pending signals

Declaration: `function FpSigPending(var nset: tsigset) : cint`

Visibility: default

Description: `fpSigpending` allows the examination of pending signals (which have been raised while blocked.)
The signal mask of pending signals is returned.

Errors: None

See also: `fpSigAction` (209), `fpSigProcMask` (212), `fpSigSuspend` (213), `fpSignal` (211), `fpKill` (189)

1.4.77 FpSigProcMask

Synopsis: Set list of blocked signals

Declaration: `function FpSigProcMask(how: cint; nset: psigset; oset: psigset) : cint`
`function FpSigProcMask(how: cint; constref nset: tsigset;`
`var oset: tsigset) : cint`

Visibility: default

Description: Changes the list of currently blocked signals. The behaviour of the call depends on `How` :

SIG_BLOCKThe set of blocked signals is the union of the current set and the `nset` argument.

SIG_UNBLOCKThe signals in `nset` are removed from the set of currently blocked signals.

SIG_SETMASKThe list of blocked signals is set so `nset`.

If `oset` is non-nil, then the old set is stored in it.

Errors: `Errno` is used to report errors.

sys_efault`oset` or `nset` point to an adress outside the range of the process.

sys_eintrSystem call was interrupted.

See also: `fpSigAction` (209), `fpSigPending` (212), `fpSigSuspend` (213), `fpKill` (189)

1.4.78 FpSigSuspend

Synopsis: Set signal mask and suspend process till signal is received

Declaration: `function FpSigSuspend(const sigmask: tsigset) : cint`

Visibility: default

Description: `fpSigSuspend` temporarily replaces the signal mask for the process with the one given in `SigMask`, and then suspends the process until a signal is received.

Errors: None

See also: `fpSigAction` (209), `fpSigProcMask` (212), `fpSigPending` (212), `fpSignal` (211), `fpKill` (189)

1.4.79 FpSigTimedWait

Synopsis: Wait for signal, with timeout

Declaration: `function FpSigTimedWait(const sigset: tsigset; info: psigninfo; timeout: ptimespec) : cint`

Visibility: default

Description: `FpSigTimedWait` will suspend the current thread and wait for one of the signals in `sigset` to be delivered. information on the delivered signal is placed in the location provided by `info` (or in `info` itself, if the `Var` variant of the call is used). If the signal is not delivered within the time limit set in `timeout`, then the call will return -1, and `fpGetErrno` will return `EAGAIN`.

On success, the signal number is returned.

Errors: On error, -1 is returned, and extended error information can be obtained with `fpGetErrno`.

See also: `FpSigSuspend` (213)

1.4.80 FpSleep

Synopsis: Suspend process for several seconds

Declaration: `function FpSleep(seconds: cuint) : cuint`

Visibility: default

Description: `FpSleep` suspends the process till a time period as specified in `seconds` has passed, then the function returns. If the call was interrupted (e.g. by some signal) then the function may return earlier, and the return value is the remaining time till the end of the intended period.

If the function returns without error, the return value is zero.

See also: `fpPause` (199), `fpAlarm` (172), `fpNanoSleep` (195)

Listing: `./bunixex/ex73.pp`

```

program example73;

  { Program to demonstrate the FpSleep function. }

uses BaseUnix;

Var
```

```

Res : Longint;

begin
  Write('Sleep returned : ');
  Flush(Output);
  Res:=(fpSleep(10));
  Writeln(res);
  If (res<>0) then
    Writeln('Remaining seconds      : ',res);
end.

```

1.4.81 FpStat

Synopsis: Retrieve file information about a file descriptor.

Declaration: `function FpStat(path: PChar; var buf: Stat) : cint`
`function FpStat(const path: RawByteString; var buf: Stat) : cint`
`function FpStat(path: ShortString; var buf: Stat) : cint`

Visibility: default

Description: `FpFStat` gets information about the file specified in `Path`, and stores it in `Info`, which is of type `stat` (164). The function returns zero if the call was succesfull, a nonzero return value indicates failure.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

`sys_enoent`Path does not exist.

See also: `FpStat` (214), `FpLStat` (191)

Listing: `./bunixex/ex28.pp`

```

program example28;

{ Program to demonstrate the FStat function. }

uses BaseUnix;

var f : text;
    i : byte;
    info : stat;

begin
  { Make a file }
  assign (f, 'test.fil');
  rewrite (f);
  for i:=1 to 10 do writeln (f, 'Testline # ',i);
  close (f);
  { Do the call on made file. }
  if fpstat ('test.fil',info)<>0 then
    begin
      writeln('Fstat failed. Errno : ',fpgeterrno);
      halt (1);
    end;
  writeln;
  writeln ('Result of fstat on file ''test.fil''.');

```

```

writeln ( 'Inode      : ', info.st_ino );
writeln ( 'Mode       : ', info.st_mode );
writeln ( 'nlink      : ', info.st_nlink );
writeln ( 'uid        : ', info.st_uid );
writeln ( 'gid        : ', info.st_gid );
writeln ( 'rdev       : ', info.st_rdev );
writeln ( 'Size       : ', info.st_size );
writeln ( 'Blksize    : ', info.st_blksize );
writeln ( 'Blocks     : ', info.st_blocks );
writeln ( 'atime     : ', info.st_atime );
writeln ( 'mtime     : ', info.st_mtime );
writeln ( 'ctime     : ', info.st_ctime );
  { Remove file }
erase ( f );
end .

```

1.4.82 fpSymlink

Synopsis: Create a symbolic link

Declaration: `function fpSymlink(oldname: PChar; newname: PChar) : cint`

Visibility: default

Description: `SymLink` makes `NewName` point to the file in `OldName`, which doesn't necessarily exist. The two files DO NOT have the same inode number. This is known as a 'soft' link.

The permissions of the link are irrelevant, as they are not used when following the link. Ownership of the file is only checked in case of removal or renaming of the link.

The function returns zero if the call was successful, a nonzero value if the call failed.

Errors: Extended error information is returned by the `FpGetErrno` (185) function.

sys_epermThe filesystem containing `oldpath` and `newpath` does not support linking files.

sys_eaccessWrite access for the directory containing `Newpath` is disallowed, or one of the directories in `OldPath` or `NewPath` has no search (=execute) permission.

sys_enoentA directory entry in `OldPath` or `NewPath` does not exist or is a symbolic link pointing to a non-existent directory.

sys_enotdirA directory entry in `OldPath` or `NewPath` is not a directory.

sys_enomemInsufficient kernel memory.

sys_erofsThe files are on a read-only filesystem.

sys_eexist`NewPath` already exists.

sys_eloop`OldPath` or `NewPath` has a reference to a circular symbolic link, i.e. a symbolic link, whose expansion points to itself.

sys_enospcThe device containing `NewPath` has no room for another entry.

See also: `FpLink` (190), `FpUnLink` (220), `FpReadLink` (203)

Listing: `./unixex/ex22.pp`

Program Example22;

{ Program to demonstrate the SymLink and UnLink functions. }

```

Uses baseunix, Unix;

Var F : Text;
     S : String;

begin
  Assign (F, 'test.txt');
  Rewrite (F);
  Writeln (F, 'This is written to test.txt');
  Close(f);
  { new.txt and test.txt are now the same file }
  if fpSymLink ('test.txt', 'new.txt') <> 0 then
    writeln ('Error when symlinking !');
  { Removing test.txt still leaves new.txt
    Pointing now to a non-existent file ! }
  If fpUnlink ('test.txt') <> 0 then
    Writeln ('Error when unlinking !');
  Assign (f, 'new.txt');
  { This should fail, since the symbolic link
    points to a non-existent file ! }
  {$i-}
  Reset (F);
  {$i+}
  If IOResult=0 then
    Writeln ('This shouldn't happen');
  { Now remove new.txt also }
  If fpUnlink ('new.txt') <> 0 then
    Writeln ('Error when unlinking !');
end.

```

1.4.83 fpS_ISBLK

Synopsis: Is file a block device

Declaration: function fpS_ISBLK(m: TMode) : Boolean

Visibility: default

Description: FpS_ISBLK checks the file mode m to see whether the file is a block device file. If so it returns True.

See also: FpFStat (182), FpS_ISLNK (217), FpS_ISREG (218), FpS_ISDIR (217), FpS_ISCHR (216), FpS_ISFIFO (217), FpS_ISSOCK (218)

1.4.84 fpS_ISCHR

Synopsis: Is file a character device

Declaration: function fpS_ISCHR(m: TMode) : Boolean

Visibility: default

Description: FpS_ISCHR checks the file mode m to see whether the file is a character device file. If so it returns True.

See also: FpFStat (182), FpS_ISLNK (217), FpS_ISREG (218), FpS_ISDIR (217), FpS_ISBLK (216), FpS_ISFIFO (217), FpS_ISSOCK (218)

1.4.85 fpS_ISDIR

Synopsis: Is file a directory

Declaration: `function fpS_ISDIR(m: TMode) : Boolean`

Visibility: default

Description: `fpS_ISDIR` checks the file mode `m` to see whether the file is a directory. If so, it returns `True`

See also: `FpFStat` (182), `FpS_ISLNK` (217), `FpS_ISREG` (218), `FpS_ISCHR` (216), `FpS_ISBLK` (216), `fpS_ISFIFO` (217), `FpS_ISSOCK` (218)

1.4.86 fpS_ISFIFO

Synopsis: Is file a FIFO

Declaration: `function fpS_ISFIFO(m: TMode) : Boolean`

Visibility: default

Description: `FpS_ISFIFO` checks the file mode `m` to see whether the file is a fifo (a named pipe). If so it returns `True`.

See also: `FpFStat` (182), `FpS_ISLNK` (217), `FpS_ISREG` (218), `FpS_ISCHR` (216), `FpS_ISBLK` (216), `FpS_ISDIR` (217), `FpS_ISSOCK` (218)

1.4.87 fpS_ISLNK

Synopsis: Is file a symbolic link

Declaration: `function fpS_ISLNK(m: TMode) : Boolean`

Visibility: default

Description: `FpS_ISLNK` checks the file mode `m` to see whether the file is a symbolic link. If so it returns `True`

See also: `FpFStat` (182), `FpS_ISFIFO` (217), `FpS_ISREG` (218), `FpS_ISCHR` (216), `FpS_ISBLK` (216), `FpS_ISDIR` (217), `FpS_ISSOCK` (218)

Listing: `./bunixex/ex53.pp`

Program Example53;

{ Program to demonstrate the S_ISLNK function. }

Uses BaseUnix, Unix;

Var Info : Stat;

begin

```
  if fpLStat (paramstr(1), @info)=0 then
    begin
      if fpS_ISLNK(info.st_mode) then
        WriteLn ('File is a link');
      if fpS_ISREG(info.st_mode) then
        WriteLn ('File is a regular file');
      if fpS_ISDIR(info.st_mode) then
        WriteLn ('File is a directory');
```

```

    if fpS_ISCHR(info.st_mode) then
        Writeln ('File is a character device file ');
    if fpS_ISBLK(info.st_mode) then
        Writeln ('File is a block device file ');
    if fpS_ISFIFO(info.st_mode) then
        Writeln ('File is a named pipe (FIFO) ');
    if fpS_ISSOCK(info.st_mode) then
        Writeln ('File is a socket ');
    end;
end.

```

1.4.88 fpS_ISREG

Synopsis: Is file a regular file

Declaration: `function fpS_ISREG(m: TMode) : Boolean`

Visibility: default

Description: `fpS_ISREG` checks the file mode `m` to see whether the file is a regular file. If so it returns `True`

See also: `FpFStat` (182), `fpS_ISFIFO` (217), `fpS_ISLNK` (217), `fpS_ISCHR` (216), `fpS_ISBLK` (216), `fpS_ISDIR` (217), `FPS_ISSOCK` (218)

1.4.89 fpS_ISSOCK

Synopsis: Is file a Unix socket

Declaration: `function fpS_ISSOCK(m: TMode) : Boolean`

Visibility: default

Description: `fpS_ISSOCK` checks the file mode `m` to see whether the file is a socket. If so it returns `True`.

See also: `FpFStat` (182), `fpS_ISFIFO` (217), `fpS_ISLNK` (217), `fpS_ISCHR` (216), `fpS_ISBLK` (216), `fpS_ISDIR` (217), `fpS_ISREG` (218)

1.4.90 fptime

Synopsis: Return the current Unix time

Declaration: `function FpTime(var tloc: TTime) : TTime`
`function fptime : time_t`

Visibility: default

Description: `FpTime` returns the number of seconds since 00:00:00 GMT, January 1, 1970. It is adjusted to the local time zone, but not to DST. The result is also stored in `tloc`, if it is specified.

Errors: On error, -1 is returned. Extended error information can be retrieved using `fpGetErrno` (185).

Listing: `./bunixex/ex1.pp`

```

Program Example1;

{ Program to demonstrate the fptime function. }

Uses baseunix;

begin
  Write ( 'Secs past the start of the Epoch (00:00 1/1/1980) : ');
  Writeln ( fptime );
end.

```

1.4.91 FpTimes

Synopsis: Return execution times for the current process

Declaration: `function FpTimes(var buffer: tms) : TClock`

Visibility: default

Description: `fpTimes` stores the execution time of the current process and child processes in `buffer`.

The return value (on Linux) is the number of clock ticks since boot time. On error, -1 is returned, and extended error information can be retrieved with `fpGetErrno` (185).

See also: `fpUtime` (220)

1.4.92 FpUmask

Synopsis: Set file creation mask.

Declaration: `function FpUmask(cmask: TMode) : TMode`

Visibility: default

Description: `fpUmask` changes the file creation mask for the current user to `cmask`. The current mask is returned.

See also: `fpChmod` (173)

Listing: `./bunixex/ex27.pp`

```

Program Example27;

{ Program to demonstrate the Umask function. }

Uses BaseUnix;

begin
  Writeln ( 'Old Umask was : ', fpUmask(&111));
  Writeln ( 'New Umask is : ', &111);
end.

```

1.4.93 FpUname

Synopsis: Return system name.

Declaration: `function FpUname(var name: UtsName) : cint`

Visibility: default

Description: `Uname` gets the name and configuration of the current Linux kernel, and returns it in the name record.

On success, 0 is returned, on error, -1 is returned.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpUtime` (220)

1.4.94 FpUnlink

Synopsis: Unlink (i.e. remove) a file.

Declaration: `function FpUnlink(path: PChar) : cint`
`function FpUnlink(const path: RawByteString) : cint`

Visibility: default

Description: `FpUnlink` decreases the link count on file `Path`. `Path` can be of type `AnsiString` or `PChar`. If the link count is zero, the file is removed from the disk.

The function returns zero if the call was successful, a nonzero value indicates failure.

Note: There exist a portable alternative to erase files: `system.erase`. Please use `fpUnlink` only if you are writing Unix specific code. `System.erase` will work on all operating systems.

For an example, see `FpLink` (190).

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

sys_eaccess You have no write access right in the directory containing `Path`, or you have no search permission in one of the directory components of `Path`.

sys_eperm The directory containing `pathname` has the sticky-bit set and the process's effective uid is neither the uid of the file to be deleted nor that of the directory containing it.

sys_enoent A component of the path doesn't exist.

sys_enotdir A directory component of the path is not a directory.

sys_eisdir `Path` refers to a directory.

sys_enomem Insufficient kernel memory.

sys_erofs `Path` is on a read-only filesystem.

See also: `FpLink` (190), `FpSymLink` (215)

1.4.95 FpUtime

Synopsis: Set access and modification times of a file (touch).

Declaration: `function FpUtime(path: PChar; times: pUtimBuf) : cint`
`function FpUtime(const path: RawByteString; times: pUtimBuf) : cint`

Visibility: default

Description: `FpUtime` sets the access and modification times of the file specified in `Path`. The `times` record contains 2 fields, `actime`, and `modtime`, both of type `time_t` (commonly a `longint`). They should be filled with an epoch-like time, specifying, respectively, the last access time, and the last modification time. For some filesystem (most notably, FAT), these times are the same.

The function returns zero on success, a nonzero return value indicates failure.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

sys_eaccess One of the directories in `Path` has no search (=execute) permission.

sys_enoent A directory entry in `Path` does not exist or is a symbolic link pointing to a non-existent directory.

Other errors may occur, but aren't documented.

See also: `FpTime` (218), `FpChown` (174), `FpAccess` (171)

Listing: `./bunixex/ex25.pp`

Program `Example25`;

{ Program to demonstrate the UTime function. }

Uses `Dos, BaseUnix, Unix, UnixUtil`;

Var `utim : utimbuf;`
`dow, msec, year, month, day, hour, minute, second : Word;`

begin

```
{ Set access and modification time of executable source }
GetTime ( hour, minute, second, msec);
GetDate ( year, month, day, dow);
utim.actime := LocalToEpoch ( year, month, day, hour, minute, second );
utim.modtime := utim.actime;
if Fputime ( 'ex25.pp', @utim) <> 0 then
  writeln ( 'Call to UTime failed !' )
else
  begin
    Write ( 'Set access and modification times to : ');
    Write ( Hour:2, ':', minute:2, ':', second, ', ', ' ');
    Writeln ( Day:2, '/', month:2, '/', year:4 );
  end;
end.
```

1.4.96 FpWait

Synopsis: Wait for a child to exit.

Declaration: `function FpWait (var stat_loc: cint) : TPid`

Visibility: `default`

Description: `fpWait` suspends the current process and waits for any child to exit or stop due to a signal. It reports the exit status of the exited child in `stat_loc`.

The return value of the function is the process ID of the child that exited, or -1 on error.

Errors: Extended error information can be retrieved using `fpgetErrno` (185).

See also: `fpFork` (182), `fpExecve` (178), `fpWaitPid` (222)

1.4.97 FpWaitPid

Synopsis: Wait for a process to terminate

Declaration: `function FpWaitpid(pid: TPid; stat_loc: pcint; options: cint) : TPid`
`function FpWaitPid(pid: TPid; var Status: cint; Options: cint) : TPid`

Visibility: default

Description: `fpWaitPid` waits for a child process with process ID `Pid` to exit. The value of `Pid` can be one of the following:

Pid < -1 Causes `fpWaitPid` to wait for any child process whose process group ID equals the absolute value of `pid`.

Pid = -1 Causes `fpWaitPid` to wait for any child process.

Pid = 0 Causes `fpWaitPid` to wait for any child process whose process group ID equals the one of the calling process.

Pid > 0 Causes `fpWaitPid` to wait for the child whose process ID equals the value of `Pid`.

The `Options` parameter can be used to specify further how `fpWaitPid` behaves:

WNOHANG Causes `fpWaitpid` to return immediately if no child has exited.

WUNTRACED Causes `fpWaitPid` to return also for children which are stopped, but whose status has not yet been reported.

__WCLONE Causes `fpWaitPid` also to wait for threads created by the `#rtl.linux.Clone` (929) call.

The exit status of the process that caused `fpWaitPID` is reported in `stat_loc` or `Status`.

Upon return, it returns the process id of the process that exited, 0 if no process exited, or -1 in case of failure.

For an example, see `fpFork` (182).

Errors: Extended error information can be retrieved using `fpgetErrno` (185).

See also: `fpFork` (182), `fpExecve` (178), `fpWait` (221)

1.4.98 FpWrite

Synopsis: Write data to file descriptor

Declaration: `function FpWrite(fd: cint; buf: PChar; nbytes: TSize) : TsSize`
`function FpWrite(fd: cint; const buf; nbytes: TSize) : TsSize`

Visibility: default

Description: `FpWrite` writes at most `nbytes` bytes from `buf` to file descriptor `fd`.

The function returns the number of bytes actually written, or -1 if an error occurred.

Errors: Extended error information can be retrieved using `fpGetErrno` (185).

See also: `FpOpen` (197), `FpClose` (175), `FpRead` (201), `FpFTruncate` (183), `FpLSeek` (191)

1.4.99 FpWriteV

Synopsis: Vector write: Write from multiple buffers to a file descriptor

Declaration: `function FpWriteV(fd: cint; const iov: piovec; iovcnt: cint) : TsSize`

Visibility: default

Description: `FpWriteV` writes data to file descriptor `fd`. The data is taken from `iovcnt` buffers described by the `iovec` (166) buffers pointed to by `iov`. It works like `fpWrite` (222) only from multiple buffers.

Errors: On error, -1 is returned.

See also: `FpReadV` (204), `FpPWrite` (201), `FpPRead` (200)

1.4.100 FreeShellArgV

Synopsis: Free the result of a `CreateShellArgV` (170) function

Declaration: `procedure FreeShellArgV(p: PChar)`

Visibility: default

Description: `FreeShellArgV` frees the memory pointed to by `P`, which was allocated by a call to `CreateShellArgV` (170).

Errors: None.

See also: `CreateShellArgV` (170)

1.4.101 wexitStatus

Synopsis: Extract the exit status from the `fpWaitPID` (222) result.

Declaration: `function wexitStatus(Status: cint) : cint`

Visibility: default

Description: `WEXITSTATUS` can be used to extract the exit status from `Status`, the result of the `FpWaitPID` (222) call.

See also: `FpWaitPID` (222), `WTERMSIG` (224), `WSTOPSIG` (224), `WIFEXITED` (223), `WIFSIGNALED` (224)

1.4.102 wifexited

Synopsis: Check whether the process exited normally

Declaration: `function wifexited(Status: cint) : Boolean`

Visibility: default

Description: `WIFEXITED` checks `Status` and returns `True` if the status indicates that the process terminated normally, i.e. was not stopped by a signal.

See also: `FpWaitPID` (222), `WTERMSIG` (224), `WSTOPSIG` (224), `WIFSIGNALED` (224), `WEXITSTATUS` (223)

1.4.103 wifsignaled

Synopsis: Check whether the process was exited by a signal.

Declaration: `function wifsignaled(Status: cint) : Boolean`

Visibility: default

Description: `WIFSIGNALED` returns `True` if `Status` indicates that the process exited because it received a signal.

See also: [FpWaitPID \(222\)](#), [WTERMSIG \(224\)](#), [WSTOPSIG \(224\)](#), [WIFEXITED \(223\)](#), [WEXITSTATUS \(223\)](#)

1.4.104 wstopsig

Synopsis: Return the exit code from the process.

Declaration: `function wstopsig(Status: cint) : cint`

Visibility: default

Description: `WSTOPSIG` is an alias for [WEXITSTATUS \(223\)](#).

See also: [FpWaitPID \(222\)](#), [WTERMSIG \(224\)](#), [WIFEXITED \(223\)](#), [WIFSIGNALED \(224\)](#), [WEXITSTATUS \(223\)](#)

1.4.105 wtermsig

Synopsis: Return the signal that caused a process to exit.

Declaration: `function wtermsig(Status: cint) : cint`

Visibility: default

Description: `WTERMSIG` extracts from `Status` the signal number which caused the process to exit.

See also: [FpWaitPID \(222\)](#), [WSTOPSIG \(224\)](#), [WIFEXITED \(223\)](#), [WIFSIGNALED \(224\)](#), [WEXITSTATUS \(223\)](#)

Chapter 2

Reference for unit 'character'

2.1 Used units

Table 2.1: Used units by unit 'character'

Name	Page
System	1280
unicodedata	1894

2.2 Overview

The character unit contains the `TCharacter` ([233](#)) class, which consists mainly of class functions. It should not be constructed, but its class methods can be used. All class methods also exist as regular methods.

Many routines depend on unicode collation data to be present in the binary (or distributed on disc with the application). This data can be loaded using the routines in the `unicodedata` ([1894](#)) unit. The FPC project distributes some unicode collation data in `.bco` files which can be loaded using the `LoadCollation` ([1903](#)) routine from that unit.

2.3 Constants, types and variables

2.3.1 Types

```
TCharacterOption = (coIgnoreInvalidSequence)
```

Table 2.2: Enumeration values for type `TCharacterOption`

Value	Explanation
<code>coIgnoreInvalidSequence</code>	Ignore invalid unicodecode sequences

`TCharacterOption` is used in the `toUpper` ([233](#)) and `toLower` ([232](#)) functions to control the behaviour of the function.

TCharacterOptions = Set of TCharacterOption

TCharacterOptions is the set of TCharacterOption, used in toUpper (233) and toLower (232) functions to control the behaviour of the function.

```
TUnicodeCategory = (ucUppercaseLetter, ucLowercaseLetter,  
    ucTitlecaseLetter, ucModifierLetter, ucOtherLetter,  
    ucNonSpacingMark, ucCombiningMark, ucEnclosingMark  
,  
    ucDecimalNumber, ucLetterNumber, ucOtherNumber  
,  
    ucConnectPunctuation, ucDashPunctuation,  
    ucOpenPunctuation, ucClosePunctuation,  
    ucInitialPunctuation, ucFinalPunctuation,  
    ucOtherPunctuation, ucMathSymbol, ucCurrencySymbol,  
    ucModifierSymbol, ucOtherSymbol, ucSpaceSeparator,  
    ucLineSeparator, ucParagraphSeparator, ucControl,  
    ucFormat, ucSurrogate, ucPrivateUse, ucUnassigned)
```

Table 2.3: Enumeration values for type TUnicodeCategory

Value	Explanation
ucClosePunctuation	Punctuation, close (Pe)
ucCombiningMark	Mark, spacing combining (Mc)
ucConnectPunctuation	Punctuation, connector (Pc)
ucControl	Other, control (Cc)
ucCurrencySymbol	Symbol, currency (Sc)
ucDashPunctuation	Punctuation, dash (Pd)
ucDecimalNumber	Number, decimal digit (Nd)
ucEnclosingMark	Mark, enclosing (Me)
ucFinalPunctuation	Punctuation, final quote (Pf, may behave like Ps or Pe depending on usage)
ucFormat	Other, format (Cf)
ucInitialPunctuation	Punctuation, initial quote (Pi, may behave like Ps or Pe depending on usage)
ucLetterNumber	Number, letter (NI)
ucLineSeparator	Separator, line (Zl)
ucLowercaseLetter	Letter, lowercase (Ll)
ucMathSymbol	Symbol, math (Sm)
ucModifierLetter	Letter, modifier (Lm)
ucModifierSymbol	Symbol, modifier (Sk)
ucNonSpacingMark	Mark, nonspacing (Mn)
ucOpenPunctuation	Punctuation, open (Ps)
ucOtherLetter	Letter, other (Lo)
ucOtherNumber	Number, other (No)
ucOtherPunctuation	Punctuation, other (Po)
ucOtherSymbol	Symbol, other (So)
ucParagraphSeparator	Separator, paragraph (Zp)
ucPrivateUse	Other, private use (Co)
ucSpaceSeparator	Separator, space (Zs)
ucSurrogate	Other, surrogate (Cs)
ucTitlecaseLetter	Letter, titlecase (Lt)
ucUnassigned	Other, not assigned (including noncharacters) (Cn)
ucUppercaseLetter	Letter, uppercase (Lu)

This enumeration type contains the characterization of all possible unicode characters. It is used in the `GetUnicodeCategory` (228) and `TCharacter.GetUnicodeCategory` (235) functions.

`TUnicodeCategorySet` = Set of `TUnicodeCategory`

`TUnicodeCategorySet` is the set of `TUnicodeCategory` (226). It is used internally in the `TCharacter` (233) class.

2.4 Procedures and functions

2.4.1 ConvertFromUtf32

Synopsis: alias for `TCharacter.ConvertFromUtf32`

Declaration: `function ConvertFromUtf32(AChar: UCS4Char) : UnicodeString`

Visibility: default

Description: `ConvertFromUtf32` is a shortcut for `TCharacter.ConvertFromUtf32` (234).

See also: `TCharacter.ConvertFromUtf32` (234)

2.4.2 ConvertToUtf32

Synopsis: alias for `TCharacter.ConvertToUtf32`

Declaration:

```
function ConvertToUtf32(const AString: UnicodeString; AIndex: Integer)
    : UCS4Char; Overload
function ConvertToUtf32(const AString: UnicodeString; AIndex: Integer;
    out ACharLength: Integer) : UCS4Char; Overload
function ConvertToUtf32(const AHighSurrogate: UnicodeChar;
    const ALowSurrogate: UnicodeChar) : UCS4Char
; Overload
```

Visibility: default

Description: `ConvertToUtf32` is a shortcut for `TCharacter.ConvertToUtf32` (234).

See also: `TCharacter.ConvertToUtf32` (234)

2.4.3 GetNumericValue

Synopsis: Alias for `TCharacter.GetNumericValue`

Declaration:

```
function GetNumericValue(AChar: UnicodeChar) : Double; Overload
function GetNumericValue(const AString: UnicodeString; AIndex: Integer)
    : Double; Overload
```

Visibility: default

Description: `GetNumericValue` is a shortcut for `TCharacter.GetNumericValue` (235).

See also: `TCharacter.GetNumericValue` (235)

2.4.4 GetUnicodeCategory

Synopsis: Alias for `TCharacter.GetUnicodeCategory`

Declaration:

```
function GetUnicodeCategory(AChar: UnicodeChar) : TUnicodeCategory
    ; Overload
function GetUnicodeCategory(const AString: UnicodeString;
    AIndex: Integer) : TUnicodeCategory
; Overload
```

Visibility: default

Description: `GetUnicodeCategory` is a shortcut for `TCharacter.GetUnicodeCategory` (235).

See also: `TCharacter.GetUnicodeCategory` (235)

2.4.5 IsControl

Synopsis: Alias for `TCharacter.IsControl`

Declaration: `function IsControl(AChar: UnicodeChar) : Boolean; Overload`
`function IsControl(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsControl` is a shortcut for `TCharacter.IsControl` (235).

See also: `TCharacter.IsControl` (235)

2.4.6 IsDigit

Synopsis: Alias for `TCharacter.IsDigit`

Declaration: `function IsDigit(AChar: UnicodeChar) : Boolean; Overload`
`function IsDigit(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsDigit` is a shortcut for `TCharacter.IsDigit` (236).

See also: `TCharacter.IsDigit` (236)

2.4.7 IsHighSurrogate

Synopsis: Alias for `TCharacter.IsHighSurrogate`

Declaration: `function IsHighSurrogate(AChar: UnicodeChar) : Boolean; Overload`
`function IsHighSurrogate(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsHighSurrogate` is a shortcut for `TCharacter.IsHighSurrogate` (237)

See also: `TCharacter.IsHighSurrogate` (237)

2.4.8 IsLetter

Synopsis: Alias for `TCharacter.IsLetter`

Declaration: `function IsLetter(AChar: UnicodeChar) : Boolean; Overload`
`function IsLetter(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsLetter` is a shortcut for `TCharacter.IsLetter` (238)

See also: `TCharacter.IsLetter` (238)

2.4.9 IsLetterOrDigit

Synopsis: Alias for `TCharacter.IsLetterOrDigit`

Declaration: `function IsLetterOrDigit(AChar: UnicodeChar) : Boolean; Overload`
`function IsLetterOrDigit(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsLetterOrDigit` is a shortcut for `TCharacter.IsLetterOrDigit` (238).

See also: `TCharacter.IsLetterOrDigit` (238)

2.4.10 IsLower

Synopsis: Alias for `TCharacter.IsLower`

Declaration: `function IsLower(AChar: UnicodeChar) : Boolean; Overload`
`function IsLower(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsLower` is a shortcut for `TCharacter.IsLower` (239)

See also: `TCharacter.IsLower` (239)

2.4.11 IsLowSurrogate

Synopsis: Alias for `TCharacter.IsLowSurrogate`

Declaration: `function IsLowSurrogate(AChar: UnicodeChar) : Boolean; Overload`
`function IsLowSurrogate(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsLowSurrogate` is a shortcut for `TCharacter.IsLowSurrogate` (237)

See also: `TCharacter.IsLowSurrogate` (237)

2.4.12 IsNumber

Synopsis: Alias for `TCharacter.IsNumber`

Declaration: `function IsNumber(AChar: UnicodeChar) : Boolean; Overload`
`function IsNumber(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsNumber` is a shortcut for `TCharacter.IsNumber` (239)

See also: `TCharacter.IsNumber` (239)

2.4.13 IsPunctuation

Synopsis: Alias for `TCharacter.IsPunctuation`

Declaration: `function IsPunctuation(AChar: UnicodeChar) : Boolean; Overload`
`function IsPunctuation(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsPunctuation` is a shortcut for `TCharacter.IsPunctuation` (240)

See also: `TCharacter.IsPunctuation` (240)

2.4.14 IsSeparator

Synopsis: Alias for `TCharacter.IsSeparator`

Declaration: `function IsSeparator(AChar: UnicodeChar) : Boolean; Overload`
`function IsSeparator(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsSeparator` is a shortcut for `TCharacter.IsSeparator` (240)

See also: `TCharacter.IsSeparator` (240)

2.4.15 IsSurrogate

Synopsis: Alias for `TCharacter.IsSurrogate`

Declaration: `function IsSurrogate(AChar: UnicodeChar) : Boolean; Overload`
`function IsSurrogate(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsSurrogate` is a shortcut for `TCharacter.IsSurrogate` (236).

See also: `TCharacter.IsSurrogate` (236)

2.4.16 IsSurrogatePair

Synopsis: Alias for `TCharacter.IsSurrogatePair`

Declaration: `function IsSurrogatePair(const AHighSurrogate: UnicodeChar;`
`const ALowSurrogate: UnicodeChar) : Boolean`
`; Overload`
`function IsSurrogatePair(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsSurrogatePair` is a shortcut for `TCharacter.IsSurrogatePair` (237)

See also: `TCharacter.IsSurrogatePair` (237)

2.4.17 IsSymbol

Synopsis: Alias for `TCharacter.IsSymbol`

Declaration: `function IsSymbol(AChar: UnicodeChar) : Boolean; Overload`
`function IsSymbol(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsSymbol` is a shortcut for `TCharacter.IsSymbol` (240)

See also: `TCharacter.IsSymbol` (240)

2.4.18 IsUpper

Synopsis: Alias for `TCharacter.IsUpper`

Declaration: `function IsUpper(AChar: UnicodeChar) : Boolean; Overload`
`function IsUpper(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsUpper` is a shortcut for `TCharacter.IsUpper` (241)

See also: `TCharacter.IsUpper` (241)

2.4.19 IsWhiteSpace

Synopsis: Alias for `TCharacter.IsWhiteSpace`

Declaration: `function IsWhiteSpace(AChar: UnicodeChar) : Boolean; Overload`
`function IsWhiteSpace(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload`

Visibility: default

Description: `IsWhiteSpace` is a shortcut for `TCharacter.IsWhiteSpace` (241)

See also: `TCharacter.IsWhiteSpace` (241)

2.4.20 ToLower

Synopsis: Alias for `TCharacter.ToLower`

Declaration: `function ToLower(AChar: UnicodeChar) : UnicodeChar; Overload`
`function ToLower(const AString: UnicodeString) : UnicodeString`
`; Overload`

Visibility: default

Description: `ToLower` is a shortcut for `TCharacter.ToLower` (242)

See also: `TCharacter.ToLower` (242)

2.4.21 ToUpper

Synopsis: Alias for `TCharacter.ToUpper`

Declaration: `function ToUpper(AChar: UnicodeChar) : UnicodeChar; Overload`
`function ToUpper(const AString: UnicodeString) : UnicodeString`
`; Overload`

Visibility: default

Description: `ToUpper` is a shortcut for `TCharacter.ToUpper` (242)

See also: `TCharacter.ToUpper` (242)

2.5 TCharacter

2.5.1 Description

`TCharacter` is provided for Delphi compatibility. All its class functions and methods are also available as regular functions.

2.5.2 Method overview

Page	Method	Description
234	<code>ConvertFromUtf32</code>	Convert a UTF32 character to <code>UnicodeString</code>
234	<code>ConvertToUtf32</code>	Convert a UTF16 character to a UTF32 character
233	<code>Create</code>	Constructor (do not call)
235	<code>GetNumericValue</code>	Get the numeric value of the character
235	<code>GetUnicodeCategory</code>	Get the unicode category of a character
235	<code>IsControl</code>	Check whether a unicode character is a unicode control character
236	<code>IsDigit</code>	Check whether a unicode character is a digit
237	<code>IsHighSurrogate</code>	Check whether a unicode character is a surrogate in the high range
238	<code>IsLetter</code>	Check if a unicode character is a letter.
238	<code>IsLetterOrDigit</code>	Check if a unicode character is a letter or digit
239	<code>IsLower</code>	Check if a unicode character is a lowercase letter
237	<code>IsLowSurrogate</code>	Check whether a unicode character is a surrogate in the low range
239	<code>IsNumber</code>	Check if a unicode character is a number
240	<code>IsPunctuation</code>	Check if a unicode character is a punctuation character
240	<code>IsSeparator</code>	Check if a unicode character is a separator character
236	<code>IsSurrogate</code>	Check whether a unicode character is a surrogate
237	<code>IsSurrogatePair</code>	Check if a pair of characters is a set of high/low surrogate characters
240	<code>IsSymbol</code>	Check if a unicode character is a symbol character
241	<code>IsUpper</code>	Check whether a unicode character is an uppercase letter
241	<code>IsWhiteSpace</code>	Check whether a unicode character is a whitespace character
242	<code>ToLower</code>	Convert a character or string to lowercase
242	<code>ToUpper</code>	Convert a character or string to uppercase

2.5.3 TCharacter.Create

Synopsis: Constructor (do not call)

Declaration: `constructor Create`

Visibility: public

Description: `Create` is provided for completeness and Delphi compatibility, but should not be called in FPC code, it will raise an exception.

Errors: Any attempt to call `Create` will result in an exception being raised.

2.5.4 TCharacter.ConvertFromUtf32

Synopsis: Convert a UTF32 character to `UnicodeString`

Declaration: `class function ConvertFromUtf32(AChar: UCS4Char) : UnicodeString; Static`

Visibility: `public`

Description: `TCharacter.ConvertFromUtf32` converts a single UTF32 character `AChar` to a UTF16 string. This is the opposite of `TCharacter.ConvertToUtf32` (234).

The result is a string, since multiple UTF16 characters can be needed to encode a single UTF32 character.

Errors: If `AChar` is not in the valid range of UTF32 characters, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `EArgumentOutOfRangeException` (225), `TCharacter.ConvertToUtf32` (234)

2.5.5 TCharacter.ConvertToUtf32

Synopsis: Convert a UTF16 character to a UTF32 character

Declaration: `class function ConvertToUtf32(const AString: UnicodeString; AIndex: Integer) : UCS4Char; Overload; Static`
`class function ConvertToUtf32(const AString: UnicodeString; AIndex: Integer; out ACharLength: Integer) : UCS4Char; Overload; Static`
`class function ConvertToUtf32(const AHighSurrogate: UnicodeChar; const ALowSurrogate: UnicodeChar) : UCS4Char; Overload; Static`

Visibility: `public`

Description: `TCharacter.ConvertToUtf32` converts a UTF16-encoded unicode character to a `Unicode32` character. This is the opposite of `TCharacter.ConvertFromUtf32` (234). The function exists in several overloaded versions, to be able to present the unicode character in one of 2 ways:

1. As a position `AIndex` (in `unicodchar` units) in a string `AString` to a `Unicode32` character. The source is a string, since multiple UTF16 characters can be needed to encode a single UTF32 character. In this form, optionally, the character length (1 or 2) can be returned in `ACharLength`.
2. As 2 UTF16 unicode characters, representing the high and low surrogate pairs: `AHighSurrogate` and `ALowSurrogate`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `TCharacter.ConvertFromUtf32` (234), `EArgumentOutOfRangeException` (225), `EArgumentOutOfRangeException` (225)

2.5.6 TCharacter.GetNumericValue

Synopsis: Get the numeric value of the character

```
Declaration: class function GetNumericValue(AChar: UnicodeChar) : Double; Overload
                ; Static
            class function GetNumericValue(const AString: UnicodeString;
                AIndex: Integer) : Double; Overload
                ; Static
```

Visibility: public

Description: `TCharacter.GetNumericValue` returns the numerical value (ID) of the unicode character. The character can be presented in 2 ways: `AChar`, a UTF16 unicode character, or a surrogate pair in a unicode string `AString` starting at position `AIndex`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `TCharacter.GetUnicodeCategory` (235)

2.5.7 TCharacter.GetUnicodeCategory

Synopsis: Get the unicode category of a character

```
Declaration: class function GetUnicodeCategory(AChar: UnicodeChar) : TUnicodeCategory
                ; Overload; Static
            class function GetUnicodeCategory(const AString: UnicodeString;
                AIndex: Integer) : TUnicodeCategory
                ; Overload; Static
```

Visibility: public

Description: `TCharacter.GetUnicodeCategory` returns the unicode category of a character. The character can be presented in 2 ways: `AChar`, a UTF16 unicode character, or a surrogate pair in a unicode string `AString` starting at position `AIndex`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `TUnicodeCategory` (226)

2.5.8 TCharacter.IsControl

Synopsis: Check whether a unicode character is a unicode control character

```
Declaration: class function IsControl(AChar: UnicodeChar) : Boolean; Overload
                ; Static
            class function IsControl(const AString: UnicodeString; AIndex: Integer)
                : Boolean; Overload; Static
```

Visibility: public

Description: `IsControl` returns `True` if a unicode character has category `ucControl`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `GetUnicodeCategory` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSeparator` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.9 TCharacter.IsDigit

Synopsis: Check whether a unicode character is a digit

Declaration: `class function IsDigit(AChar: UnicodeChar) : Boolean; Overload; Static`
`class function IsDigit(const AString: UnicodeString; AIndex: Integer)`
`: Boolean; Overload; Static`

Visibility: public

Description: `IsDigit` returns `True` if a unicode character has category `ucDecimalNumber`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSeparator` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.10 TCharacter.IsSurrogate

Synopsis: Check whether a unicode character is a surrogate

Declaration: `class function IsSurrogate(AChar: UnicodeChar) : Boolean; Overload`
`; Static`
`class function IsSurrogate(const AString: UnicodeString;`
`AIndex: Integer) : Boolean; Overload; Static`

Visibility: public

Description: `IsSurrogate` returns `True` if a unicode character has category `ucSurrogate`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `EArgumentException` (225), `IsControl` (235), `IsDigit` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.11 TCharacter.IsHighSurrogate

Synopsis: Check whether a unicode character is a surrogate in the high range

Declaration:

```
class function IsHighSurrogate(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsHighSurrogate(const AString: UnicodeString;
    AIndex: Integer) : Boolean; Overload
    ; Static
```

Visibility: public

Description: `IsHighSurrogate` returns `True` if a unicode character has category `ucSurrogate` and is in the high range of the surrogate characters (between `HIGH_SURROGATE_BEGIN` and `HIGH_SURROGATE_END`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `EArgumentException` (225), `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsLowSurrogate` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.12 TCharacter.IsLowSurrogate

Synopsis: Check whether a unicode character is a surrogate in the low range

Declaration:

```
class function IsLowSurrogate(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsLowSurrogate(const AString: UnicodeString;
    AIndex: Integer) : Boolean; Overload
    ; Static
```

Visibility: public

Description: `IsLowSurrogate` returns `True` if a unicode character has category `ucSurrogate` and is in the low range of the surrogate characters (between `LOW_SURROGATE_BEGIN` and `LOW_SURROGATE_END`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `EArgumentException` (225), `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.13 TCharacter.IsSurrogatePair

Synopsis: Check if a pair of characters is a set of high/low surrogate characters

Declaration:

```
class function IsSurrogatePair(const AHighSurrogate: UnicodeChar;
    const ALowSurrogate: UnicodeChar)
    : Boolean; Overload; Static
```

```
class function IsSurrogatePair(const AString: UnicodeString;
                              AIndex: Integer) : Boolean; Overload
; Static
```

Visibility: public

Description: `IsSurrogatePair` returns `True` if `AHighSurrogate` and `ALowSurrogate` form a valid unicode surrogate pair. (`AHighSurrogate` is a high surrogate and `ALowSurrogate` a matching low surrogate) The character can be specified as a UTF16 character `AChar` or a pair of UTF16 encoded characters starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `EArgumentOutOfRangeException` (225), `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.14 TCharacter.IsLetter

Synopsis: Check if a unicode character is a letter.

```
Declaration: class function IsLetter(AChar: UnicodeChar) : Boolean; Overload
; Static
class function IsLetter(const AString: UnicodeString; AIndex: Integer)
: Boolean; Overload; Static
```

Visibility: public

Description: `IsLetter` returns `True` if a unicode character has category that is one of the letter categories (`ucUppercaseLetter`, `ucLowercaseLetter`, `ucTitlecaseLetter`, `ucModifierLetter`, `ucOtherLetter`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an

See also: `EArgumentOutOfRangeException` (225), `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.15 TCharacter.IsLetterOrDigit

Synopsis: Check if a unicode character is a letter or digit

```
Declaration: class function IsLetterOrDigit(AChar: UnicodeChar) : Boolean; Overload
; Static
class function IsLetterOrDigit(const AString: UnicodeString;
                              AIndex: Integer) : Boolean; Overload
; Static
```

Visibility: public

Description: `IsLetterOrDigit` returns `True` if a unicode character has category that is one of the letter categories (`ucUppercaseLetter`, `ucLowercaseLetter`, `ucTitlecaseLetter`, `ucModifierLetter`, `ucOtherLetter`, `ucDecimalNumber`, `ucLetterNumber`). The character can be specified as

a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: [IsControl](#) (235), [IsDigit](#) (236), [IsSurrogate](#) (236), [IsHighSurrogate](#) (237), [IsLowSurrogate](#) (237), [IsSurrogatePair](#) (237), [IsLetter](#) (238), [IsLower](#) (239), [IsNumber](#) (239), [IsPunctuation](#) (240), [IsSymbol](#) (240), [IsUpper](#) (241), [IsWhiteSpace](#) (241)

2.5.16 TCharacter.IsLower

Synopsis: Check if a unicode character is a lowercase letter

Declaration:

```
class function IsLower(AChar: UnicodeChar) : Boolean; Overload; Static
class function IsLower(const AString: UnicodeString; AIndex: Integer)
    : Boolean; Overload; Static
```

Visibility: public

Description: `IsLower` returns `True` if a unicode character has category `ucLowercaseLetter`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: [IsControl](#) (235), [IsDigit](#) (236), [IsSurrogate](#) (236), [IsHighSurrogate](#) (237), [IsLowSurrogate](#) (237), [IsSurrogatePair](#) (237), [IsLetter](#) (238), [IsLetterOrDigit](#) (238), [IsNumber](#) (239), [IsPunctuation](#) (240), [IsSymbol](#) (240), [IsUpper](#) (241), [IsWhiteSpace](#) (241)

2.5.17 TCharacter.IsNumber

Synopsis: Check if a unicode character is a number

Declaration:

```
class function IsNumber(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsNumber(const AString: UnicodeString; AIndex: Integer)
    : Boolean; Overload; Static
```

Visibility: public

Description: `IsNumber` returns `True` if a unicode character has category that is one of the number categories (`ucDecimalNumber`, `ucLetterNumber`, `ucOtherNumber`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: [IsControl](#) (235), [IsDigit](#) (236), [IsSurrogate](#) (236), [IsHighSurrogate](#) (237), [IsLowSurrogate](#) (237), [IsSurrogatePair](#) (237), [IsLetter](#) (238), [IsLetterOrDigit](#) (238), [IsLower](#) (239), [IsNumber](#) (239), [IsPunctuation](#) (240), [IsSymbol](#) (240), [IsUpper](#) (241), [IsWhiteSpace](#) (241)

2.5.18 TCharacter.IsPunctuation

Synopsis: Check if a unicode character is a punctuation character

Declaration:

```
class function IsPunctuation(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsPunctuation(const AString: UnicodeString;
    AIndex: Integer) : Boolean; Overload
    ; Static
```

Visibility: public

Description: `IsPunctuation` returns `True` if a unicode character has category that is one of the punctuation categories (`ucConnectPunctuation`, `ucDashPunctuation`, `ucOpenPunctuation`, `ucClosePunctuation`, `ucInitialPunctuation`, `ucFinalPunctuation`, `ucOtherPunctuation`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.19 TCharacter.IsSeparator

Synopsis: Check if a unicode character is a separator character

Declaration:

```
class function IsSeparator(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsSeparator(const AString: UnicodeString;
    AIndex: Integer) : Boolean; Overload; Static
```

Visibility: public

Description: `IsSeparator` returns `True` if a unicode character has category that is one of the separator categories (`ucSpaceSeparator`, `ucLineSeparator`, `ucParagraphSeparator`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (225) exception is raised.

See also: `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSymbol` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.20 TCharacter.IsSymbol

Synopsis: Check if a unicode character is a symbol character

Declaration:

```
class function IsSymbol(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsSymbol(const AString: UnicodeString; AIndex: Integer)
    : Boolean; Overload; Static
```

Visibility: public

Description: `IsSymbol` returns `True` if a unicode character has category that is one of the symbol categories (`ucMathSymbol`, `ucCurrencySymbol`, `ucModifierSymbol`, `ucOtherSymbol`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSeparator` (240), `IsUpper` (241), `IsWhiteSpace` (241)

2.5.21 TCharacter.IsUpper

Synopsis: Check whether a unicode character is an uppercase letter

Declaration:

```
class function IsUpper(AChar: UnicodeChar) : Boolean; Overload; Static
class function IsUpper(const AString: UnicodeString; AIndex: Integer)
    : Boolean; Overload; Static
```

Visibility: public

Description: `IsUpper` returns `True` if a unicode character has category `ucUppercaseLetter`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: `IsControl` (235), `IsDigit` (236), `IsSurrogate` (236), `IsHighSurrogate` (237), `IsLowSurrogate` (237), `IsSurrogatePair` (237), `IsLetter` (238), `IsLetterOrDigit` (238), `IsLower` (239), `IsNumber` (239), `IsPunctuation` (240), `IsSeparator` (240), `IsSymbol` (240), `IsWhiteSpace` (241)

2.5.22 TCharacter.IsWhiteSpace

Synopsis: Check whether a unicode character is a whitespace character

Declaration:

```
class function IsWhiteSpace(AChar: UnicodeChar) : Boolean; Overload
    ; Static
class function IsWhiteSpace(const AString: UnicodeString;
    AIndex: Integer) : Boolean; Overload
    ; Static
```

Visibility: public

Description: `IsUpper` returns `True` if a unicode character has is a whitespace character. It checks the character properties. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (225) exception is raised. If the character at that position is not complete, an `EArgumentException` (225) exception is raised.

See also: [IsControl \(235\)](#), [IsDigit \(236\)](#), [IsSurrogate \(236\)](#), [IsHighSurrogate \(237\)](#), [IsLowSurrogate \(237\)](#), [IsSurrogatePair \(237\)](#), [IsLetter \(238\)](#), [IsLetterOrDigit \(238\)](#), [IsLower \(239\)](#), [IsNumber \(239\)](#), [IsPunctuation \(240\)](#), [IsSeparator \(240\)](#), [IsSymbol \(240\)](#), [IsUpper \(241\)](#)

2.5.23 TCharacter.ToLower

Synopsis: Convert a character or string to lowercase

```
Declaration: class function ToLower(AChar: UnicodeChar) : UnicodeChar; Overload
              ; Static
class function ToLower(const AString: UnicodeString) : UnicodeString
              ; Overload; Static
class function ToLower(const AString: UnicodeString;
              const AOptions: TCharacterOptions) : UnicodeString
              ; Overload; Static
```

Visibility: public

Description: `ToLower` converts the unicode character `AChar` or string `AString` to lowercase. Options determines the behaviour of the conversion: if `AOptions` contains `coIgnoreInvalidSequence` then no exception will be raised when the string or character contains an invalid unicode sequence. The default behaviour is to raise an `EArgumentException (225)` exception when this happens.

Errors: If an invalid character is encountered, an `EArgumentException (225)` exception is raised, unless `coIgnoreInvalidSequence` is specified in the options.

See also: [TCharacter.ToUpper \(242\)](#), [TCharacter.IsLower \(239\)](#), [TCharacter.IsUpper \(241\)](#)

2.5.24 TCharacter.ToUpper

Synopsis: Convert a character or string to uppercase

```
Declaration: class function ToUpper(AChar: UnicodeChar) : UnicodeChar; Overload
              ; Static
class function ToUpper(const AString: UnicodeString) : UnicodeString
              ; Overload; Static
class function ToUpper(const AString: UnicodeString;
              const AOptions: TCharacterOptions) : UnicodeString
              ; Overload; Static
```

Visibility: public

Description: `ToUpper` converts the unicode character `AChar` or string `AString` to uppercase. Options determines the behaviour of the conversion: if `AOptions` contains `coIgnoreInvalidSequence` then no exception will be raised when the string or character contains an invalid unicode sequence. The default behaviour is to raise an `EArgumentException (225)` exception when this happens.

Errors: If an invalid character is encountered, an `EArgumentException (225)` exception is raised, unless `coIgnoreInvalidSequence` is specified in the options.

See also: [TCharacter.ToUpper \(242\)](#), [TCharacter.IsLower \(239\)](#), [TCharacter.IsUpper \(241\)](#)

Chapter 3

Reference for unit 'charset'

3.1 Used units

Table 3.1: Used units by unit 'charset'

Name	Page
System	1280

3.2 Overview

The charset unit can be used to load single-byte character set (code page) descriptions. It is used in the `fpwidestring` ([243](#)) unit to add support for converting single-byte codepage strings to unicode strings (and vice versa).

Data of a code page may be included using one of the ready-made units, or can be loaded (in a binary form) at runtime with the `loadbinaryunicodemapping` ([246](#)) function. The binary files have the `.bcm` extension and are produced by the `creumap` utility distributed with Free Pascal.

Pre-made units are available for the following codepages: `cp895` ([243](#)), `cp932` ([243](#)), `cp936` ([243](#)), `cp949` ([243](#)) and `cp950` ([243](#)).

3.3 Constants, types and variables

3.3.1 Constants

```
BINARY_MAPPING_FILE_EXT = '.bcm'
```

`BINARY_MAPPING_FILE_EXT` contains the default extension of a file containing a binary-coded map.

3.3.2 Types

```
preversecharmapping = ^treversecharmapping
```

Pointer to `treversecharmapping`


```
punicodecharmapping = ^tunicodecharmapping
```

Pointer to tunicodecharmapping

```
punicodemap = ^tunicodemap
```

Pointer to tunicodemap

```
treversecharmapping = packed record
  unicode : tunicodechar;
  char1
  : Byte;
  char2 : Byte;
end
```

treversecharmapping describes how a unicode character can be created in terms of single-byte characters.

```
TSerializedMapHeader = packed record
  cpName : string;
  cp : UInt16
  ;
  mapLength : UInt32;
  lastChar : Int32;
  reverseMapLength : UInt32
  ;
end
```

TSerializedMapHeader is a record describing the binary map data file. The contents of this record can be found at offset zero of a (.bcm) file containing a single-byte unicode map.

```
tunicodechar = Word
```

tunicodechar is a type used to represent unicode characters in this file, it should not be used for other unicode routines.

```
tunicodecharmapping = packed record
  unicode : tunicodechar;
  flag
  : tunicodecharmappingflag;
  reserved : Byte;
end
```

tunicodecharmapping describes a unicode character. An array of these mappings is built for each character in the single-byte character set,

```
tunicodecharmappingflag = (umf_noinfo, umf_leadbyte, umf_undefined,
  umf_unused)
```

Table 3.2: Enumeration values for type `tunicodecharmappingflag`

Value	Explanation
<code>umf_leadbyte</code>	Unicode character uses leading byte
<code>umf_noinfo</code>	No extra information about unicode character
<code>umf_undefined</code>	Currently unused
<code>umf_unused</code>	Unused position in code page

`tunicodecharmappingflag` contains various Flags describing information about a unicode character.

```
tunicodemap = record
  cpname : string;
  cp : Word;
  map : punicodecharmapping
;
  lastchar : LongInt;
  reversemap : preversecharmapping;
  reversemaplength
  : LongInt;
  next : punicodemap;
  internalmap : Boolean;
end
```

`tunicodemap` describes a complete mapping between a single-byte code page and a unicode character set. It contains both a forward and backward mapping.

```
tunicodestring = ^tunicodechar
```

`tunicodestring` is a type used to represent unicode strings in this file, it should not be used for other unicode routines.

3.4 Procedures and functions

3.4.1 `getascii`

Synopsis: Convert unicode character or string to single-byte character or string.

Declaration:

```
function getascii(c: tunicodechar; p: punicodemap) : string
function getascii(c: tunicodechar; p: punicodemap; ABuffer: PAnsiChar;
  ABufferLen: LongInt) : LongInt
```

Visibility: default

Description: `getascii` converts a unicode character `c` to one or more single-byte characters according to the map in `p`. The result can be a string containing up to 2 characters, or the number of characters copied to the buffer `ABuffer` with length `ABufferLen`.

Errors: If the character cannot be translated, ASCII character 63 is returned (or copied to the buffer). In the case of the buffer variant of the function, -1 is then returned. If the buffer is not large enough, -1 is returned.

See also: `getunicode` ([246](#))

3.4.2 getmap

Synopsis: Find a codepage map

Declaration: `function getmap(const s: string) : puniconemap`
`function getmap(cp: Word) : puniconemap`

Visibility: default

Description: `getmap` looks in the registered codepage mappings and returns the mapping for the requested codepage. The codepage can be specified using a name `s` or a numerical identifier `cp`. The search is case sensitive.

Errors: if the requested map is not found, `Nil` is returned.

See also: [registermapping \(248\)](#), [registerbinarymapping \(247\)](#), [mappingavailable \(247\)](#)

3.4.3 getunicode

Synopsis: Map single-byte character to unicode character.

Declaration: `function getunicode(c: Char; p: puniconemap) : tuniconedchar`
`function getunicode(AAnsiStr: PAnsiChar; AAnsiLen: LongInt;`
`AMap: puniconemap; ADest: tuniconestring) : LongInt`

Visibility: default

Description: The first form of `getunicode` will map a single character `c` to its unicode equivalent for mapping `p`. If no equivalent can be found, 0 is returned.

The second form of `getunicode` will transform a string (specified using a pointer `AAnsiStr` to a buffer with length `AAnsiLen`) to a unicode string using single byte codepage map `AMap`. It returns the number of unicode characters. If `ADest` is `Nil` then just the number of characters is returned. If `ADest` is not `nil`, it must point to a buffer large enough to contain the unicode string, and the converted string will be copied to it.

Errors: No checking on the validity of the buffers is done.

See also: [getascii \(245\)](#)

3.4.4 loadbinaryunicodemapping

Synopsis: Load binary single-byte codepage to unicode map from file or memory

Declaration: `function loadbinaryunicodemapping(const directory: string;`
`const cpname: string) : puniconemap`
`; Overload`
`function loadbinaryunicodemapping(const filename: string) : puniconemap`
`; Overload`
`function loadbinaryunicodemapping(const AData: Pointer;`
`const ADataLength: Integer)`
`: puniconemap; Overload`

Visibility: default

Description: `loadbinaryunicodemapping` loads a binary description of a single-byte unicode mapping. The mapping can reside in a file, in which case the file to load can be specified using a filename `filename` or using a directory `directory` and codepage name `cpname`. In the latter case, a

suffix consisting of `_le` or `_be` depending on the endianness of the current platform will be appended, and the filename extension is `.bcm`. Note that the file names may be case sensitive.

The data can also be loaded from a memory block `AData` with size `ADataLength`.

It will produce an in-memory map of the file. It returns a pointer to the map, or `Nil` if something went wrong. The resulting mapping can be registered using `registermapping` (248).

Errors: On error, `Nil` is returned.

See also: `loadunicodemapping` (247), `registermapping` (248)

3.4.5 loadunicodemapping

Synopsis: Load textual single-byte codepage to unicode map from file

Declaration: `function loadunicodemapping(const cpname: string; const f: string; cp: Word) : puniconemap`

Visibility: default

Description: `loadunicodemapping` loads a text description of a single-byte unicode mapping. It will analyse the textual description in file `f`, and produce an in-memory map of the file. It returns a pointer to the map, or `Nil` if something went wrong. The unicode map name must be specified in `cpName`, and the numerical identifier in `cp`

The resulting mapping can be registered using `registermapping` (248).

Errors: On error, `Nil` is returned.

See also: `loadbinaryunicodemapping` (246), `registermapping` (248)

3.4.6 mappingavailable

Synopsis: Check if a mapping is available for a specified code page.

Declaration: `function mappingavailable(const s: string) : Boolean`
`function mappingavailable(cp: Word) : Boolean`

Visibility: default

Description: `mappingavailable` returns `True` if a mapping for a specified code page (using name `s` or numerical identifier `cp`) is available, or `False` if it is not.

See also: `registermapping` (248), `registerbinarymapping` (247), `getmap` (246)

3.4.7 registerbinarymapping

Synopsis: Load and register binary single-byte codepage to unicode map from file

Declaration: `function registerbinarymapping(const directory: string; const cpname: string) : Boolean`

Visibility: default

Description: `registerbinarymapping` calls `loadbinaryunicodemapping` (246) using `directory` and `cpname` and registers the resulting mapping, if any was successfully loaded, using `registermapping` (248). It returns `True` if the operation was successful.

Errors: On error, `False` is returned.

See also: `loadbinaryunicodemapping` (246), `registermapping` (248)

3.4.8 registermapping

Synopsis: Register mapping

Declaration: `procedure registermapping(p: puniconemap)`

Visibility: default

Description: `RegisterMapping` registers mapping `p` in the registry of single-byte codepages. No attempt is made to avoid double registrations. In case of doubles, the last registered mapping will be used first.

See also: [loadunicodemapping \(247\)](#), [loadbinaryunicodemapping \(246\)](#), [registerbinarymapping \(247\)](#)

Chapter 4

Reference for unit 'Classes'

4.1 Used units

Table 4.1: Used units by unit 'Classes'

Name	Page
rtlconsts	??
System	1280
sysutils	1538
Types	1809
typinfo	1846

4.2 Overview

This documentation describes the FPC `classes` unit. The `Classes` unit contains basic classes for the Free Component Library (FCL):

- a `TList` ([388](#)) class for maintaining lists of pointers,
- `TStringList` ([442](#)) for lists of strings,
- `TCollection` ([338](#)) to manage collections of objects
- `TStream` ([427](#)) classes to support streaming.

Furthermore it introduces methods for object persistence, and classes that understand an owner-owned relationship, with automatic memory management.

4.3 Constants, types and variables

4.3.1 Constants

`BITSHIFT = 5`

Used to calculate the size of a bits array

```
dupAccept = Types.dupAccept
```

Duplicate values can be added to the list.

```
dupError = Types.dupError
```

If an attempt is made to add a duplicate value to the list, an `EStringListError` (286) exception is raised.

```
dupIgnore = Types.dupIgnore
```

Duplicate values will not be added to the list, but no error will be triggered.

```
FilerSignature : Array[1..4] of Char = 'TPF0'
```

Constant that is found at the start of a binary stream containing a streamed component.

```
fmCreate = $FF00
```

`TFileStream.Create` (368) creates a new file if needed.

```
fmOpenRead = 0
```

`TFileStream.Create` (368) opens a file with read-only access.

```
fmOpenReadWrite = 2
```

`TFileStream.Create` (368) opens a file with read-write access.

```
fmOpenWrite = 1
```

`TFileStream.Create` (368) opens a file with write-only access.

```
MASK = 31
```

Bitmask with all bits on.

```
MaxBitFlags = $7FFFFFFE0
```

Maximum number of bits in `TBits` collection.

```
MaxBitRec = MaxBitFlags div ((cardinal) * 8)
```

Maximum number of bit records in `TBits`.

```
MaxListSize = Maxint div 16
```

This constant sets the maximum number of elements in a `TList` (388).

```
scAlt = $8000
```

Indicates ALT key in a keyboard shortcut.

```
scCtrl = $4000
```

indicates CTRL key in a keyboard shortcut.

```
scNone = 0
```

Indicates no special key is pressed in a keyboard shortcut.

```
scShift = $2000
```

Indicates Shift key in a keyboard shortcut.

```
SGUIDObserved = '{663C603C-3F3C-4CC5-823C-AC8079F979E5}'
```

Observed interface GUID as a string

```
SGUIDObserver = '{BC7376EA-199C-4C2A-8684-F4805F0691CA}'
```

Observer interface GUID as a string

```
soFromBeginning = 0
```

Seek (429) starts relative to the stream origin.

```
soFromCurrent = 1
```

Seek (429) starts relative to the current position in the stream.

```
soFromEnd = 2
```

Seek (429) starts relative to the stream end.

```
toEOF = (0)
```

Value returned by TParser.Token (407) when the end of the input stream was reached.

```
toFloat = (4)
```

Value returned by TParser.Token (407) when a floating point value was found in the input stream.

```
toInteger = (3)
```

Value returned by TParser.Token (407) when an integer was found in the input stream.

```
toString = (2)
```

Value returned by TParser.Token (407) when a string was found in the input stream.

```
toSymbol = (1)
```

Value returned by TParser.Token (407) when a symbol was found in the input stream.

```
toWString = (5)
```

Value returned by TParser.Token (407) when a wstring was found in the input stream.

4.3.2 Types

```
HMODULE = PtrInt
```

FPC doesn't support modules yet, so this is a dummy type.

```
HRSRC = TFResourceHandle deprecated
```

This type is provided for Delphi compatibility, it is used for resource streams.

```
PPointerList = ^TPointerList
```

Pointer to an array of pointers.

```
PStringItem = ^TStringItem
```

Pointer to a `TStringItem` (263) record.

```
PStringItemList = ^TStringItemList
```

Pointer to a `TStringItemList` (263).

```
TActiveXRegType = (axrComponentOnly, axrIncludeDescendants)
```

Table 4.2: Enumeration values for type `TActiveXRegType`

Value	Explanation
<code>axrComponentOnly</code>	
<code>axrIncludeDescendants</code>	

This type is provided for compatibility only, and is currently not used in Free Pascal.

```
TAlignment = (taLeftJustify, taRightJustify, taCenter)
```

Table 4.3: Enumeration values for type `TAlignment`

Value	Explanation
<code>taCenter</code>	Text is displayed centered.
<code>taLeftJustify</code>	Text is displayed aligned to the left
<code>taRightJustify</code>	Text is displayed aligned to the right.

The `TAlignment` type is used to specify the alignment of the text in controls that display a text.

```
TAncestorNotFoundEvent = procedure (Reader: TReader;
  const ComponentName: string;
  ComponentClass: TPersistentClass;
  var Component: TComponent) of object
```

This event occurs when an ancestor component cannot be found.

`TBasicActionClass = Class of TBasicAction`

`TBasicAction` (312) class reference.

`TBasicActionLinkClass = Class of TBasicActionLink`

`TBasicActionLink` (316) class reference.

`TBiDiMode = (bdLeftToRight, bdRightToLeft, bdRightToLeftNoAlign, bdRightToLeftReadingOnly)`

Table 4.4: Enumeration values for type `TBiDiMode`

Value	Explanation
<code>bdLeftToRight</code>	Texts read from left to right.
<code>bdRightToLeft</code>	Texts read from right to left.
<code>bdRightToLeftNoAlign</code>	Texts read from right to left, but not right-aligned
<code>bdRightToLeftReadingOnly</code>	Texts read from right to left

`TBiDiMode` describes bi-directional support for displaying texts.

`TBitArray = Array[0..MaxBitRec-1] of Cardinal`

Array to store bits.

`TCollectionItemClass = Class of TCollectionItem`

`TCollectionItemClass` is used by the `TCollection.ItemClass` (344) property of `TCollection` (338) to identify the descendant class of `TCollectionItem` (346) which should be created and managed.

`TCollectionNotification = (cnAdded, cnExtracting, cnDeleting)`

Table 4.5: Enumeration values for type `TCollectionNotification`

Value	Explanation
<code>cnAdded</code>	An item is added to the collection.
<code>cnDeleting</code>	An item is deleted from the collection.
<code>cnExtracting</code>	An item is extracted from the collection.

`TCollectionNotification` is used in the `TCollection` (338) class to send notifications about changes to the collection.

`TCollectionSortCompare = function(Item1: TCollectionItem; Item2: TCollectionItem) : Integer`

csWriting The properties of this component are being written to a stream. This means that a `TWriter` (484) instance is writing properties from this component to a stream.

csDestroying The component is being destroyed.

csDesigning The component is being designed in an IDE.

csAncestor The component has a design ancestor. This is used to record differences between a component and its design ancestor. For example a form `TForm2` inherited from a form `TForm1`. `TForm1` and all its components are copied to `TForm2`. `TForm2` and all its inherited components have `csAncestor` set. Only differences between `TForm1` and `TForm2` are stored in the stream of `TForm2`. The child components of a frame put onto a form have `csAncestor` too.

csInline The component is a nested top level component. For example a frame on a form. The children of the frame do not have `csInline`, unless they are other frames.

csDesignInstance The component is designed (`csDesigning`) and is a root component, meaning it has no owner (`Owner=nil`).

csFixups The component's references to other components are being fixed. While reading a component from stream, it can happen that the stream contains a component reference property with a name of a component that was not yet created and read from the stream. Such properties are saved, and the missing references are resolved when the complete stream was read. This resolving step is called fixing up references, and the `csFixups` flags is set during this step.

csFreeNotification This flag indicates that the component has free notifications registered with `TComponent.FreeNotification` (352)

```
TComponentStyle= Set of (csInheritable,csCheckPropAvail,csSubComponent
,
                        csTransient)
```

Table 4.7: Enumeration values for type

Value	Explanation
<code>csCheckPropAvail</code>	??
<code>csInheritable</code>	The component can be on inherited forms.
<code>csSubComponent</code>	Subcomponent - streamed as part of the owning component
<code>csTransient</code>	Transient component

Describes the style of the component.

```
TCreateComponentEvent = procedure(Reader: TReader;
ComponentClass: TComponentClass;
var Component: TComponent) of object
```

Event handler type, occurs when a component instance must be created when a component is read from a stream.

```
TDataModuleClass = Class of TDataModule
```

`TDataModuleClass` defines the class pointer for `TDataModule` (362).

```
TDuplicates = Types.TDuplicates
```

Type to describe what to do with duplicate values in a TStringlist (442).

```
TExceptionClass = Class of Exception
```

TExceptionClass is the class pointer for the Exception (1716) class, defined in the SysUtils (1538) unit.

```
TFilerFlag = (ffInherited, ffChildPos, ffInline)
```

Table 4.8: Enumeration values for type TFilerFlag

Value	Explanation
ffChildPos	The position of the child on it's parent is included.
ffInherited	Stored object is an inherited object.
ffInline	Used for frames.

The TFiler class uses this enumeration type to decide whether the streamed object was streamed as part of an inherited form or not.

```
TFilerFlags = Set of TFilerFlag
```

Set of TFilerFlag (256)

```
TFindAncestorEvent = procedure(Writer: TWriter; Component: TComponent
;
                                const Name: string;
                                var Ancestor: TComponent;
                                var RootAncestor: TComponent) of object
```

Event that occurs w

```
TFindComponentClassEvent = procedure(Reader: TReader;
    const ClassName: string;
    var ComponentClass: TComponentClass)
of object
```

Event handler type, occurs when a component class pointer must be found when reading a component from a stream.

```
TFindGlobalComponent = function(const Name: string) : TComponent
```

TFindGlobalComponent is a callback used to find a component in a global scope. It is used when the streaming system needs to find a component which is not part of the component which is currently being streamed. It should return the component with name Name, or Nil if none is found.

The variable FindGlobalComponent (271) is a callback of type TFindGlobalComponent. It can be set by the IDE when an unknown reference is found, to offer the designer to redirect the link to a new component.

```
TFindMethodEvent = procedure(Reader: TReader; const MethodName: string
;
var Address: CodePointer;
var Error: Boolean) of object
```

If a `TReader` (412) instance needs to locate a method and it doesn't find it in the streamed form, then the `OnFindMethod` (423) event handler will be called, if one is installed. This event can be assigned in order to use different locating methods. If a method is found, then its address should be returned in `Address`. The `Error` should be set to `True` if the reader should raise an exception after the event was handled. If it is set to `False` no exception will be raised, even if no method was found. On entry, `Error` will be set to `True`.

```
TFPObservedOperation = (ooChange, ooFree, ooAddItem, ooDeleteItem, ooCustom
)
```

Table 4.9: Enumeration values for type `TFPObservedOperation`

Value	Explanation
<code>ooAddItem</code>	An item is added to the observed object (generally a list).
<code>ooChange</code>	The observed object has changed.
<code>ooCustom</code>	Custom event.
<code>ooDeleteItem</code>	An item is deleted from the observed object (generally a list).
<code>ooFree</code>	The observed object is being freed.

`TFPObservedOperation` enumerates the possible operations that can be reported to an observer. Which of these operations is reported depends on the implementation of the observed object.

```
TGetChildProc = procedure(Child: TComponent) of object
```

Callback used when obtaining child components.

```
TGetStrProc = procedure(const S: string) of object
```

This event is used as a callback to retrieve string values. It is used, among other things, to pass along string properties in property editors.

```
THandle = System.THandle
```

This type is used as the handle for `THandleStream` (378) stream descendants

```
THelpContext = -MaxLongint..MaxLongint
```

Range type to specify help contexts.

```
THelpEvent = function(Command: Word; Data: LongInt;
var CallHelp: Boolean) : Boolean of object
```

This event is used for display of online help.

```
THelpType = (htKeyword, htContext)
```

Table 4.10: Enumeration values for type THelpType

Value	Explanation
htContext	Help type: Context ID help.
htKeyword	Help type: Keyword help

Enumeration type specifying the kind of help requested.

```
TIdentMapEntry = record
  Value : Integer;
  Name  : string;
end
```

TIdentMapEntry is used internally by the `IdentToInt` (273) and `IntToIdent` (274) calls to store the mapping between the identifiers and the integers they represent.

```
TIdentToInt = function(const Ident: string; var Int: LongInt) :
  Boolean
```

TIdentToInt is a callback used to look up identifiers (Ident) and return an integer value corresponding to this identifier (Int). The callback should return True if a value corresponding to integer Ident was found, False if not.

A callback of type TIdentToInt should be specified when an integer is registered using the `RegisterIntegerConsts` (279) call.

```
TInitComponentHandler = function(Instance: TComponent;
  RootAncestor: TClass) : Boolean
```

TInitComponentHandler is a callback type. It is used in the `InitInheritedComponent` (274) call to initialize a component. Callbacks of this type are registered with the `RegisterInitComponentHandler` (279) call.

```
TIntToIdent = function(Int: LongInt; var Ident: string) : Boolean
```

TIntToIdent is a callback used to look up integers (Ident) and return an identifier (Ident) that can be used to represent this integer value in an IDE. The callback should return True if a value corresponding to integer Ident was found, False if not.

A callback of type TIntToIdent should be specified when an integer is registered using the `RegisterIntegerConsts` (279) call.

```
TLeftRight = taLeftJustify..taRightJustify
```

TLeftRight is a subrange type based on the `TAlignment` (252) enumerated type. It contains only the left and right alignment constants.

```
TListAssignOp = (laCopy, laAnd, laOr, laXor, laSrcUnique, laDestUnique
  )
```

Table 4.11: Enumeration values for type TListAssignOp

Value	Explanation
laAnd	Remove all elements not first second list
laCopy	Clear list and copy all strings from second list.
laDestUnique	Keep all elements that exists only in list2
laOr	Add all elements from second (and optional third) list, eliminate duplicates
laSrcUnique	Just keep all elements that exist only in source list
laXor	Remove elements in second lists, Add all elements from second list not in first list

This type determines what operation TList.Assign (394) or TFPList.assign (374) performs.

```
TListCallback = Types.TListCallback
```

TListCallback is the method callback prototype for the function that is passed to the TFPList.ForEachCall (375) call. The data argument will be filled with all the pointers in the list (one per call) and the arg argument is the Arg argument passed to the ForEachCall call.

```
TListNotification = (lnAdded, lnExtracted, lnDeleted)
```

Table 4.12: Enumeration values for type TListNotification

Value	Explanation
lnAdded	List change notification: Element added to the list.
lnDeleted	List change notification: Element deleted from the list.
lnExtracted	List change notification: Element extracted from the list.

Kind of list notification event.

```
TListSortCompare = function(Item1: Pointer; Item2: Pointer) :
    Integer
```

Callback type for the list sort algorithm.

```
TListStaticCallback = Types.TListStaticCallback
```

TListCallback is the procedural callback prototype for the function that is passed to the TFPList.ForEachCall (375) call. The data argument will be filled with all the pointers in the list (one per call) and the arg argument is the Arg argument passed to the ForEachCall call.

```
TNotifyCallBack = procedure(Sender: TObject; AData: Pointer)
```

TNotifyCallBack is used to notify about thread termination when using static callbacks. When called, the Sender will contain the thread which is terminating, and AData is the AData parameter passed to TThread.ExecuteInThread (472).

```
TNotifyEvent = procedure(Sender: TObject) of object
```


Most event handlers are implemented as a property of type `TNotifyEvent`. When this is set to a certain method of a class, when the event occurs, the method will be called, and the class that generated the event will pass itself along as the `Sender` argument.

`TObjectTextEncoding = (oteDFM, oteLFM)`

Table 4.13: Enumeration values for type `TObjectTextEncoding`

Value	Explanation
<code>oteDFM</code>	Characters are in DFM (Delphi) format: widechar encoded.
<code>oteLFM</code>	Characters are in LFM format: UTF-8 encoded.

`TObjectTextEncoding` is an enumerated type which denotes the encoding of non ascii characters in an object stream file. It is needed for correct encoding when reading string values in the text stream.

`TOperation = (opInsert, opRemove)`

Table 4.14: Enumeration values for type `TOperation`

Value	Explanation
<code>opInsert</code>	A new component is being inserted in the child component list.
<code>opRemove</code>	A component is being removed from the child component list.

Operation of which a component is notified.

`TPersistentClass = Class of TPersistent`

`TPersistentClass` is the class reference type for the `TPersistent` (408) class.

`TPoint = Types.TPoint`

This record describes a coordinate. It is used to handle the `Top` (348) and `Left` (348) properties of `TComponent` (348).

`X` represents the X-Coordinate of the point described by the record. `Y` represents the Y-Coordinate of the point described by the record.

`TPointerList = Array[0..MaxListSize-1] of Pointer`

Type for an Array of pointers.

```
TPropertyNotFoundEvent = procedure(Reader: TReader;
  Instance: TPersistent;
  var PropName: string;
  IsPath: Boolean;
  Handled: Boolean;
  ) of object
  var
  Skip: Boolean
```

`TPropertyNotFoundEvent` is the prototype for the `TReader.OnPropertyNotFound` (422) event. `Reader` is the sender of the event, `Instance` is the instance that is being streamed. `PropInfo` is a pointer to the RTTI information for the property being read. `Handled` should be set to `True` if the handler redirected the unknown property successfully, and `Skip` should be set to `True` if the value should be skipped. `IsPath` determines whether the property refers to a sub-property.

```
TReadComponentsProc = procedure(Component: TComponent) of object
```

Callback type when reading a component from a stream

```
TReaderError = procedure(Reader: TReader; const Message: string;
    var Handled: Boolean) of object
```

Event handler type, called when an error occurs during the streaming.

```
TReaderProc = procedure(Reader: TReader) of object
```

The `TReaderProc` reader procedure is a callback procedure which will be used by a `TPersistent` (408) descendant to read user properties from a stream during the streaming process. The `Reader` argument is the writer object which can be used read properties from the stream.

```
TReadWriteStringPropertyEvent = procedure(Sender: TObject;
    const Instance: TPersistent;
    PropInfo: PPropInfo;
    var Content: string) of
    object
```

`TReadWriteStringPropertyEvent` is the prototype for the `TReader.OnReadStringProperty` (424) event handler. `Reader` is the sender of the event, `Instance` is the instance that is being streamed. `PropInfo` is a pointer to the RTTI information for the property being read. `Content` is the string as it was read from the stream.

```
TRect = Types.TRect
```

`TRect` describes a rectangle in space with its upper-left (in `(Top,Left>)`) and lower-right (in `(Bottom,Right)`) corners.

```
TReferenceNameEvent = procedure(Reader: TReader; var Name: string
    )
    of object
```

Occurs when a named object needs to be looked up.

```
TSeekOrigin = (soBeginning, soCurrent, soEnd)
```

Table 4.15: Enumeration values for type `TSeekOrigin`

Value	Explanation
<code>soBeginning</code>	Offset is interpreted relative to the start of the stream.
<code>soCurrent</code>	Offset is interpreted relative to the current position in the stream.
<code>soEnd</code>	Offset is interpreted relative to the end of the stream.

Specifies the origin of the `TStream.Seek` (429) method.

```
TSetMethodPropertyEvent = procedure(Reader: TReader;
  Instance: TPersistent;
  PropInfo: PPropInfo;
  const TheMethodName: string;
  var Handled: Boolean) of object
```

TSetMethodPropertyEvent is the prototype for the TReader.OnSetMethodProperty (423) event. Reader is the sender of the event, Instance is the instance that is being streamed. PropInfo is a pointer to the RTTI information for the property being read, and TheMethodName is the name of the method that the property should be set to. Handled should be set to True if the handler set the property successfully.

```
TSetNameEvent = procedure(Reader: TReader; Component: TComponent;
  var Name: string) of object
```

Occurs when the reader needs to set a component's name.

```
TShiftState = Set of TShiftStateEnum
```

This type is used when describing a shortcut key or when describing what special keys are pressed on a keyboard when a key event is generated.

The set contains the special keys that can be used in combination with a 'normal' key.

```
TShiftStateEnum = (ssShift, ssAlt, ssCtrl, ssLeft, ssRight, ssMiddle,
  ssDouble, ssMeta, ssSuper, ssHyper, ssAltGr, ssCaps
  , ssNum,
  ssScroll, ssTriple, ssQuad, ssExtra1, ssExtra2
  )
```

Table 4.16: Enumeration values for type TShiftStateEnum

Value	Explanation
ssAlt	Alt key pressed
ssAltGr	Alt-GR key pressed.
ssCaps	Caps lock key pressed
ssCtrl	Ctrl key pressed
ssDouble	Double mouse click.
ssExtra1	Extra key 1
ssExtra2	Extra key 2
ssHyper	Hyper key pressed.
ssLeft	Left mouse button pressed.
ssMeta	Meta key pressed.
ssMiddle	Middle mouse button pressed.
ssNum	Num lock key pressed
ssQuad	Quadruple mouse click
ssRight	Right mouse button pressed.
ssScroll	Scroll lock key pressed
ssShift	Shift key pressed
ssSuper	Super key pressed.
ssTriple	Triple mouse click

Keyboard/Mouse shift state enumerator

```
TShortCut = (Word) .. (Word)
```

Enumeration type to identify shortcut key combinations.

```
TSmallPoint = record
  x : SmallInt;
  y : SmallInt;
end
```

Same as TPoint (260), only the X and Y ranges are limited to 2-byte integers instead of 4-byte integers.

```
TStreamOwnership = (soReference, soOwned)
```

Table 4.17: Enumeration values for type TStreamOwnership

Value	Explanation
soOwned	Stream is owned: it will be freed when the adapter is freed.
soReference	Stream is referenced only, it is not freed by the adapter

The ownership of a streamadapter determines what happens with the stream on which a TStreamAdapter (437) acts, when the adapter is freed.

```
TStreamProc = procedure(Stream: TStream) of object
```

Procedure type used in streaming.

```
TStringItem = record
  FString : string;
  FObject : TObject;
end
```

The TStringItem is used to store the string and object items in a TStringList (442) string list instance. It should never be used directly.

```
TStringItemList = Array[0..MaxListSize] of TStringItem
```

This declaration is provided for Delphi compatibility, it is not used in Free Pascal.

```
TStringListSortCompare = function(List: TStringList; Index1: Integer
;
                                Index2: Integer) : Integer
```

Callback type used in stringlist compares.

```
TStringsSortStyle = (sslNone, sslUser, sslAuto)
```

Table 4.18: Enumeration values for type TStringsSortStyle

Value	Explanation
sslAuto	The TStrings instance keeps the strings sorted.
sslNone	The strings are not sorted
sslUser	The strings are kept sorted by the user.

TStringsSortStyle is the type used in the TStringList.SortStyle (447) property, and describes how the strings are sorted when the TStringList.Sorted (445) property is True. It has the following values:

sslNone The strings are not sorted

sslUser The strings are kept sorted by the user.

sslAuto The TStrings instance keeps the strings sorted.

TStringsSortStyles = Set of TStringsSortStyle

TStringsSortStyles is the set type for enumeration TStringsSortStyle (264).

TSynchronizeProcVar = procedure

Synchronize callback type

TThreadExecuteCallBack = procedure (AData: Pointer)

TThreadExecuteCallBack is the signature of the static procedure to be used when executing something in a thread using TThread.ExecuteInThread (472) when no status reporting is required.

TThreadExecuteHandler = TThreadMethod

TThreadExecuteHandler is the signature of the method to be used when executing something in a thread using TThread.ExecuteInThread (472) when no status reporting is required.

```
TThreadExecuteStatusCallBack = procedure (AData: Pointer;
  ReportStatus: TThreadReportStatus
  )
```

TThreadExecuteStatusCallBack is the signature of a procedure to be used when executing something in a thread using TThread.ExecuteInThread (472) when status reporting is required.

On entry in the method, AData is the AData parameter passed to TThread.ExecuteInThread (472). ReportStatus is passed to the method, and the threaded procedure can call ReportStatus at various stages to report about the status of the method: The status will be reported to the main thread using TThread.synchronize (469), so calls to ReportStatus will be blocked as long as the status was not reported.

```
TThreadExecuteStatusHandler = procedure
  (ReportStatus: TThreadReportStatus)
  of object
```

TThreadExecuteStatusHandler is the signature of the method to be used when executing something in a thread using TThread.ExecuteInThread (472) when status reporting is required.

On entry in the method, ReportStatus is passed to the method, and the method can call ReportStatus at various stages to report about the status of the method: The status will be reported to the main thread using TThread.synchronize (469), and calls ReportStatus will be blocked as long as the status was not reported.

```
TThreadMethod = procedure of object
```

Procedure variable used when synchronizing threads.

```
TThreadPriority = (tpIdle, tpLowest, tpLower, tpNormal, tpHigher, tpHighest
,
                    tpTimeCritical)
```

Table 4.19: Enumeration values for type TThreadPriority

Value	Explanation
tpHigher	Thread runs at high priority
tpHighest	Thread runs at highest possible priority.
tpIdle	Thread only runs when other processes are idle.
tpLower	Thread runs at a lower priority.
tpLowest	Thread runs at the lowest priority.
tpNormal	Thread runs at normal process priority.
tpTimeCritical	Thread runs at realtime priority.

Enumeration specifying the priority at which a thread runs.

```
TThreadReportStatus = procedure(const status: string) of object
```

TThreadReportStatus is the callback prototype for the TThread.ExecuteInThread (472) method. This callback is used to report thread status to the main thread: the Status string can be used to report the status of thread execution.

```
TThreadStatusNotifyCallBack = procedure(Sender: TThread;
    AData: Pointer;
    const status: string)
```

TThreadStatusNotifyCallBack is the signature of the callback to be provided when executing a static procedure in a thread using TThread.ExecuteInThread (472) when status reporting is required.

This callback will be called in the main thread. When called, it has the thread whose status is reported in Sender, AData is the AData parameter passed to TThread.ExecuteInThread (472). Finally, the status message in ReportStatus is passed to the callback.

Note that the thread reporting its status is blocked while the callback is being handled: The status is be reported to the main thread using TThread.synchronize (469).

```
TThreadStatusNotifyEvent = procedure(Sender: TThread;
    const status: string) of object
```

`TThreadStatusNotifyEvent` is the signature of the method to be provided when executing something in a thread using `TThread.ExecuteInThread` (472) when status reporting is required.

This event handler will be called in the main thread. When called, it has the thread whose status is reported in `Sender`, and the status message in `ReportStatus` is passed to the method.

Note that the thread reporting its status is blocked while the callback is being handled: The status is be reported to the main thread using `TThread.synchronize` (469).

```
TValueType = (vaNull, vaList, vaInt8, vaInt16, vaInt32, vaExtended, vaString
,
,
,
,
, vaInt64,
vaUTF8String, vaUString, vaQWord)
```

Table 4.20: Enumeration values for type `TValueType`

Value	Explanation
<code>vaBinary</code>	Binary data follows.
<code>vaCollection</code>	Collection follows
<code>vaCurrency</code>	Currency value follows
<code>vaDate</code>	Date value follows
<code>vaExtended</code>	Extended value.
<code>vaFalse</code>	Boolean <code>False</code> value.
<code>vaIdent</code>	Identifier.
<code>vaInt16</code>	Integer value, 16 bits long.
<code>vaInt32</code>	Integer value, 32 bits long.
<code>vaInt64</code>	Integer value, 64 bits long.
<code>vaInt8</code>	Integer value, 8 bits long.
<code>vaList</code>	Identifies the start of a list of values
<code>vaLString</code>	Ansistring data follows.
<code>vaNil</code>	Nil pointer.
<code>vaNull</code>	Empty value. Ends a list.
<code>vaQWord</code>	QWord (64-bit word) value
<code>vaSet</code>	Set data follows.
<code>vaSingle</code>	Single type follows.
<code>vaString</code>	String value.
<code>vaTrue</code>	Boolean <code>True</code> value.
<code>vaUString</code>	UnicodeString value
<code>vaUTF8String</code>	UTF8 encoded unicode string.
<code>vaWString</code>	Widestring value follows.

Enumerated type used to identify the kind of streamed property

```
TWriteMethodPropertyEvent = procedure(Writer: TWriter;
Instance: TPersistent;
PropInfo: PPropInfo;
const MethodValue: TMethod;
const DefMethodValue: TMethod;
var Handled: Boolean) of object
```

`TWriteMethodPropertyEvent` is the prototype for the `TWriter.OnWriteMethodProperty` (491) event. `Writer` is the sender of the event, `Instance` is the instance that is being streamed. `PropInfo` is a pointer to the RTTI information for the property being written, and `MethodValue` is the value of the method that the property was set to. `DefMethodCodeValue` is set to the default value of the property (Nil or the parent value). `Handled` should be set to `True` if the handler set the property successfully.

```
TWriterProc = procedure(Writer: TWriter) of object
```

The `TWriterProc` writer procedure is a callback procedure which will be used by a `TPersistent` (408) descendant to write user properties from a stream during the streaming process. The `Writer` argument is the writer object which can be used write properties to the stream.

4.3.3 Variables

```
AddDataModule : procedure(DataModule: TDataModule) of object
```

`AddDataModule` can be set by an IDE or a streaming mechanism to receive notification when a new instance of a `TDataModule` (362) descendant is created.

```
ApplicationHandleException : procedure(Sender: TObject) of object
```

`ApplicationHandleException` can be set by an application object to handle any exceptions that may occur when a `TDataModule` (362) is created.

```
ApplicationShowException : procedure(E: Exception) of object
```

Unused.

```
CreateVCLComObjectProc : procedure(Component: TComponent) = Nil
```

`CreateVCLComObjectProc` is called by `TComponent` if it needs to create a `IVCLComObject` interface for itself (when the `ComObject` property is read). It passes itself as the `Component` parameter.

```
GlobalNameSpace : IReadWriteSync
```

An interface protecting the global namespace. Used when reading/writing to the global namespace list during streaming of forms.

```
MainThreadID : TThreadID
```

ID of main thread. Unused at this point.

```
RegisterComponentsProc : procedure(const Page: string;
  ComponentClasses: Array of TComponentClass)
```

`RegisterComponentsProc` can be set by an IDE to be notified when new components are being registered. Application programmers should never have to set `RegisterComponentsProc`

```
RegisterNoIconProc : procedure(ComponentClasses: Array of TComponentClass
  )
```


`RegisterNoIconProc` can be set by an IDE to be notified when new components are being registered, and which do not need an Icon in the component palette. Application programmers should never have to set `RegisterComponentsProc`

`RemoveDataModule` : procedure(DataModule: TDataModule) of object

`RemoveDataModule` can be set by an IDE or a streaming mechanism to receive notification when an instance of a `TDataModule` (362) descendant is freed.

`WakeMainThread` : TNotifyEvent = Nil

`WakeMainThread` is a handler, which, when set, is called by the `TThread.Synchronize` (469) routine to signal the main thread that a synchronization routine is waiting in the queue.

This handler is by default empty. An actual implementation depends on the main program logic (usually an event loop) and must be provided by the event loop logic: the event loop will normally call `CheckSynchronize` (269) at regular intervals. The `WakeMainThread` can make sure this happens as soon as possible.

While this handle should alert the main program thread that a thread is waiting for synchronization, the call is executed by the thread, and should therefore NOT synchronize the thread, but should somehow signal the main thread that a thread is waiting for synchronization. For example, by sending a message.

4.4 Procedures and functions

4.4.1 ActivateClassGroup

Synopsis: Activates a class group

Declaration: function `ActivateClassGroup`(AClass: TPersistentClass) : TPersistentClass

Visibility: default

Description: `ActivateClassGroup` activates the group of classes to which `AClass` belongs. The function returns the class that was last used to activate the class group.

The class registration and streaming mechanism allows to organize the classes in groups. This allows an IDE to form groups of classes, which can be enabled or disabled. It is not needed at Run-Time.

Errors: If `AClass` does not belong to a class group, an exception is raised.

See also: `StartClassGroup` (281), `GroupDescendantsWith` (249), `ClassGroupOf` (270)

4.4.2 BeginGlobalLoading

Synopsis: Not yet implemented

Declaration: procedure `BeginGlobalLoading`

Visibility: default

Description: Not yet implemented

4.4.3 BinToHex

Synopsis: Convert a binary buffer to a hexadecimal string

Declaration: `procedure BinToHex(BinValue: PChar; HexValue: PChar;
BinBufSize: Integer)`

Visibility: default

Description: `BinToHex` converts the byte values in `BinValue` to a string consisting of 2-character hexadecimal strings in `HexValue`. `BufSize` specifies the length of `BinValue`, which means that `HexValue` must have size $2 * \text{BufSize}$.

For example a buffer containing the byte values 255 and 0 will be converted to FF00.

Errors: No length checking is done, so if an invalid size is specified, an exception may follow.

See also: [HexToBin \(273\)](#)

4.4.4 Bounds

Synopsis: Returns a `TRect` structure with the bounding rect of the given location and size.

Declaration: `function Bounds(ALeft: Integer; ATop: Integer; AWidth: Integer;
AHeight: Integer) : TRect`

Visibility: default

Description: `Bounds` returns a `TRect` (261) record with the given origin (`ALeft`, `ATop`) and dimensions (`AWidth`, `AHeight`) filled in. The bottom-right corner is calculated by adding `AWidth` to `ALeft` and `AHeight` to `ATop`. As a result, a rectangle with width/height set to 0 is exactly 1 pixel.

See also: [Rect \(277\)](#)

4.4.5 CheckSynchronize

Synopsis: Check whether there are any synchronize calls in the synchronize queue.

Declaration: `function CheckSynchronize(timeout: LongInt) : Boolean`

Visibility: default

Description: `CheckSynchronize` should be called regularly by the main application thread to handle any `TThread.Synchronize` (469) calls that may be waiting for execution by the main thread. If any such calls are waiting for execution by the main thread, they are executed at once, in the order that they were scheduled.

The function returns `True` if any `Synchronize` method was executed.

`TimeOut` is the maximum amount of time (in milliseconds) that the `CheckSynchronize` routine will wait for synchronisation requests to appear in the queue.

Calling this routine more often will ensure that synchronize requests are handled faster.

This routine may not be called from any thread other than the main thread, as it will execute the waiting requests.

Threads may call the `WakeMainThread` (268) to signal the main thread that the synchronisation queue contains items, and thus speed up the execution of the synchronize calls.

See also: [TThread.Synchronize \(469\)](#), [WakeMainThread \(268\)](#)

4.4.6 ClassGroupOf

Synopsis: Returns the class group to which an instance or class belongs

Declaration: `function ClassGroupOf(AClass: TPersistentClass) : TPersistentClass`
`function ClassGroupOf(Instance: TPersistent) : TPersistentClass`

Visibility: default

Description: `ClassGroupOf` returns the class group to which `AClass` or `Instance` belongs.

Errors: The result is `Nil` if no matching class group is found.

See also: [StartClassGroup \(281\)](#), [ActivateClassGroup \(268\)](#), [GroupDescendantsWith \(249\)](#)

4.4.7 CollectionsEqual

Synopsis: Returns `True` if two collections are equal.

Declaration: `function CollectionsEqual(C1: TCollection; C2: TCollection) : Boolean`
`function CollectionsEqual(C1: TCollection; C2: TCollection;`
`Owner1: TComponent; Owner2: TComponent)`
`: Boolean`

Visibility: default

Description: `CollectionsEqual` is not yet implemented. It simply returns `False`

4.4.8 EndGlobalLoading

Synopsis: Not yet implemented.

Declaration: `procedure EndGlobalLoading`

Visibility: default

Description: Not yet implemented.

4.4.9 ExtractStrings

Synopsis: Split a string in different words.

Declaration: `function ExtractStrings(Separators: TSysCharSet;`
`WhiteSpace: TSysCharSet; Content: PChar;`
`Strings: TStrings; AddEmptyStrings: Boolean)`
`: Integer`

Visibility: default

Description: `ExtractStrings` splits `Content` (a null-terminated string) into words, and adds the words to the `Strings` stringlist. The words are separated by `Separators` and any characters in `whitespace` are stripped from the strings. The space and CR/LF characters are always considered `whitespace`.

Errors: No length checking is performed on `Content`. If no null-termination character is present, an access violation may occur. Likewise, if `Strings` is not valid, an access violation may occur.

4.4.10 FindClass

Synopsis: Returns the class pointer of a class with given name.

Declaration: `function FindClass(const AClassName: string) : TPersistentClass`

Visibility: default

Description: `FindClass` searches for the class named `ClassName` in the list of registered classes and returns a class pointer to the definition. If no class with the given name could be found, an exception is raised.

The `GetClass` (272) function does not raise an exception when it does not find the class, but returns a `Nil` pointer instead.

See also: `RegisterClass` (278), `GetClass` (272)

4.4.11 FindGlobalComponent

Synopsis: Callback used when a component must be found.

Declaration: `function FindGlobalComponent(const Name: string) : TComponent`

Visibility: default

Description: `FindGlobalComponent` is a callback of type `TFindGlobalComponent` (256). It can be set by the IDE when an unknown reference is found, to offer the user to redirect the link to a new component.

It is a callback used to find a component in a global scope. It is used when the streaming system needs to find a component which is not part of the component which is currently being streamed. It should return the component with name `Name`, or `Nil` if none is found.

See also: `TFindGlobalComponent` (256)

4.4.12 FindIdentToInt

Synopsis: Return the string to integer converter for an integer type

Declaration: `function FindIdentToInt(AIntegerType: Pointer) : TIdentToInt`

Visibility: default

Description: `FindIdentToInt` returns the handler that handles the conversion of a string representation to an integer that can be used in component streaming, when `IdentToInt` (273) is called.

Errors: `Nil` is returned if no handler is registered for the given type.

4.4.13 FindIntToIdent

Synopsis: Return the integer to string converter for an integer type

Declaration: `function FindIntToIdent(AIntegerType: Pointer) : TIntToIdent`

Visibility: default

Description: `FindIntToIdent` returns the handler that handles the conversion of an integer to a string representation that can be used in component streaming, when `IntToIdent` (274) is called.

Errors: `Nil` is returned if no handler is registered for the given type.

See also: `IntToIdent` (274), `TIntToIdent` (258), `FindIdentToInt` (271)

4.4.14 FindNestedComponent

Synopsis: Finds the component with name path starting at the indicated root component.

Declaration: `function FindNestedComponent (Root: TComponent; APath: string;
CStyle: Boolean) : TComponent`

Visibility: default

Description: `FindNestedComponent` will descend through the list of owned components (starting at `Root`) and will return the component whose name path matches `NamePath`. As a path separator the characters `.` (dot), `-` (dash) and `>` (greater than) can be used

See also: `GlobalFixupReferences` (273)

4.4.15 GetClass

Synopsis: Returns the class pointer of a class with given name.

Declaration: `function GetClass (const AClassName: string) : TPersistentClass`

Visibility: default

Description: `GetClass` searches for the class named `ClassName` in the list of registered classes and returns a class pointer to the definition. If no class with the given name could be found, `Nil` is returned.

The `FindClass` (271) function will raise an exception if it does not find the class.

See also: `RegisterClass` (278), `GetClass` (272)

4.4.16 GetFixupInstanceNames

Synopsis: Returns the names of elements that need to be resolved for the `root` component, whose reference contains `ReferenceRootName`

Declaration: `procedure GetFixupInstanceNames (Root: TComponent;
const ReferenceRootName: string;
Names: TStrings)`

Visibility: default

Description: `GetFixupInstanceNames` examines the list of unresolved references and returns the names of classes that contain unresolved references to the `Root` component in the list `Names`. The list is not cleared prior to filling it.

See also: `GetFixupReferenceNames` (272), `GlobalFixupReferences` (273)

4.4.17 GetFixupReferenceNames

Synopsis: Returns the names of elements that need to be resolved for the `root` component.

Declaration: `procedure GetFixupReferenceNames (Root: TComponent; Names: TStrings)`

Visibility: default

Description: `GetFixupReferenceNames` examines the list of unresolved references and returns the names of properties that must be resolved for the component `Root` in the list `Names`. The list is not cleared prior to filling it.

See also: `GetFixupInstanceNames` (272), `GlobalFixupReferences` (273)

4.4.18 GlobalFixupReferences

Synopsis: Called to resolve unresolved references after forms are loaded.

Declaration: `procedure GlobalFixupReferences`

Visibility: default

Description: `GlobalFixupReferences` runs over the list of unresolved references and tries to resolve them. This routine should under normal circumstances not be called in an application programmer's code. It is called automatically by the streaming system after a component has been instantiated and its properties read from a stream. It will attempt to resolve references to other global components.

See also: `GetFixupReferenceNames` (272), `GetFixupInstanceNames` (272)

4.4.19 GroupDescendentsWith

Synopsis: Provided for Delphi compatibility

Declaration: `procedure GroupDescendentsWith(AClass: TPersistentClass;
AClassGroup: TPersistentClass)`

Visibility: default

Description: `GroupDescendentsWith` exists for Delphi compatibility, it doesn't actually do anything in Free Pascal.

See also: `RegisterClasses` (278)

4.4.20 HexToBin

Synopsis: Convert a hexadecimal string to a binary buffer

Declaration: `function HexToBin(HexValue: PChar; BinValue: PChar; BinBufSize: Integer)
: Integer`

Visibility: default

Description: `HexToBin` scans the hexadecimal string representation in `HexValue` and transforms every 2 character hexadecimal number to a byte and stores it in `BinValue`. The buffer size is the size of the binary buffer. Scanning will stop if the size of the binary buffer is reached or when an invalid character is encountered. The return value is the number of stored bytes.

Errors: No length checking is done, so if an invalid size is specified, an exception may follow.

See also: `BinToHex` (269)

4.4.21 IdentToInt

Synopsis: Looks up an integer value in a integer-to-identifier map list.

Declaration: `function IdentToInt(const Ident: string; out Int: LongInt;
const Map: Array of TIdentMapEntry) : Boolean`

Visibility: default

Description: `IdentToInt` searches `Map` for an entry whose `Name` field matches `Ident` and returns the corresponding integer value in `Int`. If a match was found, the function returns `True`, otherwise, `False` is returned.

See also: `TIdentToInt` (258), `TIntToIdent` (258), `IntToIdent` (274), `TIdentMapEntry` (258)

4.4.22 InitComponentRes

Synopsis: Provided for Delphi compatibility only

Declaration: `function InitComponentRes(const ResName: string; Instance: TComponent) : Boolean`

Visibility: default

Description: This function is provided for Delphi compatibility. It always returns `false`.

See also: [ReadComponentRes \(276\)](#)

4.4.23 InitInheritedComponent

Synopsis: Initializes a component descending from `RootAncestor`

Declaration: `function InitInheritedComponent(Instance: TComponent; RootAncestor: TClass) : Boolean`

Visibility: default

Description: `InitInheritedComponent` should be called from a constructor to read properties of the component `Instance` from the streaming system. The `RootAncestor` class is the root class from which `Instance` is a descendant. This must be one of `TDataModule`, `TCustomForm` or `TFrame`. The function returns `True` if the properties were successfully read from a stream or `False` if some error occurred.

See also: [ReadComponentRes \(276\)](#), [ReadComponentResEx \(277\)](#), [ReadComponentResFile \(277\)](#)

4.4.24 IntToIdent

Synopsis: Looks up an identifier for an integer value in a identifier-to-integer map list.

Declaration: `function IntToIdent(Int: LongInt; var Ident: string; const Map: Array of TIdentMapEntry) : Boolean`

Visibility: default

Description: `IntToIdent` searches `Map` for an entry whose `Value` field matches `Int` and returns the corresponding identifier in `Ident`. If a match was found, the function returns `True`, otherwise, `False` is returned.

See also: [TIdentToInt \(258\)](#), [TIntToIdent \(258\)](#), [IdentToInt \(273\)](#), [TIdentMapEntry \(258\)](#)

4.4.25 InvalidPoint

Synopsis: Check whether a point is invalid.

Declaration: `function InvalidPoint(X: Integer; Y: Integer) : Boolean`
`function InvalidPoint(const At: TPoint) : Boolean`
`function InvalidPoint(const At: TSmallPoint) : Boolean`

Visibility: default

Description: `InvalidPoint` returns `True` if the `X` and `Y` coordinates (of the `TPoint` or `TSmallPoint` records, if one of these versions is used) are `-1`.

See also: [TPoint \(260\)](#), [TSmallPoint \(263\)](#), [PointsEqual \(276\)](#)

4.4.26 LineStart

Synopsis: Finds the start of a line in `Buffer` before `BufPos`.

Declaration: `function LineStart(Buffer: PChar; BufPos: PChar) : PChar`

Visibility: default

Description: `LineStart` reversely scans `Buffer` starting at `BufPos` for a linefeed character. It returns a pointer at the linefeed character.

4.4.27 NotifyGlobalLoading

Synopsis: Not yet implemented.

Declaration: `procedure NotifyGlobalLoading`

Visibility: default

Description: Not yet implemented.

4.4.28 ObjectBinaryToText

Synopsis: Converts an object stream from a binary to a text format.

Declaration: `procedure ObjectBinaryToText(Input: TStream; Output: TStream;
Encoding: TObjectTextEncoding)
procedure ObjectBinaryToText(Input: TStream; Output: TStream)`

Visibility: default

Description: `ObjectBinaryToText` reads an object stream in binary format from `Input` and writes the object stream in text format to `Output`. No components are instantiated during the process, this is a pure conversion routine.

See also: `ObjectTextToBinary` (275)

4.4.29 ObjectResourceToText

Synopsis: Converts an object stream from a (windows) resource to a text format.

Declaration: `procedure ObjectResourceToText(Input: TStream; Output: TStream)`

Visibility: default

Description: `ObjectResourceToText` reads the resource header from the `Input` stream and then passes the streams to `ObjectBinaryToText` (275)

See also: `ObjectBinaryToText` (275), `ObjectTextToResource` (276)

4.4.30 ObjectTextToBinary

Synopsis: Converts an object stream from a text to a binary format.

Declaration: `procedure ObjectTextToBinary(Input: TStream; Output: TStream)`

Visibility: default

Description: Converts an object stream from a text to a binary format.

4.4.31 ObjectTextToResource

Synopsis: Converts an object stream from a text to a (windows) resource format.

Declaration: `procedure ObjectTextToResource (Input: TStream; Output: TStream)`

Visibility: default

Description: `ObjectTextToResource` reads an object stream in text format from `Input` and writes a resource stream to `Output`.

Note that for the current implementation of this method in Free Pascal, the output stream should support positioning. (e.g. it should not be a pipe)

See also: `ObjectBinaryToText` (275), `ObjectResourceToText` (275)

4.4.32 Point

Synopsis: Returns a `TPoint` record with the given coordinates.

Declaration: `function Point (AX: Integer; AY: Integer) : TPoint`

Visibility: default

Description: `Point` returns a `TPoint` (260) record with the given coordinates `AX` and `AY` filled in.

See also: `TPoint` (260), `SmallPoint` (281), `Rect` (277), `Bounds` (269)

4.4.33 PointsEqual

Synopsis: Check whether two `TPoint` variables are equal.

Declaration: `function PointsEqual (const P1: TPoint; const P2: TPoint) : Boolean`
`function PointsEqual (const P1: TSmallPoint; const P2: TSmallPoint)`
`: Boolean`

Visibility: default

Description: `PointsEqual` compares the `P1` and `P2` points (of type `TPoint` (260) or `TSmallPoint` (263)) and returns `True` if the X and Y coordinates of the points are equal, or `False` otherwise.

See also: `TPoint` (260), `TSmallPoint` (263), `InvalidPoint` (274)

4.4.34 ReadComponentRes

Synopsis: Read component properties from a resource in the current module

Declaration: `function ReadComponentRes (const ResName: string; Instance: TComponent)`
`: TComponent`

Visibility: default

Description: `ReadComponentRes` will read the component's properties from the resource `ResName` in the current module (always program module). It returns `Nil` if the resource was not found. It returns `Instance` if the resource was found and successfully applied to the component.

Errors: The function may raise an exception if the stream contains wrong data.

See also: `ReadComponentResEx` (277)

4.4.35 ReadComponentResEx

Synopsis: Read component properties from a resource in the specified module

Declaration: `function ReadComponentResEx(HInstance: THandle; const ResName: string)
: TComponent`

Visibility: default

Description: `ReadComponentRes` will locate the resource `ResName` in instance `HInstance` (the current program, normally). It returns `Nil` if the resource was not found. It returns an instantiated component with all properties found in the stream, applied. This requires that the component is registered using `registerclass`.

Errors: The function may raise an exception if the stream contains wrong data.

See also: `ReadComponentRes` (276)

4.4.36 ReadComponentResFile

Synopsis: Read component properties from a specified resource file

Declaration: `function ReadComponentResFile(const FileName: string;
Instance: TComponent) : TComponent`

Visibility: default

Description: `ReadComponentResFile` starts reading properties for `Instance` from the file `FileName`. It creates a filestream from `FileName` and then calls the `TStream.ReadComponentRes` (431) method to read the state of the component from the stream.

See also: `TStream.ReadComponentRes` (431), `WriteComponentResFile` (282)

4.4.37 Rect

Synopsis: Returns a `TRect` record with the given coordinates.

Declaration: `function Rect(ALeft: Integer; ATop: Integer; ARight: Integer;
ABottom: Integer) : TRect`

Visibility: default

Description: `Rect` returns a `TRect` (261) record with the given top-left (`ALeft`, `ATop`) and bottom-right (`ABottom`, `ARight`) corners filled in.

No checking is done to see whether the coordinates are valid.

See also: `TRect` (261), `Point` (276), `SmallPoint` (281), `Bounds` (269)

4.4.38 RedirectFixupReferences

Synopsis: Redirects references under the `root` object from `OldRootName` to `NewRootName`

Declaration: `procedure RedirectFixupReferences(Root: TComponent;
const OldRootName: string;
const NewRootName: string)`

Visibility: default

Description: `RedirectFixupReferences` examines the list of unresolved references and replaces references to a root object named `OldRootName` with references to root object `NewRootName`.

An application programmer should never need to call `RedirectFixupReferences`. This function can be used by an IDE to support redirection of broken component links.

See also: [RemoveFixupReferences \(280\)](#)

4.4.39 RegisterClass

Synopsis: Registers a class with the streaming system.

Declaration: `procedure RegisterClass(AClass: TPersistentClass)`

Visibility: default

Description: `RegisterClass` registers the class `AClass` in the streaming system. After the class has been registered, it can be read from a stream when a reference to this class is encountered.

See also: [RegisterClasses \(278\)](#), [RegisterClassAlias \(278\)](#), [RegisterComponents \(278\)](#), [UnregisterClass \(281\)](#)

4.4.40 RegisterClassAlias

Synopsis: Registers a class alias with the streaming system.

Declaration: `procedure RegisterClassAlias(AClass: TPersistentClass;
const Alias: string)`

Visibility: default

Description: `RegisterClassAlias` registers a class alias in the streaming system. If a reference to a class `Alias` is encountered in a stream, then an instance of the class `AClass` will be created instead by the streaming code.

See also: [RegisterClass \(278\)](#), [RegisterClasses \(278\)](#), [RegisterComponents \(278\)](#), [UnregisterClass \(281\)](#)

4.4.41 RegisterClasses

Synopsis: Registers multiple classes with the streaming system.

Declaration: `procedure RegisterClasses(AClasses: Array of TPersistentClass)`

Visibility: default

Description: `RegisterClasses` registers the specified classes `AClass` in the streaming system. After the classes have been registered, they can be read from a stream when a reference to this class is encountered.

See also: [RegisterClass \(278\)](#), [RegisterClassAlias \(278\)](#), [RegisterComponents \(278\)](#), [UnregisterClass \(281\)](#)

4.4.42 RegisterComponents

Synopsis: Registers components for the component palette.

Declaration: `procedure RegisterComponents(const Page: string;
ComponentClasses: Array of TComponentClass)`

Visibility: default

Description: `RegisterComponents` registers the component on the appropriate component page. The component pages can be used by an IDE to display the known components so an application programmer may pick and use the components in his programs.

`RegisterComponents` inserts the component class in the correct component page. If the `RegisterComponentsProc` procedure is set, this is called as well. Note that this behaviour is different from Delphi's behaviour where an exception will be raised if the procedural variable is not set.

See also: `RegisterClass` (278), `RegisterNoIcon` (280)

4.4.43 RegisterFindGlobalComponentProc

Synopsis: Register a component searching handler

Declaration: `procedure RegisterFindGlobalComponentProc`
`(AFindGlobalComponent: TFindGlobalComponent`

Visibility: default

Description: `RegisterFindGlobalComponentProc` registers a global component search callback `AFindGlobalComponent`. When `FindGlobalComponent` (271) is called, then this callback will be used to search for the component.

Errors: None.

See also: `FindGlobalComponent` (271), `UnRegisterFindGlobalComponentProc` (282)

4.4.44 RegisterInitComponentHandler

Synopsis: Register a component initialization handler

Declaration: `procedure RegisterInitComponentHandler(ComponentClass: TComponentClass;`
`Handler: TInitComponentHandler)`

Visibility: default

Description: `RegisterInitComponentHandler` registers a component initialization handler `Handler` for the component `ComponentClass`. This handler will be used to initialize descendants of `ComponentClass` in the `InitInheritedComponent` (274) call.

See also: `InitInheritedComponent` (274), `TInitComponentHandler` (258)

4.4.45 RegisterIntegerConsts

Synopsis: Registers some integer-to-identifier mappings.

Declaration: `procedure RegisterIntegerConsts(IntegerType: Pointer;`
`IdentToIntFn: TIdentToInt;`
`IntToIdentFn: TIntToIdent)`

Visibility: default

Description: `RegisterIntegerConsts` registers a pair of callbacks to be used when an integer of type `IntegerType` must be mapped to an identifier (using `IntToIdentFn`) or when an identifier must be mapped to an integer (using `IdentToIntFn`).

Component programmers can use `RegisterIntegerConsts` to associate a series of identifier strings with integer values for a property. A necessary condition is that the property should have a

separate type declared using the `type integer` syntax. If a type of integer is defined in this way, an IDE can show symbolic names for the values of these properties.

The `IntegerType` should be a pointer to the type information of the integer type. The `IntToIdentFn` and `IdentToIntFn` are two callbacks that will be used when converting between the identifier and integer value and vice versa. The functions `IdentToInt` (273) and `IntToIdent` (274) can be used to implement these callback functions.

See also: `TIdentToInt` (258), `TIntToIdent` (258), `IdentToInt` (273), `IntToIdent` (274)

4.4.46 RegisterNoIcon

Synopsis: Registers components that have no icon on the component palette.

Declaration: `procedure RegisterNoIcon(ComponentClasses: Array of TComponentClass)`

Visibility: default

Description: `RegisterNoIcon` performs the same function as `RegisterComponents` (278) except that it calls `RegisterNoIconProc` (268) instead of `RegisterComponentsProc` (267)

See also: `RegisterNoIconProc` (268), `RegisterComponents` (278)

4.4.47 RegisterNonActiveX

Synopsis: Register non-activex component.

Declaration: `procedure RegisterNonActiveX
(ComponentClasses: Array of TComponentClass;
AxRegType: TActiveXRegType)`

Visibility: default

Description: Not yet implemented in Free Pascal

4.4.48 RemoveFixupReferences

Synopsis: Removes references to rootname from the fixup list.

Declaration: `procedure RemoveFixupReferences(Root: TComponent;
const RootName: string)`

Visibility: default

Description: `RemoveFixupReferences` examines the list of unresolved references and removes references to a root object pointing at `Root` or a root component named `RootName`.

An application programmer should never need to call `RemoveFixupReferences`. This function can be used by an IDE to support removal of broken component links.

See also: `RedirectFixupReferences` (277)

4.4.49 RemoveFixups

Synopsis: Removes Instance from the fixup list.

Declaration: `procedure RemoveFixups (Instance: TPersistent)`

Visibility: default

Description: `RemoveFixups` removes all entries for component Instance from the list of unresolved references.a

See also: [RedirectFixupReferences \(277\)](#), [RemoveFixupReferences \(280\)](#)

4.4.50 SmallPoint

Synopsis: Returns a `TSmallPoint` record with the given coordinates.

Declaration: `function SmallPoint (AX: SmallInt; AY: SmallInt) : TSmallPoint`

Visibility: default

Description: `SmallPoint` returns a `TSmallPoint` (263) record with the given coordinates AX and AY filled in.

See also: [TSmallPoint \(263\)](#), [Point \(276\)](#), [Rect \(277\)](#), [Bounds \(269\)](#)

4.4.51 StartClassGroup

Synopsis: Start new class group.

Declaration: `procedure StartClassGroup (AClass: TPersistentClass)`

Visibility: default

Description: `StartClassGroup` starts a new class group and adds AClass to it.

The class registration and streaming mechanism allows to organize the classes in groups. This allows an IDE to form groups of classes, which can be enabled or disabled. It is not needed at Run-Time.

See also: [GroupDescendantsWith \(249\)](#), [ActivateClassGroup \(268\)](#), [ClassGroupOf \(270\)](#)

4.4.52 UnRegisterClass

Synopsis: Unregisters a class from the streaming system.

Declaration: `procedure UnRegisterClass (AClass: TPersistentClass)`

Visibility: default

Description: `UnregisterClass` removes the class AClass from the class definitions in the streaming system.

See also: [UnRegisterClasses \(281\)](#), [UnRegisterModuleClasses \(282\)](#), [RegisterClass \(278\)](#)

4.4.53 UnRegisterClasses

Synopsis: Unregisters multiple classes from the streaming system.

Declaration: `procedure UnRegisterClasses (AClasses: Array of TPersistentClass)`

Visibility: default

Description: `UnregisterClasses` removes the classes in AClasses from the class definitions in the streaming system.

4.4.54 UnregisterFindGlobalComponentProc

Synopsis: Remove a previously registered component searching handler.

Declaration: `procedure UnregisterFindGlobalComponentProc
(AFindGlobalComponent: TFindGlobalComponent)`

Visibility: default

Description: `UnRegisterFindGlobalComponentProc` unregisters the previously registered global component search callback `AFindGlobalComponent`. After this call, when `FindGlobalComponent` (271) is called, then this callback will be no longer be used to search for the component.

Errors: None.

See also: `FindGlobalComponent` (271), `RegisterFindGlobalComponentProc` (279)

4.4.55 UnRegisterModuleClasses

Synopsis: Unregisters classes registered by module.

Declaration: `procedure UnRegisterModuleClasses(Module: HMODULE)`

Visibility: default

Description: `UnRegisterModuleClasses` unregisters all classes which reside in the module `Module`. For each registered class, the definition pointer is checked to see whether it resides in the module, and if it does, the definition is removed.

See also: `UnRegisterClass` (281), `UnRegisterClasses` (281), `RegisterClasses` (278)

4.4.56 WriteComponentResFile

Synopsis: Write component properties to a specified resource file

Declaration: `procedure WriteComponentResFile(const FileName: string;
Instance: TComponent)`

Visibility: default

Description: `WriteComponentResFile` starts writing properties of `Instance` to the file `FileName`. It creates a filestream from `FileName` and then calls `TStream.WriteComponentRes` (432) method to write the state of the component to the stream.

See also: `TStream.WriteComponentRes` (432), `ReadComponentResFile` (277)

4.5 EBitsError

4.5.1 Description

When an index of a bit in a `TBits` (331) is out of the valid range (0 to `Count-1`) then a `EBitsError` exception is raised.

4.6 EClassNotFound

4.6.1 Description

When the streaming system needs to create a component, it looks for the class pointer (VMT) in the list of registered classes by its name. If this name is not found, then an `EClassNotFound` is raised.

See also: `EFileError` ([283](#))

4.7 EComponentError

4.7.1 Description

When an error occurs during the registration of a component, or when naming a component, then a `EComponentError` is raised. Possible causes are:

1. An name with an illegal character was assigned to a component.
2. A component with the same name and owner already exists.
3. The component registration system isn't set up properly.

See also: `TComponent` ([348](#)), `TComponent.Name` ([358](#))

4.8 EFCreateError

4.8.1 Description

When the operating system reports an error during creation of a new file in the Filestream Constructor ([368](#)), a `EFCreateError` is raised.

See also: `EStreamError` ([285](#)), `EFOpenError` ([283](#))

4.9 EFileError

4.9.1 Description

This class serves as an ancestor class for exceptions that are raised when an error occurs during component streaming. A `EFileError` exception is raised when a class is registered twice.

See also: `EStreamError` ([285](#)), `EReadError` ([285](#))

4.10 EFOpenError

4.10.1 Description

When the operating system reports an error during the opening of a file in the Filestream Constructor ([368](#)), a `EFOpenError` is raised.

See also: `EStreamError` ([285](#)), `EFCreateError` ([283](#))

4.11 EInvalidImage

4.11.1 Description

This exception is not used by Free Pascal but is provided for Delphi compatibility.

4.12 EInvalidOperation

4.12.1 Description

This exception is not used in Free Pascal, it is defined for Delphi compatibility purposes only.

4.13 EListError

4.13.1 Description

If an error occurs in one of the `TList` (388) or `TStrings` (447) methods, then a `EListError` exception is raised. This can occur in one of the following cases:

1. There is not enough memory to expand the list.
2. The list tried to grow beyond its maximal capacity.
3. An attempt was made to reduce the capacity of the list below the current element count.
4. An attempt was made to set the list count to a negative value.
5. A non-existent element of the list was referenced. (i.e. the list index was out of bounds)
6. An attempt was made to move an item to a position outside the list's bounds.

See also: `TList` (388), `TStrings` (447)

4.14 EMethodNotFound

4.14.1 Description

This exception is no longer used in the streaming system. This error is replaced by a `EReadError` (285).

See also: `EFileError` (283), `EReadError` (285)

4.15 EObserver

4.15.1 Description

`EObserver` is an error that is raised when an object is registered as an observer, and it does not implement the `IFPObserver` (289) interface.

See also: `IFPObserver` (289), `IFPObserver.FPOAttachObserver` (288)

4.16 EOutOfResources

4.16.1 Description

This exception is not used in Free Pascal, it is defined for Delphi compatibility purposes only.

4.17 EParserError

4.17.1 Description

When an error occurs during the parsing of a stream, an `EParserError` is raised. Usually this indicates that an invalid token was found on the input stream, or the token read from the stream wasn't the expected token.

See also: `TParser` ([401](#))

4.18 EReadError

4.18.1 Description

If an error occurs when reading from a stream, a `EReadError` exception is raised. Possible causes for this are:

1. Not enough data is available when reading from a stream
2. The stream containing a component's data contains invalid data. this will occur only when reading a component from a stream.

See also: `EFileError` ([283](#)), `EWriteError` ([286](#))

4.19 EResNotFound

4.19.1 Description

This exception is not used by Free Pascal but is provided for Delphi compatibility.

4.20 EStreamError

4.20.1 Description

An `EStreamError` is raised when an error occurs during reading from or writing to a stream: Possible causes are

1. Not enough data is available in the stream.
2. Trying to seek beyond the beginning or end of the stream.
3. Trying to set the capacity of a memory stream and no memory is available.
4. Trying to write to a read-only stream, such as a resource stream.
5. Trying to read from a write-only stream.

See also: `EFCreatError` ([283](#))

4.21 EStringListError

4.21.1 Description

When an error occurs in one of the methods of TStrings (447) then an EStringListError is raised. This can have one of the following causes:

1. There is not enough memory to expand the list.
2. The list tried to grow beyond its maximal capacity.
3. A non-existent element of the list was referenced. (i.e. the list index was out of bounds)
4. An attempt was made to add a duplicate entry to a TStringList (442) when TStringList.Duplicates (445) is False.

See also: TStrings (447), TStringList (442)

4.22 EThread

4.22.1 Description

Thread error exception.

4.23 EThreadDestroyCalled

4.23.1 Description

Exception raised when a thread is destroyed illegally.

4.24 EThreadExternalException

4.24.1 Description

EThreadExternalException is raised by for example TThread.CheckTerminated (470) and TThread.SetReturnValue (470) when the thread was not created by the Free Pascal program, but by an external code base (for example a DLL, or the calling application in a DLL).

See also: TThread.CheckTerminated (470), TThread.SetReturnValue (470)

4.25 EWriteError

4.25.1 Description

If an error occurs when writing to a stream, a EWriteError exception is raised. Possible causes for this are:

1. The stream doesn't allow writing.
2. An error occurred when writing a property to a stream.

See also: EFileError (283), EReadError (285)

4.26 IDesignerNotify

4.26.1 Description

`IDesignerNotify` is an interface that can be used to communicate changes to a designer mechanism. It offers functionality for detecting changes, and notifications when the component is destroyed.

4.26.2 Method overview

Page	Method	Description
287	Modified	Notify that the component is modified.
287	Notification	Notification of owner changes

4.26.3 IDesignerNotify.Modified

Synopsis: Notify that the component is modified.

Declaration: `procedure Modified`

Visibility: default

Description: `Modified` can be used to notify a designer of changes, indicating that components should be streamed.

4.26.4 IDesignerNotify.Notification

Synopsis: Notification of owner changes

Declaration: `procedure Notification (AnObject: TPersistent; Operation: TOperation)`

Visibility: default

Description: `Notification` is the interface counterpart of `TComponent.Notification` ([350](#)) which is used to communicate adds to the components.

See also: `TComponent.Notification` ([350](#))

4.27 IFPObserved

4.27.1 Description

`IFPObserved` is an interface which can be implemented in objects that must be observable. Objects that wish to observe the object can register themselves with the `FPOAttachObserver` ([249](#)) call, and must be detached using the `FPODetachObserver` ([249](#)) call.

This interface is not reference counted, so care must be taken that the `ooFree` message is sent with `FPONotifyObservers` ([249](#)) when the object is freed.

See also: `FPONotifyObservers` ([249](#))

4.27.2 Method overview

Page	Method	Description
288	FPOAttachObserver	Attach a new observer to the object
288	FPODetachObserver	Remove an observer from the list of observers.
288	FPONotifyObservers	Notify all observers

4.27.3 IFPObserved.FPOAttachObserver

Synopsis: Attach a new observer to the object

Declaration: `procedure FPOAttachObserver(AObserver: TObject)`

Visibility: default

Description: `FPOAttachObserver` must be called with an object instance `AObserver` that implements the `IFPObserver` ([289](#)) interface. The `FPOObservedChanged` ([289](#)) method of the interface will be called whenever `FPONotifyObservers` ([249](#)) is used to notify observers of a change. Objects implementing this interface should check that `AObserver` actually implements the `IFPObserver` ([289](#)) interface.

Do not make assumptions on how the interface behaves if `FPOAttachObserver` is called more than once with the same interface. It may add the object to the list of observers unconditionally (in which case it will be notified twice) or it may check that it is not yet in the list.

Errors: If `AObserver` does not implement the `IFPObserver` ([289](#)) interface, an `EObserver` ([284](#)) exception must be raised. No other errors should be raised, other than a possible out of memory error.

See also: `IFPObserver` ([289](#)), `FPOObservedChanged` ([289](#)), `FPONotifyObservers` ([249](#))

4.27.4 IFPObserved.FPODetachObserver

Synopsis: Remove an observer from the list of observers.

Declaration: `procedure FPODetachObserver(AObserver: TObject)`

Visibility: default

Description: `FPODetachObserver` removes the `AObserver` object from the list of observers. If it was not in the list, then this is silently accepted. Once removed, it will no longer receive notifications when `FPOObservedChanged` ([289](#)) is called.

If the object was added more than once using `FPOAttachObserver` ([249](#)), then it depends on the implementor of the interface whether or `FPODetachObserver` must be called an equal number of times.

See also: `IFPObserver` ([289](#)), `FPOObservedChanged` ([289](#)), `FPONotifyObservers` ([249](#)), `FPOAttachObserver` ([249](#))

4.27.5 IFPObserved.FPONotifyObservers

Synopsis: Notify all observers

Declaration: `procedure FPONotifyObservers(ASender: TObject;
AOperation: TFPObservedOperation;
Data: Pointer)`

Visibility: default

Description: `FPONotifyObservers` notifies all observers of the object that a change has occurred. It calls `FPObservedChanged` (289) on the `IFPObserver` (289) interface of all attached objects, and passes on `ASender` (normally this is `Self`), `AOperation` and `Data`. What `Data` is, depends on the implementor of the interface.

There is no guaranteed order in which the change notifications are delivered to the observers. This is an implementation-specific detail, which should not be relied upon in any way.

See also: `IFPObserver` (289), `FPObservedChanged` (289), `FPODetachObserver` (249), `FPOAttachObserver` (249)

4.28 IFPObserver

4.28.1 Description

`IFPObserver` is the interface an object must implement if it wishes to receive change notifications from another object. The presence of this interface will be checked when the object registers itself using `IFPObserver.FPOAttachObserver` (289). The change notifications arrive because the `FPObservedChanged` (249) method is called by the observed object.

See also: `IFPObserved` (287), `FPOAttachObserver` (288)

4.28.2 Method overview

Page	Method	Description
289	<code>FPObservedChanged</code>	Entry point for change notifications

4.28.3 IFPObserver.FPObservedChanged

Synopsis: Entry point for change notifications

Declaration: `procedure FPObservedChanged(ASender: TObject;
Operation: TFPObservedOperation;
Data: Pointer)`

Visibility: default

Description: `FPObservedChanged` is the method that is called by an observed object (`IFPObserved` (287)) when it calls `FPONotifyObservers` (288). The `Sender` is the object under observation, the `Operation` and `Data` are the parameters used in the call to `FPONotifyObservers`.

See also: `IFPObserved` (287), `FPONotifyObservers` (288)

4.29 IInterfaceComponentReference

4.29.1 Description

`IInterfaceComponentReference` is an interface to return the component that implements a given interface. It is implemented by `TComponent` (348).

See also: `TComponent` (348)

4.29.2 Method overview

Page	Method	Description
290	GetComponent	Return component instance

4.29.3 IInterfaceComponentReference.GetComponent

Synopsis: Return component instance

Declaration: `function GetComponent : TComponent`

Visibility: default

Description: `GetComponent` returns the component instance.

Errors: None.

See also: [TComponent \(348\)](#)

4.30 IInterfaceList

4.30.1 Description

`IInterfaceList` is an interface for maintaining a list of interfaces, strongly resembling the standard `TList` ([388](#)) class. It offers the same list of public methods as `TList`, with the exception that it uses interfaces instead of pointers.

All interfaces in the list should descend from `IUnknown`.

More detailed descriptions of how the various methods behave can be found in the `TList` reference.

See also: [TList \(388\)](#)

4.30.2 Method overview

Page	Method	Description
293	Add	Add an interface to the list
292	Clear	Clear the list
292	Delete	Remove an interface from the list
293	Exchange	Exchange 2 interfaces in the list
293	First	Return the first non-empty interface in the list.
291	Get	Retrieve an interface pointer from the list.
291	GetCapacity	Return the capacity of the list.
291	GetCount	Return the current number of elements in the list.
293	IndexOf	Return the index of an interface.
293	Insert	Insert an interface in the list.
294	Last	Returns the last non-nil interface in the list.
294	Lock	Lock the list
291	Put	Write an item to the list
294	Remove	Remove an interface from the list
292	SetCapacity	Set the capacity of the list
292	SetCount	Set the number of items in the list
294	Unlock	Unlock the list.

4.30.3 Property overview

Page	Properties	Access	Description
294	Capacity	rw	Capacity of the list
295	Count	rw	Current number of elements in the list.
295	Items	rw	Provides Index-based, sequential, access to the interfaces in the list.

4.30.4 IInterfaceList.Get

Synopsis: Retrieve an interface pointer from the list.

Declaration: `function Get(i: Integer) : IUnknown`

Visibility: default

Description: `Get` returns the interface pointer at position `i` in the list. It serves as the `Read` method for the `Items` ([295](#)) property.

See also: `IInterfaceList.Items` ([295](#)), `TList.Items` ([395](#))

4.30.5 IInterfaceList.GetCapacity

Synopsis: Return the capacity of the list.

Declaration: `function GetCapacity : Integer`

Visibility: default

Description: `GetCapacity` returns the current capacity of the list. It serves as the `Read` method for the `Capacity` ([294](#)) property.

See also: `IInterfaceList.Capacity` ([294](#)), `TList.Capacity` ([395](#))

4.30.6 IInterfaceList.GetCount

Synopsis: Return the current number of elements in the list.

Declaration: `function GetCount : Integer`

Visibility: default

Description: It serves as the `Read` method for the `Count` ([295](#)) property.

See also: `IInterfaceList.Count` ([295](#)), `TList.Count` ([395](#))

4.30.7 IInterfaceList.Put

Synopsis: Write an item to the list

Declaration: `procedure Put(i: Integer; item: IUnknown)`

Visibility: default

Description: `Put` writes the interface `Item` at position `I` in the list. It servers as the `Write` method for the `Items` ([295](#)) property.

See also: `IInterfaceList.Items` ([295](#)), `TList.Items` ([395](#))

4.30.8 `IInterfaceList.SetCapacity`

Synopsis: Set the capacity of the list

Declaration: `procedure SetCapacity(NewCapacity: Integer)`

Visibility: default

Description: `SetCapacity` sets the capacity of the list to `NewCapacity`. It serves as the `Write` method for the `Capacity` (294) property.

See also: `IInterfaceList.Capacity` (294), `TList.Capacity` (395)

4.30.9 `IInterfaceList.SetCount`

Synopsis: Set the number of items in the list

Declaration: `procedure SetCount(NewCount: Integer)`

Visibility: default

Description: `SetCount` sets the count of the list to `NewCount`. It serves as the `Write` method for the `Capacity` (294)

See also: `IInterfaceList.Count` (295), `TList.Count` (395)

4.30.10 `IInterfaceList.Clear`

Synopsis: Clear the list

Declaration: `procedure Clear`

Visibility: default

Description: `Clear` removes all interfaces from the list. All interfaces in the list will be cleared (i.e. their reference count will decrease with 1)

See also: `TList.Clear` (391)

4.30.11 `IInterfaceList.Delete`

Synopsis: Remove an interface from the list

Declaration: `procedure Delete(index: Integer)`

Visibility: default

Description: `Delete` removes the interface at position `Index` from the list. It does this by explicitly clearing the interface and then removing the slot.

See also: `TList.Clear` (391), `IInterfaceList.Add` (293), `IInterfaceList.Delete` (292), `IInterfaceList.Insert` (293)

4.30.12 **IInterfaceList.Exchange**

Synopsis: Exchange 2 interfaces in the list

Declaration: `procedure Exchange(index1: Integer; index2: Integer)`

Visibility: default

Description: Exchange exchanges 2 interfaces in the list at locations `index1` and `Index2`.

See also: [TList.Exchange \(391\)](#), [IInterfaceList.Add \(293\)](#), [IInterfaceList.Delete \(292\)](#), [IInterfaceList.Insert \(293\)](#)

4.30.13 **IInterfaceList.First**

Synopsis: Return the first non-empty interface in the list.

Declaration: `function First : IUnknown`

Visibility: default

Description: `First` returns the first non-empty interface in the list.

See also: [TList.First \(392\)](#), [IInterfaceList.IndexOf \(293\)](#), [IInterfaceList.Last \(294\)](#)

4.30.14 **IInterfaceList.IndexOf**

Synopsis: Return the index of an interface.

Declaration: `function IndexOf(item: IUnknown) : Integer`

Visibility: default

Description: `IndexOf` returns the location in the list of the interface `Item`. If there is no such interface in the list, then -1 is returned.

See also: [TList.IndexOf \(393\)](#), [IInterfaceList.First \(293\)](#), [IInterfaceList.Last \(294\)](#)

4.30.15 **IInterfaceList.Add**

Synopsis: Add an interface to the list

Declaration: `function Add(item: IUnknown) : Integer`

Visibility: default

Description: Add adds the interface `Item` to the list, and returns the position at which it has been added.

See also: [TList.Add \(390\)](#), [IInterfaceList.Insert \(293\)](#), [IInterfaceList.Delete \(292\)](#)

4.30.16 **IInterfaceList.Insert**

Synopsis: Insert an interface in the list.

Declaration: `procedure Insert(i: Integer; item: IUnknown)`

Visibility: default

Description: `Insert` inserts the interface `Item` in the list, at position `I`, shifting all items one position.

See also: [TList.Insert \(393\)](#), [IInterfaceList.Add \(293\)](#), [IInterfaceList.Delete \(292\)](#)

4.30.17 **IInterfaceList.Last**

Synopsis: Returns the last non-nil interface in the list.

Declaration: `function Last : IUnknown`

Visibility: default

Description: `Last` returns the last non-empty interface in the list.

See also: `TList.Last` (393), `IInterfaceList.First` (293), `IInterfaceList.IndexOf` (293)

4.30.18 **IInterfaceList.Remove**

Synopsis: Remove an interface from the list

Declaration: `function Remove(item: IUnknown) : Integer`

Visibility: default

Description: `Remove` searches for the first occurrence of `Item` in the list and deletes it.

See also: `TList.Remove` (394), `IInterfaceList.Delete` (292), `IInterfaceList.IndexOf` (293)

4.30.19 **IInterfaceList.Lock**

Synopsis: Lock the list

Declaration: `procedure Lock`

Visibility: default

Description: `Lock` locks the list. After a call to lock, the object list can only be accessed by the current thread, until `UnLock` (294) is called.

See also: `TInterfaceList.Lock` (385), `IInterfaceList.Unlock` (294)

4.30.20 **IInterfaceList.Unlock**

Synopsis: Unlock the list.

Declaration: `procedure Unlock`

Visibility: default

Description: `Unlock` unlocks a locked list. After a call to `UnLock`, other threads are again able to access the list.

See also: `TInterfaceList.UnLock` (385), `IInterfaceList.Lock` (294)

4.30.21 **IInterfaceList.Capacity**

Synopsis: Capacity of the list

Declaration: `Property Capacity : Integer`

Visibility: default

Access: Read,Write

Description: `Capacity` is the maximum number of elements the list can hold without needing to reallocate memory for the list. It can be set to improve speed when adding a lot of items to the list.

See also: `TList.Capacity` (395), `IInterfaceList.Count` (295)

4.30.22 `IInterfaceList.Count`

Synopsis: Current number of elements in the list.

Declaration: `Property Count : Integer`

Visibility: default

Access: Read,Write

Description: `Count` is the current number of elements in the list. Setting it to a larger number will allocate empty slots. Setting it to a smaller number will clear any interfaces that fall outside the new border.

See also: `IInterfaceList.Capacity` (294), `TList.Count` (395)

4.30.23 `IInterfaceList.Items`

Synopsis: Provides Index-based, sequential, access to the interfaces in the list.

Declaration: `Property Items[index: Integer]: IUnknown; default`

Visibility: default

Access: Read,Write

Description: `Items` is the default property of the interface list and provides index-based array access to the interfaces in the list. Allowed values for `Index` include 0 to `Count-1`

See also: `IInterfaceList.Count` (295), `TList.Items` (395)

4.31 `IStreamPersist`

4.31.1 Description

`IStreamPersist` defines an interface for object persistence streaming to a stream. Any class implementing this interface is expected to be able to save or load it's state from or to a stream.

See also: `TPersistent` (408), `TComponent` (348), `TStream` (427)

4.31.2 Method overview

Page	Method	Description
296	<code>LoadFromStream</code>	Load persistent data from stream.
296	<code>SaveToStream</code>	Save persistent data to stream.

4.31.3 IStreamPersist.LoadFromStream

Synopsis: Load persistent data from stream.

Declaration: `procedure LoadFromStream(Stream: TStream)`

Visibility: default

Description: `LoadFromStream` is the method called when the object should load its state from the stream `stream`. It should be able to read the data which was written using the `SaveToStream` method.

See also: [TPersistent \(408\)](#), [TComponent \(348\)](#), [TStream \(427\)](#), [IStreamPersist.SaveToStream \(296\)](#)

4.31.4 IStreamPersist.SaveToStream

Synopsis: Save persistent data to stream.

Declaration: `procedure SaveToStream(Stream: TStream)`

Visibility: default

Description: `SaveFromStream` is the method called when the object should load its state from the stream `stream`. The data written by this method should be readable by the `LoadFromStream` method.

See also: [TPersistent \(408\)](#), [TComponent \(348\)](#), [TStream \(427\)](#), [IStreamPersist.LoadFromStream \(296\)](#)

4.32 IStringsAdapter

4.32.1 Description

Is not yet supported in Free Pascal.

See also: [TStrings \(447\)](#)

4.32.2 Method overview

Page	Method	Description
296	<code>ReferenceStrings</code>	Add a reference to the indicated strings.
296	<code>ReleaseStrings</code>	Release the reference to the strings.

4.32.3 IStringsAdapter.ReferenceStrings

Synopsis: Add a reference to the indicated strings.

Declaration: `procedure ReferenceStrings(S: TStrings)`

Visibility: default

4.32.4 IStringsAdapter.ReleaseStrings

Synopsis: Release the reference to the strings.

Declaration: `procedure ReleaseStrings`

Visibility: default

4.33 IVCLComObject

4.33.1 Description

`IVCLComObject` is used by `TComponent` to implement the `IUnknown` interface used by COM automation servers. Partially, it is the translation to pascal of the `IDispatch` interface definition by Microsoft. If `TComponent` needs to return an `IUnknown` interface, it creates a `IVCLComObject` interface instead.

See also: `TComponent.VCLComObject` (358)

4.33.2 Method overview

Page	Method	Description
298	<code>FreeOnRelease</code>	Is called by <code>TComponent.FreeOnRelease</code>
298	<code>GetIDsOfNames</code>	The <code>IDispatch:GetIDsOfNames</code> call for automation servers.
297	<code>GetTypeInfo</code>	The <code>IDispatch:GetTypeInfo</code> call for automation servers
297	<code>GetTypeInfoCount</code>	The <code>IDispatch:GetTypeInfoCount</code> call for automation servers
298	<code>Invoke</code>	The <code>IDispatch:Invoke</code> call for automation servers.
298	<code>SafeCallException</code>	This method can be invoked if an exception occurs during <code>Invoke</code>

4.33.3 IVCLComObject.GetTypeInfoCount

Synopsis: The `IDispatch:GetTypeInfoCount` call for automation servers

Declaration: `function GetTypeInfoCount(out Count: Integer) : HRESULT`

Visibility: default

Description: `GetTypeInfoCount` must return in `Count` either 0 or 1 to indicate that it provides type information (1) or not (0).

Errors: On error, a nonzero (different from `S_OK`) return value must be returned.

See also: `IVCLComObject.GetTypeInfo` (297)

4.33.4 IVCLComObject.GetTypeInfo

Synopsis: The `IDispatch:GetTypeInfo` call for automation servers

Declaration: `function GetTypeInfo(Index: Integer; LocaleID: Integer; out TypeInfo) : HRESULT`

Visibility: default

Description: `GetTypeInfo` must return the `Index`-th entry in the type information of the component in `TypeInfo`. The `LocaleID` argument can be used to indicate the locale of the caller, as different type information can be returned depending on the locale.

Errors: On error, a nonzero (different from `S_OK`) return value must be returned.

See also: `IVCLComObject.GetTypeInfoCount` (297)

4.33.5 IVCLComObject.GetIDsOfNames

Synopsis: The `IDispatch::GetIDsOfNames` call for automation servers.

Declaration: `function GetIDsOfNames(const IID: TGuid; Names: Pointer;
NameCount: Integer; LocaleID: Integer;
DispIDs: Pointer) : HRESULT`

Visibility: default

Description: `GetIDsOfNames` must return in `DispIDs` the dispatch Ids for the `NameCount` names of the methods listed in `Names`. The `LocaleID` indicates the locale of the caller.

Errors: On error, a nonzero (different from `S_OK`) return value must be returned.

See also: `IVCLComObject.Invoke` (298)

4.33.6 IVCLComObject.Invoke

Synopsis: The `IDispatch::Invoke` call for automation servers.

Declaration: `function Invoke(DispID: Integer; const IID: TGuid; LocaleID: Integer;
Flags: Word; var Params; VarResult: Pointer;
ExcepInfo: Pointer; ArgErr: Pointer) : HRESULT`

Visibility: default

Description: `Invoke` must invoke the method designated by `DispID`. `IID` can be ignored. `LocaleID` is used by the caller to indicate the locale it is using. The `Flags` argument describes the context in which `Invoke` is called: a method, or property getter/setter. The `Params` argument contains the parameters to the call. The result should be in `VarResult`. On error, `ExcepInfo` and `ArgError` should be filled.

The function should return 0 (`S_OK`) if all went well.

See also: `IVCLComObject.GetIDsOfNames` (298)

4.33.7 IVCLComObject.SafeCallException

Synopsis: This method can be invoked if an exception occurs during `Invoke`

Declaration: `function SafeCallException(ExceptObject: TObject;
ExceptAddr: CodePointer) : HRESULT`

Visibility: default

Description: `SafeCallException` is called to handle an exception during invocation of the `Invoke` method. The `TObject` implementation of this method returns `E_UNEXPECTED`.

See also: `IVCLComObject.Invoke` (298)

4.33.8 IVCLComObject.FreeOnRelease

Synopsis: Is called by `TComponent.FreeOnRelease`

Declaration: `procedure FreeOnRelease`

Visibility: default

Description: `FreeOnRelease` is called by `TComponent.FreeOnRelease` (353) for the `IVCLComObject` interface implemented by `TComponent`.

See also: `TComponent.FreeOnRelease` (353)

4.34 TAbstractObjectReader

4.34.1 Description

The Free Pascal streaming mechanism, while compatible with Delphi's mechanism, differs from it in the sense that the streaming mechanism uses a driver class when streaming components. The `TAbstractObjectReader` class is the base driver class for reading property values from streams. It consists entirely of abstract methods, which must be implemented by descendant classes.

Different streaming mechanisms can be implemented by making a descendant from `TAbstractObjectReader`. The `TBinaryObjectReader` (318) class is such a descendant class, which streams data in binary (Delphi compatible) format.

All methods described in this class, must be implemented by descendant classes.

See also: `TBinaryObjectReader` (318)

4.34.2 Method overview

Page	Method	Description
300	<code>BeginComponent</code>	Marks the reading of a new component.
301	<code>BeginProperty</code>	Marks the reading of a property value.
300	<code>BeginRootComponent</code>	Starts the reading of the root component.
299	<code>NextValue</code>	Returns the type of the next value in the stream.
301	<code>Read</code>	Read raw data from stream
301	<code>ReadBinary</code>	Read binary data from the stream.
302	<code>ReadCurrency</code>	Read a currency value from the stream.
302	<code>ReadDate</code>	Read a date value from the stream.
301	<code>ReadFloat</code>	Read a float value from the stream.
303	<code>ReadIdent</code>	Read an identifier from the stream.
303	<code>ReadInt16</code>	Read a 16-bit integer from the stream.
304	<code>ReadInt32</code>	Read a 32-bit integer from the stream.
304	<code>ReadInt64</code>	Read a 64-bit integer from the stream.
303	<code>ReadInt8</code>	Read an 8-bit integer from the stream.
304	<code>ReadSet</code>	Reads a set from the stream.
305	<code>ReadSignature</code>	Read resource signature
302	<code>ReadSingle</code>	Read a single (real-type) value from the stream.
305	<code>ReadStr</code>	Read a shortstring from the stream
305	<code>ReadString</code>	Read a string of type <code>StringType</code> from the stream.
306	<code>ReadUnicodeString</code>	Read a unicode string value
300	<code>ReadValue</code>	Reads the type of the next value.
306	<code>ReadWideString</code>	Read a widestring value from the stream.
306	<code>SkipComponent</code>	Skip till the end of the component.
306	<code>SkipValue</code>	Skip the current value.

4.34.3 TAbstractObjectReader.NextValue

Synopsis: Returns the type of the next value in the stream.

Declaration: `function NextValue : TValueType; Virtual; Abstract`

Visibility: public

Description: This function should return the type of the next value in the stream, but should not read the actual value, i.e. the stream position should not be altered by this method. This is used to 'peek' in the stream what value is next.

See also: `TAbstractObjectReader.ReadValue` (300)

4.34.4 TAbstractObjectReader.ReadValue

Synopsis: Reads the type of the next value.

Declaration: `function ReadValue : TValueType; Virtual; Abstract`

Visibility: public

Description: This function returns the type of the next value in the stream and reads it. i.e. after the call to this method, the stream is positioned to read the value of the type returned by this function.

See also: `TAbstractObjectReader.ReadValue` (300)

4.34.5 TAbstractObjectReader.BeginRootComponent

Synopsis: Starts the reading of the root component.

Declaration: `procedure BeginRootComponent; Virtual; Abstract`

Visibility: public

Description: This function can be used to initialize the driver class for reading a component. It is called once at the beginning of the read process, and is immediately followed by a call to `BeginComponent` (300).

See also: `TAbstractObjectReader.BeginComponent` (300)

4.34.6 TAbstractObjectReader.BeginComponent

Synopsis: Marks the reading of a new component.

Declaration: `procedure BeginComponent(var Flags: TFileFlags;
var AChildPos: Integer;
var CompClassName: string; var CompName: string)
; Virtual; Abstract`

Visibility: public

Description: This method is called when the streaming process wants to start reading a new component.

Descendant classes should override this method to read the start of a component new component definition and return the needed arguments. `Flags` should be filled with any flags that were found at the component definition, as well as `AChildPos`. The `CompClassName` should be filled with the class name of the streamed component, and the `CompName` argument should be filled with the name of the component.

`AChildPos` is used to change the ordering in which components appear below their parent component when streaming descendant forms.

See also: `TAbstractObjectReader.BeginRootComponent` (300), `TAbstractObjectReader.BeginProperty` (301)

4.34.7 TAbstractObjectReader.BeginProperty

Synopsis: Marks the reading of a property value.

Declaration: `function BeginProperty : string; Virtual; Abstract`

Visibility: public

Description: `BeginProperty` is called by the streaming system when it wants to read a new property. The return value of the function is the name of the property which can be read from the stream.

See also: `TAbstractObjectReader.BeginComponent` (300)

4.34.8 TAbstractObjectReader.Read

Synopsis: Read raw data from stream

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual; Abstract`

Visibility: public

Description: `Read` is introduced for Delphi compatibility to read raw data from the component stream. This should not be used in production code as it will totally mess up the streaming.

See also: `TBinaryObjectReader.Read` (321), `TReader.Read` (416)

4.34.9 TAbstractObjectReader.ReadBinary

Synopsis: Read binary data from the stream.

Declaration: `procedure ReadBinary(const DestData: TMemoryStream); Virtual; Abstract`

Visibility: public

Description: `ReadBinary` is called when binary data should be read from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaBinary`). The data should be stored in the `DestData` memory stream by descendant classes.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TabstractObjectReader.ReadSet` (304), `TabstractObjectReader.ReadStr` (305), `TabstractObjectReader.ReadString` (305)

4.34.10 TAbstractObjectReader.ReadFloat

Synopsis: Read a float value from the stream.

Declaration: `function ReadFloat : Extended; Virtual; Abstract`

Visibility: public

Description: `ReadFloat` is called by the streaming system when it wants to read a float from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaExtended`). The return value should be the value of the float.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TabstractObjectReader.ReadSet` (304), `TabstractObjectReader.ReadStr` (305), `TabstractObjectReader.ReadString` (305)

4.34.11 `TAbstractObjectReader.ReadSingle`

Synopsis: Read a single (real-type) value from the stream.

Declaration: `function ReadSingle : Single; Virtual; Abstract`

Visibility: public

Description: `ReadSingle` is called by the streaming system when it wants to read a single-type float from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaSingle`). The return value should be the value of the float.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TabstractObjectReader.ReadSet` (304), `TabstractObjectReader.ReadStr` (305), `TabstractObjectReader.ReadString` (305)

4.34.12 `TAbstractObjectReader.ReadDate`

Synopsis: Read a date value from the stream.

Declaration: `function ReadDate : TDateTime; Virtual; Abstract`

Visibility: public

Description: `ReadDate` is called by the streaming system when it wants to read a date/time value from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaDate`). The return value should be the date/time value. (This value can be stored as a float, since `TDateTime` is nothing but a float.)

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TabstractObjectReader.ReadSet` (304), `TabstractObjectReader.ReadStr` (305), `TabstractObjectReader.ReadString` (305)

4.34.13 `TAbstractObjectReader.ReadCurrency`

Synopsis: Read a currency value from the stream.

Declaration: `function ReadCurrency : Currency; Virtual; Abstract`

Visibility: public

Description: `ReadCurrency` is called when a currency-typed value should be read from the stream. This abstract method should be overridden by descendant classes, and should return the currency value read from the stream.

See also: `TAbstractObjectWriter.WriteCurrency` (310)

4.34.14 TAbstractObjectReader.ReadIdent

Synopsis: Read an identifier from the stream.

Declaration: `function ReadIdent (ValueType: TValueType) : string; Virtual; Abstract`

Visibility: public

Description: `ReadIdent` is called by the streaming system if it expects to read an identifier of type `ValueType` from the stream after a call to `ReadValue` (300) returned `vaIdent`. The identifier should be returned as a string. Note that in some cases the identifier does not actually have to be in the stream. The following table indicates which identifiers must actually be read:

Table 4.21:

ValueType	Expected value
<code>vaIdent</code>	Read from stream.
<code>vaNil</code>	'Nil'. This does not have to be read from the stream.
<code>vaFalse</code>	'False'. This does not have to be read from the stream.
<code>vaTrue</code>	'True'. This does not have to be read from the stream.
<code>vaNull</code>	'Null'. This does not have to be read from the stream.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TAbstractObjectReader.ReadSet` (304), `TAbstractObjectReader.ReadStr` (305), `TAbstractObjectReader.ReadString` (305)

4.34.15 TAbstractObjectReader.ReadInt8

Synopsis: Read an 8-bit integer from the stream.

Declaration: `function ReadInt8 : ShortInt; Virtual; Abstract`

Visibility: public

Description: `ReadInt8` is called by the streaming process if it expects to read an integer value with a size of 8 bits (1 byte) from the stream (i.e. after `ReadValue` (300) returned a `valuetype` of `vaInt8`). The return value is the value if the integer. Note that the size of the value in the stream does not actually have to be 1 byte.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TAbstractObjectReader.ReadSet` (304), `TAbstractObjectReader.ReadStr` (305), `TAbstractObjectReader.ReadString` (305)

4.34.16 TAbstractObjectReader.ReadInt16

Synopsis: Read a 16-bit integer from the stream.

Declaration: `function ReadInt16 : SmallInt; Virtual; Abstract`

Visibility: public

Description: `ReadInt16` is called by the streaming process if it expects to read an integer value with a size of 16 bits (2 bytes) from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaInt16`). The return value is the value of the integer. Note that the size of the value in the stream does not actually have to be 2 bytes.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TAbstractObjectReader.ReadSet` (304), `TAbstractObjectReader.ReadStr` (305), `TAbstractObjectReader.ReadString` (305)

4.34.17 `TAbstractObjectReader.ReadInt32`

Synopsis: Read a 32-bit integer from the stream.

Declaration: `function ReadInt32 : LongInt; Virtual; Abstract`

Visibility: public

Description: `ReadInt32` is called by the streaming process if it expects to read an integer value with a size of 32 bits (4 bytes) from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaInt32`). The return value is the value of the integer. Note that the size of the value in the stream does not actually have to be 4 bytes.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt64` (304), `TAbstractObjectReader.ReadSet` (304), `TAbstractObjectReader.ReadStr` (305), `TAbstractObjectReader.ReadString` (305)

4.34.18 `TAbstractObjectReader.ReadInt64`

Synopsis: Read a 64-bit integer from the stream.

Declaration: `function ReadInt64 : Int64; Virtual; Abstract`

Visibility: public

Description: `ReadInt64` is called by the streaming process if it expects to read an `int64` value with a size of 64 bits (8 bytes) from the stream (i.e. after `ReadValue` (300) returned a valuetype of `vaInt64`). The return value is the value of the integer. Note that the size of the value in the stream does not actually have to be 8 bytes.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadSet` (304), `TAbstractObjectReader.ReadStr` (305), `TAbstractObjectReader.ReadString` (305)

4.34.19 `TAbstractObjectReader.ReadSet`

Synopsis: Reads a set from the stream.

Declaration: `function ReadSet (EnumType: Pointer) : Integer; Virtual; Abstract`

Visibility: public

Description: This method is called by the streaming system if it expects to read a set from the stream (i.e. after `ReadValue (300)` returned a valuetype of `vaSet`). The return value is the contents of the set, encoded in a bitmask the following way:

For each (enumerated) value in the set, the bit corresponding to the ordinal value of the enumerated value should be set. i.e. as `1 shl ord(value)`.

See also: `TAbstractObjectReader.ReadFloat (301)`, `TAbstractObjectReader.ReadDate (302)`, `TAbstractObjectReader.ReadSingle (302)`, `TAbstractObjectReader.ReadIdent (303)`, `TAbstractObjectReader.ReadInt8 (303)`, `TAbstractObjectReader.ReadInt16 (303)`, `TAbstractObjectReader.ReadInt32 (304)`, `TAbstractObjectReader.ReadInt64 (304)`, `TabstractObjectReader.ReadStr (305)`, `TabstractObjectReader.ReadString (305)`

4.34.20 TAbstractObjectReader.ReadSignature

Synopsis: Read resource signature

Declaration: `procedure ReadSignature; Virtual; Abstract`

Visibility: public

Description: `ReadSignature` reads the streaming signature from a stream. This method does nothing. It must be implemented by descendents that have a signature header in the stream. (such as binary streams)

See also: `TAbstractObjectWriter.WriteSignature (308)`, `TBinaryObjectReader.ReadSignature (323)`

4.34.21 TAbstractObjectReader.ReadStr

Synopsis: Read a shortstring from the stream

Declaration: `function ReadStr : string; Virtual; Abstract`

Visibility: public

Description: `ReadStr` is called by the streaming system if it expects to read a string from the stream (i.e. after `ReadValue (300)` returned a valuetype of `vaLString`, `vaWstring` or `vaString`). The return value is the string.

See also: `TAbstractObjectReader.ReadFloat (301)`, `TAbstractObjectReader.ReadDate (302)`, `TAbstractObjectReader.ReadSingle (302)`, `TAbstractObjectReader.ReadIdent (303)`, `TAbstractObjectReader.ReadInt8 (303)`, `TAbstractObjectReader.ReadInt16 (303)`, `TAbstractObjectReader.ReadInt32 (304)`, `TAbstractObjectReader.ReadInt64 (304)`, `TabstractObjectReader.ReadSet (304)`, `TabstractObjectReader.ReadString (305)`

4.34.22 TAbstractObjectReader.ReadString

Synopsis: Read a string of type `StringType` from the stream.

Declaration: `function ReadString(StringType: TValueType) : string; Virtual; Abstract`

Visibility: public

Description: `ReadStr` is called by the streaming system if it expects to read a string from the stream (i.e. after `ReadValue (300)` returned a valuetype of `vaLString`, `vaWstring` or `vaString`). The return value is the string.

See also: `TAbstractObjectReader.ReadFloat` (301), `TAbstractObjectReader.ReadDate` (302), `TAbstractObjectReader.ReadSingle` (302), `TAbstractObjectReader.ReadIdent` (303), `TAbstractObjectReader.ReadInt8` (303), `TAbstractObjectReader.ReadInt16` (303), `TAbstractObjectReader.ReadInt32` (304), `TAbstractObjectReader.ReadInt64` (304), `TAbstractObjectReader.ReadSet` (304), `TAbstractObjectReader.ReadStr` (305)

4.34.23 `TAbstractObjectReader.ReadWideString`

Synopsis: Read a widestring value from the stream.

Declaration: `function ReadWideString : WideString; Virtual; Abstract`

Visibility: public

Description: `ReadWideString` is called when a widestring-typed value should be read from the stream. This abstract method should be overridden by descendant classes.

See also: `TAbstractObjectWriter.WriteWideString` (311)

4.34.24 `TAbstractObjectReader.ReadUnicodeString`

Synopsis: Read a unicode string value

Declaration: `function ReadUnicodeString : UnicodeString; Virtual; Abstract`

Visibility: public

Description: `ReadUnicodeString` should read a `UnicodeString` value from the stream. (indicated by the `vaUString` value type).

Descendant classes should override this method to actually read a `UnicodeString` value.

See also: `TBinaryObjectWriter.WriteUnicodeString` (330), `TAbstractObjectReader.ReadWideString` (306)

4.34.25 `TAbstractObjectReader.SkipComponent`

Synopsis: Skip till the end of the component.

Declaration: `procedure SkipComponent(SkipComponentInfos: Boolean); Virtual
; Abstract`

Visibility: public

Description: This method is used to skip the entire declaration of a component in the stream. Each descendant of `TAbstractObjectReader` should implement this in a way which is optimal for the implemented stream format.

See also: `TAbstractObjectReader.BeginComponent` (300), `TAbstractObjectReader.SkipValue` (306)

4.34.26 `TAbstractObjectReader.SkipValue`

Synopsis: Skip the current value.

Declaration: `procedure SkipValue; Virtual; Abstract`

Visibility: public

Description: `SkipValue` should be used when skipping a value in the stream; The method should determine the type of the value which should be skipped by itself, if this is necessary.

See also: `TAbstractObjectReader.SkipComponent` (306)

4.35 TAbstractObjectWriter

4.35.1 Description

Abstract driver class for writing component data.

4.35.2 Method overview

Page	Method	Description
307	<code>BeginCollection</code>	Start writing a collection.
307	<code>BeginComponent</code>	Start writing a component
308	<code>BeginList</code>	Start writing a list.
308	<code>BeginProperty</code>	Start writing a property
308	<code>EndList</code>	Mark the end of a list.
308	<code>EndProperty</code>	Marks the end of writing of a property.
309	<code>Write</code>	Write raw data to stream
309	<code>WriteBinary</code>	Writes binary data to the stream.
309	<code>WriteBoolean</code>	Writes a boolean value to the stream.
310	<code>WriteCurrency</code>	Write a currency value to the stream
310	<code>WriteDate</code>	Writes a date type to the stream.
309	<code>WriteFloat</code>	Writes a float value to the stream.
310	<code>WriteIdent</code>	Writes an identifier to the stream.
310	<code>WriteInteger</code>	Writes an integer value to the stream
311	<code>WriteMethodName</code>	Writes a methodname to the stream.
311	<code>WriteSet</code>	Writes a set value to the stream.
308	<code>WriteSignature</code>	Write stream signature to the stream
309	<code>WriteSingle</code>	Writes a single-type real value to the stream.
311	<code>WriteString</code>	Writes a string value to the stream.
310	<code>WriteUInt64</code>	Write an unsigned 64-bit integer
312	<code>WriteUnicodeString</code>	Write a unicode string to the stream.
311	<code>WriteVariant</code>	Write a variant to the stream
311	<code>WriteWideString</code>	Write a widestring value to the stream

4.35.3 TAbstractObjectWriter.BeginCollection

Synopsis: Start writing a collection.

Declaration: `procedure BeginCollection; Virtual; Abstract`

Visibility: `public`

Description: Start writing a collection.

4.35.4 TAbstractObjectWriter.BeginComponent

Synopsis: Start writing a component

Declaration: `procedure BeginComponent(Component: TComponent; Flags: TFileFlags;
ChildPos: Integer); Virtual; Abstract`

Visibility: public

Description: Start writing a component

4.35.5 TAbstractObjectWriter.WriteSignature

Synopsis: Write stream signature to the stream

Declaration: `procedure WriteSignature; Virtual; Abstract`

Visibility: public

Description: `WriteSignature` writes the streaming signature to a stream. This method does nothing, it must be implemented by descendents that have a signature header in the stream. (such as binary streams)

See also: [TAbstractObjectReader.ReadSignature \(305\)](#), [TBinaryObjectWriter.WriteSignature \(326\)](#)

4.35.6 TAbstractObjectWriter.BeginList

Synopsis: Start writing a list.

Declaration: `procedure BeginList; Virtual; Abstract`

Visibility: public

Description: Start writing a list.

4.35.7 TAbstractObjectWriter.EndList

Synopsis: Mark the end of a list.

Declaration: `procedure EndList; Virtual; Abstract`

Visibility: public

Description: Mark the end of a list.

4.35.8 TAbstractObjectWriter.BeginProperty

Synopsis: Start writing a property

Declaration: `procedure BeginProperty(const PropName: string); Virtual; Abstract`

Visibility: public

Description: Start writing a property

4.35.9 TAbstractObjectWriter.EndProperty

Synopsis: Marks the end of writing of a property.

Declaration: `procedure EndProperty; Virtual; Abstract`

Visibility: public

Description: Marks the end of writing of a property.

4.35.10 TAbstractObjectWriter.Write

Synopsis: Write raw data to stream

Declaration: `procedure Write(const Buffer; Count: LongInt); Virtual; Abstract`

Visibility: public

Description: `Write` is introduced for Delphi compatibility to write raw data to the component stream. This should not be used in new production code as it will totally mess up the streaming.

See also: `TBinaryObjectWriter.Write` (328), `TWriter.Write` (486)

4.35.11 TAbstractObjectWriter.WriteBinary

Synopsis: Writes binary data to the stream.

Declaration: `procedure WriteBinary(const Buffer; Count: LongInt); Virtual; Abstract`

Visibility: public

Description: Writes binary data to the stream.

4.35.12 TAbstractObjectWriter.WriteBoolean

Synopsis: Writes a boolean value to the stream.

Declaration: `procedure WriteBoolean(Value: Boolean); Virtual; Abstract`

Visibility: public

Description: Writes a boolean value to the stream.

4.35.13 TAbstractObjectWriter.WriteFloat

Synopsis: Writes a float value to the stream.

Declaration: `procedure WriteFloat(const Value: Extended); Virtual; Abstract`

Visibility: public

Description: Writes a float value to the stream.

4.35.14 TAbstractObjectWriter.WriteSingle

Synopsis: Writes a single-type real value to the stream.

Declaration: `procedure WriteSingle(const Value: Single); Virtual; Abstract`

Visibility: public

Description: Writes a single-type real value to the stream.

4.35.15 TAbstractObjectWriter.WriteDate

Synopsis: Writes a date type to the stream.

Declaration: `procedure WriteDate(const Value: TDateTime); Virtual; Abstract`

Visibility: public

Description: Writes a date type to the stream.

4.35.16 TAbstractObjectWriter.WriteCurrency

Synopsis: Write a currency value to the stream

Declaration: `procedure WriteCurrency(const Value: Currency); Virtual; Abstract`

Visibility: public

Description: `WriteCurrency` is called when a currency-typed value should be written to the stream. This abstract method should be overridden by descendant classes.

See also: `TAbstractObjectReader.ReadCurrency` (302)

4.35.17 TAbstractObjectWriter.WriteIdent

Synopsis: Writes an identifier to the stream.

Declaration: `procedure WriteIdent(const Ident: string); Virtual; Abstract`

Visibility: public

Description: Writes an identifier to the stream.

4.35.18 TAbstractObjectWriter.WriteInteger

Synopsis: Writes an integer value to the stream

Declaration: `procedure WriteInteger(Value: Int64); Virtual; Abstract`

Visibility: public

Description: Writes an integer value to the stream

4.35.19 TAbstractObjectWriter.WriteUInt64

Synopsis: Write an unsigned 64-bit integer

Declaration: `procedure WriteUInt64(Value: QWord); Virtual; Abstract`

Visibility: public

Description: `WriteUInt64` must be overridden by descendant classes to write a 64-bit unsigned Value (value type `QWord`) to the stream.

Errors: None.

See also: `TBinaryObjectWriter.WriteUInt64` (329)

4.35.20 TAbstractObjectWriter.WriteVariant

Synopsis: Write a variant to the stream

Declaration: `procedure WriteVariant(const Value: Variant); Virtual; Abstract`

Visibility: public

Description: `WriteVariant` must be overridden by descendant classes to write a simple variant type to the stream. `WriteVariant` does not write arrays types or complex types.

See also: `TBinaryObjectWriter.WriteVariant` (330)

4.35.21 TAbstractObjectWriter.WriteMethodName

Synopsis: Writes a methodname to the stream.

Declaration: `procedure WriteMethodName(const Name: string); Virtual; Abstract`

Visibility: public

Description: Writes a methodname to the stream.

4.35.22 TAbstractObjectWriter.WriteSet

Synopsis: Writes a set value to the stream.

Declaration: `procedure WriteSet(Value: LongInt; SetType: Pointer); Virtual
; Abstract`

Visibility: public

Description: Writes a set value to the stream.

4.35.23 TAbstractObjectWriter.WriteString

Synopsis: Writes a string value to the stream.

Declaration: `procedure WriteString(const Value: string); Virtual; Abstract`

Visibility: public

Description: Writes a string value to the stream.

4.35.24 TAbstractObjectWriter.WriteWideString

Synopsis: Write a widestring value to the stream

Declaration: `procedure WriteWideString(const Value: WideString); Virtual; Abstract`

Visibility: public

Description: `WriteCurrency` is called when a currency-typed value should be written to the stream. This abstract method should be overridden by descendant classes.

See also: `TAbstractObjectReader.ReadWideString` (306)

4.35.25 TAbstractObjectWriter.WriteUnicodeString

Synopsis: Write a unicode string to the stream.

Declaration: `procedure WriteUnicodeString(const Value: UnicodeString); Virtual
; Abstract`

Visibility: public

Description: `WriteUnicodeString` must be overridden by descendant classes to write a unicode string (value type `vaUString`) value to the stream.

See also: `TBinaryObjectWriter.WriteUnicodeString` (330)

4.36 TBasicAction

4.36.1 Description

`TBasicAction` implements a basic action class from which all actions are derived. It introduces all basic methods of an action, and implements functionality to maintain a list of clients, i.e. components that are connected with this action.

Do not create instances of `TBasicAction`. Instead, create a descendant class and create an instance of this class instead.

See also: `TBasicActionLink` (316), `TComponent` (348)

4.36.2 Method overview

Page	Method	Description
312	Create	Creates a new instance of a <code>TBasicAction</code> (312) class.
313	Destroy	Destroys the action.
314	Execute	Triggers the <code>OnExecute</code> (315) event
314	ExecuteTarget	Executes the action on the <code>Target</code> object
313	HandlesTarget	Determines whether <code>Target</code> can be handled by this action
314	RegisterChanges	Registers a new client with the action.
314	UnRegisterChanges	Unregisters a client from the list of clients
315	Update	Triggers the <code>OnUpdate</code> (316) event
313	UpdateTarget	Notify client controls when the action updates itself.

4.36.3 Property overview

Page	Properties	Access	Description
315	ActionComponent	rw	Returns the component that initiated the action.
315	OnExecute	rw	Event triggered when the action executes.
316	OnUpdate	rw	Event triggered when the application is idle.

4.36.4 TBasicAction.Create

Synopsis: Creates a new instance of a `TBasicAction` (312) class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: public

Description: `Create` calls the inherited constructor, and then initializes the list of clients controls (or action lists).

Under normal circumstances it should not be necessary to create a `TBasicAction` descendant manually, actions are created in an IDE.

See also: `Destroy` (313), `AssignClient` (312)

4.36.5 `TBasicAction.Destroy`

Synopsis: Destroys the action.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the list of client controls and then calls the inherited destructor.

An application programmer should not call `Destroy` directly; Instead `Free` should be called, if it needs to be called at all. Normally the controlling class (e.g. a `TActionList`) will destroy the action.

4.36.6 `TBasicAction.HandlesTarget`

Synopsis: Determines whether `Target` can be handled by this action

Declaration: `function HandlesTarget(Target: TObject) : Boolean; Virtual`

Visibility: `public`

Description: `HandlesTarget` returns `True` if `Target` is a valid client for this action and if so, if it is in a suitable state to execute the action. An application programmer should never need to call `HandlesTarget` directly, it will be called by the action itself when needed.

In `TBasicAction` this method is empty; descendant classes should override this method to implement appropriate checks.

See also: `UpdateTarget` (313), `ExecuteTarget` (314)

4.36.7 `TBasicAction.UpdateTarget`

Synopsis: Notify client controls when the action updates itself.

Declaration: `procedure UpdateTarget(Target: TObject); Virtual`

Visibility: `public`

Description: `UpdateTarget` should update the client control specified by `Target` when the action updates itself. In `TBasicAction`, the implementation of `UpdateTarget` is empty. Descendant classes should override and implement `UpdateTarget` to actually update the `Target` object.

An application programmer should never need to call `HandlesTarget` directly, it will be called by the action itself when needed.

See also: `HandlesTarget` (313), `ExecuteTarget` (314)

4.36.8 TBasicAction.ExecuteTarget

Synopsis: Executes the action on the `Target` object

Declaration: `procedure ExecuteTarget (Target: TObject); Virtual`

Visibility: `public`

Description: `ExecuteTarget` performs the action on the `Target` object. In `TBasicAction` this method does nothing. Descendant classes should implement the action to be performed. For instance an action to post data in a dataset could call the `Post` method of the dataset.

An application programmer should never call `ExecuteTarget` directly.

See also: `HandlesTarget` (313), `UpdateTarget` (314), `Execute` (314)

4.36.9 TBasicAction.Execute

Synopsis: Triggers the `OnExecute` (315) event

Declaration: `function Execute : Boolean; Dynamic`

Visibility: `public`

Description: `Execute` triggers the `OnExecute` event, if one is assigned. It returns `True` if the event handler was called, `False` otherwise.

4.36.10 TBasicAction.RegisterChanges

Synopsis: Registers a new client with the action.

Declaration: `procedure RegisterChanges (Value: TBasicActionLink)`

Visibility: `public`

Description: `RegisterChanges` adds `Value` to the list of clients.

See also: `UnregisterChanges` (314)

4.36.11 TBasicAction.UnRegisterChanges

Synopsis: Unregisters a client from the list of clients

Declaration: `procedure UnRegisterChanges (Value: TBasicActionLink)`

Visibility: `public`

Description: `UnregisterChanges` removes `Value` from the list of clients. This is called for instance when the action is destroyed, or when the client is assigned a new action.

See also: `UnregisterChanges` (314), `Destroy` (313)

4.36.12 TBasicAction.Update

Synopsis: Triggers the OnUpdate (316) event

Declaration: `function Update : Boolean; Virtual`

Visibility: `public`

Description: `Update` triggers the `OnUpdate` event, if one is assigned. It returns `True` if the event was triggered, or `False` if no event was assigned.

Application programmers should never run `Update` directly. The `Update` method is called automatically by the action mechanism; Normally this is in the Idle time of an application. An application programmer should assign the `OnUpdate` (316) event, and perform any checks in that handler.

See also: `OnUpdate` (316), `Execute` (314), `UpdateTarget` (313)

4.36.13 TBasicAction.ActionComponent

Synopsis: Returns the component that initiated the action.

Declaration: `Property ActionComponent : TComponent`

Visibility: `public`

Access: `Read,Write`

Description: `ActionComponent` is set to the component that caused the action to execute, e.g. a toolbutton or a menu item. The property is set just before the action executes, and is reset to nil after the action was executed.

See also: `Execute` (314), `OnExecute` (315)

4.36.14 TBasicAction.OnExecute

Synopsis: Event triggered when the action executes.

Declaration: `Property OnExecute : TNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnExecute` is the event triggered when the action is activated (executed). The event is triggered e.g. when the user clicks e.g. on a menu item or a button associated to the action. The application programmer should provide a `OnExecute` event handler to execute whatever code is necessary when the button is pressed or the menu item is chosen.

Note that assigning an `OnExecute` handler will result in the `Execute` (314) method returning a `True` value. Predefined actions (such as dataset actions) will check the result of `Execute` and will not perform their normal task if the `OnExecute` handler was called.

See also: `Execute` (314), `OnUpdate` (316)

4.36.15 TBasicAction.OnUpdate

Synopsis: Event triggered when the application is idle.

Declaration: `Property OnUpdate : TNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnUpdate` is the event triggered when the application is idle, and the action is being updated. The `OnUpdate` event can be used to set the state of the action, for instance disable it if the action cannot be executed at this point in time.

See also: [Update \(315\)](#), [OnExecute \(315\)](#)

4.37 TBasicActionLink

4.37.1 Description

`TBasicActionLink` links an Action to its clients. With each client for an action, a `TBasicActionLink` class is instantiated to handle the communication between the action and the client. It passes events between the action and its clients, and thus presents the action with a uniform interface to the clients.

An application programmer should never use a `TBasicActionLink` instance directly; They are created automatically when an action is associated with a component. Component programmers should create specialized descendants of `TBasicActionLink` which communicate changes in the action to the component.

See also: [TBasicAction \(312\)](#)

4.37.2 Method overview

Page	Method	Description
316	<code>Create</code>	Creates a new instance of the <code>TBasicActionLink</code> class
317	<code>Destroy</code>	Destroys the <code>TBasicActionLink</code> instance.
317	<code>Execute</code>	Calls the action's <code>Execute</code> method.
317	<code>Update</code>	Calls the action's <code>Update</code> method

4.37.3 Property overview

Page	Properties	Access	Description
318	<code>Action</code>	<code>rw</code>	The action to which the link was assigned.
318	<code>OnChange</code>	<code>rw</code>	Event handler triggered when the action's properties change

4.37.4 TBasicActionLink.Create

Synopsis: Creates a new instance of the `TBasicActionLink` class

Declaration: `constructor Create(AClient: TObject); Virtual`

Visibility: `public`

Description: `Create` creates a new instance of a `TBasicActionLink` and assigns `AClient` as the client of the link.

Application programmers should never instantiate `TBasicActionLink` classes directly. An instance is created automatically when an action is assigned to a control (client).

Component programmers can override the `create` constructor to initialize further properties.

See also: `Destroy` (317)

4.37.5 `TBasicActionLink.Destroy`

Synopsis: Destroys the `TBasicActionLink` instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` unregisters the `TBasicActionLink` with the action, and then calls the inherited destructor.

Application programmers should never call `Destroy` directly. If a link should be destroyed at all, the `Free` method should be called instead.

See also: `Create` (316)

4.37.6 `TBasicActionLink.Execute`

Synopsis: Calls the action's `Execute` method.

Declaration: `function Execute(AComponent: TComponent) : Boolean; Virtual`

Visibility: `public`

Description: `Execute` sets the `ActionComponent` (315) property of the associated `Action` (318) to `AComponent` and then calls the `Action`'s `execute` (314) method. After the action has executed, the `ActionComponent` property is cleared again.

The return value of the function is the return value of the `Action`'s `execute` method.

Application programmers should never call `Execute` directly. This method will be called automatically when the associated control is activated. (e.g. a button is clicked on)

Component programmers should call `Execute` whenever the action should be activated.

See also: `Action` (318), `TBasicAction.ActionComponent` (315), `TBasicAction.Execute` (314), `TBasicAction.onExecute` (315)

4.37.7 `TBasicActionLink.Update`

Synopsis: Calls the action's `Update` method

Declaration: `function Update : Boolean; Virtual`

Visibility: `public`

Description: `Update` calls the associated `Action`'s `Update` (315) method.

Component programmers can override the `Update` method to provide additional processing when the `Update` method occurs.

4.37.8 TBasicActionLink.Action

Synopsis: The action to which the link was assigned.

Declaration: `Property Action : TBasicAction`

Visibility: public

Access: Read,Write

Description: `Action` represents the Action (312) which was assigned to the client. Setting this property will unregister the client at the old action (if one existed) and registers the client at the new action.

See also: `TBasicAction` (312)

4.37.9 TBasicActionLink.OnChange

Synopsis: Event handler triggered when the action's properties change

Declaration: `Property OnChange : TNotifyEvent`

Visibility: public

Access: Read,Write

Description: `OnChange` is the event triggered when the action's properties change.

Application programmers should never need to assign this event. Component programmers can assign this event to have a client control reflect any changes in an Action's properties.

See also: `Change` (316), `TBasicAction.Change` (312)

4.38 TBinaryObjectReader

4.38.1 Description

The `TBinaryObjectReader` class reads component data stored in binary form in a file. For this, it overrides or implements all abstract methods from `TAbstractObjectReader` (299). No new functionality is added by this class, it is a driver class for the streaming system.

It should never be necessary to create an instance of this class directly. Instead, the `TStream.WriteComponent` (432) call should be used.

See also: `TAbstractObjectReader` (299), `TBinaryObjectWriter` (325)

4.38.2 Method overview

Page	Method	Description
320	BeginComponent	Start reading a component.
321	BeginProperty	Start reading a property.
320	BeginRootComponent	Start reading the root component.
319	Create	Creates a new binary data reader instance.
319	Destroy	Destroys the binary data reader.
320	NextValue	Return the type of the next value.
321	Read	Read raw data from stream
321	ReadBinary	Start reading a binary value.
322	ReadCurrency	Read a currency value from the stream.
322	ReadDate	Read a date.
321	ReadFloat	Read a float value
322	ReadIdent	Read an identifier
322	ReadInt16	Read a 16-bits integer.
323	ReadInt32	Read a 32-bits integer.
323	ReadInt64	Read a 64-bits integer.
322	ReadInt8	Read an 8-bits integer.
323	ReadSet	Read a set
323	ReadSignature	Reads the filer signature
321	ReadSingle	Read a single-size float value
324	ReadStr	Read a short string
324	ReadString	Read a string
324	ReadUnicodeString	Read a unicode string value
320	ReadValue	Read the next value in the stream
324	ReadWideString	Read a widestring value from the stream.
325	SkipComponent	Skip a component's data
325	SkipValue	Skip a value's data

4.38.3 TBinaryObjectReader.Create

Synopsis: Creates a new binary data reader instance.

Declaration: `constructor Create(Stream: TStream; BufSize: Integer)`

Visibility: `public`

Description: `Create` instantiates a new binary component data reader. The `Stream` stream is the stream from which data will be read. The `BufSize` argument is the size of the internal buffer that will be used by the reader. This can be used to optimize the reading process.

See also: `TAbstractObjectReader` (299)

4.38.4 TBinaryObjectReader.Destroy

Synopsis: Destroys the binary data reader.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` frees the buffer allocated when the instance was created. It also positions the stream on the last used position in the stream (the buffering may cause the reader to read more bytes than were actually used.)

See also: `TBinaryObjectReader.Create` (319)

4.38.5 TBinaryObjectReader.NextValue

Synopsis: Return the type of the next value.

Declaration: `function NextValue : TValueType; Override`

Visibility: public

Description: `NextValue` returns the type of the next value in a binary stream, but does not read the value.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.6 TBinaryObjectReader.ReadValue

Synopsis: Read the next value in the stream

Declaration: `function ReadValue : TValueType; Override`

Visibility: public

Description: `NextValue` reads the next value in a binary stream and returns the type of the read value.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.7 TBinaryObjectReader.BeginRootComponent

Synopsis: Start reading the root component.

Declaration: `procedure BeginRootComponent; Override`

Visibility: public

Description: `BeginRootComponent` starts reading the root component in a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.8 TBinaryObjectReader.BeginComponent

Synopsis: Start reading a component.

Declaration: `procedure BeginComponent(var Flags: TFileFlags;
var AChildPos: Integer;
var CompClassName: string; var CompName: string)
; Override`

Visibility: public

Description: This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.9 TBinaryObjectReader.BeginProperty

Synopsis: Start reading a property.

Declaration: `function BeginProperty : string; Override`

Visibility: public

Description: This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.10 TBinaryObjectReader.Read

Synopsis: Read raw data from stream

Declaration: `procedure Read(var Buf; Count: LongInt); Override`

Visibility: public

Description: `Read` is introduced for Delphi compatibility to read raw data from the component stream. This should not be used in production code as it will totally mess up the streaming.

See also: `TAbstractObjectReader.Read` (301), `TReader.Read` (416)

4.38.11 TBinaryObjectReader.ReadBinary

Synopsis: Start reading a binary value.

Declaration: `procedure ReadBinary(const DestData: TMemoryStream); Override`

Visibility: public

Description: `ReadBinary` reads a binary value from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.12 TBinaryObjectReader.ReadFloat

Synopsis: Read a float value

Declaration: `function ReadFloat : Extended; Override`

Visibility: public

Description: `ReadFloat` reads a float value from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.13 TBinaryObjectReader.ReadSingle

Synopsis: Read a single-size float value

Declaration: `function ReadSingle : Single; Override`

Visibility: public

Description: `ReadSingle` reads a single-sized float value from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.14 TBinaryObjectReader.ReadDate

Synopsis: Read a date.

Declaration: `function ReadDate : TDateTime; Override`

Visibility: public

Description: `ReadDate` reads a date value from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.15 TBinaryObjectReader.ReadCurrency

Synopsis: Read a currency value from the stream.

Declaration: `function ReadCurrency : Currency; Override`

Visibility: public

Description: `var>ReadCurrency` reads a currency-typed value from a binary stream. It is the implementation of the method introduced in `TAbstractObjectReader` (299).

See also: `TAbstractObjectReader.ReadCurrency` (302), `TBinaryObjectWriter.WriteCurrency` (329)

4.38.16 TBinaryObjectReader.ReadIdent

Synopsis: Read an identifier

Declaration: `function ReadIdent(ValueType: TValueType) : string; Override`

Visibility: public

Description: `ReadIdent` reads an identifier from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.17 TBinaryObjectReader.ReadInt8

Synopsis: Read an 8-bits integer.

Declaration: `function ReadInt8 : ShortInt; Override`

Visibility: public

Description: `Read8Int` reads an 8-bits signed integer from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.18 TBinaryObjectReader.ReadInt16

Synopsis: Read a 16-bits integer.

Declaration: `function ReadInt16 : SmallInt; Override`

Visibility: public

Description: `Read16Int` reads a 16-bits signed integer from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.19 `TBinaryObjectReader.ReadInt32`

Synopsis: Read a 32-bits integer.

Declaration: `function ReadInt32 : LongInt; Override`

Visibility: `public`

Description: `Read32Int` reads a 32-bits signed integer from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.20 `TBinaryObjectReader.ReadInt64`

Synopsis: Read a 64-bits integer.

Declaration: `function ReadInt64 : Int64; Override`

Visibility: `public`

Description: `Read64Int` reads a 64-bits signed integer from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.21 `TBinaryObjectReader.ReadSet`

Synopsis: Read a set

Declaration: `function ReadSet (EnumType: Pointer) : Integer; Override`

Visibility: `public`

Description: `ReadSet` reads a set from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.22 `TBinaryObjectReader.ReadSignature`

Synopsis: Reads the filer signature

Declaration: `procedure ReadSignature; Override`

Visibility: `public`

Description: `ReadSignature` is overridden by `TBinaryObjectReader` to read the signature (TPF0) from binary streams.

Errors: If the stream does not start with the correct signature, an `EReadError` (285) exception is raised.

See also: `TAbstractObjectReader.ReadSignature` (305), `TAbstractObjectWriter.WriteSignature` (308), `TBinaryObjectWriter.WriteSignature` (326)

4.38.23 TBinaryObjectReader.ReadStr

Synopsis: Read a short string

Declaration: `function ReadStr : string; Override`

Visibility: `public`

Description: `ReadStr` reads a short string from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.24 TBinaryObjectReader.ReadString

Synopsis: Read a string

Declaration: `function ReadString(StringType: TValueType) : string; Override`

Visibility: `public`

Description: `ReadStr` reads a string of type `StringType` from a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.38.25 TBinaryObjectReader.ReadWideString

Synopsis: Read a widestring value from the stream.

Declaration: `function ReadWideString : WideString; Override`

Visibility: `public`

Description: `var>ReadWideString` reads a widestring-typed value from a binary stream. It is the implementation of the method introduced in `TAbstractObjectReader` (299).

See also: `TAbstractObjectReader.ReadWideString` (306), `TBinaryObjectWriter.WriteWideString` (330)

4.38.26 TBinaryObjectReader.ReadUnicodeString

Synopsis: Read a unicode string value

Declaration: `function ReadUnicodeString : UnicodeString; Override`

Visibility: `public`

Description: `ReadUnicodeString` is overridden by `TBinaryObjectReader` to read a `UnicodeString` value from the binary stream.

See also: `TAbstractObjectReader.ReadUnicodeString` (306)

4.38.27 TBinaryObjectReader.SkipComponent

Synopsis: Skip a component's data

Declaration: `procedure SkipComponent (SkipComponentInfos: Boolean);` Override

Visibility: public

Description: `SkipComponent` skips the data of a component in a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299).

4.38.28 TBinaryObjectReader.SkipValue

Synopsis: Skip a value's data

Declaration: `procedure SkipValue;` Override

Visibility: public

Description: `SkipComponent` skips the data of the next value in a binary stream.

This method is simply the implementation for a binary stream of the abstract method introduced in `TAbstractObjectReader` (299)

4.39 TBinaryObjectWriter

4.39.1 Description

Driver class which stores component data in binary form.

4.39.2 Method overview

Page	Method	Description
327	BeginCollection	Start writing a collection.
327	BeginComponent	Start writing a component
327	BeginList	Start writing a list.
327	BeginProperty	Start writing a property
326	Create	Creates a new instance of a binary object writer.
326	Destroy	Destroys an instance of the binary object writer.
327	EndList	Mark the end of a list.
327	EndProperty	Marks the end of writing of a property.
328	Write	Write raw data to stream
328	WriteBinary	Writes binary data to the stream.
328	WriteBoolean	Writes a boolean value to the stream.
329	WriteCurrency	Write a currency-valued type to a stream
328	WriteDate	Writes a date type to the stream.
328	WriteFloat	Writes a float value to the stream.
329	WriteIdent	Writes an identifier to the stream.
329	WriteInteger	Writes an integer value to the stream.
329	WriteMethodName	Writes a methodname to the stream.
329	WriteSet	Writes a set value to the stream.
326	WriteSignature	Write stream signature to the stream
328	WriteSingle	Writes a single-type real value to the stream.
330	WriteStr	Write a string to the binary stream
330	WriteString	Writes a string value to the stream.
329	WriteUInt64	Write an unsigned 64-bit integer
330	WriteUnicodeString	Write a unicode string to the stream.
330	WriteVariant	Write a variant to the stream
330	WriteWideString	Write a widestring-valued type to a stream

4.39.3 TBinaryObjectWriter.Create

Synopsis: Creates a new instance of a binary object writer.

Declaration: `constructor Create(Stream: TStream; BufSize: Integer)`

Visibility: `public`

Description: Creates a new instance of a binary object writer.

4.39.4 TBinaryObjectWriter.Destroy

Synopsis: Destroys an instance of the binary object writer.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys an instance of the binary object writer.

4.39.5 TBinaryObjectWriter.WriteSignature

Synopsis: Write stream signature to the stream

Declaration: `procedure WriteSignature; Override`

Visibility: public

Description: `WriteSignature` is overridden by `TBinaryObjectWriter` to write the signature (TPF0) to binary streams.

See also: `TAbstractObjectWriter.WriteSignature` (308), `TAbstractObjectReader.ReadSignature` (305), `TBinaryObjectReader.ReadSignature` (323)

4.39.6 `TBinaryObjectWriter.BeginCollection`

Synopsis: Start writing a collection.

Declaration: `procedure BeginCollection; Override`

Visibility: public

4.39.7 `TBinaryObjectWriter.BeginComponent`

Synopsis: Start writing a component

Declaration: `procedure BeginComponent(Component: TComponent; Flags: TFileFlags; ChildPos: Integer); Override`

Visibility: public

4.39.8 `TBinaryObjectWriter.BeginList`

Synopsis: Start writing a list.

Declaration: `procedure BeginList; Override`

Visibility: public

4.39.9 `TBinaryObjectWriter.EndList`

Synopsis: Mark the end of a list.

Declaration: `procedure EndList; Override`

Visibility: public

4.39.10 `TBinaryObjectWriter.BeginProperty`

Synopsis: Start writing a property

Declaration: `procedure BeginProperty(const PropName: string); Override`

Visibility: public

4.39.11 `TBinaryObjectWriter.EndProperty`

Synopsis: Marks the end of writing of a property.

Declaration: `procedure EndProperty; Override`

Visibility: public

4.39.12 TBinaryObjectWriter.Write

Synopsis: Write raw data to stream

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

Visibility: public

Description: `Write` is introduced for Delphi compatibility to write raw data to the component stream. This should not be used in new production code as it will totally mess up the streaming.

See also: `TAbstractObjectWriter.Write` (309), `TWriter.Write` (486)

4.39.13 TBinaryObjectWriter.WriteBinary

Synopsis: Writes binary data to the stream.

Declaration: `procedure WriteBinary(const Buffer; Count: LongInt); Override`

Visibility: public

4.39.14 TBinaryObjectWriter.WriteBoolean

Synopsis: Writes a boolean value to the stream.

Declaration: `procedure WriteBoolean(Value: Boolean); Override`

Visibility: public

4.39.15 TBinaryObjectWriter.WriteFloat

Synopsis: Writes a float value to the stream.

Declaration: `procedure WriteFloat(const Value: Extended); Override`

Visibility: public

4.39.16 TBinaryObjectWriter.WriteSingle

Synopsis: Writes a single-type real value to the stream.

Declaration: `procedure WriteSingle(const Value: Single); Override`

Visibility: public

4.39.17 TBinaryObjectWriter.WriteDate

Synopsis: Writes a date type to the stream.

Declaration: `procedure WriteDate(const Value: TDateTime); Override`

Visibility: public

4.39.18 TBinaryObjectWriter.WriteCurrency

Synopsis: Write a currency-valued type to a stream

Declaration: `procedure WriteCurrency(const Value: Currency); Override`

Visibility: public

Description: `WriteCurrency` writes a currency-typed value to a binary stream. It is the implementation of the method introduced in `TAbstractObjectWriter` (307).

See also: `TAbstractObjectWriter.WriteCurrency` (310)

4.39.19 TBinaryObjectWriter.WriteIdent

Synopsis: Writes an identifier to the stream.

Declaration: `procedure WriteIdent(const Ident: string); Override`

Visibility: public

4.39.20 TBinaryObjectWriter.WriteInteger

Synopsis: Writes an integer value to the stream.

Declaration: `procedure WriteInteger(Value: Int64); Override`

Visibility: public

4.39.21 TBinaryObjectWriter.WriteUInt64

Synopsis: Write an unsigned 64-bit integer

Declaration: `procedure WriteUInt64(Value: QWord); Override`

Visibility: public

Description: `WriteUInt64` is overridden by `TBinaryObjectWriter` to write an unsigned 64-bit integer (QWord) to the stream. It tries to use the smallest possible storage for the value that is passed. (largest valuetype will be `vaQWord`).

See also: `TAbstractObjectWriter.WriteUInt64` (310)

4.39.22 TBinaryObjectWriter.WriteMethodName

Synopsis: Writes a methodname to the stream.

Declaration: `procedure WriteMethodName(const Name: string); Override`

Visibility: public

4.39.23 TBinaryObjectWriter.WriteSet

Synopsis: Writes a set value to the stream.

Declaration: `procedure WriteSet(Value: LongInt; SetType: Pointer); Override`

Visibility: public

4.39.24 TBinaryObjectWriter.WriteString

Synopsis: Write a string to the binary stream

Declaration: `procedure WriteStr(const Value: string)`

Visibility: public

Description: `WriteStr` writes a string value to the binary stream. It is exposed so it can be used in `DefineProperties`.

4.39.25 TBinaryObjectWriter.WriteString

Synopsis: Writes a string value to the stream.

Declaration: `procedure WriteString(const Value: string); Override`

Visibility: public

4.39.26 TBinaryObjectWriter.WriteWideString

Synopsis: Write a widestring-valued type to a stream

Declaration: `procedure WriteWideString(const Value: WideString); Override`

Visibility: public

Description: `WriteWideString` writes a widestring-typed value to a binary stream. It is the implementation of the method introduced in `TAbstractObjectWriter` (307).

See also: `TAbstractObjectWriter.WriteString` (311)

4.39.27 TBinaryObjectWriter.WriteUnicodeString

Synopsis: Write a unicode string to the stream.

Declaration: `procedure WriteUnicodeString(const Value: UnicodeString); Override`

Visibility: public

Description: `WriteUnicodeString` is overridden `TBinaryObjectWriter` to write a `unicodestring` (value type `vaUString`) value to the stream. It simply writes the character length and then all widecharacters.

See also: `TAbstractObjectWriter.WriteUnicodeString` (312)

4.39.28 TBinaryObjectWriter.WriteVariant

Synopsis: Write a variant to the stream

Declaration: `procedure WriteVariant(const VarValue: Variant); Override`

Visibility: public

Description: `WriteVariant` is overridden by `TBinaryObjectWriter` to write a simple variant type to the stream. `WriteVariant` does not write arrays types or complex types. Only null, integer (ordinal) float and string types are written.

Errors: If a non-supported type is written, then an `EWriteError` exception is.

4.40 TBits

4.40.1 Description

`TBits` can be used to store collections of bits in an indexed array. This is especially useful for storing collections of booleans: Normally the size of a boolean is the size of the smallest enumerated type, i.e. 1 byte. Since a bit can take 2 values it can be used to store a boolean as well. Since `TBits` can store 8 bits in a byte, it takes 8 times less space to store an array of booleans in a `TBits` class than it would take to store them in a conventional array.

`TBits` introduces methods to store and retrieve bit values, apply masks, and search for bits.

4.40.2 Method overview

Page	Method	Description
333	<code>AndBits</code>	Performs an <code>and</code> operation on the bits.
332	<code>Clear</code>	Clears a particular bit.
333	<code>Clearall</code>	Clears all bits in the array.
331	<code>Create</code>	Creates a new bits collection.
332	<code>Destroy</code>	Destroys a bit collection
335	<code>Equals</code>	Determines whether the bits of 2 arrays are equal.
335	<code>FindFirstBit</code>	Find first bit with a particular value
336	<code>FindNextBit</code>	Searches the next bit with a particular value.
336	<code>FindPrevBit</code>	Searches the previous bit with a particular value.
334	<code>Get</code>	Retrieve the value of a particular bit
332	<code>GetFSIZE</code>	Returns the number of records used to store the bits.
334	<code>Grow</code>	Expands the bits array to the requested size.
334	<code>NotBits</code>	Performs a <code>not</code> operation on the bits.
336	<code>OpenBit</code>	Returns the position of the first bit that is set to <code>False</code> .
333	<code>OrBits</code>	Performs an <code>or</code> operation on the bits.
335	<code>SetIndex</code>	Sets the start position for <code>FindNextBit</code> (336) and <code>FindPrevBit</code> (336)
332	<code>SetOn</code>	Turn a particular bit on.
333	<code>XorBits</code>	Performs a <code>xor</code> operation on the bits.

4.40.3 Property overview

Page	Properties	Access	Description
337	<code>Bits</code>	<code>rw</code>	Access to all bits in the array.
337	<code>Size</code>	<code>rw</code>	Current size of the array of bits.

4.40.4 TBits.Create

Synopsis: Creates a new bits collection.

Declaration: `constructor Create(TheSize: LongInt); Virtual`

Visibility: `public`

Description: `Create` creates a new bit collection with initial size `TheSize`. The size of the collection can be changed later on.

All bits are initially set to zero.

See also: `Destroy` ([332](#))

4.40.5 TBits.Destroy

Synopsis: Destroys a bit collection

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` destroys a previously created bit collection and releases all memory used to store the bit collection.

`Destroy` should never be called directly, `Free` should be used instead.

Errors: None.

See also: [Create \(331\)](#)

4.40.6 TBits.GetFSize

Synopsis: Returns the number of records used to store the bits.

Declaration: `function GetFSize : LongInt`

Visibility: `public`

Description: `GetFSize` returns the number of records used to store the current number of bits.

Errors: None.

See also: [Size \(337\)](#)

4.40.7 TBits.SetOn

Synopsis: Turn a particular bit on.

Declaration: `procedure SetOn(Bit: LongInt)`

Visibility: `public`

Description: `SetOn` turns on the bit at position `bit`, i.e. sets it to 1. If `bit` is at a position bigger than the current size, the collection is expanded to the required size using [Grow \(334\)](#).

Errors: If `bit` is larger than the maximum allowed bits array size or is negative, an [EBitsError \(282\)](#) exception is raised.

See also: [Bits \(337\)](#), [Clear \(332\)](#)

4.40.8 TBits.Clear

Synopsis: Clears a particular bit.

Declaration: `procedure Clear(Bit: LongInt)`

Visibility: `public`

Description: `Clear` clears the bit at position `bit`. If the array `bit` is at a position bigger than the current size, the collection is expanded to the required size using [Grow \(334\)](#).

Errors: If `bit` is larger than the maximum allowed bits array size or is negative, an [EBitsError \(282\)](#) exception is raised.

See also: [Bits \(337\)](#), [seton \(332\)](#)

4.40.9 TBits.Clearall

Synopsis: Clears all bits in the array.

Declaration: `procedure Clearall`

Visibility: `public`

Description: `ClearAll` clears all bits in the array, i.e. sets them to zero. `ClearAll` works faster than clearing all individual bits, since it uses the packed nature of the bits.

Errors: None.

See also: [Bits \(337\)](#), [clear \(332\)](#)

4.40.10 TBits.AndBits

Synopsis: Performs an `and` operation on the bits.

Declaration: `procedure AndBits(BitSet: TBits)`

Visibility: `public`

Description: `andbits` performs an `and` operation on the bits in the array with the bits of array `BitSet`. If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are cleared.

Errors: None.

See also: [ClearAll \(333\)](#), [OrBits \(333\)](#), [XOrBits \(333\)](#), [NotBits \(334\)](#)

4.40.11 TBits.OrBits

Synopsis: Performs an `or` operation on the bits.

Declaration: `procedure OrBits(BitSet: TBits)`

Visibility: `public`

Description: `andbits` performs an `or` operation on the bits in the array with the bits of array `BitSet`.

If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are left untouched.

If the current array contains less bits than `BitSet` then it is grown to the size of `BitSet` before the `or` operation is performed.

Errors: None.

See also: [ClearAll \(333\)](#), [andBits \(333\)](#), [XOrBits \(333\)](#), [NotBits \(334\)](#)

4.40.12 TBits.XorBits

Synopsis: Performs a `xor` operation on the bits.

Declaration: `procedure XorBits(BitSet: TBits)`

Visibility: `public`

Description: `XorBits` performs a `xor` operation on the bits in the array with the bits of array `BitSet`.

If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are left untouched.

If the current array contains less bits than `BitSet` then it is grown to the size of `BitSet` before the `xor` operation is performed.

Errors: None.

See also: [ClearAll \(333\)](#), [andBits \(333\)](#), [OrBits \(333\)](#), [NotBits \(334\)](#)

4.40.13 TBits.NotBits

Synopsis: Performs a `not` operation on the bits.

Declaration: `procedure NotBits(BitSet: TBits)`

Visibility: `public`

Description: `NotBits` performs a `not` operation on the bits in the array with the bits of array `Bitset`.

If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are left untouched.

Errors: None.

See also: [ClearAll \(333\)](#), [andBits \(333\)](#), [OrBits \(333\)](#), [XOrBits \(333\)](#)

4.40.14 TBits.Get

Synopsis: Retrieve the value of a particular bit

Declaration: `function Get(Bit: LongInt) : Boolean`

Visibility: `public`

Description: `Get` returns `True` if the bit at position `bit` is set, or `False` if it is not set.

Errors: If `bit` is not a valid bit index then an [EBitsError \(282\)](#) exception is raised.

See also: [Bits \(337\)](#), [FindFirstBit \(335\)](#), [seton \(332\)](#)

4.40.15 TBits.Grow

Synopsis: Expands the bits array to the requested size.

Declaration: `procedure Grow(NBit: LongInt)`

Visibility: `public`

Description: `Grow` expands the bit array so it can at least contain `nbit` bits. If `nbit` is less than the current size, nothing happens.

Errors: If there is not enough memory to complete the operation, then an [EBitsError \(282\)](#) is raised.

See also: [Size \(337\)](#)

4.40.16 TBits.Equals

Synopsis: Determines whether the bits of 2 arrays are equal.

Declaration: `function Equals(Obj: TObject) : Boolean; Override; Overload`
`function Equals(BitSet: TBits) : Boolean; Overload`

Visibility: public

Description: `equals` returns `True` if all the bits in `BitSet` are the same as the ones in the current `BitSet`; if not, `False` is returned.

If the sizes of the two `BitSets` are different, the arrays are still reported equal when all the bits in the larger set, which are not present in the smaller set, are zero.

Errors: None.

See also: [ClearAll \(333\)](#), [andBits \(333\)](#), [OrBits \(333\)](#), [XOrBits \(333\)](#)

4.40.17 TBits.SetIndex

Synopsis: Sets the start position for [FindNextBit \(336\)](#) and [FindPrevBit \(336\)](#)

Declaration: `procedure SetIndex(Index: LongInt)`

Visibility: public

Description: `SetIndex` sets the search start position for [FindNextBit \(336\)](#) and [FindPrevBit \(336\)](#) to `Index`. This means that these calls will start searching from position `Index`.

This mechanism provides an alternative to [FindFirstBit \(335\)](#) which can also be used to position for the `FindNextBit` and `FindPrevBit` calls.

Errors: None.

See also: [FindNextBit \(336\)](#), [FindPrevBit \(336\)](#), [FindFirstBit \(335\)](#), [OpenBit \(336\)](#)

4.40.18 TBits.FindFirstBit

Synopsis: Find first bit with a particular value

Declaration: `function FindFirstBit(State: Boolean) : LongInt`

Visibility: public

Description: `FindFirstBit` searches for the first bit with value `State`. It returns the position of this bit, or `-1` if no such bit was found.

The search starts at position 0 in the array. If the first search returned a positive result, the found position is saved, and the [FindNextBit \(336\)](#) and [FindPrevBit \(336\)](#) will use this position to resume the search. To start a search from a certain position, the start position can be set with the [SetIndex \(335\)](#) instead.

Errors: None.

See also: [FindNextBit \(336\)](#), [FindPrevBit \(336\)](#), [OpenBit \(336\)](#), [SetIndex \(335\)](#)

4.40.19 TBits.FindNextBit

Synopsis: Searches the next bit with a particular value.

Declaration: `function FindNextBit : LongInt`

Visibility: `public`

Description: `FindNextBit` resumes a previously started search. It searches for the next bit with the value specified in the `FindFirstBit` (335). The search is done towards the end of the array and starts at the position last reported by one of the `Find` calls or at the position set with `SetIndex` (335).

If another bit with the same value is found, its position is returned. If no more bits with the same value are present in the array, `-1` is returned.

Errors: None.

See also: `FindFirstBit` (335), `FindPrevBit` (336), `OpenBit` (336), `SetIndex` (335)

4.40.20 TBits.FindPrevBit

Synopsis: Searches the previous bit with a particular value.

Declaration: `function FindPrevBit : LongInt`

Visibility: `public`

Description: `FindPrevBit` resumes a previously started search. It searches for the previous bit with the value specified in the `FindFirstBit` (335). The search is done towards the beginning of the array and starts at the position last reported by one of the `Find` calls or at the position set with `SetIndex` (335).

If another bit with the same value is found, its position is returned. If no more bits with the same value are present in the array, `-1` is returned.

Errors: None.

See also: `FindFirstBit` (335), `FindNextBit` (336), `OpenBit` (336), `SetIndex` (335)

4.40.21 TBits.OpenBit

Synopsis: Returns the position of the first bit that is set to `False`.

Declaration: `function OpenBit : LongInt`

Visibility: `public`

Description: `OpenBit` returns the position of the first bit whose value is `0` (`False`), or `-1` if no open bit was found. This call is equivalent to `FindFirstBit(False)`, except that it doesn't set the position for the next searches.

Errors: None.

See also: `FindNextBit` (335), `FindPrevBit` (336), `FindFirstBit` (335), `SetIndex` (335)

4.40.22 TBits.Bits

Synopsis: Access to all bits in the array.

Declaration: `Property Bits[Bit: LongInt]: Boolean; default`

Visibility: public

Access: Read,Write

Description: `Bits` allows indexed access to all of the bits in the array. It gives `True` if the bit is 1, `False` otherwise; Assigning to this property will set, respectively clear the bit.

Errors: If an index is specified which is out of the allowed range then an `EBitsError` (282) exception is raised.

See also: `Size` (337)

4.40.23 TBits.Size

Synopsis: Current size of the array of bits.

Declaration: `Property Size : LongInt`

Visibility: public

Access: Read,Write

Description: `Size` is the current size of the bit array. Setting this property will adjust the size; this is equivalent to calling `Grow(Value-1)`

Errors: If an invalid size (negative or too large) is specified, a `EBitsError` (282) exception is raised.

See also: `Bits` (337)

4.41 TBytesStream

4.41.1 Description

`TBytesStream` is a stream that uses an array of byte (`TBytes` (249)) to keep the stream data. it overrides the `TMemoryStream` (397) memory allocation routine to use the array of bytes. The array of bytes is exposed through the `Bytes` (249) property.

See also: `TBytes` (249), `TMemoryStream` (397), `Bytes` (249)

4.41.2 Method overview

Page	Method	Description
338	Create	Create a new instance of the stream, initializing it with an array of bytes

4.41.3 Property overview

Page	Properties	Access	Description
338	Bytes	r	The stream data as an array of bytes.

4.41.4 TBytesStream.Create

Synopsis: Create a new instance of the stream, initializing it with an array of bytes

Declaration: constructor `Create(const ABytes: TBytes);` Overload

Visibility: public

Description: `Create` creates a new instance and initializes the memory with the data in `ABytes`.

See also: [TBytes \(249\)](#), [TMemoryStream \(397\)](#), [Bytes \(249\)](#)

4.41.5 TBytesStream.Bytes

Synopsis: The stream data as an array of bytes.

Declaration: Property `Bytes : TBytes`

Visibility: public

Access: Read

Description: `Bytes` provides byte-sized access to the array of bytes that represent the stream data. As a pointer value, it equals `TCustomMemoryStream.Memory (362)`, meaning that `Memory` points to the first byte in the array.

See also: [TBytes \(249\)](#), [TMemoryStream \(397\)](#), [TCustomMemoryStream.Memory \(362\)](#)

4.42 TCollection

4.42.1 Description

`TCollection` implements functionality to manage a collection of named objects. Each of these objects needs to be a descendant of the `TCollectionItem (346)` class. Exactly which type of object is managed can be seen from the `TCollection.ItemClass (344)` property.

Normally, no `TCollection` is created directly. Instead, a descendants of `TCollection` and `TCollectionItem (346)` are created as a pair.

See also: [TCollectionItem \(346\)](#)

4.42.2 Method overview

Page	Method	Description
340	Add	Creates and adds a new item to the collection.
340	Assign	Assigns one collection to another.
340	BeginUpdate	Start an update batch.
341	Clear	Removes all items from the collection.
339	Create	Creates a new collection.
341	Delete	Delete an item from the collection.
339	Destroy	Destroys the collection and frees all the objects it manages.
341	EndUpdate	Ends an update batch.
343	Exchange	Exchange 2 items in the collection
342	FindItemID	Searches for an Item in the collection, based on its TCollectionItem.ID (347) property.
342	GetEnumerator	Create an IEnumerator instance
342	GetNamePath	Overrides TPersistent.GetNamePath (410) to return a proper pathname.
342	Insert	Insert an item in the collection.
340	Owner	Owner of the collection.
343	Sort	Sort the items in the collection

4.42.3 Property overview

Page	Properties	Access	Description
343	Count	r	Number of items in the collection.
344	ItemClass	r	Class pointer for each item in the collection.
344	Items	rw	Indexed array of items in the collection.

4.42.4 TCollection.Create

Synopsis: Creates a new collection.

Declaration: constructor `Create(AItemClass: TCollectionItemClass)`

Visibility: public

Description: `Create` instantiates a new instance of the `TCollection` class which will manage objects of class `AItemClass`. It creates the list used to hold all objects, and stores the `AItemClass` for the adding of new objects to the collection.

See also: `TCollection.ItemClass` ([344](#)), `TCollection.Destroy` ([339](#))

4.42.5 TCollection.Destroy

Synopsis: Destroys the collection and frees all the objects it manages.

Declaration: destructor `Destroy; Override`

Visibility: public

Description: `Destroy` first clears the collection, and then frees all memory allocated to this instance.

Don't call `Destroy` directly, call `Free` instead.

See also: `TCollection.Create` ([339](#))

4.42.6 TCollection.Owner

Synopsis: Owner of the collection.

Declaration: `function Owner : TPersistent`

Visibility: `public`

Description: `Owner` returns a reference to the owner of the collection. This property is required by the object inspector to be able to show the collection.

4.42.7 TCollection.Add

Synopsis: Creates and adds a new item to the collection.

Declaration: `function Add : TCollectionItem`

Visibility: `public`

Description: `Add` instantiates a new item of class `TCollection.ItemClass` (344) and adds it to the list. The newly created object is returned.

See also: `TCollection.ItemClass` (344), `TCollection.Clear` (341)

4.42.8 TCollection.Assign

Synopsis: Assigns one collection to another.

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: `public`

Description: `Assign` assigns the contents of one collection to another. It does this by clearing the items list, and adding as much elements as there are in the `Source` collection; it assigns to each created element the contents of it's counterpart in the `Source` element.

Two collections cannot be assigned to each other if instances of the `ItemClass` classes cannot be assigned to each other.

Errors: If the objects in the collections cannot be assigned to one another, then an `EConvertError` is raised.

See also: `TPersistent.Assign` (409), `TCollectionItem` (346)

4.42.9 TCollection.BeginUpdate

Synopsis: Start an update batch.

Declaration: `procedure BeginUpdate; Virtual`

Visibility: `public`

Description: `BeginUpdate` is called at the beginning of a batch update. It raises the update count with 1.

Call `BeginUpdate` at the beginning of a series of operations that will change the state of the collection. This will avoid the call to `TCollection.Update` (338) for each operation. At the end of the operations, a corresponding call to `EndUpdate` must be made. It is best to do this in the context of a `Try ... finally` block:

```

With MyCollection Do
  try
    BeginUpdate;
    // Some Lengthy operations
  finally
    EndUpdate;
  end;

```

This insures that the number of calls to `BeginUpdate` always matches the number of calls to `TCollection.EndUpdate` (341), even in case of an exception.

See also: `TCollection.EndUpdate` (341), `TCollection.Changed` (338), `TCollection.Update` (338)

4.42.10 TCollection.Clear

Synopsis: Removes all items from the collection.

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` will clear the collection, i.e. each item in the collection is destroyed and removed from memory. After a call to `Clear`, `Count` is zero.

See also: `TCollection.Add` (340), `TCollectionItem.Destroy` (346), `TCollection.Destroy` (339)

4.42.11 TCollection.EndUpdate

Synopsis: Ends an update batch.

Declaration: `procedure EndUpdate; Virtual`

Visibility: `public`

Description: `EndUpdate` signals the end of a series of operations that change the state of the collection, possibly triggering an update event. It does this by decreasing the update count with 1 and calling `TCollection.Changed` (338) it should always be used in conjunction with `TCollection.BeginUpdate` (340), preferably in the `Finally` section of a `Try ... Finally` block.

See also: `TCollection.BeginUpdate` (340), `TCollection.Changed` (338), `TCollection.Update` (338)

4.42.12 TCollection.Delete

Synopsis: Delete an item from the collection.

Declaration: `procedure Delete(Index: Integer)`

Visibility: `public`

Description: `Delete` deletes the item at (zero based) position `Index` from the collection. This will result in a `cnDeleted` notification.

Errors: If an invalid index is specified, an `EListError` exception is raised.

See also: `TCollection.Items` (344), `TCollection.Insert` (342), `TCollection.Clear` (341)

4.42.13 TCollection.GetEnumerator

Synopsis: Create an `IEnumerator` instance

Declaration: `function GetEnumerator : TCollectionEnumerator`

Visibility: `public`

Description: `GetEnumerator` is the implementation of the `IEnumerable` (1521) interface for `TCollection`. It creates a `TCollectionEnumerator` (344) instance and returns its `IEnumerator` (1521) interface.

See also: `TCollectionEnumerator` (344), `IEnumerator` (1521), `IEnumerable` (1521)

4.42.14 TCollection.GetNamePath

Synopsis: Overrides `TPersistent.GetNamePath` (410) to return a proper pathname.

Declaration: `function GetNamePath : string; Override`

Visibility: `public`

Description: `GetNamePath` returns the name path for this collection. If the following conditions are satisfied:

1. There is an owner object.
2. The owner object returns a non-empty name path.
3. The `TCollection.Propname` (338) property is not empty

collection has an owner and the owning object has a name, then the function returns the owner name, followed by the propname. If one of the conditions is not satisfied, then the classname is returned.

See also: `TCollection.GetOwner` (338), `TCollection.Propname` (338)

4.42.15 TCollection.Insert

Synopsis: Insert an item in the collection.

Declaration: `function Insert(Index: Integer) : TCollectionItem`

Visibility: `public`

Description: `Insert` creates a new item instance and inserts it in the collection at position `Index`, and returns the new instance.

In contrast, `TCollection.Add` (340) adds a new item at the end.

Errors: None.

See also: `TCollection.Add` (340), `TCollection.Delete` (341), `TCollection.Items` (344)

4.42.16 TCollection.FindItemID

Synopsis: Searches for an Item in the collection, based on its `TCollectionItem.ID` (347) property.

Declaration: `function FindItemID(ID: Integer) : TCollectionItem`

Visibility: `public`

Description: `FindItemID` searches through the collection for the item that has a value of `ID` for its `TCollectionItem.ID` (347) property, and returns the found item. If no such item is found in the collection, `Nil` is returned.

The routine performs a linear search, so this can be slow on very large collections.

See also: `TCollection.Items` (344), `TCollectionItem.ID` (347)

4.42.17 `TCollection.Exchange`

Synopsis: Exchange 2 items in the collection

Declaration: `procedure Exchange(const Index1: Integer; const index2: Integer)`

Visibility: public

Description: `Exchange` exchanges the items at indexes `Index1` and `Index2` in the collection.

Errors: If one of the two indexes is invalid (less than zero or larger than the number of items) an `EListError` exception is raised.

See also: `Items` (344), `TCollectionItem.Index` (348)

4.42.18 `TCollection.Sort`

Synopsis: Sort the items in the collection

Declaration: `procedure Sort(const Compare: TCollectionSortCompare)`

Visibility: public

Description: `Sort` sorts the items in the collection, and uses the `Compare` procedure to compare 2 items in the collection. It is more efficient do use this method than to perform the sort manually, because the list items are manipulated directly.

For more information on how the `Compare` function should behave, see the `TCollectionSortCompare` (254) type.

See also: `TCollectionSortCompare` (254)

4.42.19 `TCollection.Count`

Synopsis: Number of items in the collection.

Declaration: `Property Count : Integer`

Visibility: public

Access: Read

Description: `Count` contains the number of items in the collection.

Remark: The items in the collection are identified by their `TCollectionItem.Index` (348) property, which is a zero-based index, meaning that it can take values between 0 and `Count-1`, borders included.

See also: `TCollectionItem.Index` (348), `TCollection.Items` (344)

4.42.20 TCollection.ItemClass

Synopsis: Class pointer for each item in the collection.

Declaration: Property ItemClass : TCollectionItemClass

Visibility: public

Access: Read

Description: ItemClass is the class pointer with which each new item in the collection is created. It is the value that was passed to the collection's constructor when it was created, and does not change during the lifetime of the collection.

See also: TCollectionItem (346), TCollection.Items (344)

4.42.21 TCollection.Items

Synopsis: Indexed array of items in the collection.

Declaration: Property Items[Index: Integer]: TCollectionItem

Visibility: public

Access: Read,Write

Description: Items provides indexed access to the items in the collection. Since the array is zero-based, Index should be an integer between 0 and Count-1.

It is possible to set or retrieve an element in the array. When setting an element of the array, the object that is assigned should be compatible with the class of the objects in the collection, as given by the TCollection.ItemClass (344) property.

Adding an element to the array can be done with the TCollection.Add (340) method. The array can be cleared with the TCollection.Clear (341) method. Removing an element of the array should be done by freeing that element.

See also: TCollection.Count (343), TCollection.ItemClass (344), TCollection.Clear (341), TCollection.Add (340)

4.43 TCollectionEnumerator

4.43.1 Description

TCollectionEnumerator implements the #rtl.system.IEnumerator (1521) interface for the TCollection (338) class, so the TCollection class can be used in a for ... in loop. It is returned by the TCollection.GetEnumerator (342) method of TCollection.

See also: TCollection (338), TCollection.GetEnumerator (342), #rtl.system.IEnumerator (1521)

4.43.2 Method overview

Page	Method	Description
345	Create	Initialize a new instance of TCollectionEnumerator
345	GetCurrent	Return the current pointer in the list
345	MoveNext	Move the position of the enumerator to the next position in the collection.

4.43.3 Property overview

Page	Properties	Access	Description
345	Current	r	Current pointer in the list

4.43.4 TCollectionEnumerator.Create

Synopsis: Initialize a new instance of `TCollectionEnumerator`

Declaration: constructor `Create(ACollection: TCollection)`

Visibility: public

Description: `Create` initializes a new instance of `TCollectionEnumerator` and keeps a reference to the collection `ACollection` that will be enumerated.

See also: `TCollection` ([338](#))

4.43.5 TCollectionEnumerator.GetCurrent

Synopsis: Return the current pointer in the list

Declaration: function `GetCurrent : TCollectionItem`

Visibility: public

Description: `GetCurrent` returns the current `TCollectionItem` ([346](#)) instance in the enumerator.

Errors: No checking is done on the validity of the current position.

See also: `MoveNext` ([345](#)), `TCollectionItem` ([346](#))

4.43.6 TCollectionEnumerator.MoveNext

Synopsis: Move the position of the enumerator to the next position in the collection.

Declaration: function `MoveNext : Boolean`

Visibility: public

Description: `MoveNext` puts the pointer on the next item in the collection, and returns `True` if this succeeded, or `False` if the pointer is past the last element in the list.

Errors: Note that if `False` is returned, calling `GetCurrent` will result in an exception.

See also: `GetCurrent` ([345](#))

4.43.7 TCollectionEnumerator.Current

Synopsis: Current pointer in the list

Declaration: Property `Current : TCollectionItem`

Visibility: public

Access: Read

Description: `Current` redefines `GetCurrent` ([345](#)) as a property.

See also: `GetCurrent` ([345](#))

4.44 TCollectionItem

4.44.1 Description

TCollectionItem and TCollection (338) form a pair of base classes that manage a collection of named objects. The TCollectionItem is the named object that is managed, it represents one item in the collection. An item in the collection is represented by three properties: TCollectionItem.DisplayName (348), TCollection.Index (338) and TCollectionItem.ID (347).

A TCollectionItem object is never created directly. To manage a set of named items, it is necessary to make a descendant of TCollectionItem to which needed properties and methods are added. This descendant can then be managed with a TCollection (338) class. The managing collection will create and destroy it's items by itself, it should therefore never be necessary to create TCollectionItem descendants manually.

See also: TCollection (338)

4.44.2 Method overview

Page	Method	Description
346	Create	Creates a new instance of this collection item.
346	Destroy	Destroys this collection item.
347	GetNamePath	Returns the namepath of this collection item.

4.44.3 Property overview

Page	Properties	Access	Description
347	Collection	rw	Pointer to the collection managing this item.
348	DisplayName	rw	Name of the item, displayed in the object inspector.
347	ID	r	Initial index of this item.
348	Index	rw	Index of the item in its managing collection TCollection.Items (344) property.

4.44.4 TCollectionItem.Create

Synopsis: Creates a new instance of this collection item.

Declaration: `constructor Create(ACollection: TCollection); Virtual`

Visibility: public

Description: Create instantiates a new item in a TCollection (338). It is called by the TCollection.Add (340) function and should under normal circumstances never be called directly. called

See also: TCollectionItem.Destroy (346)

4.44.5 TCollectionItem.Destroy

Synopsis: Destroys this collection item.

Declaration: `destructor Destroy; Override`

Visibility: public

Description: `Destroy` removes the item from the managing collection and Destroys the item instance.

This is the only way to remove items from a collection;

See also: `TCollectionItem.Create` (346)

4.44.6 `TCollectionItem.GetNamePath`

Synopsis: Returns the namepath of this collection item.

Declaration: `function GetNamePath : string; Override`

Visibility: `public`

Description: `GetNamePath` overrides the `TPersistent.GetNamePath` (410) method to return the name of the managing collection and appends its `TCollectionItem.Index` (348) property.

See also: `TCollectionItem.Collection` (347), `TPersistent.GetNamePath` (410), `TCollectionItem.Index` (348)

4.44.7 `TCollectionItem.Collection`

Synopsis: Pointer to the collection managing this item.

Declaration: `Property Collection : TCollection`

Visibility: `public`

Access: `Read,Write`

Description: `Collection` points to the collection managing this item. This property can be set to point to a new collection. If this is done, the old collection will be notified that the item should no longer be managed, and the new collection is notified that it should manage this item as well.

See also: `TCollection` (338)

4.44.8 `TCollectionItem.ID`

Synopsis: Initial index of this item.

Declaration: `Property ID : Integer`

Visibility: `public`

Access: `Read`

Description: `ID` is the initial value of `TCollectionItem.Index` (348); it doesn't change after the index changes. It can be used to uniquely identify the item. The `ID` property doesn't change as items are added and removed from the collection.

While the `TCollectionItem.Index` (348) property forms a continuous series, `ID` does not. If items are removed from the collection, their `ID` is not used again, leaving gaps. Only when the collection is initially created, the `ID` and `Index` properties will be equal.

See also: `TCollection.Items` (344), `TCollectionItem.Index` (348)

4.44.9 TCollectionItem.Index

Synopsis: Index of the item in its managing collection `TCollection.Items` (344) property.

Declaration: `Property Index : Integer`

Visibility: public

Access: Read,Write

Description: `Index` is the current index of the item in its managing collection's `TCollection.Items` (344) property. This property may change as items are added and removed from the collection.

The index of an item is zero-based, i.e. the first item has index zero. The last item has index `Count-1` where `Count` is the number of items in the collection.

The `Index` property of the items in a collection form a continuous series ranging from 0 to `Count-1`. The `TCollectionItem.ID` (347) property does not form a continuous series, but can also be used to identify an item.

See also: `TCollectionItem.ID` (347), `TCollection.Items` (344)

4.44.10 TCollectionItem.DisplayName

Synopsis: Name of the item, displayed in the object inspector.

Declaration: `Property DisplayName : string`

Visibility: public

Access: Read,Write

Description: `DisplayName` contains the name of this item as shown in the object inspector. For `TCollectionItem` this returns always the class name of the managing collection, followed by the index of the item.

`TCollectionItem` does not implement any functionality to store the `DisplayName` property. The property can be set, but this will have no effect other than that the managing collection is notified of a change. The actual displayname will remain unchanged. To store the `DisplayName` property, `TCollectionItem` descendants should override the `TCollectionItem.SetDisplayName` (346) and `TCollectionItem.GetDisplayName` (346) to add storage functionality.

See also: `TCollectionItem.Index` (348), `TCollectionItem.ID` (347), `TCollectionItem.GetDisplayName` (346), `TCollectionItem.SetDisplayName` (346)

4.45 TComponent

4.45.1 Description

`TComponent` is the base class for any set of classes that needs owner-owned functionality, and which needs support for property streaming. All classes that should be handled by an IDE (Integrated Development Environment) must descend from `TComponent`, as it includes all support for streaming all its published properties.

Components can 'own' other components. `TComponent` introduces methods for enumerating the child components. It also allows to name the owned components with a unique name. Furthermore, functionality for sending notifications when a component is removed from the list or removed from memory altogether is also introduced in `TComponent`

`TComponent` introduces a form of automatic memory management: When a component is destroyed, all its child components will be destroyed first.

4.45.2 Interfaces overview

Page	Interfaces	Description
289	IInterfaceComponentReference	Interface for checking component references
1523	IUnknown	Basic interface for all COM-based interfaces

4.45.3 Method overview

Page	Method	Description
351	BeforeDestruction	Overrides standard BeforeDestruction.
350	Create	Creates a new instance of the component.
351	Destroy	Destroys the instance of the component.
351	DestroyComponents	Destroy child components.
351	Destroying	Called when the component is being destroyed
352	ExecuteAction	Standard action execution method.
352	FindComponent	Finds and returns the named component in the owned components.
352	FreeNotification	Ask the component to notify called when it is being destroyed.
353	FreeOnRelease	Part of the <code>IVCLComObject</code> interface.
353	GetEnumerator	Create an <code>IEnumerator</code> instance
353	GetNamePath	Returns the name path of this component.
353	GetParentComponent	Returns the parent component.
354	HasParent	Does the component have a parent ?
354	InsertComponent	Insert the given component in the list of owned components.
355	IsImplementorOf	Checks if the current component is the implementor of the interface
350	Notification	Called by components that are freed and which received a <code>FreeNotification</code> .
355	ReferenceInterface	Interface implementation of <code>Notification</code>
354	RemoveComponent	Remove the given component from the list of owned components.
352	RemoveFreeNotification	Remove a component from the <code>Free Notification</code> list.
354	SafeCallException	Part of the <code>IVCLComObject</code> Interface.
355	SetSubComponent	Sets the <code>csSubComponent</code> style.
355	UpdateAction	Updates the state of an action.
350	WriteState	Writes the component to a stream.

4.45.4 Property overview

Page	Properties	Access	Description
356	ComObject	r	Interface reference implemented by the component
356	ComponentCount	r	Count of owned components
356	ComponentIndex	rw	Index of component in it's owner's list.
356	Components	r	Indexed list (zero-based) of all owned components.
357	ComponentState	r	Current component's state.
357	ComponentStyle	r	Current component's style.
357	DesignInfo	rw	Information for IDE designer.
358	Name	rws	Name of the component.
358	Owner	r	Owner of this component.
358	Tag	rw	Tag value of the component.
358	VCLComObject	rw	Not implemented.

4.45.5 TComponent.Notification

Synopsis: Called by components that are freed and which received a FreeNotification.

Declaration: `procedure Notification(AComponent: TComponent; Operation: TOperation); Virtual`

Visibility: protected

Description: `Notification` is called whenever a child component is destroyed, inserted or removed from the list of owned component. Components that were requested to send a notification when they are freed ((with `FreeNotification` (352)) will also call `Notification` when they are freed.

The `AComponent` parameter specifies which component sends the notification, and `Operation` specifies whether the component is being inserted into or removed from the child component list, or whether it is being destroyed.

Descendants of `TComponent` can use `FreeNotification` (352) to request notification of the destruction of another object. By overriding the `Notification` method, they can do special processing (typically, set a reference to this component to `Nil`) when this component is destroyed. The `Notification` method is called quite often in the streaming process, so speed should be a consideration when overriding this method.

See also: `TOperation` (260), `TComponent.FreeNotification` (352), `TComponent.RemoveFreeNotification` (352)

4.45.6 TComponent.WriteState

Synopsis: Writes the component to a stream.

Declaration: `procedure WriteState(Writer: TWriter); Virtual`

Visibility: public

Description: `WriteState` writes the component's current state to a stream through the writer (484) object `writer`. Values for all published properties of the component can be written to the stream. Normally there is no need to call `WriteState` directly. The streaming system calls `WriteState` itself.

The `TComponent` (348) implementation of `WriteState` simply calls `TWriter.WriteData` (484). Descendant classes can, however, override `WriteState` to provide additional processing of stream data.

See also: `ReadState` (348), `TStream.WriteComponent` (432), `TWriter.WriteData` (484)

4.45.7 TComponent.Create

Synopsis: Creates a new instance of the component.

Declaration: `constructor Create(AOwner: TComponent); Virtual`

Visibility: public

Description: `Create` creates a new instance of a `TComponent` class. If `AOwner` is not `Nil`, the new component attempts to insert itself in the list of owned components of the owner.

See also: `Insert` (348), `Owner` (358)

4.45.8 TComponent.Destroy

Synopsis: Destroys the instance of the component.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` sends a `opRemove` notification to all components in the free-notification list. After that, all owned components are destroyed by calling `DestroyComponents` (351) (and hence removed from the list of owned components). When this is done, the component removes itself from its owner's child component list. After that, the parent's `destroy` method is called.

See also: `Notification` (350), `Owner` (358), `DestroyComponents` (351), `Components` (356)

4.45.9 TComponent.BeforeDestruction

Synopsis: Overrides standard `BeforeDestruction`.

Declaration: `procedure BeforeDestruction; Override`

Visibility: `public`

Description: `BeforeDestruction` is overridden by `TComponent` to set the `csDestroying` flag in `TComponent.ComponentState` (357)

See also: `TComponent.ComponentState` (357)

4.45.10 TComponent.DestroyComponents

Synopsis: Destroy child components.

Declaration: `procedure DestroyComponents`

Visibility: `public`

Description: `DestroyComponents` calls the destructor of all owned components, till no more components are left in the `Components` (356) array.

Calling the destructor of an owned component has as the effect that the component will remove itself from the list of owned components, if nothing has disrupted the sequence of destructors.

Errors: If an overridden 'destroy' method does not call it's inherited destructor or raises an exception, it's `TComponent.Destroy` (351) destructor will not be called, which may result in an endless loop.

See also: `Destroy` (351), `Components` (356)

4.45.11 TComponent.Destroying

Synopsis: Called when the component is being destroyed

Declaration: `procedure Destroying`

Visibility: `public`

Description: `Destroying` sets the `csDestroying` flag in the component's state (348) property, and does the same for all owned components.

It is not necessary to call `Destroying` directly, the destructor `Destroy` (351) does this automatically.

See also: `State` (348), `Destroy` (351)

4.45.12 TComponent.ExecuteAction

Synopsis: Standard action execution method.

Declaration: `function ExecuteAction(Action: TBasicAction) : Boolean; Dynamic`

Visibility: public

Description: `ExecuteAction` checks whether `Action` handles the current component, and if yes, calls the `ExecuteAction` method, passing itself as a parameter. The function returns `True` if the action handles the current component.

See also: [TBasicAction \(312\)](#), [TBasicAction.ExecuteAction \(312\)](#), [TBasicAction.HandlesTarget \(313\)](#), [TComponent.UpdateAction \(355\)](#)

4.45.13 TComponent.FindComponent

Synopsis: Finds and returns the named component in the owned components.

Declaration: `function FindComponent(const AName: string) : TComponent`

Visibility: public

Description: `FindComponent` searches the component with name `AName` in the list of owned components. If `AName` is empty, then `Nil` is returned.

See also: [Components \(356\)](#), [Name \(358\)](#)

4.45.14 TComponent.FreeNotification

Synopsis: Ask the component to notify called when it is being destroyed.

Declaration: `procedure FreeNotification(AComponent: TComponent)`

Visibility: public

Description: `FreeNotification` inserts `AComponent` in the freenotification list. When the component is destroyed, the [Notification \(350\)](#) method is called for all components in the freenotification list.

See also: [Components \(356\)](#), [Notification \(350\)](#), [TComponent.RemoveFreeNotification \(352\)](#)

4.45.15 TComponent.RemoveFreeNotification

Synopsis: Remove a component from the Free Notification list.

Declaration: `procedure RemoveFreeNotification(AComponent: TComponent)`

Visibility: public

Description: `RemoveFreeNotification` removes `AComponent` from the freenotification list.

See also: [TComponent.FreeNotification \(352\)](#)

4.45.16 TComponent.FreeOnRelease

Synopsis: Part of the `IVCLComObject` interface.

Declaration: `procedure FreeOnRelease`

Visibility: `public`

Description: Provided for Delphi compatibility, but is not yet implemented.

4.45.17 TComponent.GetEnumerator

Synopsis: Create an `IEnumerator` instance

Declaration: `function GetEnumerator : TComponentEnumerator`

Visibility: `public`

Description: `GetEnumerator` is the implementation of the `IEnumerable` (1521) interface for `TComponent`. It creates a `TComponentEnumerator` (359) instance and returns its `IEnumerator` (1521) interface. The enumerator enumerates all child components of the component instance.

See also: `TComponentEnumerator` (359), `IEnumerator` (1521), `IEnumerable` (1521)

4.45.18 TComponent.GetNamePath

Synopsis: Returns the name path of this component.

Declaration: `function GetNamePath : string; Override`

Visibility: `public`

Description: `GetNamePath` returns the name of the component as it will be shown in the object inspector.

`TComponent` overrides `GetNamePath` so it returns the `Name` (358) property of the component.

See also: `Name` (358), `TPersistent.GetNamePath` (410)

4.45.19 TComponent.GetParentComponent

Synopsis: Returns the parent component.

Declaration: `function GetParentComponent : TComponent; Dynamic`

Visibility: `public`

Description: `GetParentComponent` can be implemented to return the parent component of this component.

The implementation of this method in `TComponent` always returns `Nil`. Descendant classes must override this method to return the visual parent of the component.

See also: `HasParent` (354), `Owner` (358)

4.45.20 TComponent.HasParent

Synopsis: Does the component have a parent ?

Declaration: `function HasParent : Boolean; Dynamic`

Visibility: `public`

Description: `HasParent` can be implemented to return whether the parent of the component exists. The implementation of this method in `TComponent` always returns `False`, and should be overridden by descendant classes to return `True` when a parent is available. If `HasParent` returns `True`, then `GetParentComponent` (353) will return the parent component.

See also: `HasParent` (354), `Owner` (358)

4.45.21 TComponent.InsertComponent

Synopsis: Insert the given component in the list of owned components.

Declaration: `procedure InsertComponent (AComponent: TComponent)`

Visibility: `public`

Description: `InsertComponent` attempts to insert `AComponent` in the list with owned components. It first calls `ValidateComponent` (348) to see whether the component can be inserted. It then checks whether there are no name conflicts by calling `ValidateRename` (348). If neither of these checks have raised an exception the component is inserted, and notified of the insert.

See also: `RemoveComponent` (354), `Insert` (348), `ValidateContainer` (348), `ValidateRename` (348), `Notification` (350)

4.45.22 TComponent.RemoveComponent

Synopsis: Remove the given component from the list of owned components.

Declaration: `procedure RemoveComponent (AComponent: TComponent)`

Visibility: `public`

Description: `RemoveComponent` will send an `opRemove` notification to `AComponent` and will then proceed to remove `AComponent` from the list of owned components.

See also: `InsertComponent` (354), `Remove` (348), `ValidateRename` (348), `Notification` (350)

4.45.23 TComponent.SafeCallException

Synopsis: Part of the `IVCLComObject` Interface.

Declaration: `function SafeCallException (ExceptObject: TObject;
ExceptAddr: CodePointer) : HRESULT; Override`

Visibility: `public`

Description: Provided for Delphi compatibility, but not implemented.

4.45.24 TComponent.SetSubComponent

Synopsis: Sets the `csSubComponent` style.

Declaration: `procedure SetSubComponent (ASubComponent : Boolean)`

Visibility: `public`

Description: `SetSubComponent` includes `csSubComponent` in the `ComponentStyle` (357) property if `ASubComponent` is `True`, and excludes it again if `ASubComponent` is `False`.

See also: `TComponent.ComponentStyle` (357)

4.45.25 TComponent.UpdateAction

Synopsis: Updates the state of an action.

Declaration: `function UpdateAction (Action : TBasicAction) : Boolean; Dynamic`

Visibility: `public`

Description: `UpdateAction` checks whether `Action` handles the current component, and if yes, calls the `UpdateTarget` method, passing itself as a parameter. The function returns `True` if the action handles the current component.

See also: `TBasicAction` (312), `TBasicAction.UpdateTarget` (313), `TBasicAction.HandlesTarget` (313), `TBasicAction.ExecuteAction` (312)

4.45.26 TComponent.IsImplementorOf

Synopsis: Checks if the current component is the implementor of the interface

Declaration: `function IsImplementorOf (const Intf : IInterface) : Boolean`

Visibility: `public`

Description: `IsImplementorOf` returns `True` if the current component implements the given interface. The interface should descend from `IInterfaceComponentReference` (289) and the `GetComponent` method should return the current instance.

See also: `IInterfaceComponentReference` (289)

4.45.27 TComponent.ReferenceInterface

Synopsis: Interface implementation of Notification

Declaration: `procedure ReferenceInterface (const intf : IInterface; op : TOperation)`

Visibility: `public`

Description: `ReferenceInterface` can be used to notify an interface of a component operation: it is the equivalent of the `TComponent.Notification` (350) method of `TComponent` for interfaces. If the interface implements `IInterfaceComponentReference` (289), then the component that implements the interface is notified of the given operation `Op`.

Errors: None.

See also: `TComponent.Notification` (350), `IInterfaceComponentReference` (289)

4.45.28 TComponent.ComObject

Synopsis: Interface reference implemented by the component

Declaration: Property ComObject : IUnknown

Visibility: public

Access: Read

Description: ComObject returns the COM interface represented by the component. If the component does not represent a COM interface, reading this property will raise an EComponentError (283).

See also: EComponentError (283)

4.45.29 TComponent.Components

Synopsis: Indexed list (zero-based) of all owned components.

Declaration: Property Components[Index: Integer]: TComponent

Visibility: public

Access: Read

Description: Components provides indexed access to the list of owned components. Index can range from 0 to ComponentCount-1 (356).

See also: ComponentCount (356), Owner (358)

4.45.30 TComponent.ComponentCount

Synopsis: Count of owned components

Declaration: Property ComponentCount : Integer

Visibility: public

Access: Read

Description: ComponentCount returns the number of components that the current component owns. It can be used to determine the valid index range in the Component (356) array.

See also: Components (356), Owner (358)

4.45.31 TComponent.ComponentIndex

Synopsis: Index of component in it's owner's list.

Declaration: Property ComponentIndex : Integer

Visibility: public

Access: Read,Write

Description: ComponentIndex is the index of the current component in its owner's list of components. If the component has no owner, the value of this property is -1.

See also: Components (356), ComponentCount (356), Owner (358)

4.45.32 TComponent.ComponentState

Synopsis: Current component's state.

Declaration: Property ComponentState : TComponentState

Visibility: public

Access: Read

Description: ComponentState indicates the current state of the component. It is a set of flags which indicate the various stages in the lifetime of a component. The following values can occur in this set:

Table 4.22: Component states

Flag	Meaning
csLoading	The component is being loaded from stream
csReading	Component properties are being read from stream.
csWriting	Component properties are being written to stream.
csDestroying	The component or one of its owners is being destroyed.
csAncestor	The component is being streamed as part of a frame
csUpdating	The component is being updated
csFixups	References to other components are being resolved
csFreeNotification	The component has freenotifications.
csInline	The component is being loaded as part of a frame
csDesignInstance	? not used.

The component state is set by various actions such as reading it from stream, destroying it etc.

See also: SetAncestor (348), SetDesigning (348), SetInline (348), SetDesignInstance (348), Updating (348), Updated (348), Loaded (348)

4.45.33 TComponent.ComponentStyle

Synopsis: Current component's style.

Declaration: Property ComponentStyle : TComponentStyle

Visibility: public

Access: Read

Description: Current component's style.

4.45.34 TComponent.DesignInfo

Synopsis: Information for IDE designer.

Declaration: Property DesignInfo : LongInt

Visibility: public

Access: Read, Write

Description: DesignInformation can be used by an IDE to store design information in the component. It should not be used by an application programmer.

See also: Tag (358)

4.45.35 TComponent.Owner

Synopsis: Owner of this component.

Declaration: `Property Owner : TComponent`

Visibility: `public`

Access: `Read`

Description: `Owner` returns the owner of this component. The owner cannot be set except by explicitly inserting the component in another component's owned components list using that component's `InsertComponent` (354) method, or by removing the component from it's owner's owned component list using the `RemoveComponent` (354) method.

See also: `Components` (356), `InsertComponent` (354), `RemoveComponent` (354)

4.45.36 TComponent.VCLComObject

Synopsis: Not implemented.

Declaration: `Property VCLComObject : Pointer`

Visibility: `public`

Access: `Read,Write`

Description: `VCLComObject` is not yet implemented in Free Pascal.

4.45.37 TComponent.Name

Synopsis: Name of the component.

Declaration: `Property Name : TComponentName`

Visibility: `published`

Access: `Read,Write`

Description: `Name` is the name of the component. This name should be a valid identifier, i.e. must start with a letter or underscore, and can contain only letters, numbers and the underscore character. When attempting to set the name of a component, the name will be checked for validity. Furthermore, when a component is owned by another component, the name must be either empty or must be unique among the child component names.

By "letters", 7-bit letters are meant.

Errors: Attempting to set the name to an invalid value will result in an exception being raised.

See also: `ValidateRename` (348), `Owner` (358)

4.45.38 TComponent.Tag

Synopsis: Tag value of the component.

Declaration: `Property Tag : PtrInt`

Visibility: `published`

Access: `Read,Write`

Description: `Tag` can be used to store an integer value in the component. This value is streamed together with all other published properties. It can be used for instance to quickly identify a component in an event handler.

See also: `Name` (358)

4.46 TComponentEnumerator

4.46.1 Description

`TComponentEnumerator` implements the `#rtl.system.IEnumerator` (1521) interface for the `TComponent` (348) class, so the `TComponent` class can be used in a `for ... in` loop over the `TComponent.Components` (356) child components of the component. It is returned by the `TComponent.GetEnumerator` (353) method of `TComponent`.

See also: `TComponent` (348), `TComponent.GetEnumerator` (353), `#rtl.system.IEnumerator` (1521)

4.46.2 Method overview

Page	Method	Description
359	<code>Create</code>	Initialize a new instance of <code>TComponentEnumerator</code>
359	<code>GetCurrent</code>	Return the current pointer in the list
360	<code>MoveNext</code>	Move the position of the enumerator to the next position in the children of the component.

4.46.3 Property overview

Page	Properties	Access	Description
360	<code>Current</code>	<code>r</code>	Current pointer in the list

4.46.4 TComponentEnumerator.Create

Synopsis: Initialize a new instance of `TComponentEnumerator`

Declaration: `constructor Create (AComponent: TComponent)`

Visibility: `public`

Description: `Create` initializes a new instance of `TComponentEnumerator` and keeps a reference to the component `AComponent` that will be enumerated.

See also: `TComponent` (348)

4.46.5 TComponentEnumerator.GetCurrent

Synopsis: Return the current pointer in the list

Declaration: `function GetCurrent : TComponent`

Visibility: `public`

Description: `GetCurrent` returns the current `TComponent` (348) child component instance in the enumerator.

Errors: No checking is done on the validity of the current position.

See also: `MoveNext` (360), `TComponent.Components` (356)

4.46.6 TComponentEnumerator.MoveNext

Synopsis: Move the position of the enumerator to the next position in the children of the component.

Declaration: `function MoveNext : Boolean`

Visibility: `public`

Description: `MoveNext` puts the pointer on the next child in the components child components, and returns `True` if this succeeded, or `False` if the pointer is past the last child in the list.

Errors: Note that if `False` is returned, calling `GetCurrent` will result in an exception.

See also: [GetCurrent \(359\)](#)

4.46.7 TComponentEnumerator.Current

Synopsis: Current pointer in the list

Declaration: `Property Current : TComponent`

Visibility: `public`

Access: `Read`

Description: `Current` redefines `GetCurrent (359)` as a property.

See also: [GetCurrent \(359\)](#)

4.47 TCustomMemoryStream

4.47.1 Description

`TCustomMemoryStream` is the parent class for streams that stored their data in memory. It introduces all needed functions to handle reading from and navigating through the memory, and introduces a `Memory (362)` property which points to the memory area where the stream data is kept.

The only thing which `TCustomMemoryStream` does not do is obtain memory to store data when writing data or the writing of data. This functionality is implemented in descendant streams such as `TMemoryStream (397)`. The reason for this approach is that this way it is possible to create e.g. read-only descendants of `TCustomMemoryStream` that point to a fixed part in memory which can be read from, but not written to.

Remark: Since `TCustomMemoryStream` is an abstract class, do not create instances of `TMemoryStream` directly. Instead, create instances of descendants such as `TMemoryStream (397)`.

See also: [TMemoryStream \(397\)](#), [TStream \(427\)](#)

4.47.2 Method overview

Page	Method	Description
361	<code>Read</code>	Reads <code>Count</code> bytes from the stream into <code>buffer</code> .
362	<code>SaveToFile</code>	Writes the contents of the stream to a file.
361	<code>SaveToStream</code>	Writes the contents of the memory stream to another stream.
361	<code>Seek</code>	Sets a new position in the stream.

4.47.3 Property overview

Page	Properties	Access	Description
362	Memory	r	Pointer to the data kept in the memory stream.

4.47.4 TCustomMemoryStream.Read

Synopsis: Reads `Count` bytes from the stream into `buffer`.

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

Visibility: `public`

Description: `Read` reads `Count` bytes from the stream into the memory pointed to by `buffer`. It returns the number of bytes actually read.

This method overrides the `TStream.Read` (428) method of `TStream` (427). It will read as much bytes as are still available in the memory area pointer to by `Memory` (362). After the bytes are read, the internal stream position is updated.

See also: `TCustomMemoryStream.Memory` (362), `TStream.Read` (428)

4.47.5 TCustomMemoryStream.Seek

Synopsis: Sets a new position in the stream.

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

Visibility: `public`

Description: `Seek` overrides the abstract `TStream.Seek` (429) method. It simply updates the internal stream position, and returns the new position.

Errors: No checking is done whether the new position is still a valid position, i.e. whether the position is still within the range `0..Size`. Attempting a seek outside the valid memory range of the stream may result in an exception at the next read or write operation.

See also: `TStream.Position` (436), `TStream.Size` (437), `TCustomMemoryStream.Memory` (362)

4.47.6 TCustomMemoryStream.SaveToStream

Synopsis: Writes the contents of the memory stream to another stream.

Declaration: `procedure SaveToStream(Stream: TStream)`

Visibility: `public`

Description: `SaveToStream` writes the contents of the memory stream to `Stream`. The content of `Stream` is not cleared first. The current position of the memory stream is not changed by this action.

Remark: This method will work much faster than the use of the `TStream.CopyFrom` (431) method:

```
Seek(0, soFromBeginning);
Stream.CopyFrom(Self, Size);
```

because the `CopyFrom` method copies the contents in blocks, while `SaveToStream` writes the contents of the memory as one big block.

Errors: If an error occurs when writing to `Stream` an `EStreamError` (285) exception will be raised.

See also: `TCustomMemoryStream.SaveToFile` (362), `TStream.CopyFrom` (431)

4.47.7 TCustomMemoryStream.SaveToFile

Synopsis: Writes the contents of the stream to a file.

Declaration: `procedure SaveToFile(const FileName: string)`

Visibility: public

Description: `SaveToFile` writes the contents of the stream to a file with name `FileName`. It simply creates a filestream and writes the contents of the memorystream to this file stream using `TCustomMemoryStream.SaveToStream` (361).

Remark: This method will work much faster than the use of the `TStream.CopyFrom` (431) method:

```
Stream:=TFileStream.Create(fmCreate,FileName);
Seek(0,soFromBeginning);
Stream.CopyFrom(Self,Size);
```

because the `CopyFrom` method copies the contents in blocks, while `SaveToFile` writes the contents of the memory as one big block.

Errors: If an error occurs when creating or writing to the file, an `EStreamError` (285) exception may occur.

See also: `TCustomMemoryStream.SaveToStream` (361), `TFileStream` (368), `TStream.CopyFrom` (431)

4.47.8 TCustomMemoryStream.Memory

Synopsis: Pointer to the data kept in the memory stream.

Declaration: `Property Memory : Pointer`

Visibility: public

Access: Read

Description: `Memory` points to the memory area where stream keeps its data. The property is read-only, so the pointer cannot be set this way.

Remark: Do not write to the memory pointed to by `Memory`, since the memory content may be read-only, and thus writing to it may cause errors.

See also: `TStream.Size` (437)

4.48 TDataModule

4.48.1 Description

`TDataModule` is a container for non-visual objects which can be used in an IDE to group non-visual objects which can be used by various other containers (forms) in a project. Notably, data access components are typically stored on a datamodule. Web components and services can also be implemented as descendants of datamodules.

`TDataModule` introduces some events which make it easier to program, and provides the needed streaming capabilities for persistent storage.

An IDE will typically allow to create a descendant of `TDataModule` which contains non-visual components in its published property list.

See also: `TDataModule.OnCreate` (365)

4.48.2 Method overview

Page	Method	Description
364	AfterConstruction	Overrides standard TObject (1527) behaviour.
364	BeforeDestruction	
363	Create	Create a new instance of a TDataModule.
363	CreateNew	
363	Destroy	Destroys the TDataModule instance.

4.48.3 Property overview

Page	Properties	Access	Description
364	DesignOffset	rw	Position property needed for manipulation in an IDE.
365	DesignSize	rw	Size property needed for manipulation in an IDE.
365	OldCreateOrder	rw	Determines when OnCreate and OnDestroy are triggered.
365	OnCreate	rw	Event handler, called when the datamodule is created.
365	OnDestroy	rw	Event handler, called when the datamodule is destroyed.

4.48.4 TDataModule.Create

Synopsis: Create a new instance of a TDataModule.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` creates a new instance of the `TDataModule` and calls `TDataModule.CreateNew` (363). After that it reads the published properties from a stream using `InitInheritedComponent` (274) if a descendant class is instantiated. If the `OldCreateOrder` (365) property is `True`, the `TDataModule.OnCreate` (365) event is called.

Errors: An exception can be raised during the streaming operation.

See also: `TDataModule.CreateNew` (363)

4.48.5 TDataModule.CreateNew

Synopsis:

Declaration: `constructor CreateNew(AOwner: TComponent)`
`constructor CreateNew(AOwner: TComponent; CreateMode: Integer); Virtual`

Visibility: `public`

Description: `CreateNew` creates a new instance of the class, but bypasses the streaming mechanism. The `CreateMode` parameter (by default zero) is not used in `TDataModule`. If the `AddDataModule` (267) handler is set, then it is called, with the newly created instance as an argument.

See also: `TDataModule.Create` (363), `AddDataModule` (267), `TDataModule.OnCreate` (365)

4.48.6 TDataModule.Destroy

Synopsis: Destroys the `TDataModule` instance.

Declaration: `destructor Destroy; Override`

Visibility: public

Description: `Destroy` destroys the `TDataModule` instance. If the `OldCreateOrder` (365) property is `True` the `OnDestroy` (365) event handler is called prior to destroying the data module.

Before calling the inherited `destroy`, the `RemoveDataModule` (268) handler is called if it is set, and `Self` is passed as a parameter.

Errors: An event can be raised during the `OnDestroy` event handler.

See also: `TDataModule.OnDestroy` (365), `RemoveDataModule` (268)

4.48.7 TDataModule.AfterConstruction

Synopsis: Overrides standard `TObject` (1527) behaviour.

Declaration: `procedure AfterConstruction; Override`

Visibility: public

Description: `AfterConstruction` calls the `OnCreate` (365) handler if the `OldCreateOrder` (365) property is `False`.

See also: `TDataModule.OldCreateOrder` (365), `TDataModule.OnCreate` (365)

4.48.8 TDataModule.BeforeDestruction

Synopsis:

Declaration: `procedure BeforeDestruction; Override`

Visibility: public

Description: `BeforeDestruction` calls the `OnDestroy` (365) handler if the `OldCreateOrder` (365) property is `False`.

See also: `TDataModule.OldCreateOrder` (365), `TDataModule.OnDestroy` (365)

4.48.9 TDataModule.DesignOffset

Synopsis: Position property needed for manipulation in an IDE.

Declaration: `Property DesignOffset : TPoint`

Visibility: public

Access: Read,Write

Description: `DesignOffset` is the position of the datamodule when displayed in an IDE. It is streamed to the form file, and should not be used at run-time.

See also: `TDataModule.DesignSize` (365)

4.48.10 TDataModule.DesignSize

Synopsis: Size property needed for manipulation in an IDE.

Declaration: Property `DesignSize` : `TPoint`

Visibility: public

Access: Read,Write

Description: `DesignSize` is the size of the datamodule when displayed in an IDE. It is streamed to the form file, and should not be used at run-time.

See also: `TDataModule.DesignOffset` ([364](#))

4.48.11 TDataModule.OnCreate

Synopsis: Event handler, called when the datamodule is created.

Declaration: Property `OnCreate` : `TNotifyEvent`

Visibility: published

Access: Read,Write

Description: The `OnCreate` event is triggered when the datamodule is created and streamed. The exact moment of triggering is dependent on the value of the `OldCreateOrder` ([365](#)) property.

See also: `TDataModule.Create` ([363](#)), `TDataModule.CreateNew` ([363](#)), `TDataModule.OldCreateOrder` ([365](#))

4.48.12 TDataModule.OnDestroy

Synopsis: Event handler, called when the datamodule is destroyed.

Declaration: Property `OnDestroy` : `TNotifyEvent`

Visibility: published

Access: Read,Write

Description: The `OnDestroy` event is triggered when the datamodule is destroyed. The exact moment of triggering is dependent on the value of the `OldCreateOrder` ([365](#)) property.

See also: `TDataModule.Destroy` ([363](#)), `TDataModule.OnCreate` ([365](#)), `TDataModule.Create` ([363](#)), `TDataModule.CreateNew` ([363](#)), `TDataModule.OldCreateOrder` ([365](#))

4.48.13 TDataModule.OldCreateOrder

Synopsis: Determines when `OnCreate` and `OnDestroy` are triggered.

Declaration: Property `OldCreateOrder` : `Boolean`

Visibility: published

Access: Read,Write

Description: `OldCreateOrder` determines when exactly the `OnCreate` (365) and `OnDestroy` (365) event handlers are called.

If set to `True`, then the `OnCreate` event handler is called after the data module was streamed. If it is set to `False`, then the handler is called prior to the streaming process.

If set to `True`, then the `OnDestroy` event handler is called before the data module is removed from the streaming system. If it is set to `False`, then the handler is called after the data module was removed from the streaming process.

See also: `TDataModule.OnDestroy` (365), `TDataModule.OnCreate` (365), `TDataModule.Destroy` (363), `TDataModule.Create` (363), `TDataModule.CreateNew` (363), `TDataModule.OldCreateOrder` (365)

4.49 TFiler

4.49.1 Description

Class responsible for streaming of components.

4.49.2 Method overview

Page	Method	Description
366	<code>DefineBinaryProperty</code>	
366	<code>DefineProperty</code>	

4.49.3 Property overview

Page	Properties	Access	Description
367	<code>Ancestor</code>	rw	Ancestor component from which an inherited component is streamed.
367	<code>IgnoreChildren</code>	rw	Determines whether children will be streamed as well.
367	<code>LookupRoot</code>	r	Component used to look up ancestor components.
367	<code>Root</code>	rw	The root component is the initial component which is being streamed.

4.49.4 TFiler.DefineProperty

Synopsis:

```
Declaration: procedure DefineProperty(const Name: string; ReadData: TReaderProc;
                                     WriteData: TWriterProc; HasData: Boolean)
                                     ; Virtual; Abstract
```

Visibility: public

Description:

4.49.5 TFiler.DefineBinaryProperty

Synopsis:

```
Declaration: procedure DefineBinaryProperty(const Name: string;
                                           ReadData: TStreamProc;
                                           WriteData: TStreamProc; HasData: Boolean)
                                           ; Virtual; Abstract
```

Visibility: public

Description:

4.49.6 TFile.Root

Synopsis: The root component is the initial component which is being streamed.

Declaration: `Property Root : TComponent`

Visibility: public

Access: Read,Write

Description: The streaming process will stream a component and all the components which it owns. The `Root` component is the component which is initially streamed.

See also: [LookupRoot \(367\)](#)

4.49.7 TFile.LookupRoot

Synopsis: Component used to look up ancestor components.

Declaration: `Property LookupRoot : TComponent`

Visibility: public

Access: Read

Description: When comparing inherited component's values against parent values, the values are compared with the component in `LookupRoot`. Initially, it is set to `Root` ([367](#)).

See also: [Root \(367\)](#)

4.49.8 TFile.Ancestor

Synopsis: Ancestor component from which an inherited component is streamed.

Declaration: `Property Ancestor : TPersistent`

Visibility: public

Access: Read,Write

Description: When streaming a component, this is the parent component. Only properties that differ from the parent's property value will be streamed.

See also: [Root \(367\)](#), [LookupRoot \(367\)](#)

4.49.9 TFile.IgnoreChildren

Synopsis: Determines whether children will be streamed as well.

Declaration: `Property IgnoreChildren : Boolean`

Visibility: public

Access: Read,Write

Description: By default, all children (i.e. owned objects) will also be streamed when streaming a component. This property can be used to prevent owned objects from being streamed.

Table 4.24:

<code>fmShareCompat</code>	Open file in DOS share-compatibility mode
<code>fmShareExclusive</code>	Lock file for exclusive use
<code>fmShareDenyWrite</code>	Lock file so other processes can only read.
<code>fmShareDenyRead</code>	Lock file so other processes cannot read.
<code>fmShareDenyNone</code>	Do not lock file.

Note that sharing is advisory on Unix-like platforms.

After the file has been opened in the requested mode and a handle has been obtained from the operating system, the inherited constructor is called.

Errors: If the file could not be opened in the requested mode, an `EFOpenError` (283) exception is raised.

See also: `TStream` (427), `TFileStream.FileName` (369), `THandleStream.Create` (379)

4.50.5 TFileStream.Destroy

Synopsis: Destroys the file stream.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` closes the file (causing possible buffered data to be written to disk) and then calls the inherited destructor.

Do not call `destroy` directly, instead call the `Free` method. `Destroy` does not check whether `Self` is `nil`, while `Free` does.

See also: `TFileStream.Create` (368)

4.50.6 TFileStream.FileName

Synopsis: The filename of the stream.

Declaration: `Property FileName : string`

Visibility: `public`

Access: `Read`

Description: `FileName` is the name of the file that the stream reads from or writes to. It is the name as passed in the constructor of the stream; it cannot be changed. To write to another file, the stream must be freed and created again with the new filename.

See also: `TFileStream.Create` (368)

4.51 TFPList

4.51.1 Description

`TFPList` is a class that can be used to manage collections of pointers. It introduces methods and properties to store the pointers, search in the list of pointers, sort them. It manages its memory by

itself, no intervention for that is needed. Contrary to `TList` (388), `TFPList` has no notification mechanism. If no notification mechanism is used, it is better to use `TFPList` instead of `TList`, as the performance of `TFPList` is much higher.

To manage collections of strings, it is better to use a `TStrings` (447) descendant such as `TStringList` (442). To manage general objects, a `TCollection` (338) class exists, from which a descendant can be made to manage collections of various kinds.

See also: `TStrings` (447), `TCollection` (338)

4.51.2 Method overview

Page	Method	Description
371	<code>Add</code>	Adds a new pointer to the list.
371	<code>AddList</code>	Add all pointers from another list
374	<code>Assign</code>	<code>Assign</code> performs the given operation on the list.
371	<code>Clear</code>	Clears the pointer list.
371	<code>Delete</code>	Removes a pointer from the list.
370	<code>Destroy</code>	Destroys the list and releases the memory used to store the list elements.
372	<code>Error</code>	Raises an <code>EListError</code> (284) exception.
372	<code>Exchange</code>	Exchanges two pointers in the list.
372	<code>Expand</code>	Increases the capacity of the list if needed.
372	<code>Extract</code>	Remove the first occurrence of a pointer from the list.
373	<code>First</code>	Returns the first non-nil pointer in the list.
375	<code>ForEachCall</code>	Call a procedure or method for each pointer in the list.
373	<code>GetEnumerator</code>	Create an <code>IEnumerator</code> instance
373	<code>IndexOf</code>	Returns the index of a given pointer.
373	<code>IndexOfItem</code>	Search an item in the list
374	<code>Insert</code>	Inserts a new pointer in the list at a given position.
374	<code>Last</code>	Returns the last non-nil pointer in the list.
374	<code>Move</code>	Moves a pointer from one position in the list to another.
375	<code>Pack</code>	Removes <code>Nil</code> pointers from the list and frees unused memory.
375	<code>Remove</code>	Removes a value from the list.
375	<code>Sort</code>	Sorts the pointers in the list.

4.51.3 Property overview

Page	Properties	Access	Description
376	<code>Capacity</code>	rw	Current capacity (i.e. number of pointers that can be stored) of the list.
376	<code>Count</code>	rw	Current number of pointers in the list.
376	<code>Items</code>	rw	Provides access to the pointers in the list.
377	<code>List</code>	r	Memory array where pointers are stored.

4.51.4 `TFPList.Destroy`

Synopsis: Destroys the list and releases the memory used to store the list elements.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` destroys the list and releases the memory used to store the list elements. The elements themselves are in no way touched, i.e. any memory they point to must be explicitly released before calling the destructor.

4.51.5 TFPList.AddList

Synopsis: Add all pointers from another list

Declaration: `procedure AddList (AList: TFPList)`

Visibility: public

Description: `AddList` adds all pointers from `AList` to the list. If a pointer is already present, it is added a second time.

See also: `TFPList.Assign` (374), `TList.AddList` (390)

4.51.6 TFPList.Add

Synopsis: Adds a new pointer to the list.

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

Visibility: public

Description: `Add` adds a new pointer to the list after the last pointer (i.e. at position `Count`, thus increasing the item count with 1. If the list is at full capacity, the capacity of the list is expanded, using the `Expand` (372) method.

To insert a pointer at a certain position in the list, use the `Insert` (374) method instead.

See also: `Delete` (371), `Grow` (388), `Insert` (374)

4.51.7 TFPList.Clear

Synopsis: Clears the pointer list.

Declaration: `procedure Clear`

Visibility: public

Description: `Clear` removes all pointers from the list, and sets the capacity to 0, thus freeing any memory allocated to maintain the list.

See also: `Destroy` (370)

4.51.8 TFPList.Delete

Synopsis: Removes a pointer from the list.

Declaration: `procedure Delete (Index: Integer)`

Visibility: public

Description: `Delete` removes the pointer at position `Index` from the list, shifting all following pointers one position up (or to the left).

The memory the pointer is pointing to is *not* deallocated.

4.51.9 TFPList.Error

Synopsis: Raises an `EListError` (284) exception.

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

Visibility: `public`

Description: `Error` raises an `EListError` (284) exception, with a message formatted with `Msg` and `Data`.

4.51.10 TFPList.Exchange

Synopsis: Exchanges two pointers in the list.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer)`

Visibility: `public`

Description: `Exchange` exchanges the pointers at positions `Index1` and `Index2`. Both pointers must be within the current range of the list, or an `EListError` (284) exception will be raised.

4.51.11 TFPList.Expand

Synopsis: Increases the capacity of the list if needed.

Declaration: `function Expand : TFPList`

Visibility: `public`

Description: `Expand` increases the capacity of the list if the current element count matches the current list capacity.

The capacity is increased according to the following algorithm:

- 1.If the capacity is less than 3, the capacity is increased with 4.
- 2.If the capacity is larger than 3 and less than 8, the capacity is increased with 8.
- 3.If the capacity is larger than 8, the capacity is increased with 16.

The return value is `Self`.

See also: `Capacity` (376)

4.51.12 TFPList.Extract

Synopsis: Remove the first occurrence of a pointer from the list.

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

Visibility: `public`

Description: `Extract` searches for the first occurrence of `Item` in the list and deletes it from the list. If `Item` was found, it's value is returned. If `Item` was not found, `Nil` is returned.

See also: `TFPList.Delete` (371)

4.51.13 TFPList.First

Synopsis: Returns the first non-nil pointer in the list.

Declaration: `function First : Pointer`

Visibility: public

Description: `First` returns the value of the first non-nil pointer in the list.

If there are no pointers in the list or all pointers equal `Nil`, then `Nil` is returned.

See also: `Last` (374)

4.51.14 TFPList.GetEnumerator

Synopsis: Create an `IEnumerator` instance

Declaration: `function GetEnumerator : TFPListEnumerator`

Visibility: public

Description: `GetEnumerator` is the implementation of the `IEnumerable` (1521) interface for `TFPList`. It creates a `TFPListEnumerator` (377) instance and returns its `IEnumerator` (1521) interface.

See also: `TFPListEnumerator` (377), `IEnumerator` (1521), `IEnumerable` (1521)

4.51.15 TFPList.IndexOf

Synopsis: Returns the index of a given pointer.

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

Visibility: public

Description: `IndexOf` searches for the pointer `Item` in the list of pointers, and returns the index of the pointer, if found.

If no pointer with the value `Item` was found, -1 is returned.

4.51.16 TFPList.IndexOfItem

Synopsis: Search an item in the list

Declaration: `function IndexOfItem(Item: Pointer; Direction: TDirection) : Integer`

Visibility: public

Description: `IndexOfItem` has the same function as the `IndexOf` (249) function: it searches for `Item` in the list, and returns the index of the first found matching pointer. If none is found, -1 is returned.

In difference with the `IndexOf` function, it accepts a parameter `Direction` indicating the search direction: from the beginning of the list till the end of the list, or from the end of the list till the beginning. The `IndexOf` function starts at the beginning of the list. The search direction is only important if the item can appear multiple times in the list.

See also: `TFPList.TDirection` (??), `TFPList.IndexOf` (373)

4.51.17 TFPList.Insert

Synopsis: Inserts a new pointer in the list at a given position.

Declaration: `procedure Insert (Index: Integer; Item: Pointer)`

Visibility: public

Description: `Insert` inserts pointer `Item` at position `Index` in the list. All pointers starting from `Index` are shifted to the right.

If `Index` is not a valid position, then a `EListError` (284) exception is raised.

See also: `Add` (371), `Delete` (371)

4.51.18 TFPList.Last

Synopsis: Returns the last non-nil pointer in the list.

Declaration: `function Last : Pointer`

Visibility: public

Description: `Last` returns the value of the last non-nil pointer in the list.

If there are no pointers in the list or all pointers equal `Nil`, then `Nil` is returned.

See also: `First` (373)

4.51.19 TFPList.Move

Synopsis: Moves a pointer from one position in the list to another.

Declaration: `procedure Move (CurIndex: Integer; NewIndex: Integer)`

Visibility: public

Description: `Move` moves the pointer at position `CurIndex` to position `NewIndex`. This is done by storing the value at position `CurIndex`, deleting the pointer at position `CurIndex`, and reinserting the value at position `NewIndex`

If `CurIndex` or `Newindex` are not inside the valid range of indices, an `EListError` (284) exception is raised.

See also: `Exchange` (372)

4.51.20 TFPList.Assign

Synopsis: `Assign` performs the given operation on the list.

Declaration: `procedure Assign (ListA: TFPList; AOperator: TListAssignOp;
ListB: TFPList)`

Visibility: public

Description: `Assign` can be used to merge or assign lists It is an extended version of the usual `TPersistent.Assign` mechanism. The arguments `ListA` and `ListB` are used as sources of pointers to add or remove elements from the current list, depending on the operation `AOperation`. The available operations are documented in the `TListAssignOp` (259) type.

See also: `TFPList.Add` (371), `TFPList.Clear` (371)

4.51.21 TFPList.Remove

Synopsis: Removes a value from the list.

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

Visibility: public

Description: `Remove` searches `Item` in the list, and, if it finds it, deletes the item from the list. Only the first occurrence of `Item` is removed.

See also: `Delete` (371), `IndexOf` (373), `Insert` (374)

4.51.22 TFPList.Pack

Synopsis: Removes `Nil` pointers from the list and frees unused memory.

Declaration: `procedure Pack`

Visibility: public

Description: `Pack` removes all `nil` pointers from the list. The capacity of the list is then set to the number of pointers in the list. This method can be used to free unused memory if the list has grown to very large sizes and has a lot of unneeded `nil` pointers in it.

See also: `TFPList.Clear` (371)

4.51.23 TFPList.Sort

Synopsis: Sorts the pointers in the list.

Declaration: `procedure Sort(Compare: TListSortCompare)`

Visibility: public

Description: `Sort` sorts the pointers in the list. Two pointers are compared by passing them to the `Compare` function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first pointer is assumed to be 'less' than the second and will be moved before the second in the list.
- If the function result is positive, the first pointer is assumed to be 'greater than' the second and will be moved after the second in the list.
- If the function result is zero, the pointers are assumed to be 'equal' and no moving will take place.

The sort is done using a quicksort algorithm.

4.51.24 TFPList.ForEachCall

Synopsis: Call a procedure or method for each pointer in the list.

Declaration: `procedure ForEachCall(proc2call: TListCallback; arg: pointer)`
`procedure ForEachCall(proc2call: TListStaticCallback; arg: pointer)`

Visibility: public

Description: `ForEachCall` iterates over all pointers in the list and calls `proc2call`, passing it the pointer and the additional `arg` data pointer. `Proc2Call` can be a method or a static procedure.

Errors: None.

See also: [TListStaticCallback \(259\)](#), [TListCallback \(259\)](#)

4.51.25 TFPList.Capacity

Synopsis: Current capacity (i.e. number of pointers that can be stored) of the list.

Declaration: `Property Capacity : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Capacity` contains the number of pointers the list can store before it starts to grow.

If a new pointer is added to the list using [add \(371\)](#) or [insert \(374\)](#), and there is not enough memory to store the new pointer, then the list will try to allocate more memory to store the new pointer. Since this is a time consuming operation, it is important that this operation be performed as little as possible. If it is known how many pointers there will be before filling the list, it is a good idea to set the capacity first before filling. This ensures that the list doesn't need to grow, and will speed up filling the list.

See also: [SetCapacity \(369\)](#), [Count \(376\)](#)

4.51.26 TFPList.Count

Synopsis: Current number of pointers in the list.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Count` is the current number of (possibly `Nil`) pointers in the list. Since the list is zero-based, the index of the largest pointer is `Count-1`.

4.51.27 TFPList.Items

Synopsis: Provides access to the pointers in the list.

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

Visibility: `public`

Access: `Read,Write`

Description: `Items` is used to access the pointers in the list. It is the default property of the `TFPList` class, so it can be omitted.

The list is zero-based, so `Index` must be in the range 0 to `Count-1`.

4.51.28 TFPList.List

Synopsis: Memory array where pointers are stored.

Declaration: `Property List : PPointerList`

Visibility: public

Access: Read

Description: `List` points to the memory space where the pointers are stored. This can be used to quickly copy the list of pointers to another location.

4.52 TFPListEnumerator

4.52.1 Description

`TFPListEnumerator` implements the `#rtl.system.IEnumerator` (1521) interface for the `TFPList` (369) class, so the `TFPList` class can be used in a `for ... in` loop. It is returned by the `TFPList.GetEnumerator` (373) method of `TFPList`.

See also: `TFPList` (369), `TFPList.GetEnumerator` (373), `#rtl.system.IEnumerator` (1521)

4.52.2 Method overview

Page	Method	Description
377	<code>Create</code>	Initialize a new instance of <code>TFPListEnumerator</code>
377	<code>GetCurrent</code>	Return the current pointer in the list
378	<code>MoveNext</code>	Move the position of the enumerator to the next position in the list.

4.52.3 Property overview

Page	Properties	Access	Description
378	<code>Current</code>	r	Current pointer in the list

4.52.4 TFPListEnumerator.Create

Synopsis: Initialize a new instance of `TFPListEnumerator`

Declaration: `constructor Create(AList: TFPList)`

Visibility: public

Description: `Create` initializes a new instance of `TFPListEnumerator` and keeps a reference to the list `AList` that will be enumerated.

See also: `TFPList` (369)

4.52.5 TFPListEnumerator.GetCurrent

Synopsis: Return the current pointer in the list

Declaration: `function GetCurrent : Pointer`

Visibility: public

Description: `GetCurrent` returns the current pointer in the enumerator.

Errors: No checking is done on the validity of the current position.

See also: `MoveNext` (378)

4.52.6 `TFPListEnumerator.MoveNext`

Synopsis: Move the position of the enumerator to the next position in the list.

Declaration: `function MoveNext : Boolean`

Visibility: `public`

Description: `MoveNext` puts the pointer on the next item in the list, and returns `True` if this succeeded, or `False` if the pointer is past the last element in the list.

Errors: Note that if `False` is returned, calling `GetCurrent` will result in an exception.

See also: `GetCurrent` (377)

4.52.7 `TFPListEnumerator.Current`

Synopsis: Current pointer in the list

Declaration: `Property Current : Pointer`

Visibility: `public`

Access: `Read`

Description: `Current` redefines `GetCurrent` (377) as a property.

See also: `GetCurrent` (377)

4.53 `THandleStream`

4.53.1 Description

`THandleStream` is an abstract descendant of the `TStream` (427) class that provides methods for a stream to handle all reading and writing to and from a handle, provided by the underlying OS. To this end, it overrides the `Read` (379) and `Write` (379) methods of `TStream`.

Remark:

- `THandleStream` does not obtain a handle from the OS by itself, it just handles reading and writing to such a handle by wrapping the system calls for reading and writing; Descendant classes should obtain a handle from the OS by themselves and pass it on in the inherited constructor.
- Contrary to Delphi, no `seek` is implemented for `THandleStream`, since pipes and sockets do not support this. The `seek` is implemented in descendant methods that support it.

See also: `TStream` (427), `TFileStream` (368)

4.53.2 Method overview

Page	Method	Description
379	Create	Create a handlestream from an OS Handle.
379	Read	Overrides standard read method.
380	Seek	Overrides the Seek method.
379	Write	Overrides standard write method.

4.53.3 Property overview

Page	Properties	Access	Description
380	Handle	r	The OS handle of the stream.

4.53.4 THandleStream.Create

Synopsis: Create a handlestream from an OS Handle.

Declaration: `constructor Create(AHandle: THandle)`

Visibility: `public`

Description: `Create` creates a new instance of a `THandleStream` class. It stores `AHandle` in an internal variable and then calls the inherited constructor.

See also: `TStream` ([427](#))

4.53.5 THandleStream.Read

Synopsis: Overrides standard read method.

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

Visibility: `public`

Description: `Read` overrides the `Read` ([428](#)) method of `TStream`. It uses the `Handle` ([380](#)) property to read the `Count` bytes into `Buffer`

If no error occurs while reading, the number of bytes actually read will be returned.

Errors: If the operating system reports an error while reading from the handle, -1 is returned.

See also: `TStream.Read` ([428](#)), `THandleStream.Write` ([379](#)), `THandleStream.Handle` ([380](#))

4.53.6 THandleStream.Write

Synopsis: Overrides standard write method.

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

Visibility: `public`

Description: `Write` overrides the `Write` ([429](#)) method of `TStream`. It uses the `Handle` ([380](#)) property to write the `Count` bytes from `Buffer`.

If no error occurs while writing, the number of bytes actually written will be returned.

Errors: If the operating system reports an error while writing to the handle, 0 is returned.

See also: `TStream.Read` ([428](#)), `THandleStream.Write` ([379](#)), `THandleStream.Handle` ([380](#))

4.53.7 THandleStream.Seek

Synopsis: Overrides the Seek method.

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

Visibility: public

Description: `seek` uses the `FileSeek` (1620) method to position the stream on the desired position. Note that handle stream descendants (notably pipes) can override the method to prevent the seek.

4.53.8 THandleStream.Handle

Synopsis: The OS handle of the stream.

Declaration: `Property Handle : THandle`

Visibility: public

Access: Read

Description: `Handle` represents the Operating system handle to which reading and writing is done. The handle can be read only, i.e. it cannot be set after the `THandleStream` instance was created. It should be passed to the constructor `THandleStream.Create` (379)

See also: `THandleStream` (378), `THandleStream.Create` (379)

4.54 TInterfacedPersistent

4.54.1 Description

`TInterfacedPersistent` is a direct descendant of `TPersistent` (408) which implements the `#rtl.system.IInterface` (1312) interface. In particular, it implements the `QueryInterface` as a public method.

See also: `IInterface` (1312)

4.54.2 Interfaces overview

Page	Interfaces	Description
1312	<code>IInterface</code>	Basic interface for all COM based interfaces

4.54.3 Method overview

Page	Method	Description
381	<code>AfterConstruction</code>	Overrides the standard <code>AfterConstruction</code> method.
380	<code>QueryInterface</code>	Implementation of <code>IInterface.QueryInterface</code>

4.54.4 TInterfacedPersistent.QueryInterface

Synopsis: Implementation of `IInterface.QueryInterface`

Declaration: `function QueryInterface(const IID: TGuid; out Obj) : HRESULT; Virtual`

Visibility: public

Description: `QueryInterface` simply calls `GetInterface` using the specified IID, and returns the correct values.

See also: `TObject.GetInterface` (1535)

4.54.5 TInterfacedPersistent.AfterConstruction

Synopsis: Overrides the standard `AfterConstruction` method.

Declaration: `procedure AfterConstruction; Override`

Visibility: public

Description: `AfterConstruction` is overridden to do some extra interface housekeeping: a reference to the `IInterface` interface of the owning class is obtained (if it exists).

4.55 TInterfaceList

4.55.1 Description

`TInterfaceList` is a standard implementation of the `IInterfaceList` (290) interface. It uses a `TThreadList` (482) instance to store the list of interfaces.

See also: `IInterfaceList` (290), `TList` (388)

4.55.2 Interfaces overview

Page	Interfaces	Description
290	<code>IInterfaceList</code>	Interface for maintaining a list of interfaces.

4.55.3 Method overview

Page	Method	Description
384	<code>Add</code>	Add an interface to the list
382	<code>Clear</code>	Removes all interfaces from the list.
382	<code>Create</code>	Create a new instance of <code>TInterfaceList</code>
382	<code>Delete</code>	Delete an interface from the list.
382	<code>Destroy</code>	Destroys the list of interfaces
383	<code>Exchange</code>	Exchange 2 interfaces in the list
385	<code>Expand</code>	Expands the list
383	<code>First</code>	Returns the first non- <code>Nil</code> element in the list.
383	<code>GetEnumerator</code>	Create an <code>IEnumerator</code> instance
383	<code>IndexOf</code>	Returns the index of an interface.
384	<code>Insert</code>	Insert an interface to the list
384	<code>Last</code>	Returns the last non- <code>Nil</code> element in the list.
385	<code>Lock</code>	Lock the list
384	<code>Remove</code>	Remove an interface from the list
385	<code>Unlock</code>	UnLocks a locked list

4.55.4 Property overview

Page	Properties	Access	Description
385	Capacity	rw	The current capacity of the list.
386	Count	rw	The current number of elements in the list.
386	Items	rw	Array-based access to the list's items.

4.55.5 TInterfaceList.Create

Synopsis: Create a new instance of `TInterfaceList`

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` creates a new instance of the `TInterfaceList` class. It sets up the internal structures needed to store the list of interfaces.

See also: `Destroy` ([382](#))

4.55.6 TInterfaceList.Destroy

Synopsis: Destroys the list of interfaces

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` first calls `Clear` ([382](#)) and then frees the `TInterfaceList` instance from memory. Note that the `Clear` method decreases the reference count of all interfaces.

See also: `Create` ([382](#)), `Clear` ([382](#))

4.55.7 TInterfaceList.Clear

Synopsis: Removes all interfaces from the list.

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` is the implementation of the `IInterfaceList.Clear` ([292](#)) method. It removes all interfaces from the list. It does this by setting each element in the list to `Nil`, in this way the reference count of each interface in the list is decreased.

See also: `IInterfaceList.Clear` ([292](#)), `Add` ([384](#)), `Destroy` ([382](#)), `TList.Clear` ([391](#)), `TFPList.Clear` ([371](#))

4.55.8 TInterfaceList.Delete

Synopsis: Delete an interface from the list.

Declaration: `procedure Delete(index: Integer)`

Visibility: `public`

Description: `Delete` is the implementation of the `IInterfaceList.Delete` ([292](#)) method. It clears the slot first and then removes the element from the list.

See also: `IInterfaceList.Delete` ([292](#)), `TInterfaceList.Remove` ([384](#)), `TInterfaceList.Add` ([384](#)), `TList.Delete` ([391](#)), `TFPList.Delete` ([371](#))

4.55.9 TInterfaceList.Exchange

Synopsis: Exchange 2 interfaces in the list

Declaration: `procedure Exchange(index1: Integer; index2: Integer)`

Visibility: public

Description: `Exchange` is the implementation of the `IInterfaceList.Exchange` (293) method. It exchanges the position of 2 interfaces in the list.

See also: `IInterfaceList.Exchange` (293), `TInterfaceList.Delete` (382), `TInterfaceList.Add` (384), `TList.Exchange` (391), `TFPList.Exchange` (372)

4.55.10 TInterfaceList.First

Synopsis: Returns the first non-`Nil` element in the list.

Declaration: `function First : IUnknown`

Visibility: public

Description: `First` is the implementation of the `IInterfaceList.First` (293) method. It returns the first non-`Nil` element from the list.

See also: `IInterfaceList.First` (293), `TList.First` (392)

4.55.11 TInterfaceList.GetEnumerator

Synopsis: Create an `IEnumerator` instance

Declaration: `function GetEnumerator : TInterfaceListEnumerator`

Visibility: public

Description: `GetEnumerator` is the implementation of the `IEnumerable` (1521) interface for `TInterfaceList`. It creates a `TInterfaceListEnumerator` (386) instance and returns its `IEnumerator` (1521) interface. The enumerator enumerates all interfaces in the list.

See also: `TInterfaceListEnumerator` (386), `IEnumerator` (1521), `IEnumerable` (1521)

4.55.12 TInterfaceList.IndexOf

Synopsis: Returns the index of an interface.

Declaration: `function IndexOf(item: IUnknown) : Integer`

Visibility: public

Description: `IndexOf` is the implementation of the `IInterfaceList.IndexOf` (293) method. It returns the zero-based index in the list of the indicated interface, or -1 if the index is not in the list.

See also: `IInterfaceList.IndexOf` (293), `TList.IndexOf` (393)

4.55.13 TInterfaceList.Add

Synopsis: Add an interface to the list

Declaration: `function Add(item: IUnknown) : Integer`

Visibility: public

Description: `Add` is the implementation of the `IInterfaceList.Add` (293) method. It adds an interface to the list, and returns the location of the new element in the list. This operation will increment the reference count of the interface.

See also: `IInterfaceList.Add` (293), `TInterfaceList.Delete` (382), `TInterfaceList.Insert` (384), `TList.Add` (390), `TFPList.Add` (371)

4.55.14 TInterfaceList.Insert

Synopsis: Insert an interface to the list

Declaration: `procedure Insert(i: Integer; item: IUnknown)`

Visibility: public

Description: `Insert` is the implementation of the `IInterfaceList.Insert` (293) method. It inserts an interface in the list at the indicated position. This operation will increment the reference count of the interface.

See also: `IInterfaceList.Insert` (293), `TInterfaceList.Delete` (382), `TInterfaceList.Add` (384), `TList.Insert` (393), `TFPList.Insert` (374)

4.55.15 TInterfaceList.Last

Synopsis: Returns the last non-`Nil` element in the list.

Declaration: `function Last : IUnknown`

Visibility: public

Description: `Last` is the implementation of the `IInterfaceList.Last` (294) method. It returns the last non-`Nil` element from the list.

See also: `IInterfaceList.Last` (294), `TInterfaceList.First` (383), `TList.Last` (393), `TFPList.Last` (374)

4.55.16 TInterfaceList.Remove

Synopsis: Remove an interface from the list

Declaration: `function Remove(item: IUnknown) : Integer`

Visibility: public

Description: `Remove` is the implementation of the `IInterfaceList.Remove` (294) method. It removes the first occurrence of the interface from the list.

See also: `IInterfaceList.Remove` (294), `TInterfaceList.Delete` (382), `TInterfaceList.IndexOf` (383), `TList.Remove` (394), `TFPList.Remove` (375)

4.55.17 TInterfaceList.Lock

Synopsis: Lock the list

Declaration: `procedure Lock`

Visibility: `public`

Description: `Lock` locks the list. It is the implementation of the `IInterfaceList.Lock` (294) method. It limits access to the list to the current thread.

See also: `IInterfaceList.Lock` (294), `TInterfaceList.Unlock` (385), `TThreadList.LockList` (483)

4.55.18 TInterfaceList.Unlock

Synopsis: UnLocks a locked list

Declaration: `procedure Unlock`

Visibility: `public`

Description: `Unlock` unlocks the list. It is the implementation of the `IInterfaceList.Unlock` (294) method. After a call to unlock, the current thread releases the list for manipulation by other threads.

See also: `IInterfaceList.Unlock` (294), `TInterfaceList.Lock` (385), `TThreadList.UnlockList` (484)

4.55.19 TInterfaceList.Expand

Synopsis: Expands the list

Declaration: `function Expand : TInterfaceList`

Visibility: `public`

Description: `Expand` calls the `expand` method from the internally used list. It returns itself.

See also: `TList.Expand` (391)

4.55.20 TInterfaceList.Capacity

Synopsis: The current 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 without needing to allocate more memory.

See also: `IInterfaceList.Capacity` (294), `TInterfaceList.Count` (386), `TList.Capacity` (395), `TFPList.Capacity` (376)

4.55.21 TInterfaceList.Count

Synopsis: The current 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. This can include `Nil` elements. Note that the elements are zero-based, and thus are indexed from 0 to `Count-1`.

See also: `IInterfaceList.Count` (295), `TInterfaceList.Items` (386), `TInterfaceList.Capacity` (385), `TList.Count` (395), `TFPList.Count` (376)

4.55.22 TInterfaceList.Items

Synopsis: Array-based access to the list's items.

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

Visibility: `public`

Access: `Read,Write`

Description: `Items` provides indexed access to the elements in the list. Note that the elements are zero-based, and thus are indexed from 0 to `Count-1`. The items are read-write. It is not possible to add elements to the list by accessing an element with index larger or equal to `Count` (386).

See also: `IInterfaceList.Items` (295), `TInterfaceList.Count` (386), `TList.Items` (395), `TFPList.Items` (376)

4.56 TInterfaceListEnumerator

4.56.1 Description

`TInterfaceListEnumerator` implements the `#rtl.system.IEnumerator` (1521) interface for the `TInterfaceList` (381) class, so the `TInterfaceList` class can be used in a `for ... in` loop over the `TInterfaceList.Components` (381) child components of the component. It is returned by the `TInterfaceList.GetEnumerator` (383) method of `TInterfaceList`.

See also: `TInterfaceList` (381), `TInterfaceList.GetEnumerator` (383), `#rtl.system.IEnumerator` (1521)

4.56.2 Method overview

Page	Method	Description
387	<code>Create</code>	Initialize a new instance of <code>TInterfaceListEnumerator</code>
387	<code>GetCurrent</code>	Return the current pointer in the list
387	<code>MoveNext</code>	Move the position of the enumerator to the next position in the children of the component.

4.56.3 Property overview

Page	Properties	Access	Description
387	<code>Current</code>	<code>r</code>	Current pointer in the list

4.56.4 TInterfaceListEnumerator.Create

Synopsis: Initialize a new instance of `TInterfaceListEnumerator`

Declaration: constructor `Create(AList: TInterfaceList)`

Visibility: public

Description: `Create` initializes a new instance of `TInterfaceListEnumerator` and keeps a reference to the component `AComponent` that will be enumerated.

See also: `TInterfaceList` (381)

4.56.5 TInterfaceListEnumerator.GetCurrent

Synopsis: Return the current pointer in the list

Declaration: function `GetCurrent : IUnknown`

Visibility: public

Description: `GetCurrent` returns the current interface in the `TInterfaceList` (381) list.

Errors: No checking is done on the validity of the current position.

See also: `MoveNext` (387), `TInterfaceList.Components` (381)

4.56.6 TInterfaceListEnumerator.MoveNext

Synopsis: Move the position of the enumerator to the next position in the children of the component.

Declaration: function `MoveNext : Boolean`

Visibility: public

Description: `MoveNext` puts the pointer on the next interface in the list, and returns `True` if this succeeded, or `False` if the pointer is past the last interface in the list.

Errors: Note that if `False` is returned, calling `GetCurrent` will result in an exception.

See also: `GetCurrent` (387)

4.56.7 TInterfaceListEnumerator.Current

Synopsis: Current pointer in the list

Declaration: Property `Current : IUnknown`

Visibility: public

Access: Read

Description: `Current` redefines `GetCurrent` (387) as a property.

See also: `GetCurrent` (387)

4.57 TList

4.57.1 Description

`TList` is a class that can be used to manage collections of pointers. It introduces methods and properties to store the pointers, search in the list of pointers, sort them. It manages its memory by itself, no intervention for that is needed. It has an event notification mechanism which allows to notify of list changes. This slows down some of `TList` mechanisms, and if no notification is used, `TFPList` (369) may be used instead.

To manage collections of strings, it is better to use a `TStrings` (447) descendant such as `TStringList` (442). To manage general objects, a `TCollection` (338) class exists, from which a descendant can be made to manage collections of various kinds.

See also: `TStrings` (447), `TCollection` (338)

4.57.2 Interfaces overview

Page	Interfaces	Description
287	<code>IFPObserved</code>	Interface implemented by an object that can be observed.

4.57.3 Method overview

Page	Method	Description
390	<code>Add</code>	Adds a new pointer to the list.
390	<code>AddList</code>	Add all pointers from another list
394	<code>Assign</code>	Copy the contents of other lists.
391	<code>Clear</code>	Clears the pointer list.
389	<code>Create</code>	Class to manage collections of pointers.
391	<code>Delete</code>	Removes a pointer from the list.
389	<code>Destroy</code>	Destroys the list and releases the memory used to store the list elements.
391	<code>Error</code>	Raises an <code>EListError</code> (284) exception.
391	<code>Exchange</code>	Exchanges two pointers in the list.
391	<code>Expand</code>	Increases the capacity of the list if needed.
392	<code>Extract</code>	Remove the first occurrence of a pointer from the list.
392	<code>First</code>	Returns the first non-nil pointer in the list.
389	<code>FPOAttachObserver</code>	Add an observer to the list of observers
389	<code>FPODetachObserver</code>	Remove an observer from the list of observers
390	<code>FPONotifyObservers</code>	Notify observers of changes in the list
392	<code>GetEnumerator</code>	Create an <code>IEnumerator</code> instance
393	<code>IndexOf</code>	Returns the index of a given pointer.
393	<code>Insert</code>	Inserts a new pointer in the list at a given position.
393	<code>Last</code>	Returns the last non-nil pointer in the list.
393	<code>Move</code>	Moves a pointer from one position in the list to another.
394	<code>Pack</code>	Removes <code>Nil</code> pointers from the list and frees unused memory.
394	<code>Remove</code>	Removes a value from the list.
394	<code>Sort</code>	Sorts the pointers in the list.

4.57.4 Property overview

Page	Properties	Access	Description
395	Capacity	rw	Current capacity (i.e. number of pointers that can be stored) of the list.
395	Count	rw	Current number of pointers in the list.
395	Items	rw	Provides access to the pointers in the list.
396	List	r	Memory array where pointers are stored.

4.57.5 TList.Create

Synopsis: Class to manage collections of pointers.

Declaration: constructor `Create`

Visibility: `public`

Description: `TList.Create` creates a new instance of `TList`. It clears the list and prepares it for use.

See also: `TList` ([388](#)), `TList.Destroy` ([389](#))

4.57.6 TList.Destroy

Synopsis: Destroys the list and releases the memory used to store the list elements.

Declaration: destructor `Destroy`; `Override`

Visibility: `public`

Description: `Destroy` destroys the list and releases the memory used to store the list elements. The elements themselves are in no way touched, i.e. any memory they point to must be explicitly released before calling the destructor.

4.57.7 TList.FPOAttachObserver

Synopsis: Add an observer to the list of observers

Declaration: procedure `FPOAttachObserver`(`AObserver`: `TObject`)

Visibility: `public`

Description: `FPOAttachObserver` is part of the implementation of the `IFPObserved` ([287](#)) interface in `TList`. It adds a new observer to the list of observers. Calling this multiple times will add the observed object multiple times to the list.

Errors: An `EObserver` exception may be raised if `AObject` does not implement the `IFPObserver` ([289](#)) interface.

See also: `IFPObserver` ([289](#)), `IFPObserved.FPOAttachObserver` ([288](#)), `IFPObserved` ([287](#))

4.57.8 TList.FPODetachObserver

Synopsis: Remove an observer from the list of observers

Declaration: procedure `FPODetachObserver`(`AObserver`: `TObject`)

Visibility: `public`

Description: `FPODetachObserver` is part of the implementation of the `IFPObserved` (287) interface in `TList`. It removes the first found instance of the observer from the list of observers.

See also: `IFPObserved` (287), `IFPObserved.FPODetachObserver` (288), `IFPObserver` (289)

4.57.9 TList.FPONotifyObservers

Synopsis: Notify observers of changes in the list

Declaration: `procedure FPONotifyObservers (ASender: TObject;
 AOperation: TFPObservedOperation;
 Data: Pointer)`

Visibility: public

Description: `FPONotifyObservers` is called to notify observers of changes in the list. The following notifications are sent:

ooAddItem when a pointer is added. `Data` is the pointer that is added.

ooDeleteItem when a pointer is deleted or extracted. `Data` is the pointer that is deleted or extracted.

ooChange called when 2 pointers are exchanged.

ooFreeCalled when the list is freed.

See also: `FPODetachObserver` (249), `FPOAttachObserver` (249), `Add` (249), `Exchange` (249), `Delete` (249), `Extract` (249)

4.57.10 TList.AddList

Synopsis: Add all pointers from another list

Declaration: `procedure AddList (AList: TList)`

Visibility: public

Description: `AddList` adds all pointers from `AList` to the list. If a pointer is already present, it is added a second time.

See also: `TList.Assign` (394), `TFPList.AddList` (371)

4.57.11 TList.Add

Synopsis: Adds a new pointer to the list.

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

Visibility: public

Description: `Add` adds a new pointer to the list after the last pointer (i.e. at position `Count`, thus increasing the item count with 1. If the list is at full capacity, the capacity of the list is expanded, using the `Grow` (388) method.

To insert a pointer at a certain position in the list, use the `Insert` (393) method instead.

See also: `Delete` (391), `Grow` (388), `Insert` (393)

4.57.12 TList.Clear

Synopsis: Clears the pointer list.

Declaration: `procedure Clear; Virtual`

Visibility: `public`

Description: `Clear` removes all pointers from the list, and sets the capacity to 0, thus freeing any memory allocated to maintain the list.

See also: `Destroy` ([389](#))

4.57.13 TList.Delete

Synopsis: Removes a pointer from the list.

Declaration: `procedure Delete(Index: Integer)`

Visibility: `public`

Description: `Delete` removes the pointer at position `Index` from the list, shifting all following pointers one position up (or to the left).

The memory the pointer is pointing to is *not* deallocated.

4.57.14 TList.Error

Synopsis: Raises an `EListError` ([284](#)) exception.

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

Visibility: `public`

Description: `Error` raises an `EListError` ([284](#)) exception, with a message formatted with `Msg` and `Data`.

4.57.15 TList.Exchange

Synopsis: Exchanges two pointers in the list.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer)`

Visibility: `public`

Description: `Exchange` exchanges the pointers at positions `Index1` and `Index2`. Both pointers must be within the current range of the list, or an `EListError` ([284](#)) exception will be raised.

4.57.16 TList.Expand

Synopsis: Increases the capacity of the list if needed.

Declaration: `function Expand : TList`

Visibility: `public`

Description: `Expand` increases the capacity of the list if the current element count matches the current list capacity.

The capacity is increased according to the following algorithm:

- 1.If the capacity is less than 3, the capacity is increased with 4.
- 2.If the capacity is larger than 3 and less than 8, the capacity is increased with 8.
- 3.If the capacity is larger than 8, the capacity is increased with 16.

The return value is `Self`.

See also: [Capacity \(395\)](#)

4.57.17 `TList.Extract`

Synopsis: Remove the first occurrence of a pointer from the list.

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

Visibility: `public`

Description: `Extract` searched for an occurrence of `item`, and if a match is found, the match is deleted from the list. If no match is found, nothing is deleted. If `Item` was found, the result is `Item`. If `Item` was not found, the result is `Nil`. A `lnExtracted` notification event is triggered if an element is extracted from the list.

See also: [TList.Delete \(391\)](#), [TList.IndexOf \(393\)](#), [TList.Remove \(394\)](#)

4.57.18 `TList.First`

Synopsis: Returns the first non-nil pointer in the list.

Declaration: `function First : Pointer`

Visibility: `public`

Description: `First` returns the value of the first non-nil pointer in the list.

If there are no pointers in the list or all pointers equal `Nil`, then `Nil` is returned.

See also: [Last \(393\)](#)

4.57.19 `TList.GetEnumerator`

Synopsis: Create an `IEnumerator` instance

Declaration: `function GetEnumerator : TListEnumerator`

Visibility: `public`

Description: `GetEnumerator` is the implementation of the `IEnumerable (1521)` interface for `TList`. It creates a `TListEnumerator (396)` instance and returns it's `IEnumerator (1521)` interface.

See also: [TListEnumerator \(396\)](#), [IEnumerator \(1521\)](#), [IEnumerable \(1521\)](#)

4.57.20 TList.IndexOf

Synopsis: Returns the index of a given pointer.

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

Visibility: public

Description: `IndexOf` searches for the pointer `Item` in the list of pointers, and returns the index of the pointer, if found.

If no pointer with the value `Item` was found, -1 is returned.

4.57.21 TList.Insert

Synopsis: Inserts a new pointer in the list at a given position.

Declaration: `procedure Insert(Index: Integer; Item: Pointer)`

Visibility: public

Description: `Insert` inserts pointer `Item` at position `Index` in the list. All pointers starting from `Index` are shifted to the right.

If `Index` is not a valid position, then a `EListError` (284) exception is raised.

See also: `Add` (390), `Delete` (391)

4.57.22 TList.Last

Synopsis: Returns the last non-nil pointer in the list.

Declaration: `function Last : Pointer`

Visibility: public

Description: `Last` returns the value of the last non-nil pointer in the list.

If there are no pointers in the list or all pointers equal `Nil`, then `Nil` is returned.

See also: `First` (392)

4.57.23 TList.Move

Synopsis: Moves a pointer from one position in the list to another.

Declaration: `procedure Move(CurIndex: Integer; NewIndex: Integer)`

Visibility: public

Description: `Move` moves the pointer at position `CurIndex` to position `NewIndex`. This is done by storing the value at position `CurIndex`, deleting the pointer at position `CurIndex`, and reinserting the value at position `NewIndex`.

If `CurIndex` or `NewIndex` are not inside the valid range of indices, an `EListError` (284) exception is raised.

See also: `Exchange` (391)

4.57.24 TList.Assign

Synopsis: Copy the contents of other lists.

Declaration: `procedure Assign(ListA: TList; AOperator: TListAssignOp; ListB: TList)`

Visibility: public

Description: `Assign` can be used to merge or assign lists. It is an extended version of the usual `TPersistent.Assign` mechanism. The arguments `ListA` and `ListB` are used as sources of pointers to add or remove elements from the current list, depending on the operation `AOperation`. The available operations are documented in the `TListAssignOp` (259) type.

See also: `TList.Clear` (391)

4.57.25 TList.Remove

Synopsis: Removes a value from the list.

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

Visibility: public

Description: `Remove` searches `Item` in the list, and, if it finds it, deletes the item from the list. Only the first occurrence of `Item` is removed.

See also: `Delete` (391), `IndexOf` (393), `Insert` (393)

4.57.26 TList.Pack

Synopsis: Removes `Nil` pointers from the list and frees unused memory.

Declaration: `procedure Pack`

Visibility: public

Description: `Pack` removes all `nil` pointers from the list. The capacity of the list is then set to the number of pointers in the list. This method can be used to free unused memory if the list has grown to very large sizes and has a lot of unneeded `nil` pointers in it.

See also: `TList.Clear` (391)

4.57.27 TList.Sort

Synopsis: Sorts the pointers in the list.

Declaration: `procedure Sort(Compare: TListSortCompare)`

Visibility: public

Description: `Sort`> sorts the pointers in the list. Two pointers are compared by passing them to the `Compare` function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first pointer is assumed to be 'less' than the second and will be moved before the second in the list.
- If the function result is positive, the first pointer is assumed to be 'greater than' the second and will be moved after the second in the list.

- if the function result is zero, the pointers are assumed to be 'equal' and no moving will take place.

The sort is done using a quicksort algorithm.

4.57.28 TList.Capacity

Synopsis: Current capacity (i.e. number of pointers that can be stored) of the list.

Declaration: `Property Capacity : Integer`

Visibility: public

Access: Read,Write

Description: `Capacity` contains the number of pointers the list can store before it starts to grow.

If a new pointer is added to the list using `add` (390) or `insert` (393), and there is not enough memory to store the new pointer, then the list will try to allocate more memory to store the new pointer. Since this is a time consuming operation, it is important that this operation be performed as little as possible. If it is known how many pointers there will be before filling the list, it is a good idea to set the capacity first before filling. This ensures that the list doesn't need to grow, and will speed up filling the list.

See also: `SetCapacity` (388), `Count` (395)

4.57.29 TList.Count

Synopsis: Current number of pointers in the list.

Declaration: `Property Count : Integer`

Visibility: public

Access: Read,Write

Description: `Count` is the current number of (possibly `Nil`) pointers in the list. Since the list is zero-based, the index of the largest pointer is `Count-1`.

4.57.30 TList.Items

Synopsis: Provides access to the pointers in the list.

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

Visibility: public

Access: Read,Write

Description: `Items` is used to access the pointers in the list. It is the default property of the `TList` class, so it can be omitted.

The list is zero-based, so `Index` must be in the range 0 to `Count-1`.

4.57.31 TList.List

Synopsis: Memory array where pointers are stored.

Declaration: `Property List : PPointerList`

Visibility: public

Access: Read

Description: `List` points to the memory space where the pointers are stored. This can be used to quickly copy the list of pointers to another location.

4.58 TListEnumerator

4.58.1 Description

`TListEnumerator` implements the `#rtl.system.IEnumerator` (1521) interface for the `TList` (388) class, so the `TList` class can be used in a `for ... in` loop. It is returned by the `TList.GetEnumerator` (392) method of `TList`.

See also: `TList` (388), `TList.GetEnumerator` (392), `#rtl.system.IEnumerator` (1521)

4.58.2 Method overview

Page	Method	Description
396	<code>Create</code>	Initialize a new instance of <code>TListEnumerator</code>
396	<code>GetCurrent</code>	Return the current pointer in the list
397	<code>MoveNext</code>	Move the position of the enumerator to the next position in the list.

4.58.3 Property overview

Page	Properties	Access	Description
397	<code>Current</code>	r	Current pointer in the list

4.58.4 TListEnumerator.Create

Synopsis: Initialize a new instance of `TListEnumerator`

Declaration: `constructor Create(AList: TList)`

Visibility: public

Description: `Create` initializes a new instance of `TListEnumerator` and keeps a reference to the list `AList` that will be enumerated.

See also: `TList` (388)

4.58.5 TListEnumerator.GetCurrent

Synopsis: Return the current pointer in the list

Declaration: `function GetCurrent : Pointer`

Visibility: public

Description: `GetCurrent` returns the current pointer in the enumerator.

Errors: No checking is done on the validity of the current position.

See also: `MoveNext` (397)

4.58.6 `TListEnumerator.MoveNext`

Synopsis: Move the position of the enumerator to the next position in the list.

Declaration: `function MoveNext : Boolean`

Visibility: `public`

Description: `MoveNext` puts the pointer on the next item in the list, and returns `True` if this succeeded, or `False` if the pointer is past the last element in the list.

Errors: Note that if `False` is returned, calling `GetCurrent` will result in an exception.

See also: `GetCurrent` (396)

4.58.7 `TListEnumerator.Current`

Synopsis: Current pointer in the list

Declaration: `Property Current : Pointer`

Visibility: `public`

Access: `Read`

Description: `Current` redefines `GetCurrent` (396) as a property.

See also: `GetCurrent` (396)

4.59 `TMemoryStream`

4.59.1 Description

`TMemoryStream` is a `TStream` (427) descendant that stores its data in memory. It descends directly from `TCustomMemoryStream` (360) and implements the necessary to allocate and de-allocate memory directly from the heap. It implements the `Write` (399) method which is missing in `TCustomMemoryStream`.

`TMemoryStream` also introduces methods to load the contents of another stream or a file into the memory stream.

It is not necessary to do any memory management manually, as the stream will allocate or de-allocate memory as needed. When the stream is freed, all allocated memory will be freed as well.

See also: `TCustomMemoryStream` (360), `TStream` (427)

4.59.2 Method overview

Page	Method	Description
398	Clear	Zeroes the position, capacity and size of the stream.
398	Destroy	Frees any allocated memory and destroys the memory stream.
399	LoadFromFile	Loads the contents of a file into memory.
398	LoadFromStream	Loads the contents of a stream into memory.
399	SetSize	Sets the size for the memory stream.
399	Write	Writes data to the stream's memory.

4.59.3 TMemoryStream.Destroy

Synopsis: Frees any allocated memory and destroys the memory stream.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` clears the memory stream, thus in effect freeing any memory allocated for it, and then frees the memory stream.

4.59.4 TMemoryStream.Clear

Synopsis: Zeroes the position, capacity and size of the stream.

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` sets the position and size to 0, and sets the capacity of the stream to 0, thus freeing all memory allocated for the stream.

See also: `TStream.Size` ([437](#)), `TStream.Position` ([436](#)), `TCustomMemoryStream.Memory` ([362](#))

4.59.5 TMemoryStream.LoadFromStream

Synopsis: Loads the contents of a stream into memory.

Declaration: `procedure LoadFromStream(Stream: TStream)`

Visibility: `public`

Description: `LoadFromStream` loads the contents of `Stream` into the memorybuffer of the stream. Any previous contents of the memory stream are overwritten. Memory is allocated as needed.

Remark: The `LoadFromStream` uses the `Size` ([437](#)) property of `Stream` to determine how much memory must be allocated. Some streams do not allow the stream size to be determined, so care must be taken when using this method.

This method will work much faster than the use of the `TStream.CopyFrom` ([431](#)) method:

```
Seek(0, soFromBeginning);
CopyFrom(Stream, Stream.Size);
```

because the `CopyFrom` method copies the contents in blocks, while `LoadFromStream` reads the contents of the stream as one big block.

Errors: If an error occurs when reading from the stream, an `EStreamError` ([285](#)) may occur.

See also: `TStream.CopyFrom` ([431](#)), `TMemoryStream.LoadFromFile` ([399](#))

4.59.6 TMemoryStream.LoadFromFile

Synopsis: Loads the contents of a file into memory.

Declaration: `procedure LoadFromFile(const FileName: string)`

Visibility: `public`

Description: `LoadFromFile` loads the contents of the file with name `FileName` into the memory stream. The current contents of the memory stream is replaced by the contents of the file. Memory is allocated as needed.

The `LoadFromFile` method simply creates a filestream and then calls the `TMemoryStream.LoadFromStream` (398) method.

See also: `TMemoryStream.LoadFromStream` (398)

4.59.7 TMemoryStream.SetSize

Synopsis: Sets the size for the memory stream.

Declaration: `procedure SetSize(NewSize: LongInt); Override`

Visibility: `public`

Description: `SetSize` sets the size of the memory stream to `NewSize`. This will set the capacity of the stream to `NewSize` and correct the current position in the stream when needed.

See also: `TStream.Position` (436), `TStream.Size` (437)

4.59.8 TMemoryStream.Write

Synopsis: Writes data to the stream's memory.

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

Visibility: `public`

Description: `Write` writes `Count` bytes from `Buffer` to the stream's memory, starting at the current position in the stream. If more memory is needed than currently allocated, more memory will be allocated. Any contents in the memory stream at the current position will be overwritten. The function returns the number of bytes actually written (which should under normal circumstances always equal `Count`).

This method overrides the `TStream.Write` (429) method.

Errors: If no more memory could be allocated, then an exception will be raised.

See also: `TCustomMemoryStream.Read` (361)

4.60 TOwnedCollection

4.60.1 Description

`TOwnedCollection` automatically maintains owner information, so it can be displayed in an IDE. Collections that should be displayed in an IDE should descend from `TOwnedCollection` or must implement a `GetOwner` function.

See also: `TCollection` (338)

4.60.2 Method overview

Page	Method	Description
400	Create	Create a new <code>TOwnerCollection</code> instance.

4.60.3 `TOwnedCollection.Create`

Synopsis: Create a new `TOwnerCollection` instance.

Declaration: constructor `Create(AOwner: TPersistent; AItemClass: TCollectionItemClass)`

Visibility: public

Description: `Create` creates a new instance of `TOwnedCollection` and stores the `AOwner` references. It will the value returned in the `TCollection.Owner` ([340](#)) property of the collection. The `ItemClass` class reference is passed on to the inherited constructor, and will be used to create new instances in the `Insert` ([342](#)) and `Add` ([340](#)) methods.

See also: `TCollection.Create` ([339](#)), `TCollection.Owner` ([340](#))

4.61 `TOwnerStream`

4.61.1 Description

`TOwnerStream` can be used when creating stream chains such as when using encryption and compression streams. It keeps a reference to the source stream and will automatically free the source stream when ready (if the `SourceOwner` ([401](#)) property is set to `True`).

See also: `TStream` ([427](#)), `TOwnerStream.Source` ([401](#)), `TOwnerStream.SourceOwner` ([401](#))

4.61.2 Method overview

Page	Method	Description
400	Create	Create a new instance of <code>TOwnerStream</code> .
401	Destroy	Destroys the <code>TOwnerStream</code> instance and the source stream.

4.61.3 Property overview

Page	Properties	Access	Description
401	Source	r	Reference to the source stream.
401	SourceOwner	rw	Indicates whether the ownerstream owns it's source

4.61.4 `TOwnerStream.Create`

Synopsis: Create a new instance of `TOwnerStream`.

Declaration: constructor `Create(AStream: TStream)`

Visibility: public

Description: `Create` instantiates a new instance of `TOwnerStream` and stores the reference to `AStream`. If `SourceOwner` is `True`, the source stream will also be freed when the instance is destroyed.

See also: `TOwnerStream.Destroy` ([401](#)), `TOwnerStream.Source` ([401](#)), `TOwnerStream.SourceOwner` ([401](#))

4.61.5 TOwnerStream.Destroy

Synopsis: Destroys the `TOwnerStream` instance and the source stream.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` frees the source stream if the `SourceOwner` property is `True`.

See also: `TOwnerStream.Create` (400), `TOwnerStream.Source` (401), `TOwnerStream.SourceOwner` (401)

4.61.6 TOwnerStream.Source

Synopsis: Reference to the source stream.

Declaration: `Property Source : TStream`

Visibility: `public`

Access: `Read`

Description: `Source` is the source stream. It should be used by descendant streams to access the source stream to read from or write to.

Do not free the `Source` reference directly if `SourceOwner` is `True`. In that case the owner stream instance will free the source stream itself.

See also: `TOwnerStream.Create` (400)

4.61.7 TOwnerStream.SourceOwner

Synopsis: Indicates whether the ownerstream owns it's source

Declaration: `Property SourceOwner : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `SourceOwner` indicates whether the `TOwnerStream` owns it's `Source` stream or not. If this property is `True` then the `Source` stream is freed when the `TOwnerStream` instance is freed.

See also: `TOwnerStream.Source` (401), `TOwnerStream.Destroy` (401)

4.62 TParser

4.62.1 Description

This class breaks a stream of text data in tokens. Its primary use is to help reading the contents of a form file (usually a file with `dfm`, `xfm` or `lfm` extension), and for this reason it isn't suitable to be used as a general parser.

The parser is always positioned on a certain token, whose type is stored in the `Token` (407) property. Various methods are provided to obtain the token value in the desired format.

To advance to the next token, invoke `NextToken` (404) method.

See also: `TParser.Token` (407), `TParser.NextToken` (404)

4.62.2 Method overview

Page	Method	Description
403	<code>CheckToken</code>	Checks whether the token is of the given type.
403	<code>CheckTokenSymbol</code>	Checks whether the token equals the given symbol
402	<code>Create</code>	Creates a new parser instance.
402	<code>Destroy</code>	Destroys the parser instance.
403	<code>Error</code>	Raises an <code>EParserError</code> (285) exception with the given message
403	<code>ErrorFmt</code>	Raises an <code>EParserError</code> (285) exception and formats the message.
403	<code>ErrorStr</code>	Raises an <code>EParserError</code> (285) exception with the given message
404	<code>HexToBinary</code>	Writes hexadecimal data to a stream.
404	<code>NextToken</code>	Reads the next token and returns its type.
404	<code>SourcePos</code>	Returns the current position in the stream.
405	<code>TokenComponentIdent</code>	Returns the path of a subcomponent starting from the current token.
405	<code>TokenFloat</code>	Returns the current token as a float.
405	<code>TokenInt</code>	Returns the current token as an integer.
406	<code>TokenString</code>	Returns the current token as a string.
406	<code>TokenSymbolIs</code>	Returns <code>True</code> if the token equals the given symbol.
406	<code>TokenWideString</code>	Returns the current token as a wide string

4.62.3 Property overview

Page	Properties	Access	Description
407	<code>FloatType</code>	r	The type of a float token.
407	<code>SourceLine</code>	r	Current source line number.
407	<code>Token</code>	r	The type of the current token.

4.62.4 `TParser.Create`

Synopsis: Creates a new parser instance.

Declaration: `constructor Create(Stream: TStream)`

Visibility: `public`

Description: `Create` creates a new `TParser` instance, using `Stream` as the stream to read data from, and reads the first token from the stream.

Errors: If an error occurs while parsing the first token, an `EParserError` ([285](#)) exception is raised.

See also: `TParser.NextToken` ([404](#)), `TParser.Token` ([407](#))

4.62.5 `TParser.Destroy`

Synopsis: Destroys the parser instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys the parser instance.

Errors: None.

4.62.6 TParser.CheckToken

Synopsis: Checks whether the token if of the given type.

Declaration: `procedure CheckToken(T: Char)`

Visibility: public

Description: Checks whether the token if of the given type.

Errors: If current token isn't of type T, an EParserError (285) exception is raised.

See also: TParser.Token (407)

4.62.7 TParser.CheckTokenSymbol

Synopsis: Checks whether the token equals the given symbol

Declaration: `procedure CheckTokenSymbol(const S: string)`

Visibility: public

Description: `CheckTokenSymbol` performs a case-insensitive comparison of current token value with S.

Current token must be of type `toSymbol` (251), otherwise an EParserError (285) exception is raised.

Errors: If the comparison fails, or current token isn't a symbol, an EParserError (285) exception is raised.

See also: TParser.TokenSymbolIs (406), `toSymbol` (251)

4.62.8 TParser.Error

Synopsis: Raises an EParserError (285) exception with the given message

Declaration: `procedure Error(const Ident: string)`

Visibility: public

Description: Raises an EParserError (285) exception with the given message

4.62.9 TParser.ErrorFmt

Synopsis: Raises an EParserError (285) exception and formats the message.

Declaration: `procedure ErrorFmt(const Ident: string; const Args: Array of const)`

Visibility: public

Description: Raises an EParserError (285) exception and formats the message.

4.62.10 TParser.ErrorStr

Synopsis: Raises an EParserError (285) exception with the given message

Declaration: `procedure ErrorStr(const Message: string)`

Visibility: public

Description: Raises an EParserError (285) exception with the given message

4.62.11 TParser.HexToBinary

Synopsis: Writes hexadecimal data to a stream.

Declaration: `procedure HexToBinary(Stream: TStream)`

Visibility: public

Description: `HexToBinary` reads a sequence of hexadecimal characters from the input stream and converts them to a sequence of bytes which is written to `Stream`. Each byte is represented by two contiguous hexadecimal characters.

Whitespace is allowed between hexadecimal characters if it doesn't appear between two characters that form the same byte.

`HexToBinary` stops when the first non-hexadecimal and non-whitespace character is found, or the end of the input stream is reached.

Remark: This method begins reading after the current token: that is, current token, even if it's a valid hexadecimal value, isn't included.

Errors: If a single hexadecimal character is found, an `EParserError` (285) exception is raised.

4.62.12 TParser.NextToken

Synopsis: Reads the next token and returns its type.

Declaration: `function NextToken : Char`

Visibility: public

Description: `NextToken` parses the next token in the stream and returns its type. The type of the token can also be retrieved later reading `Token` (407) property.

If the end of the stream is reached, `toEOF` (251) is returned.

For details about token types, see `TParser.Token` (407)

Errors: If an error occurs while parsing the token, an `EParserError` (285) exception is raised.

See also: `TParser.Token` (407)

4.62.13 TParser.SourcePos

Synopsis: Returns the current position in the stream.

Declaration: `function SourcePos : LongInt`

Visibility: public

Description: This is not the character position relative to the current source line, but the byte offset from the beginning of the stream.

Errors: None.

See also: `TParser.SourceLine` (407)

4.62.14 TParser.TokenComponentIdent

Synopsis: Returns the path of a subcomponent starting from the current token.

Declaration: `function TokenComponentIdent : string`

Visibility: public

Description: If current token is `toSymbol` (251), `TokenComponentIdent` tries to find subcomponent names separated by a dot (.). The returned string is the longest subcomponent path found. If there are no subcomponents, current symbol is returned.

Remark: After this method has been called, subsequent calls to `TokenString` (406) or `TokenWideString` (406) return the same value returned by `TokenComponentIdent`.

Example

If source stream contains `a.b.c` and `TParser` is positioned on the first token (`a`), this method returns `a.b.c`.

Errors: If `Token` (407) isn't `toSymbol` (251), or no valid symbol is found after a dot, an `EParserError` (285) exception is raised.

See also: `TParser.NextToken` (404), `TParser.Token` (407), `TParser.TokenString` (406), `TParser.TokenWideString` (406), `toSymbol` (251)

4.62.15 TParser.TokenFloat

Synopsis: Returns the current token as a float.

Declaration: `function TokenFloat : Extended`

Visibility: public

Description: If current token type is `toFloat` (251), this method returns the token value as a float.

To specify a negative number, no space must exist between unary minus and number.

Floating point numbers can be postfixed with a character that specifies the floating point type. See `FloatType` (407) for further information.

Remark: In the input stream the decimal separator, if present, must be a dot (.).

Errors: If `Token` (407) isn't `toFloat` (251), an `EParserError` (285) exception is raised.

See also: `TParser.FloatType` (407), `TParser.NextToken` (404), `TParser.Token` (407), `toFloat` (251)

4.62.16 TParser.TokenInt

Synopsis: Returns the current token as an integer.

Declaration: `function TokenInt : Int64`

Visibility: public

Description: If current token type is `toInteger` (251), this method returns the token value as an integer.

In the input stream an integer can be an hexadecimal (prefixed by '\$' character) or decimal number. Decimal numbers can be prefixed by an unary minus: if this is the case, no space must exist between minus and number.

Errors: If `Token` (407) isn't `toInteger` (251), an `EConvertError` (249) exception is raised.

See also: `TParser.NextToken` (404), `TParser.Token` (407), `toInteger` (251)

4.62.17 TParser.TokenString

Synopsis: Returns the current token as a string.

Declaration: `function TokenString : string`

Visibility: public

Description: If current token type is `toString` (251) or `toWString` (251), this method returns the contents of the string. That is, enclosing quotes are removed, embedded quotes are unescaped and control strings are converted to the appropriate sequence of characters.

If current token type isn't a string, a string containing the token representation in the input stream is returned, without any conversion: hexadecimal integers are returned with the leading \$, and floating point suffixes like `s`, `c` or `d` are kept. For tokens whose type isn't a special type, return value of `TokenString` equals `Token` (407).

Remark: If `Token` (407) is `toWString` (251), `TokenWideString` (406) should be used instead.

Errors: None.

See also: `TParser.NextToken` (404), `TParser.TokenWideString` (406), `TParser.Token` (407), `toString` (251), `toWString` (251)

4.62.18 TParser.TokenWideString

Synopsis: Returns the current token as a widestring

Declaration: `function TokenWideString : WideString`

Visibility: public

Description: If current token type is `toWString` (251), this method returns the contents of the string. That is, enclosing quotes are removed, embedded quotes are unescaped and control strings are converted to the appropriate sequence of characters.

If current token isn't a widestring, `TokenWideString` behaviour is the same as `TokenString` (406).

Errors: None.

See also: `TParser.NextToken` (404), `TokenString` (406), `TParser.Token` (407), `toWString` (251)

4.62.19 TParser.TokenSymbols

Synopsis: Returns `True` if the token equals the given symbol.

Declaration: `function TokenSymbolIs(const S: string) : Boolean`

Visibility: public

Description: `TokenSymbolIs` performs a case-insensitive comparison of current token value with `S`.

If current token isn't of type `toSymbol` (251), or comparison fails, `False` is returned.

Errors: None.

See also: `TParser.CheckTokenSymbol` (403), `TParser.Token` (407)

4.62.20 TParser.FloatType

Synopsis: The type of a float token.

Declaration: `Property FloatType : Char`

Visibility: `public`

Access: `Read`

Description: Floating point numbers can be postfixed with a character specifying the type of floating point value. When specified, this property holds the character postfixed to the number.

It can be one of the following values:

Table 4.25:

s or S	Value is a single.
c or C	Value is a currency.
d or D	Value is a date.

If `Token` (407) isn't `toFloat` (251) or one of the above characters wasn't specified, `FloatType` is the null character (zero).

See also: `TParser.NextToken` (404), `TParser.Token` (407), `TParser.TokenFloat` (405), `toFloat` (251)

4.62.21 TParser.SourceLine

Synopsis: Current source line number.

Declaration: `Property SourceLine : Integer`

Visibility: `public`

Access: `Read`

Description: Current source line number.

See also: `TParser.SourcePos` (404)

4.62.22 TParser.Token

Synopsis: The type of the current token.

Declaration: `Property Token : Char`

Visibility: `public`

Access: `Read`

Description: This property holds the type of the current token. When `Token` isn't one of the special token types (whose value can be retrieved with specific methods) it is the character representing the current token.

Special token types:

Table 4.26:

toEOF (251)	Value returned by <code>TParser.Token (407)</code> when the end of the input stream was reached.
toSymbol (251)	Value returned by <code>TParser.Token (407)</code> when a symbol was found in the input stream.
toString (251)	Value returned by <code>TParser.Token (407)</code> when a string was found in the input stream.
toInteger (251)	Value returned by <code>TParser.Token (407)</code> when an integer was found in the input stream.
toFloat (251)	Value returned by <code>TParser.Token (407)</code> when a floating point value was found in the input stream.
toWString (251)	Value returned by <code>TParser.Token (407)</code> when a wistring was found in the input stream.

To advance to the next token, use `NextToken (404)` method.

See also: `TParser.CheckToken (403)`, `TParser.NextToken (404)`, `TParser.TokenComponentIdent (405)`, `TParser.TokenFloat (405)`, `TParser.TokenInt (405)`, `TParser.TokenString (406)`, `TParser.TokenWideString (406)`

4.63 TPersistent

4.63.1 Description

`TPersistent` is the basic class for the streaming system. Since it is compiled in the `{ $M+ }` state, the compiler generates RTTI (Run-Time Type Information) for it and all classes that descend from it. This information can be used to stream all properties of classes.

It also introduces functionality to assign the contents of 2 classes to each other.

`TPersistent` implements the `IFPObserved (287)` interface for the benefit of descendant classes, but does not call `IFPObserved.FPONotifyObservers (288)`. Descendants such as `TStrings (447)` and `TCollection (338)` and `TCollectionItem (346)` do use it.

See also: `TComponent (348)`, `IFPObserved (287)`, `TStrings (447)`, `TCollection (338)`, `TCollectionItem (346)`

4.63.2 Interfaces overview

Page	Interfaces	Description
287	<code>IFPObserved</code>	Interface implemented by an object that can be observed.

4.63.3 Method overview

Page	Method	Description
409	<code>Assign</code>	Assign the contents of one class to another.
408	<code>Destroy</code>	Destroys the <code>TPersistent</code> instance.
409	<code>FPOAttachObserver</code>	Add an observer to the list of observers.
410	<code>FPODetachObserver</code>	Remove an observer from the list of observers
410	<code>FPONotifyObservers</code>	Notify observers of changes.
410	<code>GetNamePath</code>	Returns a string that can be used to identify the class instance.

4.63.4 TPersistent.Destroy

Synopsis: Destroys the `TPersistent` instance.

Declaration: `destructor Destroy; Override`

Visibility: public

Description: `Destroy` disposes of the persistent object. This method should never be called directly. Instead the `Free` method should be used.

4.63.5 `TPersistent.Assign`

Synopsis: Assign the contents of one class to another.

Declaration: `procedure Assign(Source: TPersistent); Virtual`

Visibility: public

Description: `Assign` copies the contents of `Source` to `Self`, if the classes of the destination and source classes are compatible.

The `TPersistent` implementation of `Assign` does nothing but calling the `AssignTo` (408) method of source. This means that if the destination class does not know how to assign the contents of the source class, the source class instance is asked to assign itself to the destination class. This means that it is necessary to implement only one of the two methods so that two classes can be assigned to one another.

Remark: In general, a statement of the form

```
Destination:=Source;
```

(where `Destination` and `Source` are classes) does not achieve the same as a statement of the form

```
Destination.Assign(Source);
```

After the former statement, both `Source` and `Destination` will point to the same object. The latter statement will copy the *contents* of the `Source` class to the `Destination` class.

See also: `AssignTo` (408)

4.63.6 `TPersistent.FPOAttachObserver`

Synopsis: Add an observer to the list of observers.

Declaration: `procedure FPOAttachObserver(AObserver: TObject)`

Visibility: public

Description: `FPOAttachObserver` is part of the implementation of the `IFPObserved` (287) interface in `TPersistent`. It adds a new observer to the list of observers. Calling this multiple times will add the observed object multiple times to the list.

Errors: An `EObserver` exception may be raised if `AObject` does not implement the `IFPObserver` (289) interface.

See also: `IFPObserver` (289), `IFPObserved.FPOAttachObserver` (288), `IFPObserved` (287)

4.63.7 TPersistent.FPODetachObserver

Synopsis: Remove an observer from the list of observers

Declaration: `procedure FPODetachObserver (AObserver: TObject)`

Visibility: public

Description: `FPODetachObserver` is part of the implementation of the `IFPObserved` (287) interface in `TPersistent`. It removes the first found instance of the observer from the list of observers.

See also: `IFPObserved` (287), `IFPObserved.FPODetachObserver` (288), `IFPObserver` (289)

4.63.8 TPersistent.FPONotifyObservers

Synopsis: Notify observers of changes.

Declaration: `procedure FPONotifyObservers (ASender: TObject;
AOperation: TFPObservedOperation;
Data: Pointer)`

Visibility: public

Description: `FPONotifyObservers` can be called to notify observers of changes in the object. This method simply passes on the parameters that it receives to all attached `IFPObserver` (289) interfaces.

`TPersistent` does not call `FPONotifyObservers`. It is implemented for the benefit of descendant classes.

See also: `IFPObserved` (287), `IFPObserved.FPONotifyObservers` (288), `IFPObserver` (289)

4.63.9 TPersistent.GetNamePath

Synopsis: Returns a string that can be used to identify the class instance.

Declaration: `function GetNamePath : string; Virtual`

Visibility: public

Description: `GetNamePath` returns a string that can be used to identify the class instance. This can be used to display a name for this instance in a Object designer.

`GetNamePath` constructs a name by recursively prepending the `Classname` of the Owner instance to the `Classname` of this instance, separated by a dot.

See also: `TPersistent.GetOwner` (408)

4.64 TProxyStream

4.64.1 Description

`TProxyStream` is a proxy class for the `#rtl.types.IStream` (1843) interface. It implements all stream methods by relaying them to the `IStream` interface.

See also: `#rtl.types.IStream` (1843), `TStreamAdapter` (437)

4.64.2 Method overview

Page	Method	Description
411	Check	Check errors
411	Create	Create a new instance of the <code>TProxyStream</code> class.
411	Read	
411	Seek	
411	Write	

4.64.3 TProxyStream.Create

Synopsis: Create a new instance of the `TProxyStream` class.

Declaration: `constructor Create(const Stream: IStream)`

Visibility: `public`

Description: `Create` initializes a new instance of the `TProxyStream` class. It saves `var stream` for use in the other methods.

See also: `#rtl.types.IStream` ([1843](#))

4.64.4 TProxyStream.Read

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

Visibility: `public`

4.64.5 TProxyStream.Write

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

Visibility: `public`

4.64.6 TProxyStream.Seek

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

Visibility: `public`

4.64.7 TProxyStream.Check

Synopsis: Check errors

Declaration: `procedure Check(err: Integer); Virtual`

Visibility: `public`

Description: `Check` will check the result of the `IStream` interface. This method must be overridden by descendant classes to return interface-specific errors.

See also: `#rtl.types.IStream` ([1843](#))

4.65 TReader

4.65.1 Description

The `TReader` class is a reader class that implements generic component streaming capabilities, independent of the format of the data in the stream. It uses a driver class `TAbstractObjectReader` (299) to do the actual reading of data. The interface of the `TReader` class should be identical to the interface in Delphi.

Note that the `TReader` design is such that it can read a single component from a stream. It will read all children of this component, but it is not designed to read multiple components in succession from one stream.

It should never be necessary to create an instance of this class directly. Instead, the `TStream.ReadComponent` (431) call should be used.

See also: `TFile` (366), `TWriter` (484), `TAbstractObjectReader` (299)

4.65.2 Method overview

Page	Method	Description
414	BeginReferences	Initializes the component referencing mechanism.
415	CheckValue	Raises an exception if the next value in the stream is not of type Value
421	CopyValue	Copy a value to a writer.
414	Create	Creates a new reader class
415	DefineBinaryProperty	Reads a user-defined binary property from the stream.
415	DefineProperty	Reads a user-defined property from the stream.
414	Destroy	Destroys a reader class.
415	EndOfList	Returns true if the stream contains an end-of-list marker.
415	EndReferences	Finalizes the component referencing mechanism.
416	FixupReferences	Tries to resolve all unresolved component references.
416	NextValue	Returns the type of the next value.
416	Read	Read raw data from stream
416	ReadBoolean	Reads a boolean from the stream.
416	ReadChar	Reads a character from the stream.
417	ReadCollection	Reads a collection from the stream.
417	ReadComponent	Starts reading a component from the stream.
417	ReadComponents	Starts reading child components from the stream.
418	ReadCurrency	Read a currency value from the stream.
418	ReadDate	Reads a date from the stream
418	ReadFloat	Reads a float from the stream.
418	ReadIdent	Reads an identifier from the stream.
419	ReadInt64	Reads a 64-bit integer from the stream.
419	ReadInteger	Reads an integer from the stream
419	ReadListBegin	Checks for the beginning of a list.
419	ReadListEnd	Checks for the end of a list.
420	ReadRootComponent	Starts reading a root component.
419	ReadSet	Read a set value from the stream
420	ReadSignature	Read stream signature from the stream
418	ReadSingle	Reads a single-type real from the stream.
420	ReadString	Reads a string from the stream.
417	ReadUnicodeChar	Read unicode character
421	ReadUnicodeString	Read a UnicodeString value from the stream
421	ReadValue	Reads the next value type from the stream.
420	ReadVariant	Read a variant from the stream
417	ReadWideChar	Read widechar from the stream
421	ReadWideString	Read a WideString value from the stream.

4.65.3 Property overview

Page	Properties	Access	Description
421	Driver	r	The driver in use for streaming the data.
423	OnAncestorNotFound	rw	Handler called when the ancestor component cannot be found.
424	OnCreateComponent	rw	Handler called when a component needs to be created.
422	OnError	rw	Handler called when an error occurs.
424	OnFindComponentClass	rw	Handler called when a component class reference needs to be found.
423	OnFindMethod	rw	Handler to find or change a method address.
422	OnPropertyNotFound	rw	Handler for treating missing properties.
424	OnReadStringProperty	rw	Handler for translating strings when read from the stream.
423	OnReferenceName	rw	Handler called when another component is referenced.
423	OnSetMethodProperty	rw	Handler for setting method properties.
423	OnSetName	rw	Handler called when setting a component name.
422	Owner	rw	Owner of the component being read
422	Parent	rw	Parent of the component being read.

4.65.4 TReader.Create

Synopsis: Creates a new reader class

Declaration: constructor `Create(Stream: TStream; BufSize: Integer)`

Visibility: public

Description: Creates a new reader class

4.65.5 TReader.Destroy

Synopsis: Destroys a reader class.

Declaration: destructor `Destroy; Override`

Visibility: public

Description: Destroys a reader class.

4.65.6 TReader.BeginReferences

Synopsis: Initializes the component referencing mechanism.

Declaration: procedure `BeginReferences`

Visibility: public

Description: When streaming components, the streaming mechanism keeps a list of existing components that can be referenced to. This method initializes up that system.

4.65.7 TReader.CheckValue

Synopsis: Raises an exception if the next value in the stream is not of type Value

Declaration: `procedure CheckValue(Value: TValueType)`

Visibility: public

Description: Raises an exception if the next value in the stream is not of type Value

4.65.8 TReader.DefineProperty

Synopsis: Reads a user-defined property from the stream.

Declaration: `procedure DefineProperty(const Name: string; AReadData: TReaderProc;
WriteData: TWriterProc; HasData: Boolean)
; Override`

Visibility: public

Description: Reads a user-defined property from the stream.

4.65.9 TReader.DefineBinaryProperty

Synopsis: Reads a user-defined binary property from the stream.

Declaration: `procedure DefineBinaryProperty(const Name: string;
AReadData: TStreamProc;
WriteData: TStreamProc; HasData: Boolean)
; Override`

Visibility: public

Description: Reads a user-defined binary property from the stream.

4.65.10 TReader.EndOfList

Synopsis: Returns true if the stream contains an end-of-list marker.

Declaration: `function EndOfList : Boolean`

Visibility: public

Description: Returns true if the stream contains an end-of-list marker.

4.65.11 TReader.EndReferences

Synopsis: Finalizes the component referencing mechanism.

Declaration: `procedure EndReferences`

Visibility: public

Description: When streaming components, the streaming mechanism keeps a list of existing components that can be referenced to. This method cleans up that system.

4.65.12 TReader.FixupReferences

Synopsis: Tries to resolve all unresolved component references.

Declaration: `procedure FixupReferences`

Visibility: `public`

Description: Tries to resolve all unresolved component references.

4.65.13 TReader.NextValue

Synopsis: Returns the type of the next value.

Declaration: `function NextValue : TValueType`

Visibility: `public`

Description: Returns the type of the next value.

4.65.14 TReader.Read

Synopsis: Read raw data from stream

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: `public`

Description: `Read` is introduced for Delphi compatibility to read raw data from the component stream. This should not be used in new production code as it will totally mess up the streaming.

See also: `TAbstractObjectReader.Read` (301), `TBinaryObjectReader.Read` (321)

4.65.15 TReader.ReadBoolean

Synopsis: Reads a boolean from the stream.

Declaration: `function ReadBoolean : Boolean`

Visibility: `public`

Description: Reads a boolean from the stream.

4.65.16 TReader.ReadChar

Synopsis: Reads a character from the stream.

Declaration: `function ReadChar : Char`

Visibility: `public`

Description: Reads a character from the stream.

4.65.17 TReader.ReadWideChar

Synopsis: Read widechar from the stream

Declaration: `function ReadWideChar : WideChar`

Visibility: public

Description: `TReader.ReadWideChar` reads a widechar from the stream. This actually reads a widestring and returns the first character.

See also: `TReader.ReadWideString` (421), `TWriter.WriteWideChar` (487)

4.65.18 TReader.ReadUnicodeChar

Synopsis: Read unicode character

Declaration: `function ReadUnicodeChar : UnicodeChar`

Visibility: public

Description: `ReadUnicodeChar` reads a single unicode character from the stream. It does this by reading a `UnicodeString` string from the stream and returning the first character.

Errors: If the string has a length different from 1, an `EReadError` exception will occur.

See also: `TReader.ReadUnicodeString` (421)

4.65.19 TReader.ReadCollection

Synopsis: Reads a collection from the stream.

Declaration: `procedure ReadCollection(Collection: TCollection)`

Visibility: public

Description: Reads a collection from the stream.

4.65.20 TReader.ReadComponent

Synopsis: Starts reading a component from the stream.

Declaration: `function ReadComponent(Component: TComponent) : TComponent`

Visibility: public

Description: Starts reading a component from the stream.

4.65.21 TReader.ReadComponents

Synopsis: Starts reading child components from the stream.

Declaration: `procedure ReadComponents(AOwner: TComponent; AParent: TComponent;
Proc: TReadComponentsProc)`

Visibility: public

Description: Starts reading child components from the stream.

4.65.22 TReader.ReadFloat

Synopsis: Reads a float from the stream.

Declaration: `function ReadFloat : Extended`

Visibility: `public`

Description: Reads a float from the stream.

4.65.23 TReader.ReadSingle

Synopsis: Reads a single-type real from the stream.

Declaration: `function ReadSingle : Single`

Visibility: `public`

Description: Reads a single-type real from the stream.

4.65.24 TReader.ReadDate

Synopsis: Reads a date from the stream

Declaration: `function ReadDate : TDateTime`

Visibility: `public`

Description: Reads a date from the stream

4.65.25 TReader.ReadCurrency

Synopsis: Read a currency value from the stream.

Declaration: `function ReadCurrency : Currency`

Visibility: `public`

Description: `ReadCurrency` reads a currency typed value from the stream and returns the result. This method does nothing except call the driver method of the driver being used.

See also: `TWriter.WriteCurrency` ([488](#))

4.65.26 TReader.ReadIdent

Synopsis: Reads an identifier from the stream.

Declaration: `function ReadIdent : string`

Visibility: `public`

Description: Reads an identifier from the stream.

4.65.27 TReader.ReadInteger

Synopsis: Reads an integer from the stream

Declaration: `function ReadInteger : LongInt`

Visibility: `public`

Description: Reads an integer from the stream

4.65.28 TReader.ReadInt64

Synopsis: Reads a 64-bit integer from the stream.

Declaration: `function ReadInt64 : Int64`

Visibility: `public`

Description: Reads a 64-bit integer from the stream.

4.65.29 TReader.ReadSet

Synopsis: Read a set value from the stream

Declaration: `function ReadSet (EnumType: Pointer) : Integer`

Visibility: `public`

Description: `ReadSet` reads a set of elements with type `EnumType` and returns them as an integer where each element is encoded in a bit of the integer. Thus, at most an enumerated type with 32 elements can be read with this function.

Errors: No checking is performed on the validity of `EnumType`. It is assumed to be a valid `PTypeInfo` pointer.

See also: `TWriter.WriteSet` ([489](#))

4.65.30 TReader.ReadListBegin

Synopsis: Checks for the beginning of a list.

Declaration: `procedure ReadListBegin`

Visibility: `public`

Description: Checks for the beginning of a list.

4.65.31 TReader.ReadListEnd

Synopsis: Checks for the end of a list.

Declaration: `procedure ReadListEnd`

Visibility: `public`

Description: Checks for the end of a list.

4.65.32 TReader.ReadRootComponent

Synopsis: Starts reading a root component.

Declaration: `function ReadRootComponent (ARoot : TComponent) : TComponent`

Visibility: `public`

Description: Starts reading a root component.

4.65.33 TReader.ReadVariant

Synopsis: Read a variant from the stream

Declaration: `function ReadVariant : Variant`

Visibility: `public`

Description: `ReadVariant` reads the next value from the stream and returns it as a variant. No variant array can be read from the stream, only single values.

Errors: If no variant manager is installed, the function will raise an `EReadError` exception. If the next value is not a simple value, again an `EReadError` exception is raised. exception is

See also: `TBinaryObjectWriter.WriteVariant` (330)

4.65.34 TReader.ReadSignature

Synopsis: Read stream signature from the stream

Declaration: `procedure ReadSignature`

Visibility: `public`

Description: `ReadSignature` is called when starting to read a root component from a stream. Some streams contain a signature (header) to detect whether the stream contains correct data.

Errors: If the stream does not start with the correct signature, an `EReadError` (285) exception will be raised.

See also: `TAbstractObjectReader.ReadSignature` (305), `TAbstractObjectWriter.WriteSignature` (308)

4.65.35 TReader.ReadString

Synopsis: Reads a string from the stream.

Declaration: `function ReadString : string`

Visibility: `public`

Description: Reads a string from the stream.

4.65.36 TReader.ReadWideString

Synopsis: Read a WideString value from the stream.

Declaration: `function ReadWideString : WideString`

Visibility: public

Description: `ReadWideString` reads a widestring typed value from the stream and returns the result. This method does nothing except call the driver method of the driver being used.

See also: `TWriter.WriteWideString` ([490](#))

4.65.37 TReader.ReadUnicodeString

Synopsis: Read a UnicodeString value from the stream

Declaration: `function ReadUnicodeString : UnicodeString`

Visibility: public

Description: `ReadUnicodeString` reads a `UnicodeString` string from the stream. The stream can contain a string from any type, it will be converted to `UnicodeString`.

See also: `TAbstractObjectReader.ReadUnicodeString` ([306](#)), `TWriter.WriteUnicodeString` ([490](#))

4.65.38 TReader.ReadValue

Synopsis: Reads the next value type from the stream.

Declaration: `function ReadValue : TValueType`

Visibility: public

Description: Reads the next value type from the stream.

4.65.39 TReader.CopyValue

Synopsis: Copy a value to a writer.

Declaration: `procedure CopyValue(Writer: TWriter)`

Visibility: public

Description: `CopyValue` reads the next value from the reader stream, and writes it to the passed `Writer`.

4.65.40 TReader.Driver

Synopsis: The driver in use for streaming the data.

Declaration: `Property Driver : TAbstractObjectReader`

Visibility: public

Access: Read

Description: The driver in use for streaming the data.

4.65.41 TReader.Owner

Synopsis: Owner of the component being read

Declaration: `Property Owner : TComponent`

Visibility: `public`

Access: `Read,Write`

Description: Owner of the component being read

4.65.42 TReader.Parent

Synopsis: Parent of the component being read.

Declaration: `Property Parent : TComponent`

Visibility: `public`

Access: `Read,Write`

Description: Parent of the component being read.

4.65.43 TReader.OnError

Synopsis: Handler called when an error occurs.

Declaration: `Property OnError : TReaderError`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when an error occurs.

4.65.44 TReader.OnPropertyNotFound

Synopsis: Handler for treating missing properties.

Declaration: `Property OnPropertyNotFound : TPropertyNotFoundEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnPropertyNotFound` can be used to take appropriate action when a property is read from a stream and no such property is found in the RTTI information of the Instance that is being read from the stream. It can be set at runtime, or at design time by an IDE.

For more information about the meaning of the various arguments to the event handler, see `TPropertyNotFoundEvent` (261).

See also: `TPropertyNotFoundEvent` (261), `TReader.OnSetMethodProperty` (423), `TReader.OnReadStringProperty` (424)

4.65.45 TReader.OnFindMethod

Synopsis: Handler to find or change a method address.

Declaration: `Property OnFindMethod : TFindMethodEvent`

Visibility: public

Access: Read,Write

Description: Handler to find or change a method address.

4.65.46 TReader.OnSetMethodProperty

Synopsis: Handler for setting method properties.

Declaration: `Property OnSetMethodProperty : TSetMethodPropertyEvent`

Visibility: public

Access: Read,Write

Description: `OnSetMethodProperty` can be set to handle the setting of method properties. This handler can be used by an IDE to prevent methods from actually being assigned when an object is being streamed in the designer.

See also: `TReader.OnReadStringProperty` ([424](#)), `TReader.OnPropertyNotFound` ([422](#))

4.65.47 TReader.OnSetName

Synopsis: Handler called when setting a component name.

Declaration: `Property OnSetName : TSetNameEvent`

Visibility: public

Access: Read,Write

Description: Handler called when setting a component name.

4.65.48 TReader.OnReferenceName

Synopsis: Handler called when another component is referenced.

Declaration: `Property OnReferenceName : TReferenceNameEvent`

Visibility: public

Access: Read,Write

Description: Handler called when another component is referenced.

4.65.49 TReader.OnAncestorNotFound

Synopsis: Handler called when the ancestor component cannot be found.

Declaration: `Property OnAncestorNotFound : TAncestorNotFoundEvent`

Visibility: public

Access: Read,Write

Description: Handler called when the ancestor component cannot be found.

4.65.50 TReader.OnCreateComponent

Synopsis: Handler called when a component needs to be created.

Declaration: Property OnCreateComponent : TCreateComponentEvent

Visibility: public

Access: Read,Write

Description: Handler called when a component needs to be created.

4.65.51 TReader.OnFindComponentClass

Synopsis: Handler called when a component class reference needs to be found.

Declaration: Property OnFindComponentClass : TFindComponentClassEvent

Visibility: public

Access: Read,Write

Description: Handler called when a component class reference needs to be found.

4.65.52 TReader.OnReadStringProperty

Synopsis: Handler for translating strings when read from the stream.

Declaration: Property OnReadStringProperty : TReadWriteStringPropertyEvent

Visibility: public

Access: Read,Write

Description: OnReadStringProperty is called whenever a string property is read from the stream. It can be used e.g. by a translation mechanism to translate the strings on the fly, when a form is loaded. See TReadWriteStringPropertyEvent (261) for a description of the various parameters.

See also: TReader.OnPropertyNotFound (422), TReader.OnSetMethodProperty (423), TReadWriteStringPropertyEvent (261)

4.66 TRecall

4.66.1 Description

TRecall is a helper class used to copy published properties of a class (the reference object) in another class (the storage object). The reference object and storage object must be assignable to each other.

The TRecall can be used to store the state of a persistent class, and restore it at a later time.

When a TRecall object is created, it gets passed a reference instance and a storage instance. It immediately stores the properties of the reference object in the storage object.

The Store (425) method can be called throughout the lifetime of the reference object to update the stored properties.

When the TRecall instance is destroyed then the properties are copied from the storage object to the reference object. The storage object is freed automatically.

If the properties should not be copied back from the storage to the reference object, the Forget (426) can be called.

See also: `TRecall.Create` (425), `TRecall.Destroy` (425), `TRecall.Forget` (426), `TRecall.Store` (425), `TPersistent.Assign` (409)

4.66.2 Method overview

Page	Method	Description
425	<code>Create</code>	Creates a new instance of <code>TRecall</code> .
425	<code>Destroy</code>	Copies the stored properties to the reference object and destroys the <code>TRecall</code> instance.
426	<code>Forget</code>	Clear the reference property.
425	<code>Store</code>	Assigns the reference instance to the storage instance.

4.66.3 Property overview

Page	Properties	Access	Description
426	<code>Reference</code>	<code>r</code>	The reference object.

4.66.4 TRecall.Create

Synopsis: Creates a new instance of `TRecall`.

Declaration: `constructor Create(AStorage: TPersistent; AReference: TPersistent)`

Visibility: `public`

Description: `Create` creates a new instance of `TRecall` and initializes the `Reference` and `Storage` instances. It calls `Store` (425) to assign the reference object properties to the storage instance.

See also: `TRecall.Store` (425), `TRecall.Destroy` (425)

4.66.5 TRecall.Destroy

Synopsis: Copies the stored properties to the reference object and destroys the `TRecall` instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` assigns the storage instance to the reference instance, if the latter is still valid. After this, it frees the storage and calls the inherited `destroy`.

Errors: `Destroy` does not check whether the reference (426) instance is still valid. If the reference pointer was invalidated, call `TRecall.Forget` (426) to clear the reference instance.

See also: `TRecall.Store` (425), `TRecall.Forget` (426)

4.66.6 TRecall.Store

Synopsis: Assigns the reference instance to the storage instance.

Declaration: `procedure Store`

Visibility: `public`

Description: `Store` assigns the reference instance to the storage instance. This will only work if the two classes can be assigned to each other.

This method can be used to refresh the storage.

Errors: `Store` does not check whether the reference (426) instance is still valid. If the reference pointer was invalidated, call `TRecall.Forget` (426) to clear the reference instance.

4.66.7 `TRecall.Forget`

Synopsis: Clear the reference property.

Declaration: `procedure Forget`

Visibility: `public`

Description: `Forget` sets the `Reference` (426) property to `Nil`. When the `TRecall` instance is destroyed, the reference instance will not be restored.

Note that after a call to `Forget`, a call to `Store` (425) has no effect.

Errors: None.

See also: `TRecall.Reference` (426), `TRecall.Store` (425), `TRecall.Destroy` (425)

4.66.8 `TRecall.Reference`

Synopsis: The reference object.

Declaration: `Property Reference : TPersistent`

Visibility: `public`

Access: `Read`

Description: `Reference` is the instance of the reference object. Do not free the reference directly. Call `Forget` (426) to clear the reference and then free the reference object.

See also: `TRecall.Forget` (426)

4.67 `TResourceStream`

4.67.1 Description

Stream that reads its data from a resource object.

4.67.2 Method overview

Page	Method	Description
427	<code>Create</code>	Creates a new instance of a resource stream.
427	<code>CreateFromID</code>	Creates a new instance of a resource stream with a resource
427	<code>Destroy</code>	Destroys the instance of the resource stream.

4.67.3 TResourceStream.Create

Synopsis: Creates a new instance of a resource stream.

Declaration: constructor `Create(Instance: TFPResourceHMODULE; const ResName: string; ResType: PChar)`

Visibility: public

Description: Creates a new instance of a resource stream.

4.67.4 TResourceStream.CreateFromID

Synopsis: Creates a new instance of a resource stream with a resource

Declaration: constructor `CreateFromID(Instance: TFPResourceHMODULE; ResID: Integer; ResType: PChar)`

Visibility: public

Description: The resource is loaded from the loaded module (identified by the handle `Instance`), identifier `ResID` and type `ResType`.

4.67.5 TResourceStream.Destroy

Synopsis: Destroys the instance of the resource stream.

Declaration: destructor `Destroy`; Override

Visibility: public

Description: Destroys the instance of the resource stream.

4.68 TStream

4.68.1 Description

`TStream` is the base class for all streaming classes. It defines methods for reading (428), writing (429) from and to streams, as well as functions to determine the size of the stream as well as the current position of the stream.

Descendant classes such as `TMemoryStream` (397) or `TFileStream` (368) then override these methods to write streams to memory or file.

See also: `TMemoryStream` (397), `TFileStream` (368), `TStringStream` (465)

4.68.2 Method overview

Page	Method	Description
431	CopyFrom	Copy data from one stream to another
433	FixupResourceHeader	Not implemented in FPC
428	Read	Reads data from the stream to a buffer and returns the number of bytes read.
435	ReadAnsiString	Read an ansistring from the stream and return its value.
430	ReadBuffer	Reads data from the stream to a buffer
433	ReadByte	Read a byte from the stream and return its value.
431	ReadComponent	Reads component data from a stream
431	ReadComponentRes	Reads component data and resource header from a stream
434	ReadDWord	Read a DWord from the stream and return its value.
434	ReadQWord	Read a QWord value from the stream and return its value
433	ReadResHeader	Read a resource header from the stream.
434	ReadWord	Read a word from the stream and return its value.
429	Seek	Sets the current position in the stream
429	Write	Writes data from a buffer to the stream and returns the number of bytes written.
436	WriteAnsiString	Write an ansistring to the stream.
430	WriteBuffer	Writes data from a buffer to the stream
435	WriteByte	Write a byte to the stream.
432	WriteComponent	Write component data to the stream
432	WriteComponentRes	Write resource header and component data to a stream
432	WriteDescendent	Write descendent of a component
432	WriteDescendentRes	Write descendent of a component as resource
435	WriteDWord	Write a DWord to the stream.
436	WriteQWord	Write a QWord value to the stream
433	WriteResourceHeader	Write resource header to the stream
435	WriteWord	Write a word to the stream.

4.68.3 Property overview

Page	Properties	Access	Description
436	Position	rw	The current position in the stream.
437	Size	rw	The current size of the stream.

4.68.4 TStream.Read

Synopsis: Reads data from the stream to a buffer and returns the number of bytes read.

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

Visibility: `public`

Description: Read attempts to read `Count` from the stream to `Buffer` and returns the number of bytes actually read.

This method should be used when the number of bytes is not determined. If a specific number of bytes is expected, use `TStream.ReadBuffer` (430) instead.

As implemented in `TStream`, `Read` does nothing but raises an `EStreamError` (285) exception to indicate that reading is not supported. Descendant classes that allow reading must override this method to do the actual reading.

Descendant classes should (if they don't explicitly raise an exception) return a positive value (≥ 0), where zero indicates an error.

Errors: In case a descendant class does not allow reading from the stream, an exception is raised.

See also: `TStream.Write` (429), `TStream.ReadBuffer` (430)

4.68.5 TStream.Write

Synopsis: Writes data from a buffer to the stream and returns the number of bytes written.

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

Visibility: public

Description: `Write` attempts to write `Count` bytes from `Buffer` to the stream. It returns the actual number of bytes written to the stream.

This method should be used when the number of bytes that should be written is not determined. If a specific number of bytes should be written, use `TStream.WriteBuffer` (430) instead.

As implemented in `TStream`, `Write` does nothing but raises `EStreamError` (285) exception to indicate that writing is not supported. Descendant classes that allow writing must override this method to do the actual writing.

Descendant classes should (if they don't explicitly raise an exception) return a positive value (≥ 0), where zero indicates an error.

Errors: In case a descendant class does not allow writing to the stream, an exception is raised.

See also: `TStream.Read` (428), `TStream.WriteBuffer` (430)

4.68.6 TStream.Seek

Synopsis: Sets the current position in the stream

Declaration: `function Seek(Offset: LongInt; Origin: Word) : LongInt; Virtual`
`; Overload`
`function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64`
`; Virtual; Overload`

Visibility: public

Description: `Seek` sets the position of the stream to `Offset` bytes from `Origin`. There is a 32-bit variant of this function and a 64-bit variant. The difference can be made by choosing the correct `Offset` parameter: the integer-typed parameter selects the 32-bit variant, the parameter of type `TSeekOrigin` (261) selects the 64-bit variant of the function.

The `Origin` parameter for the 32-bit version can have one of the following values:

Table 4.27:

Constant	Meaning
<code>soFromBeginning</code>	Set the position relative to the start of the stream.
<code>soFromCurrent</code>	Set the position relative to the current position in the stream.
<code>soFromEnd</code>	Set the position relative to the end of the stream.

These values are defined in the `SysUtils` (249) unit.

The `Origin` parameter for the 64-bit version has one of the following values:

Table 4.28:

Value	Meaning
soBeginning	Offset is interpreted relative to the start of the stream.
soCurrent	Offset is interpreted relative to the current position in the stream.
soEnd	Offset is interpreted relative to the end of the stream.

Offset should be negative when the origin is `SoFromEnd` (`soEnd`). It should be positive for `soFromBeginning` and can have both signs for `soFromCurrent`

This is an abstract method, which must be overridden by descendant classes. They may choose not to implement this method for all values of `Origin` and `Offset`.

Remark: Internally, all calls are re-routed to the 64-bit version of the call. When creating a descendant of `TStream`, the 64-bit version of the call should be overridden.

Errors: An exception may be raised if this method is called with an invalid pair of `Offset,Origin` values. e.g. a negative offset for `soFromBeginning` (or `soBeginning`).

See also: `TStream.Position` (436)

4.68.7 TStream.ReadBuffer

Synopsis: Reads data from the stream to a buffer

Declaration: `procedure ReadBuffer(var Buffer; Count: LongInt)`

Visibility: public

Description: `ReadBuffer` reads `Count` bytes of the stream into `Buffer`. If the stream does not contain `Count` bytes, then an exception is raised.

`ReadBuffer` should be used to read in a fixed number of bytes, such as when reading structures or the content of variables. If the number of bytes is not determined, use `TStream.Read` (428) instead. `ReadBuffer` uses `Read` internally to do the actual reading.

Errors: If the stream does not allow to read `Count` bytes, then an exception is raised.

See also: `TStream.Read` (428), `TStream.WriteBuffer` (430)

4.68.8 TStream.WriteBuffer

Synopsis: Writes data from a buffer to the stream

Declaration: `procedure WriteBuffer(const Buffer; Count: LongInt)`

Visibility: public

Description: `WriteBuffer` writes `Count` bytes to the stream from `Buffer`. If the stream does not allow `Count` bytes to be written, then an exception is raised.

`WriteBuffer` should be used to write a fixed number of bytes, such as when writing structures or the content of variables. If the number of bytes is not determined, use `TStream.Write` (429) instead. `WriteBuffer` uses `Write` internally to do the actual writing.

Errors: If the stream does not allow to write `Count` bytes, then an exception is raised.

See also: `TStream.Write` (429), `TStream.ReadBuffer` (430)

4.68.9 TStream.CopyFrom

Synopsis: Copy data from one stream to another

Declaration: `function CopyFrom(Source: TStream; Count: Int64) : Int64`

Visibility: public

Description: `CopyFrom` reads `Count` bytes from `Source` and writes them to the current stream. This updates the current position in the stream. After the action is completed, the number of bytes copied is returned. If `Count` is zero, then the whole contents of the `Source` stream is copied. It is positioned on the first byte of data, and `Size` bytes are copied. Note that this cannot be used with streams that do not allow seeking or do not allow determining the size of the stream.

This can be used to quickly copy data from one stream to another or to copy the whole contents of the stream.

See also: `TStream.Read` (428), `TStream.Write` (429)

4.68.10 TStream.ReadComponent

Synopsis: Reads component data from a stream

Declaration: `function ReadComponent(Instance: TComponent) : TComponent`

Visibility: public

Description: `ReadComponent` reads a component state from the stream and transfers this state to `Instance`. If `Instance` is `nil`, then it is created first based on the type stored in the stream. `ReadComponent` returns the component as it is read from the stream.

`ReadComponent` simply creates a `TReader` (412) object and calls its `ReadRootComponent` (420) method.

Errors: If an error occurs during the reading of the component, an `EFileError` (283) exception is raised.

See also: `TStream.WriteComponent` (432), `TStream.ReadComponentRes` (431), `TReader.ReadRootComponent` (420)

4.68.11 TStream.ReadComponentRes

Synopsis: Reads component data and resource header from a stream

Declaration: `function ReadComponentRes(Instance: TComponent) : TComponent`

Visibility: public

Description: `ReadComponentRes` reads a resource header from the stream, and then calls `ReadComponent` (431) to read the component state from the stream into `Instance`.

This method is usually called by the global streaming method when instantiating forms and datamodules as created by an IDE. It should be used mainly on Windows, to store components in Windows resources.

Errors: If an error occurs during the reading of the component, an `EFileError` (283) exception is raised.

See also: `TStream.ReadComponent` (431), `TStream.WriteComponentRes` (432)

4.68.12 TStream.WriteComponent

Synopsis: Write component data to the stream

Declaration: `procedure WriteComponent (Instance: TComponent)`

Visibility: public

Description: `WriteComponent` writes the published properties of `Instance` to the stream, so they can later be read with `TStream.ReadComponent` (431). This method is intended to be used by an IDE, to preserve the state of a form or datamodule as designed in the IDE.

`WriteComponent` simply calls `WriteDescendant` (427) with `Nil` ancestor.

See also: `TStream.ReadComponent` (431), `TStream.WriteComponentRes` (432)

4.68.13 TStream.WriteComponentRes

Synopsis: Write resource header and component data to a stream

Declaration: `procedure WriteComponentRes (const ResName: string; Instance: TComponent)`

Visibility: public

Description: `WriteComponentRes` writes a `ResName` resource header to the stream and then calls `WriteComponent` (432) to write the published properties of `Instance` to the stream.

This method is intended for use by an IDE that can use it to store forms or datamodules as designed in a Windows resource stream.

See also: `TStream.WriteComponent` (432), `TStream.ReadComponentRes` (431)

4.68.14 TStream.WriteDescendent

Synopsis: Write descendent of a component

Declaration: `procedure WriteDescendent (Instance: TComponent; Ancestor: TComponent)`

Visibility: public

Description: `WriteDescendent` will create a `TWriter` (484) writer class and write `Instance` as a descendent of `Ancestor` using the writer. This is used to create diff streams: only the properties where `Instance` differs from `Ancestor` are written to the stream.

See also: `TWriter.WriteDescendent` (487)

4.68.15 TStream.WriteDescendentRes

Synopsis: Write descendent of a component as resource

Declaration: `procedure WriteDescendentRes (const ResName: string;
Instance: TComponent; Ancestor: TComponent)`

Visibility: public

Description: `WriteDescendentRes` calls `WriteDescendent` as a resource stream.

See also: `TWriter.WriteDescendent` (487)

4.68.16 TStream.WriteResourceHeader

Synopsis: Write resource header to the stream

Declaration: `procedure WriteResourceHeader(const ResName: string;
var FixupInfo: LongInt)`

Visibility: public

Description: `WriteResourceHeader` writes a resource-file header for a resource called `ResName`. It returns in `FixupInfo` the argument that should be passed on to `TStream.FixupResourceHeader` (433).

`WriteResourceHeader` should not be used directly. It is called by the `TStream.WriteComponentRes` (432) and `TStream.WriteDescendantRes` (427) methods.

See also: `TStream.FixupResourceHeader` (433), `TStream.WriteComponentRes` (432), `TStream.WriteDescendantRes` (427)

4.68.17 TStream.FixupResourceHeader

Synopsis: Not implemented in FPC

Declaration: `procedure FixupResourceHeader(FixupInfo: LongInt)`

Visibility: public

Description: `FixupResourceHeader` is used to write the size of the resource after a component was written to stream. The size is determined from the current position, and it is written at position `FixupInfo`. After that the current position is restored.

`FixupResourceHeader` should never be called directly; it is handled by the streaming system.

See also: `TStream.WriteResourceHeader` (433), `TStream.WriteComponentRes` (432), `TStream.WriteDescendantRes` (427)

4.68.18 TStream.ReadResHeader

Synopsis: Read a resource header from the stream.

Declaration: `procedure ReadResHeader`

Visibility: public

Description: `ReadResourceHeader` reads a resource file header from the stream. It positions the stream just beyond the header.

`ReadResourceHeader` should not be called directly, it is called by the streaming system when needed.

Errors: If the resource header is invalid an `EInvalidImage` (284) exception is raised.

See also: `TStream.ReadComponentRes` (431), `EInvalidImage` (284)

4.68.19 TStream.ReadByte

Synopsis: Read a byte from the stream and return its value.

Declaration: `function ReadByte : Byte`

Visibility: public

Description: `ReadByte` reads one byte from the stream and returns its value.

Errors: If the byte cannot be read, a `EStreamError` (285) exception will be raised. This is a utility function which simply calls the `Read` (428) function.

See also: `TStream.Read` (428), `TStream.WriteByte` (435), `TStream.ReadWord` (434), `TStream.ReadDWord` (434), `TStream.ReadAnsiString` (435)

4.68.20 `TStream.ReadWord`

Synopsis: Read a word from the stream and return its value.

Declaration: `function ReadWord : Word`

Visibility: `public`

Description: `ReadWord` reads one `Word` (i.e. 2 bytes) from the stream and returns its value. This is a utility function which simply calls the `Read` (428) function.

Errors: If the word cannot be read, a `EStreamError` (285) exception will be raised.

See also: `TStream.Read` (428), `TStream.WriteWord` (435), `TStream.ReadByte` (433), `TStream.ReadDWord` (434), `TStream.ReadAnsiString` (435)

4.68.21 `TStream.ReadDWord`

Synopsis: Read a `DWord` from the stream and return its value.

Declaration: `function ReadDWord : Cardinal`

Visibility: `public`

Description: `ReadDWord` reads one `DWord` (i.e. 4 bytes) from the stream and returns its value. This is a utility function which simply calls the `Read` (428) function.

Errors: If the `DWord` cannot be read, a `EStreamError` (285) exception will be raised.

See also: `TStream.Read` (428), `TStream.WriteDWord` (435), `TStream.ReadByte` (433), `TStream.ReadWord` (434), `TStream.ReadAnsiString` (435)

4.68.22 `TStream.ReadQWord`

Synopsis: Read a `QWord` value from the stream and return its value

Declaration: `function ReadQWord : QWord`

Visibility: `public`

Description: `ReadQWord` reads a `QWord` value (8 bytes) from the stream and returns its value.

Errors: If not enough bytes are available on the stream, an `EStreamError` (285) exception will be raised.

See also: `TStream.Read` (428), `TStream.WriteByte` (435), `TStream.ReadWord` (434), `TStream.ReadDWord` (434), `TStream.ReadAnsiString` (435)

4.68.23 TStream.ReadAnsiString

Synopsis: Read an ansistring from the stream and return its value.

Declaration: `function ReadAnsiString : string`

Visibility: public

Description: `ReadAnsiString` reads an ansistring from the stream and returns its value. This is a utility function which simply calls the read function several times. The Ansistring should be stored as 4 bytes (a DWord) representing the length of the string, and then the string value itself. The `WriteAnsiString` (436) function writes an ansistring in such a format.

Errors: If the Ansistring cannot be read, an `EStreamError` (285) exception will be raised.

See also: `TStream.Read` (428), `TStream.WriteAnsiString` (436), `TStream.ReadByte` (433), `TStream.ReadWord` (434), `TStream.ReadDWord` (434)

4.68.24 TStream.WriteByte

Synopsis: Write a byte to the stream.

Declaration: `procedure WriteByte(b: Byte)`

Visibility: public

Description: `WriteByte` writes the byte B to the stream. This is a utility function which simply calls the `Write` (429) function. The byte can be read from the stream using the `ReadByte` (433) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (285) exception will be raised.

See also: `TStream.Write` (429), `TStream.ReadByte` (433), `TStream.WriteWord` (435), `TStream.WriteDWord` (435), `TStream.WriteAnsiString` (436)

4.68.25 TStream.WriteWord

Synopsis: Write a word to the stream.

Declaration: `procedure WriteWord(w: Word)`

Visibility: public

Description: `WriteWord` writes the word W (i.e. 2 bytes) to the stream. This is a utility function which simply calls the `Write` (429) function. The word can be read from the stream using the `ReadWord` (434) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (285) exception will be raised.

See also: `TStream.Write` (429), `TStream.ReadWord` (434), `TStream.WriteByte` (435), `TStream.WriteDWord` (435), `TStream.WriteAnsiString` (436)

4.68.26 TStream.WriteDWord

Synopsis: Write a DWord to the stream.

Declaration: `procedure WriteDWord(d: Cardinal)`

Visibility: public

Description: `WriteDWord` writes the `DWord D` (i.e. 4 bytes) to the stream. This is a utility function which simply calls the `Write` (429) function. The `DWord` can be read from the stream using the `ReadDWord` (434) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (285) exception will be raised.

See also: `TStream.Write` (429), `TStream.ReadDWord` (434), `TStream.WriteByte` (435), `TStream.WriteWord` (435), `TStream.WriteAnsiString` (436)

4.68.27 TStream.WriteQWord

Synopsis: Write a `QWord` value to the stream

Declaration: `procedure WriteQWord(q: QWord)`

Visibility: public

Description: `WriteQWord` writes the word `W` (i.e. 8 bytes) to the stream. This is a utility function which simply calls the `Write` (429) function. The word can be read from the stream using the `ReadQWord` (434) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (285) exception will be raised.

See also: `TStream.Write` (429), `TStream.ReadByte` (433), `TStream.WriteWord` (435), `TStream.WriteDWord` (435), `TStream.WriteAnsiString` (436)

4.68.28 TStream.WriteAnsiString

Synopsis: Write an ansistring to the stream.

Declaration: `procedure WriteAnsiString(const S: string)`

Visibility: public

Description: `WriteAnsiString` writes the `AnsiString S` (i.e. 4 bytes) to the stream. This is a utility function which simply calls the `Write` (429) function. The ansistring is written as a 4 byte length specifier, followed by the ansistring's content. The ansistring can be read from the stream using the `ReadAnsiString` (435) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (285) exception will be raised.

See also: `TStream.Write` (429), `TStream.ReadAnsiString` (435), `TStream.WriteByte` (435), `TStream.WriteWord` (435), `TStream.WriteDWord` (435)

4.68.29 TStream.Position

Synopsis: The current position in the stream.

Declaration: `Property Position : Int64`

Visibility: public

Access: Read,Write

Description: `Position` can be read to determine the current position in the stream. It can be written to set the (absolute) position in the stream. The position is zero-based, so to set the position at the beginning of the stream, the position must be set to zero.

Remark: Not all `TStream` descendants support setting the position in the stream, so this should be used with care.

Errors: Some descendants may raise an `EStreamError` (285) exception if they do not support setting the stream position.

See also: `TStream.Size` (437), `TStream.Seek` (429)

4.68.30 TStream.Size

Synopsis: The current size of the stream.

Declaration: `Property Size : Int64`

Visibility: `public`

Access: `Read,Write`

Description: `Size` can be read to determine the stream size or to set the stream size.

Remark: Not all descendants of `TStream` support getting or setting the stream size; they may raise an exception if the `Size` property is read or set.

See also: `TStream.Position` (436), `TStream.Seek` (429)

4.69 TStreamAdapter

4.69.1 Description

Implements `IStream` for `TStream` (427) descendants

4.69.2 Interfaces overview

Page	Interfaces	Description
1843	<code>IStream</code>	COM stream abstraction

4.69.3 Method overview

Page	Method	Description
441	<code>Clone</code>	Clone the stream
440	<code>Commit</code>	Commit data to the stream
439	<code>CopyTo</code>	Copy data to destination stream
438	<code>Create</code>	Create a new instance of <code>TStreamAdapter</code>
438	<code>Destroy</code>	Free the <code>TStreamAdapter</code> instance
440	<code>LockRegion</code>	Lock a region of the stream
438	<code>Read</code>	Read from the stream.
440	<code>Revert</code>	Revert operations on the stream
439	<code>Seek</code>	Set the stream position
439	<code>SetSize</code>	Set the stream size
441	<code>Stat</code>	Return statistical data about the stream
440	<code>UnlockRegion</code>	Unlock a region of the stream
438	<code>Write</code>	Write to the stream

4.69.4 Property overview

Page	Properties	Access	Description
441	Stream	r	Stream on which adaptor works
441	StreamOwnership	rw	Determines what happens with the stream when the adaptor is freed

4.69.5 TStreamAdapter.Create

Synopsis: Create a new instance of `TStreamAdapter`

Declaration: constructor `Create(Stream: TStream; Ownership: TStreamOwnership)`

Visibility: public

Description: `Create` creates a new instance of `TStreamAdapter`. It initializes `TStreamAdapter.Stream` ([441](#)) with `Stream` and initializes `StreamOwnership` ([441](#)) with `Ownership`.

`TStreamAdapter` is an abstract class: descendants must be created that implement the actual functionality.

See also: `StreamOwnership` ([441](#)), `TStreamAdapter.Stream` ([441](#))

4.69.6 TStreamAdapter.Destroy

Synopsis: Free the `TStreamAdapter` instance

Declaration: destructor `Destroy`; Override

Visibility: public

Description: Explicitly free the `TStreamAdapter` instance. Normally, this is done automatically if a reference to the `IStream` interface is freed.

4.69.7 TStreamAdapter.Read

Synopsis: Read from the stream.

Declaration: function `Read(pv: Pointer; cb: DWORD; pcbRead: PDWord) : HRESULT`
; Virtual

Visibility: public

Description: `Read` implements `#rtl.types.ISequentialStream.Read` ([1842](#)) by reading from the stream specified at creation.

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.ISequentialStream.Read` ([1842](#))

4.69.8 TStreamAdapter.Write

Synopsis: Write to the stream

Declaration: function `Write(pv: Pointer; cb: DWORD; pcbWritten: PDWord) : HRESULT`
; Virtual

Visibility: public

Description: `Write` implements `#rtl.types.ISequentialStream.Write` (1843) by writing to the stream specified at creation.

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.ISequentialStream.Write` (1843)

4.69.9 TStreamAdapter.Seek

Synopsis: Set the stream position

Declaration: `function Seek(dlibMove: LargeUInt; dwOrigin: LongInt; out libNewPosition: LargeUInt) : HRESULT; Virtual`

Visibility: `public`

Description: `Seek` implements `#rtl.types.IStream.Seek` (1843) by setting the position of the stream specified at creation.

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.Seek` (1843)

4.69.10 TStreamAdapter.SetSize

Synopsis: Set the stream size

Declaration: `function SetSize(libNewSize: LargeUInt) : HRESULT; Virtual`

Visibility: `public`

Description: `SetSize` implements `#rtl.types.IStream.Setsize` (1843) by setting the size of the stream specified at creation.

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.Setsize` (1843)

4.69.11 TStreamAdapter.CopyTo

Synopsis: Copy data to destination stream

Declaration: `function CopyTo(stm: IStream; cb: LargeUInt; out cbRead: LargeUInt; out cbWritten: LargeUInt) : HRESULT; Virtual`

Visibility: `public`

Description: `CopyTo` implements `#rtl.types.IStream.CopyTo` (1844).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

4.69.12 TStreamAdapter.Commit

Synopsis: Commit data to the stream

Declaration: `function Commit(grfCommitFlags: LongInt) : HRESULT; Virtual`

Visibility: public

Description: `Commit` implements `#rtl.types.IStream.Commit` (1844).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.Commit` (1844)

4.69.13 TStreamAdapter.Revert

Synopsis: Revert operations on the stream

Declaration: `function Revert : HRESULT; Virtual`

Visibility: public

Description: `Revert` implements `#rtl.types.IStream.Revert` (1844).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.Revert` (1844)

4.69.14 TStreamAdapter.LockRegion

Synopsis: Lock a region of the stream

Declaration: `function LockRegion(libOffset: LargeUInt; cb: LargeUInt;
dwLockType: LongInt) : HRESULT; Virtual`

Visibility: public

Description: `LockRegion` implements `#rtl.types.IStream.LockRegion` (1844).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.LockRegion` (1844)

4.69.15 TStreamAdapter.UnlockRegion

Synopsis: Unlock a region of the stream

Declaration: `function UnlockRegion(libOffset: LargeUInt; cb: LargeUInt;
dwLockType: LongInt) : HRESULT; Virtual`

Visibility: public

Description: `UnLockRegion` implements `#rtl.types.IStream.UnLockRegion` (1845).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.UnLockRegion` (1845)

4.69.16 TStreamAdapter.Stat

Synopsis: Return statistical data about the stream

Declaration: `function Stat(out statstg: TStatStg; grfStatFlag: LongInt) : HRESULT
; Virtual`

Visibility: public

Description: `Stat` implements `#rtl.types.IStream.Stat` (1845).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.Stat` (1845)

4.69.17 TStreamAdapter.Clone

Synopsis: Clone the stream

Declaration: `function Clone(out stm: IStream) : HRESULT; Virtual`

Visibility: public

Description: `Clone` implements `#rtl.types.IStream.Clone` (1845).

Errors: This function must be overridden and will raise a `runerror 217` when called directly.

See also: `#rtl.types.IStream.Clone` (1845)

4.69.18 TStreamAdapter.Stream

Synopsis: Stream on which adaptor works

Declaration: `Property Stream : TStream`

Visibility: public

Access: Read

Description: This is the stream on which the adaptor works. It was specified at creation.

4.69.19 TStreamAdapter.StreamOwnership

Synopsis: Determines what happens with the stream when the adaptor is freed

Declaration: `Property StreamOwnership : TStreamOwnership`

Visibility: public

Access: Read,Write

Description: `StreamOwnership` determines what happens when the adaptor

4.70 TStringList

4.70.1 Description

`TStringList` is a descendant class of `TStrings` (447) that implements all of the abstract methods introduced there. It also introduces some additional methods:

- Sort the list, or keep the list sorted at all times
- Special handling of duplicates in sorted lists
- Notification of changes in the list

See also: `TStrings` (447), `TStringList.Duplicates` (445), `TStringList.Sorted` (445)

4.70.2 Method overview

Page	Method	Description
443	Add	Implements the <code>TStrings.Add</code> (449) function.
443	Clear	Implements the <code>TStrings.Clear</code> (451) function.
445	CustomSort	Sort the stringlist using a custom sort algorithm
443	Delete	Implements the <code>TStrings.Delete</code> (452) function.
442	Destroy	Destroys the stringlist.
443	Exchange	Implements the <code>TStrings.Exchange</code> (453) function.
444	Find	Locates the index for a given string in sorted lists.
444	IndexOf	Overrides the <code>TStrings.IndexOf</code> (453) property.
444	Insert	Overrides the <code>TStrings.Insert</code> (454) method.
444	Sort	Sorts the strings in the list.

4.70.3 Property overview

Page	Properties	Access	Description
446	CaseSensitive	rw	Indicates whether comparing strings happens in a case sensitive manner.
445	Duplicates	rw	Describes the behaviour of a sorted list with respect to duplicate strings.
446	OnChange	rw	Event triggered after the list was modified.
446	OnChanging	rw	Event triggered when the list is about to be modified.
447	OwnsObjects	rw	Determines whether the stringlist owns it's objects or not.
445	Sorted	rw	Determines whether the list is sorted or not.
447	SortStyle	rw	Sort style for strings

4.70.4 TStringList.Destroy

Synopsis: Destroys the stringlist.

Declaration: `destructor Destroy;` `Override`

Visibility: `public`

Description: `Destroy` clears the stringlist, release all memory allocated for the storage of the strings, and then calls the inherited `destroy` method.

Remark: Any objects associated to strings in the list will *not* be destroyed; it is the responsibility of the caller to destroy all objects associated with strings in the list.

4.70.5 TStringList.Add

Synopsis: Implements the TStrings.Add (449) function.

Declaration: `function Add(const S: string) : Integer; Override`

Visibility: public

Description: Add will add S to the list. If the list is sorted and the string S is already present in the list and TStringList.Duplicates (445) is dupError then an EStringListError (286) exception is raised. If Duplicates is set to dupIgnore then the return value is the index of the previous entry.

If the list is sorted, new strings will not necessarily be added to the end of the list, rather they will be inserted at their alphabetical position.

Errors: If the list is sorted and the string S is already present in the list and TStringList.Duplicates (445) is dupError then an EStringListError (286) exception is raised.

See also: TStringList.Insert (444), TStringList.Duplicates (445)

4.70.6 TStringList.Clear

Synopsis: Implements the TStrings.Clear (451) function.

Declaration: `procedure Clear; Override`

Visibility: public

Description: Implements the TStrings.Clear (451) function.

4.70.7 TStringList.Delete

Synopsis: Implements the TStrings.Delete (452) function.

Declaration: `procedure Delete(Index: Integer); Override`

Visibility: public

Description: Implements the TStrings.Delete (452) function.

4.70.8 TStringList.Exchange

Synopsis: Implements the TStrings.Exchange (453) function.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer); Override`

Visibility: public

Description: Exchange will exchange two items in the list as described in TStrings.Exchange (453).

Remark: Exchange will not check whether the list is sorted or not; if Exchange is called on a sorted list and the strings are not identical, the sort order of the list will be destroyed.

See also: TStringList.Sorted (445), TStrings.Exchange (453)

4.70.9 TStringList.Find

Synopsis: Locates the index for a given string in sorted lists.

Declaration: `function Find(const S: string; out Index: Integer) : Boolean; Virtual`

Visibility: public

Description: `Find` returns `True` if the string `S` is present in the list. Upon exit, the `Index` parameter will contain the position of the string in the list. If the string is not found, the function will return `False` and `Index` will contain the position where the string will be inserted if it is added to the list.

Remark:

1. Use this method only on sorted lists. For unsorted lists, use `TStringList.IndexOf` (444) instead.
2. `Find` uses a binary search method to locate the string

4.70.10 TStringList.IndexOf

Synopsis: Overrides the `TStrings.IndexOf` (453) property.

Declaration: `function IndexOf(const S: string) : Integer; Override`

Visibility: public

Description: `IndexOf` overrides the ancestor method `TStrings.IndexOf` (453). It tries to optimize the search by executing a binary search if the list is sorted. The function returns the position of `S` if it is found in the list, or -1 if the string is not found in the list.

See also: `TStrings.IndexOf` (453), `TStringList.Find` (444)

4.70.11 TStringList.Insert

Synopsis: Overrides the `TStrings.Insert` (454) method.

Declaration: `procedure Insert(Index: Integer; const S: string); Override`

Visibility: public

Description: `Insert` will insert the string `S` at position `Index` in the list. If the list is sorted, an `EStringListError` (286) exception will be raised instead. `Index` is a zero-based position.

Errors: If `Index` contains an invalid value (less than zero or larger than `Count`, or the list is sorted, an `EStringListError` (286) exception will be raised.

See also: `TStringList.Add` (443), `TStrings.Insert` (454), `TStrings.InsertObject` (455)

4.70.12 TStringList.Sort

Synopsis: Sorts the strings in the list.

Declaration: `procedure Sort; Virtual`

Visibility: public

Description: `Sort` will sort the strings in the list using the quicksort algorithm. If the list has its `TStringList.Sorted` (445) property set to `True` then nothing will be done.

See also: `TStringList.Sorted` (445)

4.70.13 TStringList.CustomSort

Synopsis: Sort the stringlist using a custom sort algorithm

Declaration: `procedure CustomSort(CompareFn: TStringListSortCompare); Virtual`

Visibility: public

Description: `CustomSort` sorts the stringlist with a custom comparison function. The function should compare 2 elements in the list, and return a negative number if the first item is before the second. It should return 0 if the elements are equal, and a positive result indicates that the second elements should be before the first.

See also: `TStringList.Sorted` (445), `TStringList.Sort` (444)

4.70.14 TStringList.Duplicates

Synopsis: Describes the behaviour of a sorted list with respect to duplicate strings.

Declaration: `Property Duplicates : TDuplicates`

Visibility: public

Access: Read,Write

Description: `Duplicates` describes what to do in case a duplicate value is added to the list:

Table 4.29:

<code>dupIgnore</code>	Duplicate values will not be added to the list, but no error will be triggered.
<code>dupError</code>	If an attempt is made to add a duplicate value to the list, an <code>EStringListError</code> (286) exception is raised.
<code>dupAccept</code>	Duplicate values can be added to the list.

If the stringlist is not sorted, the `Duplicates` setting is ignored.

4.70.15 TStringList.Sorted

Synopsis: Determines whether the list is sorted or not.

Declaration: `Property Sorted : Boolean`

Visibility: public

Access: Read,Write

Description: `Sorted` can be set to `True` in order to cause the list of strings to be sorted. Further additions to the list will be inserted at the correct position so the list remains sorted at all times. Setting the property to `False` has no immediate effect, but will allow strings to be inserted at any position.

Remark:

1. When `Sorted` is `True`, `TStringList.Insert` (444) cannot be used. For sorted lists, `TStringList.Add` (443) should be used instead.
2. If `Sorted` is `True`, the `TStringList.Duplicates` (445) setting has effect. This setting is ignored when `Sorted` is `False`.

See also: `TStringList.Sort` (444), `TStringList.Duplicates` (445), `TStringList.Add` (443), `TstringList.Insert` (444)

4.70.16 TStringList.CaseSensitive

Synopsis: Indicates whether comparing strings happens in a case sensitive manner.

Declaration: `Property CaseSensitive : Boolean`

Visibility: public

Access: Read,Write

Description: `CaseSensitive` indicates how string values are compared: When `True` this happens case sensitively, and when `False`, case must match.

This property influences [IndexOf \(453\)](#), [Find \(444\)](#), [IndexOfName \(454\)](#) and [Sort \(444\)](#).

See also: [IndexOf \(453\)](#), [Find \(444\)](#), [IndexOfName \(454\)](#), [Sort \(444\)](#)

4.70.17 TStringList.OnChange

Synopsis: Event triggered after the list was modified.

Declaration: `Property OnChange : TNotifyEvent`

Visibility: public

Access: Read,Write

Description: `OnChange` can be assigned to respond to changes that have occurred in the list. The handler is called whenever strings are added, moved, modified or deleted from the list.

The `OnChange` event is triggered after the modification took place. When the modification is about to happen, an `TStringList.OnChanging (446)` event occurs.

See also: [TStringList.OnChanging \(446\)](#)

4.70.18 TStringList.OnChanging

Synopsis: Event triggered when the list is about to be modified.

Declaration: `Property OnChanging : TNotifyEvent`

Visibility: public

Access: Read,Write

Description: `OnChanging` can be assigned to respond to changes that will occurred in the list. The handler is called whenever strings will be added, moved, modified or deleted from the list.

The `OnChanging` event is triggered before the modification will take place. When the modification has happened, an `TStringList.OnChange (446)` event occurs.

See also: [TStringList.OnChange \(446\)](#)

4.70.19 TStringList.OwnsObjects

Synopsis: Determines whether the stringlist owns it's objects or not.

Declaration: `Property OwnsObjects : Boolean`

Visibility: public

Access: Read,Write

Description: `OwnsObjects` can be set to `true` to let the stringlist instance own the objects in the list: if an element is removed from the list, the associated object (if there is any) will be freed as well. The same is true if the list is cleared or destroyed.

See also: `TStrings.Objects` ([462](#))

4.70.20 TStringList.SortStyle

Synopsis: Sort style for strings

Declaration: `Property SortStyle : TStringsSortStyle`

Visibility: public

Access: Read,Write

Description: `SortStyle` sets the sort style for the `TStringList` instance. Setting it to `sslAuto` will keep the list sorted automatically at all times.

`Find` ([444](#)) (and hence `IndexOf` ([453](#))) will use a binary search if `SortStyle` differs from `sslNone`. if `SortStyle` is `sslNone`, then it will raise an exception.

See also: `TStringsSortStyle` ([264](#)), `TStrings.Sorted` ([447](#))

4.71 TStrings

4.71.1 Description

`TStrings` implements an abstract class to manage an array of strings. It introduces methods to set and retrieve strings in the array, searching for a particular string, concatenating the strings and so on. It also allows an arbitrary object to be associated with each string.

It also introduces methods to manage a series of `name=value` settings, as found in many configuration files.

An instance of `TStrings` is never created directly, instead a descendant class such as `TStringList` ([442](#)) should be created. This is because `TStrings` is an abstract class which does not implement all methods; `TStrings` also doesn't store any strings, this is the functionality introduced in descendants such as `TStringList` ([442](#)).

`TStrings` implements the `IFPObserved` ([287](#)) interface: when the stringlist is changed, a `ooChanged` notification is sent to all observers.

See also: `TStringList` ([442](#)), `IFPObserved` ([287](#))

4.71.2 Method overview

Page	Method	Description
449	Add	Add a string to the list
449	AddObject	Add a string and associated object to the list.
450	AddStrings	Add contents of another stringlist to this list.
450	AddText	Add text to the string list.
450	Append	Add a string to the list.
451	Assign	Assign the contents of another stringlist to this one.
451	BeginUpdate	Mark the beginning of an update batch.
451	Clear	Removes all strings and associated objects from the list.
452	Delete	Delete a string from the list.
449	Destroy	Frees all strings and objects, and removes the list from memory.
452	EndUpdate	Mark the end of an update batch.
452	Equals	Compares the contents of two stringlists.
453	Exchange	Exchanges two strings in the list.
457	ExtractName	Extract the name part of a string
453	GetEnumerator	Create an <code>IEnumerator</code> instance
457	GetNameValue	Return both name and value of a name,value pair based on it's index.
453	GetText	Returns the contents as a <code>PChar</code>
453	IndexOf	Find a string in the list and return its position.
454	IndexOfName	Finds the index of a name in the name-value pairs.
454	IndexOfObject	Finds an object in the list and returns its index.
454	Insert	Insert a string in the list.
455	InsertObject	Insert a string and associated object in the list.
455	LoadFromFile	Load the contents of a file as a series of strings.
455	LoadFromStream	Load the contents of a stream as a series of strings.
455	Move	Move a string from one place in the list to another.
456	SaveToFile	Save the contents of the list to a file.
456	SaveToStream	Save the contents of the string to a stream.
457	SetText	Set the contents of the list from a <code>PChar</code> .

4.71.3 Property overview

Page	Properties	Access	Description
460	Capacity	rw	Capacity of the list, i.e. number of strings that the list can currently hold before it tries to expand.
460	CommaText	rw	Contents of the list as a comma-separated string.
461	Count	r	Number of strings in the list.
458	DelimitedText	rw	Get or set all strings in the list in a delimited form.
458	Delimiter	rw	Delimiter character used in DelimitedText (458).
458	LineBreak	rw	LineBreak character to use
461	Names	r	Name parts of the name-value pairs in the list.
459	NameValueSeparator	rw	Value of the character used to separate name,value pairs
462	Objects	rw	Indexed access to the objects associated with the strings in the list.
459	QuoteChar	rw	Quote character used in DelimitedText (458).
463	SkipLastLineBreak	rw	Do not add a linebreak to the last item
459	StrictDelimiter	rw	Should only the delimiter character be considered a delimiter
462	Strings	rw	Indexed access to the strings in the list.
463	StringsAdapter	rw	Not implemented in Free Pascal.
463	Text	rw	Contents of the list as one big string.
457	TextLineBreakStyle	rw	Determines which line breaks to use in the Text (463) property
460	ValueFromIndex	rw	Return the value part of a string based on it's index.
462	Values	rw	Value parts of the name-value pairs in the list.

4.71.4 TStrings.Destroy

Synopsis: Frees all strings and objects, and removes the list from memory.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` is the destructor of `TStrings` it does nothing except calling the inherited destructor.

4.71.5 TStrings.Add

Synopsis: Add a string to the list

Declaration: `function Add(const S: string) : Integer; Virtual; Overload`
`function Add(const Fmt: string; const Args: Array of const) : Integer`
`; Overload`

Visibility: `public`

Description: `Add` adds `S` at the end of the list and returns the index of `S` in the list (which should equal `TStrings.Count` ([461](#)))

See also: `TStrings.Objects` ([462](#)), `TStrings.AddObject` ([449](#)), `TStrings.Insert` ([454](#)), `TStrings.Delete` ([452](#)), `TStrings.Strings` ([462](#)), `TStrings.Count` ([461](#))

4.71.6 TStrings.AddObject

Synopsis: Add a string and associated object to the list.

Declaration: `function AddObject(const S: string; AObject: TObject) : Integer
; Virtual; Overload
function AddObject(const Fmt: string; Args: Array of const;
AObject: TObject) : Integer; Overload`

Visibility: public

Description: `AddObject` adds `S` to the list of strings, and associates `AObject` with it. It returns the index of `S`.

Remark: An object added to the list is not automatically destroyed by the list of the list is destroyed or the string it is associated with is deleted. It is the responsibility of the application to destroy any objects associated with strings.

See also: `TStrings.Add` (449), `TStrings.Strings` (462), `TStrings.Objects` (462), `TStrings.InsertObject` (455)

4.71.7 TStrings.Append

Synopsis: Add a string to the list.

Declaration: `procedure Append(const S: string)`

Visibility: public

Description: `Append` does the same as `TStrings.Add` (449), only it does not return the index of the inserted string.

See also: `TStrings.Add` (449)

4.71.8 TStrings.AddStrings

Synopsis: Add contents of another stringlist to this list.

Declaration: `procedure AddStrings(TheStrings: TStrings); Virtual; Overload
procedure AddStrings(TheStrings: TStrings; ClearFirst: Boolean)
; Overload
procedure AddStrings(const TheStrings: Array of string); Virtual
; Overload
procedure AddStrings(const TheStrings: Array of string;
ClearFirst: Boolean); Overload`

Visibility: public

Description: `AddStrings` adds the contents of `TheStrings` to the stringlist. Any associated objects are added as well.

See also: `TStrings.Add` (449), `TStrings.Assign` (451)

4.71.9 TStrings.AddText

Synopsis: Add text to the string list.

Declaration: `procedure AddText(const S: string); Virtual`

Visibility: public

Description: `AddText` adds `S` to the strings. It is identical in function to setting `Text` (249) but does not clear the list of strings first: `S` is split into lines, and each line is added to the list.

See also: `TString.Text` (249)

4.71.10 TStrings.Assign

Synopsis: Assign the contents of another stringlist to this one.

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: public

Description: Assign replaces the contents of the stringlist with the contents of Source if Source is also of type TStrings. Any associated objects are copied as well.

See also: TStrings.Add (449), TStrings.AddStrings (450), TPersistent.Assign (409)

4.71.11 TStrings.BeginUpdate

Synopsis: Mark the beginning of an update batch.

Declaration: `procedure BeginUpdate`

Visibility: public

Description: BeginUpdate increases the update count by one. It is advisable to call BeginUpdate before lengthy operations on the stringlist. At the end of these operation, TStrings.EndUpdate (452) should be called to mark the end of the operation. Descendant classes may use this information to perform optimizations. e.g. updating the screen only once after many strings were added to the list.

All TStrings methods that modify the string list call BeginUpdate before the actual operation, and call endUpdate when the operation is finished. Descendant classes should also call these methods when modifying the string list.

Remark: Always put the corresponding call to TStrings.EndUpdate (452) in the context of a Finally block, to ensure that the update count is always decreased at the end of the operation, even if an exception occurred:

```
With MyStrings do
  try
    BeginUpdate;
    // Some lengthy operation.
  Finally
    EndUpdate
end;
```

See also: TStrings.EndUpdate (452)

4.71.12 TStrings.Clear

Synopsis: Removes all strings and associated objects from the list.

Declaration: `procedure Clear; Virtual; Abstract`

Visibility: public

Description: Clear will remove all strings and their associated objects from the list. After a call to clear, TStrings.Count (461) is zero.

Since it is an abstract method, TStrings itself does not implement Clear. Descendant classes such as TStringList (442) implement this method.

See also: TStrings.Objects (462), TStrings.Strings (462), TStrings.Delete (452), TStrings.Count (461)

4.71.13 TStrings.Delete

Synopsis: Delete a string from the list.

Declaration: `procedure Delete(Index: Integer); Virtual; Abstract`

Visibility: public

Description: `Delete` deletes the string at position `Index` from the list. The associated object is also removed from the list, but not destroyed. `Index` is zero-based, and should be in the range 0 to `Count-1`.

Since it is an abstract method, `TStrings` itself does not implement `Delete`. Descendant classes such as `TStringList` (442) implement this method.

Errors: If `Index` is not in the allowed range, an `EStringListError` (286) is raised.

See also: `TStrings.Insert` (454), `TStrings.Objects` (462), `TStrings.Strings` (462), `TStrings.Clear` (451)

4.71.14 TStrings.EndUpdate

Synopsis: Mark the end of an update batch.

Declaration: `procedure EndUpdate`

Visibility: public

Description: `EndUpdate` should be called at the end of a lengthy operation on the stringlist, but only if there was a call to `BeginUpdate` before the operation was started. It is best to put the call to `EndUpdate` in the context of a `Finally` block, so it will be called even if an exception occurs.

For more information, see `TStrings.BeginUpdate` (451).

`TStrings` implements the `IFPObserved` (287) interface: when `EndUpdate` is called, a `ooChanged` notification is sent to all observers.

See also: `TStrings.BeginUpdate` (451), `IFPObserved` (287)

4.71.15 TStrings.Equals

Synopsis: Compares the contents of two stringlists.

Declaration: `function Equals(Obj: TObject) : Boolean; Override; Overload`
`function Equals(TheStrings: TStrings) : Boolean; Overload`

Visibility: public

Description: `Equals` compares the contents of the stringlist with the contents of `TheStrings`. If the contents match, i.e. the stringlist contain an equal amount of strings, and all strings match, then `True` is returned. If the number of strings in the lists is unequal, or they contain one or more different strings, `False` is returned.

Remark:

1. The strings are compared case-insensitively.
2. The associated objects are not compared

See also: `TStrings.Objects` (462), `TStrings.Strings` (462), `TStrings.Count` (461), `TStrings.Assign` (451)

4.71.16 TStrings.Exchange

Synopsis: Exchanges two strings in the list.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer); Virtual`

Visibility: public

Description: `Exchange` exchanges the strings at positions `Index1` and `Index2`. The associated objects are also exchanged.

Both indexes must be in the range of valid indexes, i.e. must have a value between 0 and `Count-1`.

Errors: If either `Index1` or `Index2` is not in the range of valid indexes, an `EStringListError` (286) exception is raised.

See also: `TStrings.Move` (455), `TStrings.Strings` (462), `TStrings.Count` (461)

4.71.17 TStrings.GetEnumerator

Synopsis: Create an `IEnumerator` instance

Declaration: `function GetEnumerator : TStringsEnumerator`

Visibility: public

Description: `GetEnumerator` is the implementation of the `IEnumerable` (1521) interface for `TStrings`. It creates a `TStringsEnumerator` (464) instance and returns it's `IEnumerator` (1521) interface.

See also: `TStringsEnumerator` (464), `IEnumerator` (1521), `IEnumerable` (1521)

4.71.18 TStrings.GetText

Synopsis: Returns the contents as a `PChar`

Declaration: `function GetText : PChar; Virtual`

Visibility: public

Description: `GetText` allocates a memory buffer and copies the contents of the stringlist to this buffer as a series of strings, separated by an end-of-line marker. The buffer is zero terminated.

Remark: The caller is responsible for freeing the returned memory buffer.

4.71.19 TStrings.IndexOf

Synopsis: Find a string in the list and return its position.

Declaration: `function IndexOf(const S: string) : Integer; Virtual`

Visibility: public

Description: `IndexOf` searches the list for `S`. The search is case-insensitive. If a matching entry is found, its position is returned. if no matching string is found, `-1` is returned.

Remark:

1. Only the first occurrence of the string is returned.
2. The returned position is zero-based, i.e. 0 indicates the first string in the list.

See also: `TStrings.IndexOfObject` (454), `TStrings.IndexOfName` (454), `TStrings.Strings` (462)

4.71.20 TStrings.IndexOfName

Synopsis: Finds the index of a name in the name-value pairs.

Declaration: `function IndexOfName(const Name: string) : Integer; Virtual`

Visibility: public

Description: `IndexOfName` searches in the list of strings for a name-value pair with name part `Name`. If such a pair is found, it returns the index of the pair in the stringlist. If no such pair is found, the function returns `-1`. The search is done case-insensitive.

Remark:

1. Only the first occurrence of a matching name-value pair is returned.
2. The returned position is zero-based, i.e. 0 indicates the first string in the list.

See also: `TStrings.IndexOf` (453), `TStrings.IndexOfObject` (454), `TStrings.Strings` (462)

4.71.21 TStrings.IndexOfObject

Synopsis: Finds an object in the list and returns its index.

Declaration: `function IndexOfObject(AObject: TObject) : Integer; Virtual`

Visibility: public

Description: `IndexOfObject` searches through the list of strings till it find a string associated with `AObject`, and returns the index of this string. If no such string is found, `-1` is returned.

Remark:

1. Only the first occurrence of a string with associated object `AObject` is returned; if more strings in the list can be associated with `AObject`, they will not be found by this routine.
2. The returned position is zero-based, i.e. 0 indicates the first string in the list.

4.71.22 TStrings.Insert

Synopsis: Insert a string in the list.

Declaration: `procedure Insert(Index: Integer; const S: string); Virtual; Abstract`

Visibility: public

Description: `Insert` inserts the string `S` at position `Index` in the list. `Index` is a zero-based position, and can have values from 0 to `Count`. If `Index` equals `Count` then the string is appended to the list.

Remark:

1. All methods that add strings to the list use `Insert` to add a string to the list.
2. If the string has an associated object, use `TStrings.InsertObject` (455) instead.

Errors: If `Index` is less than zero or larger than `Count` then an `EStringListError` (286) exception is raised.

See also: `TStrings.Add` (449), `TStrings.InsertObject` (455), `TStrings.Append` (450), `TStrings.Delete` (452)

4.71.23 TStrings.InsertObject

Synopsis: Insert a string and associated object in the list.

Declaration: `procedure InsertObject(Index: Integer; const S: string;
AObject: TObject)`

Visibility: public

Description: `InsertObject` inserts the string `S` and its associated object `AObject` at position `Index` in the list. `Index` is a zero-based position, and can have values from 0 to `Count`. If `Index` equals `Count` then the string is appended to the list.

Errors: If `Index` is less than zero or larger than `Count` then an `EStringListError` (286) exception is raised.

See also: `TStrings.Insert` (454), `TStrings.AddObject` (449), `TStrings.Append` (450), `TStrings.Delete` (452)

4.71.24 TStrings.LoadFromFile

Synopsis: Load the contents of a file as a series of strings.

Declaration: `procedure LoadFromFile(const FileName: string); Virtual`

Visibility: public

Description: `LoadFromFile` loads the contents of a file into the stringlist. Each line in the file (as marked by the end-of-line marker of the particular OS the application runs on) becomes one string in the stringlist. This action replaces the contents of the stringlist, it does not append the strings to the current content.

`LoadFromFile` simply creates a file stream (368) with the given filename, and then executes `TStrings.LoadFromStream` (455); after that the file stream object is destroyed again.

See also: `TStrings.LoadFromStream` (455), `TStrings.SaveToFile` (456), `Tstrings.SaveToStream` (456)

4.71.25 TStrings.LoadFromStream

Synopsis: Load the contents of a stream as a series of strings.

Declaration: `procedure LoadFromStream(Stream: TStream); Virtual`

Visibility: public

Description: `LoadFromStream` loads the contents of `Stream` into the stringlist. Each line in the stream (as marked by the end-of-line marker of the particular OS the application runs on) becomes one string in the stringlist. This action replaces the contents of the stringlist, it does not append the strings to the current content.

See also: `TStrings.LoadFromFile` (455), `TStrings.SaveToFile` (456), `Tstrings.SaveToStream` (456)

4.71.26 TStrings.Move

Synopsis: Move a string from one place in the list to another.

Declaration: `procedure Move(CurIndex: Integer; NewIndex: Integer); Virtual`

Visibility: public

Description: `Move` moves the string at position `CurIndex` so it has position `NewIndex` after the move operation. The object associated to the string is also moved. `CurIndex` and `NewIndex` should be in the range of 0 to `Count-1`.

Remark: `NewIndex` is *not* the position in the stringlist before the move operation starts. The move operation

1. removes the string from position `CurIndex`
2. inserts the string at position `NewIndex`

This may not lead to the desired result if `NewIndex` is bigger than `CurIndex`. Consider the following example:

```
With MyStrings do
begin
  Clear;
  Add('String 0');
  Add('String 1');
  Add('String 2');
  Add('String 3');
  Add('String 4');
  Move(1, 3);
end;
```

After the `Move` operation has completed, 'String 1' will be between 'String 3' and 'String 4'.

Errors: If either `CurIndex` or `NewIndex` is outside the allowed range, an `EStringListError` (286) is raised.

See also: `TStrings.Exchange` (453)

4.71.27 TStrings.SaveToFile

Synopsis: Save the contents of the list to a file.

Declaration: `procedure SaveToFile(const FileName: string); Virtual`

Visibility: `public`

Description: `SaveToFile` saves the contents of the stringlist to the file with name `FileName`. It writes the strings to the file, separated by end-of-line markers, so each line in the file will contain 1 string from the stringlist.

`SaveToFile` creates a file stream (368) with name `FileName`, calls `TStrings.SaveToStream` (456) and then destroys the file stream object.

Errors: An `EStreamError` (285) exception can be raised if the file `FileName` cannot be opened, or if it cannot be written to.

See also: `TStrings.SaveToStream` (456), `Tstrings.LoadFromStream` (455), `TStrings.LoadFromFile` (455)

4.71.28 TStrings.SaveToStream

Synopsis: Save the contents of the string to a stream.

Declaration: `procedure SaveToStream(Stream: TStream); Virtual`

Visibility: `public`

Description: `SaveToStream` saves the contents of the stringlist to `Stream`. It writes the strings to the stream, separated by end-of-line markers, so each 'line' in the stream will contain 1 string from the stringlist.

Errors: An `EStreamError` (285) exception can be raised if the stream cannot be written to.

See also: `TStrings.SaveToFile` (456), `Tstrings.LoadFromStream` (455), `TStrings.LoadFromFile` (455)

4.71.29 TStrings.SetText

Synopsis: Set the contents of the list from a `PChar`.

Declaration: `procedure SetText(TheText: PChar); Virtual`

Visibility: `public`

Description: `SetText` parses the contents of `TheText` and fills the stringlist based on the contents. It regards `TheText` as a series of strings, separated by end-of-line markers. Each of these strings is added to the stringlist.

See also: `TStrings.Text` (463)

4.71.30 TStrings.GetNameValue

Synopsis: Return both name and value of a name,value pair based on it's index.

Declaration: `procedure GetNameValue(Index: Integer; out AName: string;
out AValue: string)`

Visibility: `public`

Description: Return both name and value of a name,value pair based on it's index.

4.71.31 TStrings.ExtractName

Synopsis: Extract the name part of a string

Declaration: `function ExtractName(const S: string) : string`

Visibility: `public`

Description: `ExtractName` returns the name part (the part before the `NameValueSeparator` (459) character) of the string. If the character is not present, an empty string is returned. The resulting string is not trimmed, it can end or start with spaces.

See also: `NameValueSeparator` (459)

4.71.32 TStrings.TextLineBreakStyle

Synopsis: Determines which line breaks to use in the `Text` (463) property

Declaration: `Property TextLineBreakStyle : TTextLineBreakStyle`

Visibility: `public`

Access: `Read,Write`

Description: `TextLineBreakStyle` determines which linebreak style is used when constructing the `Text` property: the same rules are used as in the writing to text files:

tlbsLFLines are separated with a linefeed character #10.

tlbsCRLFLines are separated with a carriage-return/linefeed character pair: #13#10.

tlbsCRLLines are separated with a carriage-return character #13.

It has no effect when setting the text property.

See also: Text (463)

4.71.33 TStrings.Delimiter

Synopsis: Delimiter character used in DelimitedText (458).

Declaration: `Property Delimiter : Char`

Visibility: public

Access: Read,Write

Description: `Delimiter` is the delimiter character used to separate the different strings in the stringlist when they are read or set through the `DelimitedText` (458) property.

See also: `TStrings.DelimitedText` (458)

4.71.34 TStrings.DelimitedText

Synopsis: Get or set all strings in the list in a delimited form.

Declaration: `Property DelimitedText : string`

Visibility: public

Access: Read,Write

Description: `DelimitedText` returns all strings, properly quoted with `QuoteChar` (459) and separated by the `Delimiter` (458) character.

Strings are quoted if they contain a space or any character with ASCII value less than 32.

The `CommaText` (460) property is a special case of delimited text where the delimiter character is a comma and the quote character is a double quote.

If `StrictDelimiter` (459) is set to `True`, then no quoting is done (The `QuoteChar` property is disregarded completely): the returned text will contain the items in the stringlist, separated by the `Delimiter` character. When writing the `DelimitedText` property, the text will be split at all occurrences of the `Delimiter` character; however, when reading, the `QuoteChar` property will be taken into account.

See also: `TStrings.Delimiter` (458), `TStrings.Text` (463), `TStrings.QuoteChar` (459), `TStrings.CommaText` (460)

4.71.35 TStrings.LineBreak

Synopsis: LineBreak character to use

Declaration: `Property LineBreak : string`

Visibility: public

Access: Read,Write

Description: `LineBreak` is the character used to separate lines when reading or writing `TStrings.Text` (463), and it is also used when reading from file.

See also: `TStrings.Text` (463)

4.71.36 `TStrings.StrictDelimiter`

Synopsis: Should only the delimiter character be considered a delimiter

Declaration: `Property StrictDelimiter : Boolean`

Visibility: public

Access: Read,Write

Description: `StrictDelimiter` can be used to indicate that only the delimiter character should be considered a delimiter when setting `DelimitedText` (458): under normal circumstances, quotes and spaces are considered specially (see the `TStrings.CommaText` (460) property for more information).

When `StrictDelimiter` is set to `True` then only the `Delimiter` (458) character is considered when splitting the text in items: no quoting whatsoever is performed when writing the `DelimitedText` property. However, when reading the `DelimitedText` property, quoted strings are taken into account (so a quoted string can contain a delimiter that is treated as text instead of a delimiter).

See also: `DelimitedText` (458), `CommaText` (460), `Delimiter` (458)

4.71.37 `TStrings.QuoteChar`

Synopsis: Quote character used in `DelimitedText` (458).

Declaration: `Property QuoteChar : Char`

Visibility: public

Access: Read,Write

Description: `QuoteChar` is the character used by the `DelimitedText` (458) property to quote strings that have a space or non-printing character in it.

4.71.38 `TStrings.NameValueSeparator`

Synopsis: Value of the character used to separate name,value pairs

Declaration: `Property NameValueSeparator : Char`

Visibility: public

Access: Read,Write

Description: `NameValueSeparator` is the character used to separate name,value pair. By default, this is the equal sign (=), resulting in `Name=Value` pairs.

It can be set to a colon for `Name : Value` pairs.

4.71.39 TStrings.ValueFromIndex

Synopsis: Return the value part of a string based on it's index.

Declaration: `Property ValueFromIndex[Index: Integer]: string`

Visibility: public

Access: Read,Write

Description: `ValueFromIndex` returns the value part of a string based on the string index. The value part are all characters in the string after the `NameValueSeparator` (459) character, or all characters if the `NameValueSeparator` character is not present.

4.71.40 TStrings.Capacity

Synopsis: Capacity of the list, i.e. number of strings that the list can currently hold before it tries to expand.

Declaration: `Property Capacity : Integer`

Visibility: public

Access: Read,Write

Description: `Capacity` is the number of strings that the list can hold before it tries to allocate more memory.

`TStrings` returns `TStrings.Count` (461) when read. Trying to set the capacity has no effect. Descendant classes such as `TStringList` (442) can override this property such that it actually sets the new capacity.

See also: `TStringList` (442), `TStrings.Count` (461)

4.71.41 TStrings.CommaText

Synopsis: Contents of the list as a comma-separated string.

Declaration: `Property CommaText : string`

Visibility: public

Access: Read,Write

Description: `CommaText` represents the stringlist as a single string, consisting of a comma-separated concatenation of the strings in the list. If one of the strings contains spaces, comma's or quotes it will be enclosed by double quotes. Any double quotes in a string will be doubled. For instance the following strings:

```
Comma, string
Quote"string
Space string
NormalSttring
```

is converted to

```
"Comma, string", "Quote""String", "Space string", NormalString
```

Conversely, when setting the `CommaText` property, the text will be parsed according to the rules outlined above, and the strings will be set accordingly. Note that spaces will in this context be regarded as string separators, unless the string as a whole is contained in double quotes. Spaces that occur next to a delimiter will be ignored. The following string:

```
"Comma,string" , "Quote"String",Space string,, NormalString
```

Will be converted to

```
Comma,String
Quote"String
Space
String
```

```
NormalString
```

This is a special case of the `TStrings.DelimitedText` (458) property where the quote character is always the double quote, and the delimiter is always the colon.

See also: `TStrings.Text` (463), `TStrings.SetText` (457)

4.71.42 TStrings.Count

Synopsis: Number of strings in the list.

Declaration: `Property Count : Integer`

Visibility: public

Access: Read

Description: `Count` is the current number of strings in the list. `TStrings` does not implement this property; descendant classes should override the property read handler to return the correct value.

Strings in the list are always uniquely identified by their `Index`; the index of a string is zero-based, i.e. it's supported range is 0 to `Count-1`. trying to access a string with an index larger than or equal to `Count` will result in an error. Code that iterates over the list in a stringlist should always take into account the zero-based character of the list index.

See also: `TStrings.Strings` (462), `TStrings.Objects` (462), `TStrings.Capacity` (460)

4.71.43 TStrings.Names

Synopsis: Name parts of the name-value pairs in the list.

Declaration: `Property Names[Index: Integer]: string`

Visibility: public

Access: Read

Description: `Names` provides indexed access to the names of the name-value pairs in the list. It returns the name part of the `Index`-th string in the list.

Remark: The index is not an index based on the number of name-value pairs in the list. It is the name part of the name-value pair a string `Index` in the list. If the string at position `Index` is not a name-value pair (i.e. does not contain the equal sign (=)), then an empty name is returned.

See also: `TStrings.Values` (462), `TStrings.IndexOfName` (454)

4.71.44 TStrings.Objects

Synopsis: Indexed access to the objects associated with the strings in the list.

Declaration: `Property Objects[Index: Integer]: TObject`

Visibility: public

Access: Read,Write

Description: `Objects` provides indexed access to the objects associated to the strings in the list. `Index` is a zero-based index and must be in the range of 0 to `Count-1`.

Setting the `objects` property will not free the previously associated object, if there was one. The caller is responsible for freeing the object that was previously associated to the string.

`TStrings` does not implement any storage for objects. Reading the `Objects` property will always return `Nil`. Setting the property will have no effect. It is the responsibility of the descendant classes to provide storage for the associated objects.

Errors: If an `Index` outside the valid range is specified, an `EStringListError` (286) exception will be raised.

See also: `TStrings.Strings` (462), `TStrings.IndexOfObject` (454), `TStrings.Names` (461), `TStrings.Values` (462)

4.71.45 TStrings.Values

Synopsis: Value parts of the name-value pairs in the list.

Declaration: `Property Values[Name: string]: string`

Visibility: public

Access: Read,Write

Description: `Values` represents the value parts of the name-value pairs in the list.

When reading this property, if there is a name-value pair in the list of strings that has name part `Name`, then the corresponding value is returned. If there is no such pair, an empty string is returned.

When writing this value, first it is checked whether there exists a name-value pair in the list with name `Name`. If such a pair is found, its value part is overwritten with the specified value. If no such pair is found, a new name-value pair is added with the specified `Name` and value.

Remark:

1. Names are compared case-insensitively.
2. Any character, including whitespace, up till the first equal (=) sign in a string is considered part of the name.

See also: `TStrings.Names` (461), `TStrings.Strings` (462), `TStrings.Objects` (462)

4.71.46 TStrings.Strings

Synopsis: Indexed access to the strings in the list.

Declaration: `Property Strings[Index: Integer]: string; default`

Visibility: public

Access: Read,Write

Description: `Strings` is the default property of `TStrings`. It provides indexed read-write access to the list of strings. Reading it will return the string at position `Index` in the list. Writing it will set the string at position `Index`.

`Index` is the position of the string in the list. It is zero-based, i.e. valid values range from 0 (the first string in the list) till `Count-1` (the last string in the list). When browsing through the strings in the list, this fact must be taken into account.

To access the objects associated with the strings in the list, use the `TStrings.Objects` (462) property. The name parts of name-value pairs can be accessed with the `TStrings.Names` (461) property, and the values can be set or read through the `TStrings.Values` (462) property.

Searching through the list can be done using the `TStrings.IndexOf` (453) method.

Errors: If `Index` is outside the allowed range, an `EStringListError` (286) exception is raised.

See also: `TStrings.Count` (461), `TStrings.Objects` (462), `TStrings.Names` (461), `TStrings.Values` (462), `TStrings.IndexOf` (453)

4.71.47 TStrings.Text

Synopsis: Contents of the list as one big string.

Declaration: `Property Text : string`

Visibility: public

Access: Read,Write

Description: `Text` returns, when read, the contents of the stringlist as one big string consisting of all strings in the list, separated by an end-of-line marker. When this property is set, the string will be cut into smaller strings, based on the positions of end-of-line markers in the string. Any previous content of the stringlist will be lost.

Remark: If any of the strings in the list contains an end-of-line marker, then the resulting string will appear to contain more strings than actually present in the list. To avoid this ambiguity, use the `TStrings.CommaText` (460) property instead.

See also: `TStrings.Strings` (462), `TStrings.Count` (461), `TStrings.CommaText` (460)

4.71.48 TStrings.StringsAdapter

Synopsis: Not implemented in Free Pascal.

Declaration: `Property StringsAdapter : IStringsAdapter`

Visibility: public

Access: Read,Write

Description: Not implemented in Free Pascal.

4.71.49 TStrings.SkipLastLineBreak

Synopsis: Do not add a linebreak to the last item

Declaration: `Property SkipLastLineBreak : Boolean`

Visibility: public

Access: Read,Write

Description: `SkipLastLineBreak` can be set to `True` to omit a linebreak character after the last string in the `TStrings.Text` (463). This also means when writing to file, that the file will not have a terminating linebreak character.

See also: `TStrings.LineBreak` (458), `TStrings.Text` (463)

4.72 TStringsEnumerator

4.72.1 Description

`TStringsEnumerator` implements the `#rtl.system.IEnumerator` (1521) interface for the `TStrings` (447) class, so the `TStrings` class can be used in a `for ... in` loop. It is returned by the `TStrings.GetEnumerator` (453) method of `TStrings`.

See also: `TStrings` (447), `TStrings.GetEnumerator` (453), `#rtl.system.IEnumerator` (1521)

4.72.2 Method overview

Page	Method	Description
464	<code>Create</code>	Initialize a new instance of <code>TStringsEnumerator</code>
464	<code>GetCurrent</code>	Return the current pointer in the list
465	<code>MoveNext</code>	Move the position of the enumerator to the next position in the list.

4.72.3 Property overview

Page	Properties	Access	Description
465	<code>Current</code>	r	Current pointer in the list

4.72.4 TStringsEnumerator.Create

Synopsis: Initialize a new instance of `TStringsEnumerator`

Declaration: constructor `Create(AStrings: TStrings)`

Visibility: public

Description: `Create` initializes a new instance of `TStringsEnumerator` and keeps a reference to the stringlist `AStrings` that will be enumerated.

See also: `TStrings` (447)

4.72.5 TStringsEnumerator.GetCurrent

Synopsis: Return the current pointer in the list

Declaration: function `GetCurrent : string`

Visibility: public

Description: `GetCurrent` returns the current string item in the enumerator.

Errors: No checking is done on the validity of the current position.

See also: `MoveNext` (465), `TStringItem` (263)

4.72.6 TStringsEnumerator.MoveNext

Synopsis: Move the position of the enumerator to the next position in the list.

Declaration: `function MoveNext : Boolean`

Visibility: `public`

Description: `MoveNext` puts the pointer on the next item in the stringlist, and returns `True` if this succeeded, or `False` if the pointer is past the last element in the list.

Errors: Note that if `False` is returned, calling `GetCurrent` will result in an exception.

See also: [GetCurrent \(464\)](#)

4.72.7 TStringsEnumerator.Current

Synopsis: Current pointer in the list

Declaration: `Property Current : string`

Visibility: `public`

Access: `Read`

Description: `Current` redefines `GetCurrent` ([464](#)) as a property.

See also: [GetCurrent \(464\)](#)

4.73 TStringStream

4.73.1 Description

`TStringStream` stores its data in an `ansistring`. The contents of this string is available as the `DataString` ([467](#)) property. It also introduces some methods to read or write parts of the stringstream's data as a string.

The main purpose of a `TStringStream` is to be able to treat a string as a stream from which can be read.

See also: [TStream \(427\)](#), [TStringStream.DataString \(467\)](#), [TStringStream.ReadString \(466\)](#), [TStringStream.WriteString \(467\)](#)

4.73.2 Method overview

Page	Method	Description
466	<code>Create</code>	Creates a new stringstream and sets its initial content.
466	<code>Read</code>	Reads from the stream.
466	<code>ReadString</code>	Reads a string of length <code>Count</code>
466	<code>Seek</code>	Sets the position in the stream.
467	<code>Write</code>	<code>Write</code> overrides the <code>TStream.Write</code> (429) method.
467	<code>WriteString</code>	<code>WriteString</code> writes a string to the stream.

4.73.3 Property overview

Page	Properties	Access	Description
467	<code>DataString</code>	<code>r</code>	Contains the contents of the stream in string form

4.73.4 TStringStream.Create

Synopsis: Creates a new stringstream and sets its initial content.

Declaration: `constructor Create(const AString: string)`

Visibility: public

Description: `Create` creates a new `TStringStream` instance and sets its initial content to `Astring`. The position is still 0 but the size of the stream will equal the length of the string.

See also: `TStringStream.DataString` (467)

4.73.5 TStringStream.Read

Synopsis: Reads from the stream.

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

Visibility: public

Description: `Read` overrides the `Read` (428) from `TStream` (427). It tries to read `Count` bytes into `Buffer`. It returns the number of bytes actually read. The position of the stream is advanced with the number of bytes actually read; When the reading has reached the end of the `DataString` (467), then the reading stops, i.e. it is not possible to read beyond the end of the `datastring`.

See also: `TStream.Read` (428), `TStringStream.Write` (467), `TStringStream.DataString` (467)

4.73.6 TStringStream.ReadString

Synopsis: Reads a string of length `Count`

Declaration: `function ReadString(Count: LongInt) : string`

Visibility: public

Description: `ReadString` reads `Count` bytes from the stream and returns the read bytes as a string. If less than `Count` bytes were available, the string has as many characters as bytes could be read.

The `ReadString` method is a wrapper around the `Read` (466) method. It does not do the same string as the `TStream.ReadAnsiString` (435) method, which first reads a length integer to determine the length of the string to be read.

See also: `TStringStream.Read` (466), `TStream.ReadAnsiString` (435)

4.73.7 TStringStream.Seek

Synopsis: Sets the position in the stream.

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

Visibility: public

Description: `Seek` implements the abstract `Seek` (429) method.

4.73.8 TStringStream.Write

Synopsis: `Write` overrides the `TStream.Write` (429) method.

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

Visibility: `public`

Description: `Write` overrides the `TStream.Write` (429) method.

4.73.9 TStringStream.WriteString

Synopsis: `WriteString` writes a string to the stream.

Declaration: `procedure WriteString(const AString: string)`

Visibility: `public`

Description: `WriteString` writes a string to the stream.

4.73.10 TStringStream.DataString

Synopsis: Contains the contents of the stream in string form

Declaration: `Property DataString : string`

Visibility: `public`

Access: `Read`

Description: Contains the contents of the stream in string form

4.74 TTextWriter

4.74.1 Description

Not yet implemented.

4.75 TThread

4.75.1 Description

The `TThread` class encapsulates the native thread support of the operating system. To create a thread, declare a descendant of the `TThread` object and override the `Execute` (468) method. In this method, the `tthread`'s code should be executed. To run a thread, create an instance of the `tthread` descendant, and call its `execute` method.

It is also possible to simply execute a method or static procedure in a thread using the `TThread.ExecuteInThread` (472) class method.

See also: `EThread` (286), `TThread.Execute` (468), `TThread.ExecuteInThread` (472)

4.75.2 Method overview

Page	Method	Description
477	AfterConstruction	Code to be executed after construction but before execute.
470	CheckTerminated	Check if the current thread has finished executing.
469	Create	Creates a new thread.
470	CreateAnonymousThread	Execute code in an anonymous thread
469	Destroy	Destroys the thread object.
468	Execute	Execute method. Must be overridden in a descendant thread.
472	ExecuteInThread	Execute a method or static procedure in a thread
472	GetSystemTimes	Return CPU stats
472	GetTickCount	Return tick count (32-bit)
472	GetTickCount64	Return tick count (64-bit)
470	NameThreadForDebugging	Set a thread name
469	Queue	Queue a method for execution in the main thread
471	RemoveQueuedEvents	Remove methods scheduled for execution from queue
478	Resume	Resumes the thread's execution. Deprecated, see <code>TThread.Start</code>
470	SetReturnValue	Set return value of a thread
471	Sleep	Prevent thread execution
471	SpinWait	Prevent thread execution in a spin-wait loop
477	Start	Starts a thread that was created in a suspended state.
478	Suspend	Suspends the thread's execution.
469	Synchronize	Synchronizes the thread by executing the method in the main thread.
478	Terminate	Signals the thread it should terminate.
478	WaitFor	Waits for the thread to terminate and returns the exit status.
472	Yield	Yield execution to other threads

4.75.3 Property overview

Page	Properties	Access	Description
479	CurrentThread	r	Return current thread instance
480	ExternalThread	r	Is the thread instance an external thread ?
481	FatalException	r	Exception that occurred during thread execution
481	Finished	r	Has the thread finished executing
480	FreeOnTerminate	rw	Indicates whether the thread should free itself when it stops executing.
480	Handle	r	Returns the thread handle.
479	IsSingleProcessor	r	Is the current system single processor or not
481	OnTerminate	rw	Event called when the thread terminates.
480	Priority	rw	Returns the thread priority.
479	ProcessorCount	r	Return the processor count for this system
480	Suspended	rw	Indicates whether the thread is suspended.
481	ThreadID	r	Returns the thread ID.

4.75.4 TThread.Execute

Synopsis: Execute method. Must be overridden in a descendant thread.

Declaration: `procedure Execute; Virtual; Abstract`

Visibility: `protected`

Description: `Execute` is a method that must be overridden in descendant classes of the thread. It must contain the code that must execute in the thread. The `Execute` method is responsible for checking `Terminated` (249) at regular intervals: when it is set to `True` the execute method must exit.

See also: `Terminated` (249)

4.75.5 `TThread.Synchronize`

Synopsis: Synchronizes the thread by executing the method in the main thread.

Declaration: `procedure Synchronize (AMethod: TThreadMethod)`
`class procedure Synchronize (AThread: TThread; AMethod: TThreadMethod)`

Visibility: `protected`

Description: Synchronizes the thread by executing the method in the main thread.

4.75.6 `TThread.Queue`

Synopsis: Queue a method for execution in the main thread

Declaration: `procedure Queue (aMethod: TThreadMethod)`
`class procedure Queue (aThread: TThread; aMethod: TThreadMethod); Static`

Visibility: `protected`

Description: `Queue` schedules a method `aMethod` for execution in the main thread. In difference with `TThread.Synchronize` (469), `Queue` just posts the method for execution in a queue, and does not wait for it to be executed, so this call returns at once.

In the class procedure overloaded version of this call, the thread for which the method must be posted is the first argument. In the protected version of this call (used in the `tthread` instance), this argument is not there, and the thread instance is used.

When a thread finishes it's execution, all its queued calls are removed from the queue list.

See also: `TThread.Synchronize` (469), `TThread.RemoveQueuedEvents` (471)

4.75.7 `TThread.Create`

Synopsis: Creates a new thread.

Declaration: `constructor Create (CreateSuspended: Boolean; const StackSize: SizeUInt)`

Visibility: `public`

Description: Creates a new thread.

4.75.8 `TThread.Destroy`

Synopsis: Destroys the thread object.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys the thread object.

4.75.9 TThread.CreateAnonymousThread

Synopsis: Execute code in an anonymous thread

Declaration: `class function CreateAnonymousThread(aProc: TProcedure) : TThread
; Static`

Visibility: public

Description: `CreateAnonymousThread` will create an instance of a `TThread` descendant and calls `aProc` in this procedure. This can be used to quickly execute a method in another thread without having to explicitly declare a thread for such purposes. It returns the created `TThread` instance, which can be checked for termination etc.

Note that this method differs slightly from Delphi in that FPC does not yet support anonymous methods, so the signature of `aProc` differs slightly.

See also: `TThread.CheckTerminated` ([470](#))

4.75.10 TThread.NameThreadForDebugging

Synopsis: Set a thread name

Declaration: `class procedure NameThreadForDebugging(aThreadName: UnicodeString;
aThreadID: TThreadID); Static
class procedure NameThreadForDebugging(aThreadName: AnsiString;
aThreadID: TThreadID); Static`

Visibility: public

Description: `NameThreadForDebugging` sets the name of thread `aThreadID` to `aThreadName`. The thread name can be unicode or ansistring. This is mainly useful for debugging purposes, as thread names are more easily recognizable than IDs.

Note that this requires OS support. Currently this is not implemented for any FPC platform and is supported for Delphi compatibility only.

4.75.11 TThread.SetReturnValue

Synopsis: Set return value of a thread

Declaration: `class procedure SetReturnValue(aValue: Integer); Static`

Visibility: public

Description: `TThread.SetReturnValue` sets the return value of an internally created thread.

Errors: If the thread was not created by the FPC program, an `EThreadExternalException` ([286](#)) exception is raised.

See also: `EThreadExternalException` ([286](#)), `TThread.CheckTerminated` ([470](#))

4.75.12 TThread.CheckTerminated

Synopsis: Check if the current thread has finished executing.

Declaration: `class function CheckTerminated : Boolean; Static`

Visibility: public

Description: `TThread.CheckTerminated` can be used to check if the current thread has finished executing (i.e. `Execute` has finished). This can be called from methods in other classes where the current thread instance is not available.

Errors: If the thread was not created by the FPC program, an `EThreadExternalException` (286) exception is raised.

See also: `EThreadExternalException` (286), `TThread.SetReturnValue` (470)

4.75.13 `TThread.RemoveQueuedEvents`

Synopsis: Remove methods scheduled for execution from queue

Declaration: `class procedure RemoveQueuedEvents(aThread: TThread; aMethod: TThreadMethod); Static`
`class procedure RemoveQueuedEvents(aMethod: TThreadMethod); Static`
`class procedure RemoveQueuedEvents(aThread: TThread); Static`

Visibility: public

Description: `RemoveQueuedEvents` removes methods from the list of methods waiting for execution in the main thread. If only `aThread` is specified, all methods scheduled for execution by that thread are removed. If only `aMethod` is specified, then all calls to that method are removed, regardless of the thread. If both arguments are specified, then all calls to the given method by the given thread are removed.

See also: `TThread.Synchronize` (469), `TThread.Queue` (469)

4.75.14 `TThread.SpinWait`

Synopsis: Prevent thread execution in a spin-wait loop

Declaration: `class procedure SpinWait(aIterations: LongWord); Static`

Visibility: public

Description: `SpinWait` blocks the execution of the thread in a spin-wait loop: it simply executes some simple instructions.

This can be used to create short time delays without an immediate thread switch (e.g. `SysUtils.Sleep` (249) can cause a thread switch). The input parameter (`aIterations`) specifies the number of spin loops.

See also: `SysUtils.Sleep` (249), `TThread.Sleep` (471)

4.75.15 `TThread.Sleep`

Synopsis: Prevent thread execution

Declaration: `class procedure Sleep(aMilliseconds: Cardinal); Static`

Visibility: public

Description: `Sleep` blocks the execution of the thread for `aMilliseconds`. This function simply calls `sysutils.sleep` (249)

In difference with `TThread.SpinWait` (471), a thread switch may occur during the sleep.

See also: `SysUtils.Sleep` (249), `TThread.SpinWait` (471)

4.75.16 TThread.Yield

Synopsis: Yield execution to other threads

Declaration: `class procedure Yield; Static`

Visibility: public

Description: `TThread.Yield` yields the processor to other threads. It can be called from methods outside the thread class itself.

4.75.17 TThread.GetSystemTimes

Synopsis: Return CPU stats

Declaration: `class procedure GetSystemTimes(out aSystemTimes: TSystemTimes); Static`

Visibility: public

Description: `GetSystemTimes` is provided for Delphi compatibility only, it currently returns empty values only.

See also: [TSystemTimes \(249\)](#)

4.75.18 TThread.GetTickCount

Synopsis: Return tick count (32-bit)

Declaration: `class function GetTickCount : LongWord; Static`

Visibility: public

Description: `GetTickCount` is deprecated and should not be used. Use `TThread.GetTickCount64` ([472](#)) instead.

See also: [TThread.GetTickCount64 \(472\)](#)

4.75.19 TThread.GetTickCount64

Synopsis: Return tick count (64-bit)

Declaration: `class function GetTickCount64 : QWord; Static`

Visibility: public

Description: `GetTickCount64` simply calls `SysUtils.GetTickCount64` ([249](#)) and is implemented for Delphi compatibility only.

See also: [SysUtils.GetTickCount64 \(249\)](#)

4.75.20 TThread.ExecuteInThread

Synopsis: Execute a method or static procedure in a thread

```

Declaration: class function ExecuteInThread(AMethod: TThreadExecuteHandler;
                                           AOnTerminate: TNotifyEvent) : TThread
                                           ; Overload; Static
class function ExecuteInThread(AMethod: TThreadExecuteStatusHandler;
                               AOnStatus: TThreadStatusNotifyEvent;
                               AOnTerminate: TNotifyEvent) : TThread
                               ; Overload; Static
class function ExecuteInThread(AMethod: TThreadExecuteCallBack;
                               AData: Pointer;
                               AOnTerminate: TNotifyCallBack) : TThread
                               ; Overload; Static
class function ExecuteInThread(AMethod: TThreadExecuteStatusCallBack;
                               AOnStatus: TThreadStatusNotifyCallBack;
                               AData: Pointer;
                               AOnTerminate: TNotifyCallBack) : TThread
                               ; Overload; Static

```

Visibility: public

Description: `TThread.ExecuteInThread` is a class method which allows to quickly execute a method or procedure in a thread. The method or procedure to be executed is passed in `Method`, this can be a method or a plain (static) procedure.

The caller can be notified of thread termination: In the optional argument `AOnTerminate` a callback (procedure or method, depending on the signature) can be specified that will be called when the thread terminated. This callback is executed in the main thread.

The signature of `AMethod` determines whether status reporting is enabled or not. If the method of type `TThreadExecuteStatusHandler` (265) or `TThreadExecuteStatusCallBack` (264), then an extra `AOnStatus` callback must be specified. This callback will be called in the main thread whenever the thread wishes to be report its status. The status callback should not do extensive work, because while the status callback is called, thread execution is suspended.

When using a plain procedure, extra data can be passed on to the procedure in `AData`. The `AData` pointer will be passed to the thread method, and also to the thread status callback and thread termination callback.

See also: `TThreadExecuteHandler` (264), `TThreadExecuteStatusHandler` (265), `TThreadExecuteStatusCallBack` (264), `TThreadExecuteCallBack` (264)

Listing: `./classesex/tthrc.pp`

```

program tthrc;

uses cthreads, sysutils, classes;

Var
  D : Integer;

Procedure DoneThread(Sender : TObject; AData : Pointer);

begin
  WriteLn('Thread ', TThread(Sender).ThreadID, ' done. D is currently: ', PInteger(AData)^);
end;

Procedure DoThread(AData : Pointer);

Var
  I : integer;

```

```

begin
  for I:=1 to 10 do
    begin
      Sleep(10*Random(30));
      WriteLn('Thread ',TThread.CurrentThread.ThreadID, ' ping ',I);
      Inc(PInteger(AData)^,i);
    end;
  end;

Var
  T1,T2 : TThread;

begin
  T1:=TThread.ExecuteInThread(@DoThread,@D,@DoneThread);
  T2:=TThread.ExecuteInThread(@DoThread,@D,@DoneThread);
  WriteLn('Main thread done');
  T1.WaitFor;
  T2.WaitFor;
end.

```

Listing: ./classesex/tthre.pp

```

program tthre;

{$mode objfpc}
{$H+}

uses cthreads, sysutils, classes;

Type
  TTestThread = Class(TObject)
    D : Integer;
    Procedure DoneThread(Sender : TObject);
    Procedure DoThread;
    Procedure Run;
  end;

Procedure TTestThread.DoneThread(Sender : TObject);

begin
  WriteLn('Thread ',TThread(Sender).ThreadID, ' done. D is currently: ', D);
end;

Procedure TTestThread.DoThread;

Var
  I : integer;

begin
  for I:=1 to 10 do
    begin
      Sleep(10*Random(30));
      WriteLn('Thread ',TThread.CurrentThread.ThreadID, ' ping ',I);
      Inc(D,i);
    end;
  end;

```

```

end;

Procedure TTestThread.Run;

Var
  T1,T2 : TThread;

begin
  T1:=TThread.ExecuteInThread(@DoThread,@DoneThread);
  T2:=TThread.ExecuteInThread(@DoThread,@DoneThread);
  WriteIn('Main thread done');
  T1.WaitFor;
  T2.WaitFor;
end;

begin
  With TTestThread.Create do
    try
      Run;
    finally
      Free;
    end;
end.

```

Listing: ./classesex/tthrcs.pp

```

program tthrcs;
  {$h+}
uses cthreads, sysutils, classes;

Var
  D : Integer;
  DoneThreads : INteger;

Procedure DoneThread(Sender : TObject; Data : Pointer);

begin
  Inc(DoneThreads);
  WriteIn('Thread ',TThread(Sender).ThreadID,' done. D is currently: ', PInteger(Data)^);
end;

Procedure ReportThreadStatus(Sender : TThread; AData : Pointer;Const status : String);

begin
  WriteIn('Thread ',Sender.ThreadID,' Status report: ',Status);
end;

Procedure DoThread(AData : Pointer; Report : TThreadReportStatus);

Var
  I : integer;

begin
  for I:=1 to 10 do
    begin
      Sleep(10*Random(30));
      Report('Ping '+IntToStr(i));
    end;
  end;

```



```

    Inc(PInteger(AData)^, i);
  end;
end;

Var
  T1, T2 : TThread;

begin
  DoneThreads:=0;
  T1:=TThread.ExecuteInThread(@DoThread, @ReportThreadStatus, @D, @DoneThread);
  T2:=TThread.ExecuteInThread(@DoThread, @ReportThreadStatus, @D, @DoneThread);
  WriteLn('Main thread loop');
  While DoneThreads<2 do
    begin
      Sleep(10);
      CheckSynchronize;
    end;
    T1.WaitFor;
    T2.WaitFor;
  end.

```

Listing: ./classesex/tthres.pp

```

program tthrc;

```

```

{$mode objfpc}
{$H+}

```

```

uses cthreads, sysutils, classes;

```

Type

```

TTestThread = Class(TObject)
  D : Integer;
  DoneThreads : integer;
  Procedure DoneThread(Sender : TObject);
  Procedure ReportThreadStatus(Sender : TThread; Const status : String);
  Procedure DoThread(Report : TThreadReportStatus);
  Procedure Run;
end;

```

```

Procedure TTestThread.DoneThread(Sender : TObject);

```

begin

```

  Inc(DoneThreads);
  WriteLn('Thread ', TThread(Sender).ThreadID, ' done. D is currently: ', D);
end;

```

```

Procedure TTestThread.ReportThreadStatus(Sender : TThread; Const status : String);

```

begin

```

  WriteLn('Thread ', Sender.ThreadID, ' Status report: ', Status);
end;

```

```

Procedure TTestThread.DoThread(Report : TThreadReportStatus);

```

Var

```

  I : integer;

```

```

begin
  for I:=1 to 10 do
    begin
      Sleep(10*Random(30));
      Report('Ping '+IntToStr(i));
      Inc(D,i);
    end;
end;

Procedure TTestThread.Run;

Var
  T1,T2 : TThread;

begin
  DoneThreads:=0;
  T1:=TThread.ExecuteInThread(@DoThread,@ReportThreadStatus,@DoneThread);
  T2:=TThread.ExecuteInThread(@DoThread,@ReportThreadStatus,@DoneThread);
  WriteIn('Main thread loop');
  While DoneThreads<2 do
    begin
      Sleep(10);
      CheckSynchronize;
    end;
  T1.WaitFor;
  T2.WaitFor;
end;

begin
  With TTestThread.Create do
    try
      Run;
    finally
      Free;
    end;
end.

```

4.75.21 TThread.AfterConstruction

Synopsis: Code to be executed after construction but before execute.

Declaration: `procedure AfterConstruction; Override`

Visibility: `public`

Description: `AfterConstruction` is overridden in `TThread`, it starts the thread if it was created in a suspended state. When overriding this method, the inherited method must be called.

4.75.22 TThread.Start

Synopsis: Starts a thread that was created in a suspended state.

Declaration: `procedure Start`

Visibility: `public`

Description: The effect of this method is currently the same as calling `TThread.Resume` after creating a thread in a suspended state. This method was added for Delphi-compatibility, where it was introduced after `TThread.Suspend` and `TThread.Resume` were deprecated.

See also: `TThread.Create` ([469](#))

4.75.23 TThread.Resume

Synopsis: Resumes the thread's execution. Deprecated, see `TThread.Start`

Declaration: `procedure Resume`

Visibility: `public`

Description: Resumes the thread's execution. Deprecated, see `TThread.Start`

See also: `TThread.Start` ([477](#)), `TThread.Suspend` ([478](#))

4.75.24 TThread.Suspend

Synopsis: Suspends the thread's execution.

Declaration: `procedure Suspend`

Visibility: `public`

Description: On non-Windows platforms, a thread can only suspend itself. Other threads can wake up a suspended thread by calling `TThread.Start`.

See also: `TThread.Resume` ([478](#)), `TThread.Start` ([477](#))

4.75.25 TThread.Terminate

Synopsis: Signals the thread it should terminate.

Declaration: `procedure Terminate`

Visibility: `public`

Description: Signals the thread it should terminate.

4.75.26 TThread.WaitFor

Synopsis: Waits for the thread to terminate and returns the exit status.

Declaration: `function WaitFor : Integer`

Visibility: `public`

Description: Waits for the thread to terminate and returns the exit status.

4.75.27 TThread.CurrentThread

Synopsis: Return current thread instance

Declaration: `Property CurrentThread : TThread`

Visibility: public

Access: Read

Description: `TThread.CurrentThread` can be used to get the current thread instance. This is useful in code that is not inside a `TThread` implementation, but which needs access to the current thread.

For threads that were created outside of FPC code (DLLs or a calling program) this will return a dummy `TThread` instance.

See also: `TThread.ExternalThread` ([480](#))

4.75.28 TThread.ProcessorCount

Synopsis: Return the processor count for this system

Declaration: `Property ProcessorCount : LongWord`

Visibility: public

Access: Read

Description: `ProcessorCount` returns the processor count for this system.

Whether this is the number of cores or the number of CPUs present in the hardware, is deliberately unspecified. The number of cores can also vary during the lifetime of the program, and the FPC implementation does not guarantee that this will always match, the value is set at program start.

As such, the number specified should only be used as an indication of how many threads can be executed at once by the system.

See also: `TThread.IsSingleProcessor` ([479](#))

4.75.29 TThread.IsSingleProcessor

Synopsis: Is the current system single processor or not

Declaration: `Property IsSingleProcessor : Boolean`

Visibility: public

Access: Read

Description: `Thread.IsSingleProcessor` returns `True` if `TThread.ProcessorCount` ([479](#)) is less than or equal to 1, `False` otherwise.

See also: `TThread.ProcessorCount` ([479](#))

4.75.30 TThread.FreeOnTerminate

Synopsis: Indicates whether the thread should free itself when it stops executing.

Declaration: `Property FreeOnTerminate : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: Indicates whether the thread should free itself when it stops executing.

4.75.31 TThread.Handle

Synopsis: Returns the thread handle.

Declaration: `Property Handle : TThreadID`

Visibility: `public`

Access: `Read`

Description: Returns the thread handle.

4.75.32 TThread.ExternalThread

Synopsis: Is the thread instance an external thread ?

Declaration: `Property ExternalThread : Boolean`

Visibility: `public`

Access: `Read`

Description: `ExternalThread` returns `True` if the thread is an externally created thread. If the thread was created by the FPC program, this returns `False`. This is useful for examining instances returned by `TThread.CurrentThread` (479).

See also: `TThread.CurrentThread` (479)

4.75.33 TThread.Priority

Synopsis: Returns the thread priority.

Declaration: `Property Priority : TThreadPriority`

Visibility: `public`

Access: `Read,Write`

Description: Returns the thread priority.

4.75.34 TThread.Suspended

Synopsis: Indicates whether the thread is suspended.

Declaration: `Property Suspended : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: Indicates whether the thread is suspended.

4.75.35 TThread.Finished

Synopsis: Has the thread finished executing

Declaration: `Property Finished : Boolean`

Visibility: public

Access: Read

Description: `Finished` is `True` when `TThread.Execue` (467) has finished executing, but the thread is still cleaning up (calling `OnTerminate`, etc).

See also: `TThread.Execue` (467), `TThread.OnTerminate` (481)

4.75.36 TThread.ThreadID

Synopsis: Returns the thread ID.

Declaration: `Property ThreadID : TThreadID`

Visibility: public

Access: Read

Description: Returns the thread ID.

4.75.37 TThread.OnTerminate

Synopsis: Event called when the thread terminates.

Declaration: `Property OnTerminate : TNotifyEvent`

Visibility: public

Access: Read,Write

Description: `TThread.OnTerminate` is called when the thread terminates. The event is always called in the context of the main thread, i.e. using `TThread.Synchronize` (469)

See also: `TThread.Synchronize` (469), `TThread.FreeOnTerminate` (480)

4.75.38 TThread.FatalException

Synopsis: Exception that occurred during thread execution

Declaration: `Property FatalException : TObject`

Visibility: public

Access: Read

Description: `FatalException` contains the exception that occurred during the thread's execution.

4.76 TThreadList

4.76.1 Description

TThreadList is a thread-safe TList (388) implementation. Unlike TList, it can be accessed read-write by multiple threads: the list implementation will take care of locking the list when adding or removing items from the list.

See also: TList (388)

4.76.2 Method overview

Page	Method	Description
483	Add	Adds an element to the list.
483	Clear	Removes all emements from the list.
482	Create	Creates a new thread-safe list.
482	Destroy	Destroys the list instance.
483	LockList	Locks the list for exclusive access.
483	Remove	Removes an item from the list.
484	UnlockList	Unlocks the list after it was locked.

4.76.3 Property overview

Page	Properties	Access	Description
484	Duplicates	rw	Describes what to do with duplicates

4.76.4 TThreadList.Create

Synopsis: Creates a new thread-safe list.

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new `TThreadList` instance. It initializes a critical section and an internal list object.

See also: `TThreadList.Destroy` (482)

4.76.5 TThreadList.Destroy

Synopsis: Destroys the list instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` finalizes the critical section, clears the internal list object and calls the inherited destructor.

See also: `TThreadList.Create` (482)

4.76.6 TThreadList.Add

Synopsis: Adds an element to the list.

Declaration: `procedure Add(Item: Pointer)`

Visibility: `public`

Description: `Add` attempts to lock the list and adds the pointer `Item` to the list. After the pointer was added, the list is unlocked again.

See also: [LockList \(483\)](#), [Clear \(483\)](#), [Remove \(483\)](#), [UnlockList \(484\)](#)

4.76.7 TThreadList.Clear

Synopsis: Removes all emements from the list.

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` attempts to lock the list and then clears the list; all items are removed from the list. After the list is cleared, it is again unlocked.

See also: [LockList \(483\)](#), [Add \(483\)](#), [Remove \(483\)](#), [UnlockList \(484\)](#)

4.76.8 TThreadList.LockList

Synopsis: Locks the list for exclusive access.

Declaration: `function LockList : TList`

Visibility: `public`

Description: `LockList` locks the list for exclusive access. `Locklist` uses an internal critical section, so all rules for multiple locking of critical sections apply to `locklist/unlocklist` as well.

See also: [Clear \(483\)](#), [Add \(483\)](#), [Remove \(483\)](#), [UnlockList \(484\)](#)

4.76.9 TThreadList.Remove

Synopsis: Removes an item from the list.

Declaration: `procedure Remove(Item: Pointer)`

Visibility: `public`

Description: `Remove` attempts to lock the list and then removes `Item` from the list. After the item is removed, the list is again unlocked.

See also: [LockList \(483\)](#), [Add \(483\)](#), [Clear \(483\)](#), [UnlockList \(484\)](#)

4.76.10 TThreadList.UnlockList

Synopsis: Unlocks the list after it was locked.

Declaration: procedure `UnlockList`

Visibility: public

Description: `UnLockList` unlocks the list when it was locked for exclusive access. `UnLocklist` and `LockList` use an internal critical section, so all rules for multiple locking/unlocking of critical sections apply.

See also: `Clear` (483), `Add` (483), `Remove` (483), `lockList` (483)

4.76.11 TThreadList.Duplicates

Synopsis: Describes what to do with duplicates

Declaration: Property `Duplicates` : `TDuplicates`

Visibility: public

Access: Read,Write

Description: `Duplicates` describes what the threadlist should do when a duplicate pointer is added to the list. It is identical in behaviour to the `Duplicates` (445) property of `TStringList` (442).

See also: `TDuplicates` (256)

4.77 TWriter

4.77.1 Description

The `TWriter` class is a writer class that implements generic component streaming capabilities, independent of the format of the data in the stream. It uses a driver class `TAbstractObjectWriter` (307) to do the actual reading of data. The interface of the `TWriter` class should be identical to the interface in Delphi.

Note that the `TWriter` design is such that it will write a single component to a stream. It will write all children of this component, but it is not designed to write multiple components in succession to one stream.

It should never be necessary to create an instance of this class directly. Instead, the `TStream.WriteComponent` (432) call should be used.

See also: `TFile` (366), `TWriter` (484), `TAbstractObjectReader` (299)

4.77.2 Method overview

Page	Method	Description
485	Create	Creates a new Writer with a stream and bufsize.
486	DefineBinaryProperty	Callback used when defining and streaming custom properties.
486	DefineProperty	Callback used when defining and streaming custom properties.
486	Destroy	Destroys the writer instance.
486	Write	Write raw data to stream
486	WriteBoolean	Write boolean value to the stream.
487	WriteChar	Write a character to the stream.
487	WriteCollection	Write a collection to the stream.
487	WriteComponent	Stream a component to the stream.
488	WriteCurrency	Write a currency value to the stream
488	WriteDate	Write a date to the stream.
487	WriteDescendent	Write descendent to stream
488	WriteFloat	Write a float to the stream.
488	WriteIdent	Write an identifier to the stream.
489	WriteInteger	Write an integer to the stream.
489	WriteListBegin	Write a start-of-list marker to the stream.
489	WriteListEnd	Write an end-of-list marker to the stream.
490	WriteRootComponent	Write a root component to the stream.
489	WriteSet	Write a set value to the stream
489	WriteSignature	Write a signature to the stream
488	WriteSingle	Write a single-type real to the stream.
490	WriteString	Write a string to the stream.
490	WriteUnicodeString	Write a unicode string to the stream.
490	WriteVariant	Write a variant to the stream
487	WriteWideChar	Write widechar to stream
490	WriteWideString	Write a widestring value to the stream

4.77.3 Property overview

Page	Properties	Access	Description
492	Driver	r	Driver used when writing to the stream.
491	OnFindAncestor	rw	Event occurring when an ancestor component must be found.
491	OnWriteMethodProperty	rw	Handler from writing method properties.
491	OnWriteStringProperty	rw	Event handler for translating strings written to stream.
492	PropertyPath	r	Path to the property that is currently being written
491	RootAncestor	rw	Ancestor of root component.

4.77.4 TWriter.Create

Synopsis: Creates a new Writer with a stream and bufsize.

Declaration: constructor Create(ADriver: TAbstractObjectWriter)
 constructor Create(Stream: TStream; BufSize: Integer)

Visibility: public

Description: Creates a new Writer with a stream and bufsize.

4.77.5 TWriter.Destroy

Synopsis: Destroys the writer instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys the writer instance.

4.77.6 TWriter.DefineProperty

Synopsis: Callback used when defining and streaming custom properties.

Declaration: `procedure DefineProperty(const Name: string; ReadData: TReaderProc;
AWriteData: TWriterProc; HasData: Boolean)
; Override`

Visibility: `public`

Description: Callback used when defining and streaming custom properties.

4.77.7 TWriter.DefineBinaryProperty

Synopsis: Callback used when defining and streaming custom properties.

Declaration: `procedure DefineBinaryProperty(const Name: string;
ReadData: TStreamProc;
AWriteData: TStreamProc; HasData: Boolean)
; Override`

Visibility: `public`

Description: Callback used when defining and streaming custom properties.

4.77.8 TWriter.Write

Synopsis: Write raw data to stream

Declaration: `procedure Write(const Buffer; Count: LongInt); Virtual`

Visibility: `public`

Description: `Write` is introduced for Delphi compatibility to write raw data to the component stream. This should not be used in new production code as it will totally mess up the streaming.

See also: `TBinaryObjectWriter.Write` (328), `TAbstractObjectWriter.Write` (309)

4.77.9 TWriter.WriteBoolean

Synopsis: Write boolean value to the stream.

Declaration: `procedure WriteBoolean(Value: Boolean)`

Visibility: `public`

Description: Write boolean value to the stream.

4.77.10 TWriter.WriteCollection

Synopsis: Write a collection to the stream.

Declaration: `procedure WriteCollection(Value: TCollection)`

Visibility: `public`

Description: Write a collection to the stream.

4.77.11 TWriter.WriteComponent

Synopsis: Stream a component to the stream.

Declaration: `procedure WriteComponent(Component: TComponent)`

Visibility: `public`

Description: Stream a component to the stream.

4.77.12 TWriter.WriteChar

Synopsis: Write a character to the stream.

Declaration: `procedure WriteChar(Value: Char)`

Visibility: `public`

Description: Write a character to the stream.

4.77.13 TWriter.WriteWideChar

Synopsis: Write widechar to stream

Declaration: `procedure WriteWideChar(Value: WideChar)`

Visibility: `public`

Description: `WriteWideChar` writes a widechar to the stream. This actually writes a widestring of length 1.

See also: [TReader.ReadWideChar \(417\)](#), [TWriter.WriteWideString \(490\)](#)

4.77.14 TWriter.WriteDescendent

Synopsis: Write descendent to stream

Declaration: `procedure WriteDescendent(ARoot: TComponent; AAncestor: TComponent)`

Visibility: `public`

Description: `WriteDescendent` writes `ARoot` as a descendent of `AAncestor`. This is used to create diff streams: only the properties where `ARoot` differs from `AAncestor` are written to the stream.

See also: [TStream.WriteDescendent \(432\)](#)

4.77.15 TWriter.WriteFloat

Synopsis: Write a float to the stream.

Declaration: `procedure WriteFloat(const Value: Extended)`

Visibility: `public`

Description: Write a float to the stream.

4.77.16 TWriter.WriteSingle

Synopsis: Write a single-type real to the stream.

Declaration: `procedure WriteSingle(const Value: Single)`

Visibility: `public`

Description: Write a single-type real to the stream.

4.77.17 TWriter.WriteDate

Synopsis: Write a date to the stream.

Declaration: `procedure WriteDate(const Value: TDateTime)`

Visibility: `public`

Description: Write a date to the stream.

4.77.18 TWriter.WriteCurrency

Synopsis: Write a currency value to the stream

Declaration: `procedure WriteCurrency(const Value: Currency)`

Visibility: `public`

Description: `WriteCurrency` writes a currency typed value to the stream. This method does nothing except call the driver method of the driver being used.

See also: `TReader.ReadCurrency` ([418](#))

4.77.19 TWriter.WriteIdent

Synopsis: Write an identifier to the stream.

Declaration: `procedure WriteIdent(const Ident: string)`

Visibility: `public`

Description: Write an identifier to the stream.

4.77.20 TWriter.WriteInteger

Synopsis: Write an integer to the stream.

Declaration: `procedure WriteInteger(Value: LongInt); Overload`
`procedure WriteInteger(Value: Int64); Overload`

Visibility: public

Description: Write an integer to the stream.

4.77.21 TWriter.WriteSet

Synopsis: Write a set value to the stream

Declaration: `procedure WriteSet(Value: LongInt; SetType: Pointer)`

Visibility: public

Description: `WriteSet` writes a set `Value` consisting of elements with type `EnumType`. The set must be encoded as an integer where each element is encoded in a bit of the integer. Thus, at most an enumerated type with 32 elements can be written with this method.

Errors: No checking is performed on the validity of `EnumType`. It is assumed to be a valid `PTypeInfo` pointer.

See also: `TReader.ReadSet` ([419](#))

4.77.22 TWriter.WriteListBegin

Synopsis: Write a start-of-list marker to the stream.

Declaration: `procedure WriteListBegin`

Visibility: public

Description: Write a start-of-list marker to the stream.

4.77.23 TWriter.WriteListEnd

Synopsis: Write an end-of-list marker to the stream.

Declaration: `procedure WriteListEnd`

Visibility: public

Description: Write an end-of-list marker to the stream.

4.77.24 TWriter.WriteSignature

Synopsis: Write a signature to the stream

Declaration: `procedure WriteSignature`

Visibility: public

Description: `WriteSignature` writes the streaming signature (if any) to a stream. It is called once, at the start of writing the root component to a stream.

See also: `TAbstractObjectWriter.WriteSignature` ([308](#)), `TBinaryObjectWriter.WriteSignature` ([326](#))

4.77.25 TWriter.WriteRootComponent

Synopsis: Write a root component to the stream.

Declaration: `procedure WriteRootComponent (ARoot: TComponent)`

Visibility: `public`

Description: Write a root component to the stream.

4.77.26 TWriter.WriteString

Synopsis: Write a string to the stream.

Declaration: `procedure WriteString(const Value: string)`

Visibility: `public`

Description: Write a string to the stream.

4.77.27 TWriter.WriteWideString

Synopsis: Write a widestring value to the stream

Declaration: `procedure WriteWideString(const Value: WideString)`

Visibility: `public`

Description: `WriteWidestring` writes a currency typed value to the stream. This method does nothing except call the driver method of the driver being used.

See also: `TReader.ReadWideString` ([421](#))

4.77.28 TWriter.WriteUnicodeString

Synopsis: Write a unicode string to the stream.

Declaration: `procedure WriteUnicodeString(const Value: UnicodeString)`

Visibility: `public`

Description: `WriteUnicodeString` writes `Value`, a `UnicodeString` string to the stream. It simply passes the string on to the `WriteUnicodeString` method of the writer driver class.

See also: `TBinaryObjectWriter.WriteUnicodeString` ([330](#)), `TReader.ReadUnicodeString` ([421](#))

4.77.29 TWriter.WriteVariant

Synopsis: Write a variant to the stream

Declaration: `procedure WriteVariant(const VarValue: Variant)`

Visibility: `public`

Description: `WriteVariant` writes `Value`, a simple variant, o the stream. It simply passes the string on to the `WriteVariant` method of the writer driver class.

See also: `TBinaryObjectWriter.WriteVariant` ([330](#)), `TReader.ReadVariant` ([420](#))

4.77.30 TWriter.RootAncestor

Synopsis: Ancestor of root component.

Declaration: Property `RootAncestor` : TComponent

Visibility: public

Access: Read,Write

Description: Ancestor of root component.

4.77.31 TWriter.OnFindAncestor

Synopsis: Event occurring when an ancestor component must be found.

Declaration: Property `OnFindAncestor` : TFindAncestorEvent

Visibility: public

Access: Read,Write

Description: Event occurring when an ancestor component must be found.

4.77.32 TWriter.OnWriteMethodProperty

Synopsis: Handler from writing method properties.

Declaration: Property `OnWriteMethodProperty` : TWriteMethodPropertyEvent

Visibility: public

Access: Read,Write

Description: `OnWriteMethodProperty` can be set by an IDE or some streaming mechanism which handles dummy values for method properties; It can be used to write a real value to the stream which will be interpreted correctly when the stream is read. See [TWriteMethodPropertyEvent \(267\)](#) for a description of the arguments.

See also: [TWriteMethodPropertyEvent \(267\)](#), [TReader.OnSetMethodProperty \(423\)](#)

4.77.33 TWriter.OnWriteStringProperty

Synopsis: Event handler for translating strings written to stream.

Declaration: Property `OnWriteStringProperty` : TReadWriteStringPropertyEvent

Visibility: public

Access: Read,Write

Description: `OnWriteStringProperty` is called whenever a string property is written to the stream. It can be used e.g. by a translation mechanism to translate the strings on the fly, when a form is written. See [TReadWriteStringPropertyEvent \(261\)](#) for a description of the various parameters.

See also: [TReader.OnPropertyNotFound \(422\)](#), [TReader.OnSetMethodProperty \(423\)](#), [TReadWriteStringPropertyEvent \(261\)](#)

4.77.34 TWriter.Driver

Synopsis: Driver used when writing to the stream.

Declaration: `Property Driver : TAbstractObjectWriter`

Visibility: public

Access: Read

Description: Driver used when writing to the stream.

4.77.35 TWriter.PropertyPath

Synopsis: Path to the property that is currently being written

Declaration: `Property PropertyPath : string`

Visibility: public

Access: Read

Description: `PropertyPath` is set to the property name of the class currently being written to stream. This is only done when `TPersistent` (408) descendant class properties are written.

Chapter 5

Reference for unit 'clocale'

5.1 Used units

Table 5.1: Used units by unit 'clocale'

Name	Page
System	1280

5.2 Overview

The `clocale` offers no API by itself: it just initializes the internationalization settings of the `sysutils` ([1538](#)) unit with the values provided by the C library found on most Unix or Linux systems that are POSIX compliant.

The `clocale` should simply be included in the `uses` clause of the program, preferably as one of the first units, and the initialization section of the unit will do all the work.

Note that including this unit, links your program to the C library of the system.

It makes no sense to use this unit on a non-posix system: Windows, OS/2 or DOS - therefore it should always be between an `ifdef` statement:

```
program myprogram;  
  
uses  
  {$ifdef unix}clocale{$endif},  
  classes, sysutils;
```

Chapter 6

Reference for unit 'cmem'

6.1 Used units

Table 6.1: Used units by unit 'cmem'

Name	Page
System	1280

6.2 Overview

The `cmem` memory manager sets the system units memory manager to a C-based memory manager: all memory management calls are shunted through to the C memory manager, using `Malloc` ([495](#)), `Free` ([495](#)) and `ReAlloc` ([495](#)). For this reason, the `cmem` unit should be the first unit of the uses clause of the program.

The unit also offers the C memory calls directly as external declarations from the C library, but it is recommended to use the normal FPC routines for this.

Obviously, including this unit links your program to the C library.

6.3 Constants, types and variables

6.3.1 Constants

```
LibName = 'c'
```

`LibName` is the name of the library that is actually used. On most systems, this is simply "libc.so".

6.4 Procedures and functions

6.4.1 CAlloc

Synopsis: Allocate memory based on item size and count

Declaration: `function CAlloc(unitSize: PtrUInt; UnitCount: PtrUInt) : pointer`

Visibility: default

Description: `Calloc` allocates memory to hold `UnitCount` units of size `UnitSize` each. The memory is one block of memory. It returns a pointer to the newly allocated memory block.

See also: [Malloc \(495\)](#), [Free \(495\)](#), [Realloc \(495\)](#)

6.4.2 Free

Synopsis: Free a previously allocated block

Declaration: `procedure Free(P: pointer)`

Visibility: default

Description: `Free` returns the memory block pointed to by `P` to the system. After `Free` was called, the pointer `P` is no longer valid.

See also: [Malloc \(495\)](#), [ReAlloc \(495\)](#)

6.4.3 Malloc

Synopsis: Malloc external declaration.

Declaration: `function Malloc(Size: PtrUInt) : Pointer`

Visibility: default

Description: `Malloc` is the external declaration of the C library's `malloc` call. It accepts a size parameter, and returns a pointer to a memory block of the requested size or `Nil` if no more memory could be allocated.

See also: [Free \(495\)](#), [ReAlloc \(495\)](#)

6.4.4 ReAlloc

Synopsis: Reallocates a memory block

Declaration: `function ReAlloc(P: Pointer; Size: PtrUInt) : pointer`

Visibility: default

Description: `ReAlloc` re-allocates a block of memory pointed to by `p`. The new block will have size `Size`, and as much data as was available or as much data as fits is copied from the old to the new location.

See also: [Malloc \(495\)](#), [Free \(495\)](#)

Chapter 7

Reference for unit 'collation_de'

7.1 Used units

Table 7.1: Used units by unit 'collation_de'

Name	Page
System	1280

7.2 Overview

The `collation_de` unit registers the German Unicode collation (de). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 8

Reference for unit 'collation_es'

8.1 Used units

Table 8.1: Used units by unit 'collation_es'

Name	Page
System	1280

8.2 Overview

The `collation_es` unit registers the Spanish Unicode collation (de). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 9

Reference for unit 'collation_fr_ca'

9.1 Used units

Table 9.1: Used units by unit 'collation_fr_ca'

Name	Page
System	1280

9.2 Overview

The `collation_fr_ca` unit registers the French Unicode collation (fr). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 10

Reference for unit 'collation_ja'

10.1 Used units

Table 10.1: Used units by unit 'collation_ja'

Name	Page
System	1280

10.2 Overview

The `collation_ja` unit registers the Japanese Unicode collation (ja). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 11

Reference for unit 'collation_ko'

11.1 Used units

Table 11.1: Used units by unit 'collation_ko'

Name	Page
System	1280

11.2 Overview

The `collation_ko` unit registers the Korean Unicode collation (ko). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 12

Reference for unit 'collation_ru'

12.1 Used units

Table 12.1: Used units by unit 'collation_ru'

Name	Page
System	1280

12.2 Overview

The `collation_ru` unit registers the Russian Unicode collation (`ru`). This collation bases itself on the `DUCET` collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 13

Reference for unit 'collation_sv'

13.1 Used units

Table 13.1: Used units by unit 'collation_sv'

Name	Page
System	1280

13.2 Overview

The `collation_sv` unit registers the Swedish Unicode collation (`sv`). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 14

Reference for unit 'collation_zh'

14.1 Used units

Table 14.1: Used units by unit 'collation_zh'

Name	Page
System	1280

14.2 Overview

The `collation_zh` unit registers the Chinese Unicode collation (zh). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 15

Reference for unit 'cp1250'

15.1 Used units

Table 15.1: Used units by unit 'cp1250'

Name	Page
System	1280

15.2 Overview

The `cp1250` unit registers single-byte codepage 1250. This is necessary to convert single-byte strings using codepage 1250 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 16

Reference for unit 'cp1251'

16.1 Used units

Table 16.1: Used units by unit 'cp1251'

Name	Page
System	1280

16.2 Overview

The `cp1251` unit registers single-byte codepage 1251. This is necessary to convert single-byte strings using codepage 1251 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 17

Reference for unit 'cp1252'

17.1 Used units

Table 17.1: Used units by unit 'cp1252'

Name	Page
System	1280

17.2 Overview

The `cp1252` unit registers single-byte codepage 1252. This is necessary to convert single-byte strings using codepage 1252 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 18

Reference for unit 'cp1253'

18.1 Used units

Table 18.1: Used units by unit 'cp1253'

Name	Page
System	1280

18.2 Overview

The `cp1253` unit registers single-byte codepage 1253. This is necessary to convert single-byte strings using codepage 1253 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 19

Reference for unit 'cp1254'

19.1 Used units

Table 19.1: Used units by unit 'cp1254'

Name	Page
System	1280

19.2 Overview

The `cp1254` unit registers single-byte codepage 1254. This is necessary to convert single-byte strings using codepage 1254 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 20

Reference for unit 'cp1255'

20.1 Used units

Table 20.1: Used units by unit 'cp1255'

Name	Page
System	1280

20.2 Overview

The `cp1255` unit registers single-byte codepage 1255. This is necessary to convert single-byte strings using codepage 1255 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 21

Reference for unit 'cp1256'

21.1 Used units

Table 21.1: Used units by unit 'cp1256'

Name	Page
System	1280

21.2 Overview

The `cp1256` unit registers single-byte codepage 1256. This is necessary to convert single-byte strings using codepage 1256 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 22

Reference for unit 'cp1257'

22.1 Used units

Table 22.1: Used units by unit 'cp1257'

Name	Page
System	1280

22.2 Overview

The `cp1257` unit registers single-byte codepage 1257. This is necessary to convert single-byte strings using codepage 1257 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 23

Reference for unit 'cp1258'

23.1 Used units

Table 23.1: Used units by unit 'cp1258'

Name	Page
System	1280

23.2 Overview

The `cp1258` unit registers single-byte codepage 1258. This is necessary to convert single-byte strings using codepage 1258 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 24

Reference for unit 'cp437'

24.1 Used units

Table 24.1: Used units by unit 'cp437'

Name	Page
System	1280

24.2 Overview

The `cp437` unit registers single-byte codepage 437. This is necessary to convert single-byte strings using codepage 437 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 25

Reference for unit 'cp646'

25.1 Used units

Table 25.1: Used units by unit 'cp646'

Name	Page
System	1280

25.2 Overview

The `cp646` unit registers single-byte codepage 646. This is necessary to convert single-byte strings using codepage 646 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 26

Reference for unit 'cp850'

26.1 Used units

Table 26.1: Used units by unit 'cp850'

Name	Page
System	1280

26.2 Overview

The `cp850` unit registers single-byte codepage 850. This is necessary to convert single-byte strings using codepage 850 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 27

Reference for unit 'cp852'

27.1 Used units

Table 27.1: Used units by unit 'cp852'

Name	Page
System	1280

27.2 Overview

The `cp852` unit registers single-byte codepage 852. This is necessary to convert single-byte strings using codepage 852 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 28

Reference for unit 'cp856'

28.1 Used units

Table 28.1: Used units by unit 'cp856'

Name	Page
System	1280

28.2 Overview

The `cp856` unit registers single-byte codepage 856. This is necessary to convert single-byte strings using codepage 856 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 29

Reference for unit 'cp866'

29.1 Used units

Table 29.1: Used units by unit 'cp866'

Name	Page
System	1280

29.2 Overview

The `cp866` unit registers single-byte codepage 866. This is necessary to convert single-byte strings using codepage 866 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 30

Reference for unit 'cp874'

30.1 Used units

Table 30.1: Used units by unit 'cp874'

Name	Page
System	1280

30.2 Overview

The `cp874` unit registers single-byte codepage 874. This is necessary to convert single-byte strings using codepage 874 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 31

Reference for unit 'cp8859_1'

31.1 Used units

Table 31.1: Used units by unit 'cp8859_1'

Name	Page
System	1280

31.2 Overview

The `cp8859_1` unit registers single-byte codepage 8859-1. This is necessary to convert single-byte strings using codepage 8859-1 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 32

Reference for unit 'cp8859_2'

32.1 Used units

Table 32.1: Used units by unit 'cp8859_2'

Name	Page
System	1280

32.2 Overview

The `cp8859_2` unit registers single-byte codepage 8859-2. This is necessary to convert single-byte strings using codepage 8859-2 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 33

Reference for unit 'cp8859_5'

33.1 Used units

Table 33.1: Used units by unit 'cp8859_5'

Name	Page
System	1280

33.2 Overview

The `cp8859_5` unit registers single-byte codepage 8859-5. This is necessary to convert single-byte strings using codepage 8859-5 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

Chapter 34

Reference for unit 'cp895'

34.1 Used units

Table 34.1: Used units by unit 'cp895'

Name	Page
System	1280

34.2 Overview

The `cp895` unit registers single-byte codepage 895. This is necessary to convert single-byte strings using codepage 895 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 35

Reference for unit 'cp932'

35.1 Used units

Table 35.1: Used units by unit 'cp932'

Name	Page
System	1280

35.2 Overview

The `cp932` unit registers single-byte codepage 932. This is necessary to convert single-byte strings using codepage 932 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 36

Reference for unit 'cp936'

36.1 Used units

Table 36.1: Used units by unit 'cp936'

Name	Page
System	1280

36.2 Overview

The `cp936` unit registers single-byte codepage 936. This is necessary to convert single-byte strings using codepage 936 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 37

Reference for unit 'cp949'

37.1 Used units

Table 37.1: Used units by unit 'cp949'

Name	Page
System	1280

37.2 Overview

The `cp949` unit registers single-byte codepage 949. This is necessary to convert single-byte strings using codepage 949 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 38

Reference for unit 'cp950'

38.1 Used units

Table 38.1: Used units by unit 'cp950'

Name	Page
System	1280

38.2 Overview

The `cp950` unit registers single-byte codepage 950. This is necessary to convert single-byte strings using codepage 950 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 39

Reference for unit 'cpall'

39.1 Used units

Table 39.1: Used units by unit 'cpall'

Name	Page
cp1250	504
cp1251	505
cp1252	506
cp1253	507
cp1254	508
cp1255	509
cp1256	510
cp1257	511
cp1258	512
cp437	513
cp646	514
cp850	515
cp852	516
cp856	517
cp866	518
cp874	519
cp8859_1	520
cp8859_2	521
cp8859_5	522
System	1280

39.2 Overview

The `cpall` unit registers all known single-byte codepages: 1251 ([528](#)), 866 ([528](#)), ISO 8856-5 ([528](#)) (cyrillic), 8859-1 ([528](#)), 8859-2 ([528](#)), 1253 ([528](#)) (greek), 850 ([528](#)), 437 ([528](#)), 1252 ([528](#)), 646 ([528](#)), 874 ([528](#)), 856 ([528](#)), 1250 ([528](#)), 1254 ([528](#)), 1255 ([528](#)), 1256 ([528](#)), 1257 ([528](#)), 1258 ([528](#)), 852 ([528](#)).

This unit does not contain any routines. It simply uses the other units so all corresponding code pages are registered.

Chapter 40

Reference for unit 'Crt'

40.1 Used units

Table 40.1: Used units by unit 'Crt'

Name	Page
System	1280

40.2 Overview

This chapter describes the CRT unit for Free Pascal, under all of Dos, Linux and Windows. The unit was first written for Dos by Florian Klaempfl. The unit was ported to Linux by Mark May and enhanced by Michael Van Canneyt and Peter Vreman. It works on the Linux console, and in xterm and rxvt windows under X-Windows. The functionality for both is the same, except that under Linux the use of an early implementation (versions 0.9.1 and earlier of the compiler) the CRT unit automatically cleared the screen at program startup.

There are some caveats when using the CRT unit:

- Programs using the CRT unit will *not* be usable when input/output is being redirected on the command-line.
- For similar reasons they are not usable as CGI-scripts for use with a webserver.
- The use of the CRT unit and the graph unit may not always be supported.
- The CRT unit is not thread safe.
- On Linux or other Unix OSes, executing other programs that expect special terminal behaviour (using one of the special functions in the Linux unit) will not work. The terminal is set in RAW mode, which will destroy most terminal emulation settings.
- The CRT unit stems from the TP/Dos area. It is designed to work with single-byte character sets, where 1 char = 1 byte. That means that widedstrings or UTF-8 encoded (ansi)strings will not work correctly.

40.3 Constants, types and variables

40.3.1 Constants

Black = 0

Black color attribute

Blink = 128

Blink attribute

Blue = 1

Blue color attribute

Brown = 6

Brown color attribute

BW40 = 0

40 columns black and white screen mode.

BW80 = 2

80 columns black and white screen mode.

C40 = CO40

40 columns color screen mode.

C80 = CO80

80 columns color screen mode.

CO40 = 1

40 columns color screen mode.

CO80 = 3

80 columns color screen mode.

ConsoleMaxX = 1024

ConsoleMaxY = 1024

Cyan = 3

Cyan color attribute

DarkGray = 8

Dark gray color attribute

Flushing = False

Font8x8 = 256

Internal ROM font mode

Green = 2

Green color attribute

LightBlue = 9

Light Blue color attribute

LightCyan = 11

Light cyan color attribute

LightGray = 7

Light gray color attribute

LightGreen = 10

Light green color attribute

LightMagenta = 13

Light magenta color attribute

LightRed = 12

Light red color attribute

Magenta = 5

Magenta color attribute

Mono = 7

Monochrome screen mode (hercules screens)

Red = 4

Red color attribute

```
ScreenHeight : LongInt = 25
```

Current screen height.

```
ScreenWidth : LongInt = 80
```

Current screen width

```
White = 15
```

White color attribute

```
Yellow = 14
```

Yellow color attribute

40.3.2 Types

```
tcrtcoord = 1..255
```

`tcrtcoord` is a subrange type for denoting CRT coordinates. It supports coordinates ranging from 1 to 255. Using this type together with range-checking turned on can be used to debug CRT code.

40.3.3 Variables

```
CheckBreak : Boolean
```

Check for CTRL-Break keystroke. Not used.

```
CheckEOF : Boolean
```

Check for EOF on standard input. Not used.

```
CheckSnow : Boolean
```

Check snow on CGA screens. Not used.

```
ConsoleBuf : PConsoleBuf
```

```
DirectVideo : Boolean
```

The `DirectVideo` variable controls the writing to the screen. If it is `True`, the cursor is set via direct port access. If `False`, then the BIOS is used. This is defined under dos only.

```
LastMode : Word = 3
```

The `Lastmode` variable tells you which mode was last selected for the screen. It is defined on DOS only.

```
TextAttr : Byte = $07
```

The `TextAttr` variable controls the attributes with which characters are written to screen.

```
WindMax : Word = $184f
```

The upper byte of `WindMax` contains the Y coordinate while the lower byte contains the X coordinate. The use of this variable is deprecated, use `WindMaxX` and `WindMaxY` instead.

```
WindMaxX : DWord
```

X coordinate of lower right corner of the defined window

```
WindMaxY : DWord
```

Y coordinate of lower right corner of the defined window

```
WindMin : Word = $0
```

The upper byte of `WindMin` contains the Y coordinate while the lower byte contains the X coordinate. The use of this variable is deprecated, use `WindMinX` and `WindMinY` instead.

```
WindMinX : DWord
```

X coordinate of upper left corner of the defined window

```
WindMinY : DWord
```

Y coordinate of upper left corner of the defined window

40.4 Procedures and functions

40.4.1 AssignCrt

Synopsis: Assign file to CRT.

Declaration: `procedure AssignCrt (var F: Text)`

Visibility: default

Description: `AssignCrt` Assigns a file `F` to the console. Everything written to the file `F` goes to the console instead. If the console contains a window, everything is written to the window instead.

Errors: None.

See also: `Window` ([544](#))

Listing: `./crtex/ex1.pp`

```

Program Example1;
uses Crt;

{ Program to demonstrate the AssignCrt function. }

var
  F : Text;
begin
  AssignCrt(F);
  Rewrite(F); { Don't forget to open for output! }
  WriteLn(F, 'This is written to the Assigned File');
  Close(F);
end.

```

40.4.2 ClrEol

Synopsis: Clear from cursor position till end of line.

Declaration: `procedure ClrEol`

Visibility: default

Description: `ClrEol` clears the current line, starting from the cursor position, to the end of the window. The cursor doesn't move

Errors: None.

See also: `DelLine` ([536](#)), `InsLine` ([538](#)), `ClrScr` ([535](#))

Listing: `./crtex/ex9.pp`

```

Program Example9;
uses Crt;

{ Program to demonstrate the ClrEol function. }
var
  I,J : integer;

begin
  For I:=1 to 15 do
    For J:=1 to 80 do
      begin
        gotoxy(j,i);
        Write(j mod 10);
      end;
  Window(5,5,75,12);
  Write('This line will be cleared from',
        ' here till the right of the window');
  GotoXY(27,WhereY);
  ReadKey;
  ClrEol;
  WriteLn;
end.

```

40.4.3 ClrScr

Synopsis: Clear current window.

Declaration: `procedure ClrScr`

Visibility: default

Description: `ClrScr` clears the current window (using the current colors), and sets the cursor in the top left corner of the current window.

Errors: None.

See also: Window ([544](#))

Listing: `./crtex/ex8.pp`

```

Program Example8;
uses Crt;

  { Program to demonstrate the ClrScr function. }

begin
  WriteLn('Press any key to clear the screen');
  ReadKey;
  ClrScr;
  WriteLn('Have fun with the cleared screen');
end.

```

40.4.4 cursorbig

Synopsis: Show big cursor

Declaration: `procedure cursorbig`

Visibility: default

Description: `CursorBig` makes the cursor a big rectangle. Not implemented on unices.

Errors: None.

See also: `CursorOn` ([536](#)), `CursorOff` ([535](#))

40.4.5 cursoroff

Synopsis: Hide cursor

Declaration: `procedure cursoroff`

Visibility: default

Description: `CursorOff` switches the cursor off (i.e. the cursor is no longer visible). Not implemented on unices.

Errors: None.

See also: `CursorOn` ([536](#)), `CursorBig` ([535](#))

40.4.6 cursoron

Synopsis: Display cursor

Declaration: `procedure cursoron`

Visibility: default

Description: `CursorOn` switches the cursor on. Not implemented on unixes.

Errors: None.

See also: `CursorBig` (535), `CursorOff` (535)

40.4.7 Delay

Synopsis: Delay program execution.

Declaration: `procedure Delay(MS: Word)`

Visibility: default

Description: `Delay` waits a specified number of milliseconds. The number of specified seconds is an approximation, and may be off a lot, if system load is high.

Errors: None

See also: `Sound` (541), `NoSound` (540)

Listing: `./crtex/ex15.pp`

```

Program Example15;
uses Crt;

{ Program to demonstrate the Delay function. }
var
    i : longint;
begin
    WriteLn('Counting Down');
    for i:=10 downto 1 do
        begin
            WriteLn(i);
            Delay(1000); {Wait one second}
        end;
    WriteLn('BOOM!!!');
end.

```

40.4.8 DelLine

Synopsis: Delete line at cursor position.

Declaration: `procedure DelLine`

Visibility: default

Description: `DelLine` removes the current line. Lines following the current line are scrolled 1 line up, and an empty line is inserted at the bottom of the current window. The cursor doesn't move.

Errors: None.

See also: [ClrEol \(534\)](#), [InsLine \(538\)](#), [ClrScr \(535\)](#)

Listing: ./crtex/ex11.pp

```

Program Example10;
uses Crt;

{ Program to demonstrate the InsLine function. }

begin
  ClrScr;
  WriteLn;
  WriteLn ( 'Line 1 ' );
  WriteLn ( 'Line 2 ' );
  WriteLn ( 'Line 2 ' );
  WriteLn ( 'Line 3 ' );
  WriteLn;
  WriteLn ( 'Oops, Line 2 is listed twice, '
    ' let''s delete the line at the cursor position' );
  GotoXY (1,3);
  ReadKey;
  DelLine;
  GotoXY (1,10);
end.

```

40.4.9 GotoXY

Synopsis: Set cursor position on screen.

Declaration: `procedure GotoXY(X: tcartcoord; Y: tcartcoord)`

Visibility: default

Description: `GotoXY` positions the cursor at (X, Y), X in horizontal, Y in vertical direction relative to the origin of the current window. The origin is located at (1, 1), the upper-left corner of the window.

Errors: None.

See also: [WhereX \(543\)](#), [WhereY \(543\)](#), [Window \(544\)](#)

Listing: ./crtex/ex6.pp

```

Program Example6;
uses Crt;

{ Program to demonstrate the GotoXY function. }

begin
  ClrScr;
  GotoXY (10,10);
  Write ( '10,10 ' );
  GotoXY (70,20);
  Write ( '70,20 ' );
  GotoXY (1,22);
end.

```

40.4.10 HighVideo

Synopsis: Switch to highlighted text mode

Declaration: `procedure HighVideo`

Visibility: default

Description: `HighVideo` switches the output to highlighted text. (It sets the high intensity bit of the video attribute)

Errors: None.

See also: `TextColor` (542), `TextBackground` (541), `LowVideo` (539), `NormVideo` (540)

Listing: `./crtex/ex14.pp`

```

Program Example14;
uses Crt;

  { Program to demonstrate the LowVideo , HighVideo , NormVideo functions . }

begin
  LowVideo;
  WriteLn ( 'This is written with LowVideo ' );
  HighVideo;
  WriteLn ( 'This is written with HighVideo ' );
  NormVideo;
  WriteLn ( 'This is written with NormVideo ' );
end.

```

40.4.11 InsLine

Synopsis: Insert an empty line at cursor position

Declaration: `procedure InsLine`

Visibility: default

Description: `InsLine` inserts an empty line at the current cursor position. Lines following the current line are scrolled 1 line down, causing the last line to disappear from the window. The cursor doesn't move.

Errors: None.

See also: `ClrEol` (534), `DelLine` (536), `ClrScr` (535)

Listing: `./crtex/ex10.pp`

```

Program Example10;
uses Crt;

  { Program to demonstrate the InsLine function . }

begin
  ClrScr;
  WriteLn;
  WriteLn ( 'Line 1 ' );
  WriteLn ( 'Line 3 ' );
  WriteLn;
end.

```

```

WriteLn ('Oops, forgot Line 2, let''s insert at the cursor postion');
GotoXY (1,3);
ReadKey;
  InsLine;
Write ('Line 2');
GotoXY (1,10);
end.

```

40.4.12 KeyPressed

Synopsis: Check if there is a keypress in the keybuffer

Declaration: `function KeyPressed : Boolean`

Visibility: default

Description: `KeyPressed` scans the keyboard buffer and sees if a key has been pressed. If this is the case, `True` is returned. If not, `False` is returned. The `Shift`, `Alt`, `Ctrl` keys are not reported. The key is not removed from the buffer, and can hence still be read after the `KeyPressed` function has been called.

Errors: None.

See also: [ReadKey \(540\)](#)

Listing: `./crtex/ex2.pp`

```

Program Example2;
uses Crt;

{ Program to demonstrate the KeyPressed function. }

begin
  WriteLn ('Waiting until a key is pressed');
  repeat
    until KeyPressed;
  { The key is not Read,
    so it should also be outputted at the commandline }
end.

```

40.4.13 LowVideo

Synopsis: Switch to low intensity colors.

Declaration: `procedure LowVideo`

Visibility: default

Description: `LowVideo` switches the output to non-highlighted text. (It clears the high intensity bit of the video attribute)

For an example, see [HighVideo \(538\)](#)

Errors: None.

See also: [TextColor \(542\)](#), [TextBackground \(541\)](#), [HighVideo \(538\)](#), [NormVideo \(540\)](#)

40.4.14 NormVideo

Synopsis: Return to normal (startup) modus

Declaration: `procedure NormVideo`

Visibility: default

Description: `NormVideo` switches the output to the defaults, read at startup. (The defaults are read from the cursor position at startup)

For an example, see [HighVideo \(538\)](#)

Errors: None.

See also: [TextColor \(542\)](#), [TextBackground \(541\)](#), [LowVideo \(539\)](#), [HighVideo \(538\)](#)

40.4.15 NoSound

Synopsis: Stop system speaker

Declaration: `procedure NoSound`

Visibility: default

Description: `NoSound` stops the speaker sound. This call is not supported on all operating systems.

Errors: None.

See also: [Sound \(541\)](#)

Listing: `./crtex/ex16.pp`

```

Program Example16;
uses Crt;

{ Program to demonstrate the Sound and NoSound function. }

var
  i : longint;
begin
  WriteLn('You will hear some tones from your speaker');
  while (i < 15000) do
    begin
      inc(i, 500);
      Sound(i);
      Delay(100);
    end;
  WriteLn('Quiet now!');
  NoSound; {Stop noise}
end.

```

40.4.16 ReadKey

Synopsis: Read key from keybuffer

Declaration: `function ReadKey : Char`

Visibility: default

Description: `ReadKey` reads 1 key from the keyboard buffer, and returns this. If an extended or function key has been pressed, then the zero ASCII code is returned. You can then read the scan code of the key with a second `ReadKey` call.

Key mappings under Linux can cause the wrong key to be reported by `ReadKey`, so caution is needed when using `ReadKey`.

Errors: None.

See also: `KeyPressed` (539)

Listing: `./crtex/ex3.pp`

```

Program Example3;
uses Crt;

{ Program to demonstrate the ReadKey function. }

var
  ch : char;
begin
  writeln ( 'Press Left/Right , Esc=Quit' );
  repeat
    ch:=ReadKey;
    case ch of
      #0 : begin
        ch:=ReadKey; {Read ScanCode}
        case ch of
          #75 : WriteLn ( ' Left ' );
          #77 : WriteLn ( ' Right ' );
        end;
      end;
      #27 : WriteLn ( 'ESC' );
    end;
  until ch=#27 {Esc}
end.
```

40.4.17 Sound

Synopsis: Sound system speaker

Declaration: `procedure Sound(Hz: Word)`

Visibility: default

Description: `Sound` sounds the speaker at a frequency of `hz`. Under Windows, a system sound is played and the frequency parameter is ignored. On other operating systems, this routine may not be implemented.

Errors: None.

See also: `NoSound` (540)

40.4.18 TextBackground

Synopsis: Set text background

Declaration: `procedure TextBackground(Color: Byte)`

Visibility: default

Description: `TextBackground` sets the background color to CL. CL can be one of the predefined color constants.

Errors: None.

See also: `TextColor` (542), `HighVideo` (538), `LowVideo` (539), `NormVideo` (540)

Listing: `./crtex/ex13.pp`

```

Program Example13;
uses Crt;

{ Program to demonstrate the TextBackground function. }

begin
  TextColor(White);
  WriteLn('This is written in with the default background color');
  TextBackground(Green);
  WriteLn('This is written in with a Green background');
  TextBackground(Brown);
  WriteLn('This is written in with a Brown background');
  TextBackground(Black);
  WriteLn('Back with a black background');
end.

```

40.4.19 TextColor

Synopsis: Set text color

Declaration: `procedure TextColor(Color: Byte)`

Visibility: default

Description: `TextColor` sets the foreground color to CL. CL can be one of the predefined color constants.

Errors: None.

See also: `TextBackground` (541), `HighVideo` (538), `LowVideo` (539), `NormVideo` (540)

Listing: `./crtex/ex12.pp`

```

Program Example12;
uses Crt;

{ Program to demonstrate the TextColor function. }

begin
  WriteLn('This is written in the default color');
  TextColor(Red);
  WriteLn('This is written in Red');
  TextColor(White);
  WriteLn('This is written in White');
  TextColor(LightBlue);
  WriteLn('This is written in Light Blue');
end.

```

40.4.20 TextMode

Synopsis: Set screen mode.

Declaration: `procedure TextMode (Mode: Word)`

Visibility: default

Description: `TextMode` sets the textmode of the screen (i.e. the number of lines and columns of the screen). The lower byte is use to set the VGA text mode.

This procedure is only implemented on dos.

Errors: None.

See also: [Window \(544\)](#)

40.4.21 WhereX

Synopsis: Return X (horizontal) cursor position

Declaration: `function WhereX : tcrtcoord`

Visibility: default

Description: `WhereX` returns the current X-coordinate of the cursor, relative to the current window. The origin is (1, 1), in the upper-left corner of the window.

Errors: None.

See also: [GotoXY \(537\)](#), [WhereY \(543\)](#), [Window \(544\)](#)

Listing: `./crtex/ex7.pp`

```
Program Example7;  
uses Crt;
```

```
{ Program to demonstrate the WhereX and WhereY functions. }
```

```
begin  
  WriteLn ( 'Cursor postion: X= ', WhereX, ' Y= ', WhereY );  
end.
```

40.4.22 WhereY

Synopsis: Return Y (vertical) cursor position

Declaration: `function WhereY : tcrtcoord`

Visibility: default

Description: `WhereY` returns the current Y-coordinate of the cursor, relative to the current window. The origin is (1, 1), in the upper-left corner of the window.

Errors: None.

See also: [GotoXY \(537\)](#), [WhereX \(543\)](#), [Window \(544\)](#)

Listing: `./crtex/ex7.pp`

```

Program Example7;
uses Crt;

{ Program to demonstrate the WhereX and WhereY functions. }

begin
  WriteLn('Cursor position: X=',WhereX,' Y=',WhereY);
end.

```

40.4.23 Window

Synopsis: Create new window on screen.

Declaration: procedure Window(X1: Byte; Y1: Byte; X2: Byte; Y2: Byte)

Visibility: default

Description: Window creates a window on the screen, to which output will be sent. (X1, Y1) are the coordinates of the upper left corner of the window, (X2, Y2) are the coordinates of the bottom right corner of the window. These coordinates are relative to the entire screen, with the top left corner equal to (1, 1). Further coordinate operations, except for the next Window call, are relative to the window's top left corner.

Errors: None.

See also: GotoXY (537), WhereX (543), WhereY (543), ClrScr (535)

Listing: ./crtex/ex5.pp

```

Program Example5;
uses Crt;

{ Program to demonstrate the Window function. }

begin
  ClrScr;
  WriteLn('Creating a window from 30,10 to 50,20');
  Window(30,10,50,20);
  WriteLn('We are now writing in this small window we just created, we '+
    'can''t get outside it when writing long lines like this one');
  Write('Press any key to clear the window');
  ReadKey;
  ClrScr;
  Write('The window is cleared, press any key to restore to fullscreen');
  ReadKey;
  { Full Screen is 80x25 }
  Window(1,1,80,25);
  Clrscr;
  WriteLn('Back in Full Screen');
end.

```

Chapter 41

Reference for unit 'cthreads'

41.1 Used units

Table 41.1: Used units by unit 'cthreads'

Name	Page
System	1280

41.2 Overview

The `CThreads` unit initializes the system unit's thread management routines with an implementation based on the POSIX thread managing routines in the C library. This assures that C libraries that are thread-aware still work if they are linked to by a FPC program.

It doesn't offer any API by itself: the initialization section of the unit just initializes the `ThreadManager` record in the `System` ([1280](#)) unit. This is done using the `SetCThreadManager` ([546](#)) call

The `cthreads` unit simply needs to be included in the uses clause of the program, preferably the very first unit, and the initialization section of the unit will do all the work.

Note that including this unit links your program to the C library of the system.

It makes no sense to use this unit on a non-posix system: Windows, OS/2 or DOS, therefore it should always be between an `ifdef` statement:

```
program myprogram;

uses
  {$ifdef unix}cthreads{$endif},
  classes, sysutils;
```

The Lazarus IDE inserts this conditional automatically for each new started program.

41.3 Procedures and functions

41.3.1 SetCThreadManager

Synopsis: Sets the thread manager to the C thread manager

Declaration: `procedure SetCThreadManager`

Visibility: `default`

Description: `SetCThreadManager` actually sets the thread manager to the C thread manager. It can be called to re-set the thread manager if the thread manager was set to some other thread manager during the life-time of the program.

Chapter 42

Reference for unit 'ctypes'

42.1 Used units

Table 42.1: Used units by unit 'ctypes'

Name	Page
System	1280
unixtype	1966

42.2 Overview

The `ctypes` unit contains the definitions of commonly found C types. It can be used when interfaces to C libraries need to be defined. The types here are correct on all platforms, 32 or 64 bit.

The main advantage of using this file is to make sure that all C header import units use the same definitions for basic C types.

The `h2pas` program can include the `ctypes` unit automatically in the units it generates. The `-C` command-line switch can be used for this.

42.3 Constants, types and variables

42.3.1 Types

```
cbool = UnixType.cbool
```

C boolean (longbool)

```
cchar = UnixType.cchar
```

C character type (No signedness specification, 8 bit integer)

```
cdouble = UnixType.cdouble
```

Double precision floating point type (double)

`cfloat = UnixType.cfloat`

Single precision floating point type (single)

`cint = UnixType.cint`

C integer (commonly 32 bit)

`cint16 = UnixType.cint16`

16-bit signed integer.

`cint32 = UnixType.cint32`

32-bit signed integer (commonly: int)

`cint64 = UnixType.cint64`

64-bit integer

`cint8 = UnixType.cint8`

8-bit signed integer

`clong = UnixType.clong`

long integer (32/64 bit, depending on CPU register size)

`clongdouble = packed Array[0..15] of Byte`

Long precision floating point type (extended/double, depending on CPU)

`clonglong = UnixType.clonglong`

Long (64-bit) integer

`coeff_t = UnixType.TOff`

Generic type to indicate offset

`cschar = UnixType.cschar`

C signed character type (8 bit signed integer)

`cshort = UnixType.cshort`

Short integer (16 bit)

`csigned = UnixType.csigned`

Signed integer (commonly 32 bit)

`csint = UnixType.csint`

Signed integer (commonly 32 bit)

`ssize_t = UnixType.size_t`

Generic type to contain a size of all kinds of structures

`cslong = UnixType.cslong`

Signed long integer (32/64 bit, depending on CPU register size)

`cslonglong = UnixType.cslonglong`

Signed long (64-bit) integer

`csshort = UnixType.csshort`

Short signed integer (16 bit)

`cuchar = UnixType.cuchar`

C unsigned character type (8 bit unsigned integer).

`cuint = UnixType.cuint`

Unsigned integer (commonly 32 bit)

`cuint16 = UnixType.cuint16`

16-bit unsigned integer.

`cuint32 = UnixType.cuint32`

32-bit unsigned integer

`cuint64 = UnixType.cuint64`

Unsigned 64-bit integer

`cuint8 = UnixType.cuint8`

8-bit unsigned integer

`culong = UnixType.culong`

Unsigned long integer (32/64 bit, depending on CPU register size)

`culonglong = UnixType.culonglong`

Unsigned long (64-bit) integer

`cunsigned = UnixType.cunsigned`

Unsigned integer (commonly 32 bit)

`cushort = UnixType.cushort`

Short unsigned integer (16 bit)

`pcbool = UnixType.pcbbool`

Pointer to `cbool` (547) type.

`pcchar = UnixType.pcchar`

Pointer to `cchar` (547) type.

`pcdouble = UnixType.pcdouble`

Pointer to `cdouble` (547) type.

`pcfloat = UnixType.pcfloating`

Pointer to `cfloat` (548) type.

`pcint = UnixType.pcint`

Pointer to `cint` (548) type.

`pcint16 = UnixType.pcint16`

Pointer to `cint16` (548) type.

`pcint32 = UnixType.pcint32`

Pointer to `cint32` (548) type.

`pcint64 = UnixType.pcint64`

Pointer to `cint64` (548) type.

`pcint8 = UnixType.pcint8`

Pointer to `cint8` (548) type.

`pclong = UnixType.pclong`

Pointer to `clong` (548) type.

`Pclongdouble = ^clongdouble`

Pointer to `clongdouble` (548) type.

`pclonglong = UnixType.pclonglong`

Pointer to `clonglong` (548) type.

`pcschar = UnixType.pcschar`

Pointer to `cschar` (548) type.

`pcshort = UnixType.pcshort`

Pointer to `cshort` (548) type.

`pcsigned = UnixType.pcsigned`

Pointer to `csigned` (548) type.

`pcsint = UnixType.pcsint`

Pointer to `csint` (549) type.

`pcsize_t = UnixType.psize_t`

Pointer to generic size type

`pcslong = UnixType.pcslong`

Pointer to `clong` (549) type.

`pcslonglong = UnixType.pcslonglong`

Pointer to `cslonglong` (549) type.

`pcsshort = UnixType.pcsshort`

Pointer to `csshort` (549) type.

`pcuchar = UnixType.pcuchar`

Pointer to `cuchar` (549) type.

`pcuint = UnixType.pcuint`

Pointer to `cuint` (549) type.

`pcuint16 = UnixType.pcuint16`

Pointer to `cuint16` (549) type.

`pcuint32 = UnixType.pcuint32`

Pointer to `cuint32` (549) type.

```
pcuint64 = UnixType.pcuint64
```

Pointer to `cuint64` (549) type.

```
pcuint8 = UnixType.pcuint8
```

Pointer to `cuint8` (549) type.

```
pculong = UnixType.pculong
```

Pointer to `culong` (549) type.

```
pculonglong = UnixType.pculonglong
```

Pointer to `culonglong` (549) type.

```
pcunsigned = UnixType.punsigned
```

Pointer to `cunsigned` (550) type.

```
pcushort = UnixType.pcushort
```

Pointer to `cushort` (550) type.

42.4 Procedures and functions

42.4.1 `add(clongdouble,Double):Double`

Synopsis:

Declaration: `operator +(const c: clongdouble; const e: Double) : Double`

Visibility: default

Description: This operator allows to add `clongdouble` and `double` typed values. The result is a `double` typed value.

42.4.2 `add(Double,clongdouble):Double`

Synopsis: Implement addition of `clongdouble` and `double`.

Declaration: `operator +(const e: Double; const c: clongdouble) : Double`

Visibility: default

Description: This operator allows to add `double` and `clongdouble` typed values. The result is a `double` typed value.

42.4.3 `assign(clongdouble):Double`

Synopsis: Implement assignment of a `clongdouble` to a `double` type.

Declaration: `operator :=(const v: clongdouble) : Double`

Visibility: default

Description: This operator allows to assign a `clongdouble` to a `Double` type.

42.4.4 `assign(Double):clongdouble`

Synopsis: Implement assignment of a `double` to a `clongdouble` type.

Declaration: `operator :=(const v: Double) : clongdouble`

Visibility: default

Description: This operator allows to assign a `double` to a `clongdouble` type.

42.4.5 `divide(clongdouble,Double):Double`

Synopsis: Implement division of `double` and `clongdouble`.

Declaration: `operator /(const c: clongdouble; const e: Double) : Double`

Visibility: default

Description: This operator allows to divide a `clongdouble` typed value by a `double` typed value. the result is a `double` typed value.

42.4.6 `divide(Double,clongdouble):Double`

Synopsis: Implement division of `clongdouble` and `double`.

Declaration: `operator /(const e: Double; const c: clongdouble) : Double`

Visibility: default

Description: This operator allows to divide a `double` typed value by a `clongdouble` typed value. the result is a `double` typed value.

42.4.7 `equal(clongdouble,Double):Boolean`

Synopsis: Implement equality of `clongdouble` and `double`.

Declaration: `operator =(const c: clongdouble; const e: Double) : Boolean`

Visibility: default

Description: This operator compares the values of a `double` typed value and a `clongdouble` typed value, and returns `True` if the values are equal (only double precision is used).

42.4.8 `equal(Double,clongdouble):Boolean`

Synopsis: Implement equality of `double` and `clongdouble`.

Declaration: `operator =(const e: Double; const c: clongdouble) : Boolean`

Visibility: default

Description: This operator compares the values of a `clongdouble` typed value and a `double` typed value, and returns `True` if the values are equal (only double precision is used).

42.4.9 `greaterthan(clongdouble,Double):Boolean`

Synopsis: Implement greater than comparison between `double` and `clongdouble`.

Declaration: `operator >(const c: clongdouble; const e: Double) : Boolean`

Visibility: default

Description: This operator compares the values of a `clongdouble` typed value and a `double` typed value, and returns `True` if the `clongdouble` value is greater than the `double` value.

42.4.10 `greaterthan(Double,clongdouble):Boolean`

Synopsis: Implement greater than comparison between `clongdouble` and `double`.

Declaration: `operator >(const e: Double; const c: clongdouble) : Boolean`

Visibility: default

Description: This operator compares the values of a `double` typed value and a `clongdouble` typed value, and returns `True` if the `double` value is greater than the `clongdouble` value.

42.4.11 `greaterthanorequal(clongdouble,Double):Boolean`

Synopsis: Implement greater than or equal comparison between `double` and `clongdouble`.

Declaration: `operator >=(const c: clongdouble; const e: Double) : Boolean`

Visibility: default

Description: This operator compares the values of a `clongdouble` typed value and a `double` typed value, and returns `True` if the `clongdouble` value is greater than or equal to the `double` value.

42.4.12 `greaterthanorequal(Double,clongdouble):Boolean`

Synopsis: Implement greater than or equal comparison between `clongdouble` and `double`.

Declaration: `operator >=(const e: Double; const c: clongdouble) : Boolean`

Visibility: default

Description: This operator compares the values of a `double` typed value and a `clongdouble` typed value, and returns `True` if the `double` value is greater than or equal to the `clongdouble` value.

42.4.13 `lessthan(clongdouble,Double):Boolean`

Synopsis: Implement less than comparison between `double` and `clongdouble`.

Declaration: `operator <(const c: clongdouble; const e: Double) : Boolean`

Visibility: default

Description: This operator compares the values of a `clongdouble` typed value and a `double` typed value, and returns `True` if the `clongdouble` value is less than the `double` value.

42.4.14 `lessthan(Double,clongdouble):Boolean`

Synopsis: Implement less than comparison between `clongdouble` and `double`.

Declaration: `operator <(const e: Double; const c: clongdouble) : Boolean`

Visibility: default

Description: This operator compares the values of a `double` typed value and a `clongdouble` typed value, and returns `True` if the `double` value is less than the `clongdouble` value.

42.4.15 `lessthanequal(clongdouble,Double):Boolean`

Synopsis: Implement greater than or equal comparison between `double` and `clongdouble`.

Declaration: `operator <=(const c: clongdouble; const e: Double) : Boolean`

Visibility: default

Description: This operator compares the values of a `clongdouble` typed value and a `double` typed value, and returns `True` if the `clongdouble` value is less than or equal to the `double` value.

42.4.16 `lessthanequal(Double,clongdouble):Boolean`

Synopsis: Implement less than or equal comparison between `clongdouble` and `double`.

Declaration: `operator <=(const e: Double; const c: clongdouble) : Boolean`

Visibility: default

Description: This operator compares the values of a `double` typed value and a `clongdouble` typed value, and returns `True` if the `double` value is less than or equal to the `clongdouble` value.

42.4.17 `multiply(clongdouble,Double):Double`

Synopsis: Implement multiplication of `clongdouble` and `double`.

Declaration: `operator *(const c: clongdouble; const e: Double) : Double`

Visibility: default

Description: This operator allows to multiply a `double` typed value with a `clongdouble` typed value. the result is a `double` typed value.

42.4.18 `multiply(Double,clongdouble):Double`

Synopsis: Implement multiplication of `double` and `clongdouble`.

Declaration: `operator *(const e: Double; const c: clongdouble) : Double`

Visibility: default

Description: This operator allows to multiply a `clongdouble` typed value with a `double` typed value. The result is a `double` typed value.

42.4.19 `subtract(clongdouble,Double):Double`

Synopsis: Implement subtraction of `double` and `clongdouble`.

Declaration: `operator -(const c: clongdouble; const e: Double) : Double`

Visibility: `default`

Description: This operator allows to subtract a `double` typed value from a `clongdouble` typed value. The result is a `double` typed value.

42.4.20 `subtract(Double,clongdouble):Double`

Synopsis: Implement subtraction of `clongdouble` and `double`.

Declaration: `operator -(const e: Double; const c: clongdouble) : Double`

Visibility: `default`

Description: This operator allows to subtract a `clongdouble` typed value from a `double` typed value. The result is a `double` typed value.

Chapter 43

Reference for unit 'cwstring'

43.1 Used units

Table 43.1: Used units by unit 'cwstring'

Name	Page
System	1280

43.2 Overview

The `cstring` unit offers no API by itself: it just initializes the widestring manager record of the `system` ([1280](#)) unit with an implementation that uses collation and conversion routines which are provided by the C library found on most Unix or Linux systems that are POSIX compliant.

The `cstring` should simply be included in the `uses` clause of the program, preferably as one of the first units, and the initialization section of the unit will do all the work.

Note that including this unit links your program to the C library of the system.

It makes no sense to use this unit on a non-POSIX system like Windows, OS/2 or DOS. Therefore it should always be enclosed with an `ifdef` statement:

```
program myprogram;

uses
  {$ifdef unix}cstring, {$endif}
  classes, sysutils;
```

43.3 Procedures and functions

43.3.1 SetCWidestringManager

Synopsis: Set the Widestring manager of the system unit to the C version

Declaration: `procedure SetCWidestringManager`

Visibility: `default`

Description: `SetCWidestringManager` actually sets the widestring manager record of the system unit. It is called automatically by the initialization section of the unit.

Chapter 44

Reference for unit 'dateutils'

44.1 Used units

Table 44.1: Used units by unit 'dateutils'

Name	Page
math	940
System	1280
sysutils	1538

44.2 Overview

`DateUtils` contains a large number of date/time manipulation routines, all based on the `TDateTime` type. There are routines for date/time math, for comparing dates and times, for composing dates and decomposing dates in their constituent parts.

44.3 Constants, types and variables

44.3.1 Constants

`ApproxDaysPerMonth` : `Double` = 30.4375

Average number of days in a month, measured over a year. Used in `MonthsBetween` ([606](#)).

`ApproxDaysPerYear` : `Double` = 365.25

Average number of days in a year, measured over 4 years. Used in `YearsBetween` ([648](#)).

`DayFriday` = 5

ISO day number for Friday

`DayMonday` = 1

ISO day number for Monday

DaySaturday = 6

ISO day number for Saturday

DaysPerWeek = 7

Number of days in a week.

DaysPerYear : Array[Boolean] of Word = (365, 366)

Array with number of days in a year. The boolean index indicates whether it is a leap year or not.

DaySunday = 7

ISO day number for Sunday

DayThursday = 4

ISO day number for Thursday

DayTuesday = 2

ISO day number for Tuesday

DayWednesday = 3

ISO day number for Wednesday

MonthsPerYear = 12

Number of months in a year

OneHour = (1) / HoursPerDay

One hour as a fraction of a day (suitable for TDateTime)

OneMillisecond = (1) / MSecsPerDay

One millisecond as a fraction of a day (suitable for TDateTime)

OneMinute = (1) / MinsPerDay

One minute as a fraction of a day (suitable for TDateTime)

OneSecond = (1) / SecsPerDay

One second as a fraction of a day (suitable for TDateTime)

RecodeLeaveFieldAsIs = (Word)

Bitmask deciding what to do with each TDateTime field in recode routines

WeeksPerFortnight = 2

Number of weeks in fortnight

YearsPerCentury = 100

Number of years in a century

YearsPerDecade = 10

Number of years in a decade

YearsPerMillennium = 1000

Number of years in a millenium

44.4 Procedures and functions

44.4.1 CompareDate

Synopsis: Compare 2 dates, disregarding the time of day

Declaration: `function CompareDate(const A: TDateTime; const B: TDateTime)
: TValueRelationship`

Visibility: default

Description: CompareDate compares the date parts of two timestamps A and B and returns the following results:

< 0 if the day part of A is earlier than the day part of B.

0 if A and B are the on same day (times may differ) .

> 0 if the day part of A is later than the day part of B.

See also: CompareTime (563), CompareDateTime (562), SameDate (616), SameTime (618), SameDateTime (617)

Listing: ./datutex/ex99.pp

Program Example99;

{ This program demonstrates the CompareDate function }

Uses SysUtils, DateUtils;

Const

 Fmt = 'dddd dd mmm yyyy';

Procedure Test(D1,D2 : TDateTime);

Var

 Cmp : Integer;

```

begin
  Write (FormatDateTime (Fmt, D1), ' is ');
  Cmp:= CompareDate (D1, D2);
  If Cmp<0 then
    write ('earlier than ')
  else if Cmp>0 then
    Write ('later than ')
  else
    Write ('equal to ');
  WriteIn (FormatDateTime (Fmt, D2));
end;

Var
  D, N : TDateTime;

Begin
  D:= Today;
  N:= Now;
  Test (D, D);
  Test (N, N);
  Test (D+1, D);
  Test (D-1, D);
  Test (D+OneSecond, D);
  Test (D-OneSecond, D);
  Test (N+OneSecond, N);
  Test (N-OneSecond, N);
End.

```

44.4.2 CompareDateTime

Synopsis: Compare 2 dates, taking into account the time of day

Declaration: `function CompareDateTime (const A: TDateTime; const B: TDateTime)
: TValueRelationship`

Visibility: default

Description: CompareDateTime compares two timestamps A and B and returns the following results:

< 0 if A is earlier in date/time than B.

0 if A and B are the same date/time .

> 0 if A is later in date/time than B.

See also: CompareTime (563), CompareDate (561), SameDate (616), SameTime (618), SameDateTime (617)

Listing: ./datutex/ex98.pp

Program Example98;

{ This program demonstrates the CompareDateTime function }

Uses SysUtils, DateUtils;

Const

Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';

```

Procedure Test(D1,D2 : TDateTime);

Var
  Cmp : Integer;

begin
  Write(FormatDateTime(Fmt,D1), ' is ');
  Cmp:=CompareDateTime(D1,D2);
  If Cmp<0 then
    write('earlier than ')
  else if Cmp>0 then
    Write('later than ')
  else
    Write('equal to ');
  WriteLn(FormatDateTime(Fmt,D2));
end;

Var
  D,N : TDateTime;

Begin
  D:=Today;
  N:=Now;
  Test(D,D);
  Test(N,N);
  Test(D+1,D);
  Test(D-1,D);
  Test(D+OneSecond,D);
  Test(D-OneSecond,D);
  Test(N+OneSecond,N);
  Test(N-OneSecond,N);
End.

```

44.4.3 CompareTime

Synopsis: Compares two times of the day, disregarding the date part.

Declaration: `function CompareTime(const A: TDateTime; const B: TDateTime)
: TValueRelationship`

Visibility: default

Description: `CompareTime` compares the time parts of two timestamps A and B and returns the following results:

< 0 if the time part of A is earlier than the time part of B.

0 if A and B have the same time part (dates may differ) .

> 0 if the time part of A is later than the time part of B.

See also: [CompareDateTime \(562\)](#), [CompareDate \(561\)](#), [SameDate \(616\)](#), [SameTime \(618\)](#), [SameDateTime \(617\)](#)

Listing: ./datutex/ex100.pp

```

Program Example100;

{ This program demonstrates the CompareTime function }

Uses SysUtils, DateUtils;

Const
  Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';

Procedure Test(D1,D2 : TDateTime);

Var
  Cmp : Integer;

begin
  Write(FormatDateTime(Fmt,D1), ' has ');
  Cmp:=CompareDateTime(D1,D2);
  If Cmp<0 then
    write('earlier time than ')
  else if Cmp>0 then
    Write('later time than ')
  else
    Write('equal time with ');
  WriteIn(FormatDateTime(Fmt,D2));
end;

Var
  D,N : TDateTime;

Begin
  D:=Today;
  N:=Now;
  Test(D,D);
  Test(N,N);
  Test(N+1,N);
  Test(N-1,N);
  Test(N+OneSecond,N);
  Test(N-OneSecond,N);
End.

```

44.4.4 DateOf

Synopsis: Extract the date part from a DateTime indication.

Declaration: function DateOf(const AValue: TDateTime) : TDateTime

Visibility: default

Description: DateOf extracts the date part from AValue and returns the result.

Since the TDateTime is actually a double with the date part encoded in the integer part, this operation corresponds to a call to Trunc.

See also: TimeOf (628), YearOf (647), MonthOf (606), DayOf (566), HourOf (581), MinuteOf (602), SecondOf (619), MilliSecondOf (597)

Listing: ./datutex/ex1.pp

```

Program Example1;

{ This program demonstrates the DateOf function }

Uses SysUtils, DateUtils;

Begin
  WriteLn('Date is: ', DateTimeToStr(DateOf(Now)));
End.

```

44.4.5 DateTimeToDosDateTime

Synopsis: Convert TDateTime format to DOS date/time format

Declaration: `function DateTimeToDosDateTime(const AValue: TDateTime) : LongInt`

Visibility: default

Description: `DateTimeToDosDatetime` takes `Value`, a `TDateTime` formatted timestamp, and recodes it to a MS-DOS encoded date/time value. This is a longint with the date/time encoded in the bits as:

0-4Seconds divided by 2

5-10Minutes

11-15Hours

16-20Day

21-24Month

25-31Years since 1980

See also: `DosDateTimeToDateTime` ([574](#))

44.4.6 DateTimeToJulianDate

Synopsis: Converts a TDateTime value to a Julian date representation

Declaration: `function DateTimeToJulianDate(const AValue: TDateTime) : Double`

Visibility: default

Description: `DateTimeToJulianDate` converts the `AValue` date/time indication to a julian (as opposed to Gregorian) date.

See also: `JulianDateToDateTime` ([596](#)), `TryJulianDateToDateTime` ([633](#)), `DateTimeToModifiedJulianDate` ([566](#)), `TryModifiedJulianDateToDateTime` ([633](#))

44.4.7 DateTimeToMac

Synopsis: Convert a TDateTime timestamp to a Mac timestamp

Declaration: `function DateTimeToMac(const AValue: TDateTime) : Int64`

Visibility: default

Description: `DateTimeToMac` converts the `TDateTime` value `AValue` to a valid Mac timestamp indication and returns the result.

Errors: None.

See also: [UnixTimeStampToMac \(634\)](#), [MacToDateTime \(597\)](#), [MacTimeStampToUnix \(597\)](#)

44.4.8 DateTimeToModifiedJulianDate

Synopsis: Convert a `TDateTime` value to a modified Julian date representation

Declaration: `function DateTimeToModifiedJulianDate(const AValue: TDateTime) : Double`

Visibility: default

Description: Not yet implemented.

Errors: Currently, trying to use this function will raise an exception.

See also: [DateTimeToJulianDate \(565\)](#), [JulianDateToDateTime \(596\)](#), [TryJulianDateToDateTime \(633\)](#), [TryModifiedJulianDateToDateTime \(633\)](#)

44.4.9 DateTimeToUnix

Synopsis: Convert a `TDateTime` value to Unix epoch time

Declaration: `function DateTimeToUnix(const AValue: TDateTime) : Int64`

Visibility: default

Description: `DateTimeToUnix` converts a `TDateTime` value to a epoch time (i.e. the number of seconds elapsed since 1/1/1970).

See also: [UnixToDateTime \(635\)](#)

44.4.10 DayOf

Synopsis: Extract the day (of month) part from a `DateTime` value

Declaration: `function DayOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOf` returns the day of the month part of the `AValue` date/time indication. It is a number between 1 and 31.

For an example, see [YearOf \(647\)](#)

See also: [YearOf \(647\)](#), [WeekOf \(635\)](#), [MonthOf \(606\)](#), [HourOf \(581\)](#), [MinuteOf \(602\)](#), [SecondOf \(619\)](#), [MilliSecondOf \(597\)](#)

44.4.11 DayOfTheMonth

Synopsis: Extract the day (of month) part of a `DateTime` value

Declaration: `function DayOfTheMonth(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOfTheMonth` returns the number of days that have passed since the start of the month till the moment indicated by `AValue`. This is a one-based number, i.e. the first day of the month will return 1.

For an example, see the `WeekOfTheMonth` (635) function.

See also: `DayOfTheYear` (567), `WeekOfTheMonth` (635), `HourOfTheMonth` (582), `MinuteOfTheMonth` (603), `SecondOfTheMonth` (620), `MilliSecondOfTheMonth` (599)

44.4.12 DayOfTheWeek

Synopsis: Extracts the day of the week from a `DateTime` value

Declaration: `function DayOfTheWeek(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOfTheWeek` returns the number of days that have passed since the start of the week till the moment indicated by `AValue`. This is a one-based number, i.e. the first day of the week will return 1.

See also: `DayOfTheYear` (567), `DayOfTheMonth` (566), `HourOfTheWeek` (582), `MinuteOfTheWeek` (603), `SecondOfTheWeek` (621), `MilliSecondOfTheWeek` (599)

Listing: `./datutex/ex42.pp`

Program Example42;

{ This program demonstrates the WeekOfTheMonth function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin

N:=Now;

WriteLn('Day of the Week : ', DayOfTheWeek(N));

WriteLn('Hour of the Week : ', HourOfTheWeek(N));

WriteLn('Minute of the Week : ', MinuteOfTheWeek(N));

WriteLn('Second of the Week : ', SecondOfTheWeek(N));

WriteLn('MilliSecond of the Week : ',
MilliSecondOfTheWeek(N));

End.

44.4.13 DayOfTheYear

Synopsis: Extracts the day of the year from a `DateTime` value

Declaration: `function DayOfTheYear(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOfTheYear` returns the number of days that have passed since the start of the year till the moment indicated by `AValue`. This is a one-based number, i.e. January 1 will return 1.

For an example, see the `WeekOfTheYear` (636) function.

See also: `WeekOfTheYear` (636), `HourOfTheYear` (583), `MinuteOfTheYear` (603), `SecondOfTheYear` (621), `MilliSecondOfTheYear` (600)

44.4.14 DaysBetween

Synopsis: Number of whole days between two DateTime values.

Declaration: `function DaysBetween(const ANow: TDateTime; const AThen: TDateTime)
: Integer`

Visibility: default

Description: `DaysBetween` returns the number of whole days between `ANow` and `AThen`. This means the fractional part of a day (hours, minutes, etc.) is dropped.

See also: `YearsBetween` (648), `MonthsBetween` (606), `WeeksBetween` (636), `HoursBetween` (583), `MinutesBetween` (604), `SecondsBetween` (621), `MillisecondsBetween` (600)

Listing: `./datutex/ex58.pp`

Program Example58;

{ This program demonstrates the DaysBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

 Write('Number of days between ');

 Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));

 WriteLn(' : ', DaysBetween(ANow, AThen));

end;

Var

 D1, D2 : TDateTime;

Begin

 D1:=Now;

 D2:=Today - 23/24;

 Test(D1, D2);

 D2:=Today - 1;

 Test(D1, D2);

 D2:=Today - 25/24;

 Test(D1, D2);

 D2:=Today - 26/24;

 Test(D1, D2);

 D2:=Today - 5.4;

 Test(D1, D2);

 D2:=Today - 2.5;

 Test(D1, D2);

End.

44.4.15 DaysInAMonth

Synopsis: Number of days in a month of a certain year.

Declaration: `function DaysInAMonth(const AYear: Word; const AMonth: Word) : Word`

Visibility: default

Description: `DaysInMonth` returns the number of days in the month `AMonth` in the year `AYear`. The return value takes leap years into account.

See also: [WeeksInAYear \(637\)](#), [WeeksInYear \(638\)](#), [DaysInYear \(570\)](#), [DaysInAYear \(569\)](#), [DaysInMonth \(570\)](#)

Listing: `./datutex/ex17.pp`

Program `Example17`;

{ This program demonstrates the DaysInAMonth function }

Uses `SysUtils`, `DateUtils`;

Var

`Y,M` : `Word`;

Begin

For `Y:=1992 to 2010 do`

For `M:=1 to 12 do`

WriteLn (`LongMonthNames[m]`, ' ', `Y`, ' has ', `DaysInAMonth(Y,M)`, ' days. ');

End.

44.4.16 DaysInAYear

Synopsis: Number of days in a particular year.

Declaration: `function DaysInAYear(const AYear: Word) : Word`

Visibility: `default`

Description: `DaysInAYear` returns the number of weeks in the year `AYear`. The return value is either 365 or 366.

See also: [WeeksInAYear \(637\)](#), [WeeksInYear \(638\)](#), [DaysInYear \(570\)](#), [DaysInMonth \(570\)](#), [DaysInAMonth \(568\)](#)

Listing: `./datutex/ex15.pp`

Program `Example15`;

{ This program demonstrates the DaysInAYear function }

Uses `SysUtils`, `DateUtils`;

Var

`Y` : `Word`;

Begin

For `Y:=1992 to 2010 do`

WriteLn (`Y`, ' has ', `DaysInAYear(Y)`, ' days. ');

End.

44.4.17 DaysInMonth

Synopsis: Return the number of days in the month in which a date occurs.

Declaration: `function DaysInMonth(const AValue: TDateTime) : Word`

Visibility: default

Description: `DaysInMonth` returns the number of days in the month in which `AValue` falls. The return value takes leap years into account.

See also: [WeeksInAYear \(637\)](#), [WeeksInYear \(638\)](#), [DaysInYear \(570\)](#), [DaysInAYear \(569\)](#), [DaysInAMonth \(568\)](#)

Listing: `./datutex/ex16.pp`

Program Example16;

{ This program demonstrates the DaysInMonth function }

Uses SysUtils, DateUtils;

Var

Y,M : Word;

Begin

For Y:=1992 to 2010 do

For M:=1 to 12 do

WriteIn(LongMonthNames[m], ' ', Y, ' has ', DaysInMonth(EncodeDate(Y,M,1)), ' days.');

End.

44.4.18 DaysInYear

Synopsis: Return the number of days in the year in which a date occurs.

Declaration: `function DaysInYear(const AValue: TDateTime) : Word`

Visibility: default

Description: `daysInYear` returns the number of days in the year part of `AValue`. The return value is either 365 or 366.

See also: [WeeksInAYear \(637\)](#), [WeeksInYear \(638\)](#), [DaysInAYear \(569\)](#), [DaysInMonth \(570\)](#), [DaysInAMonth \(568\)](#)

Listing: `./datutex/ex14.pp`

Program Example14;

{ This program demonstrates the DaysInYear function }

Uses SysUtils, DateUtils;

Var

Y : Word;

Begin

For Y:=1992 to 2010 do

WriteIn(Y, ' has ', DaysInYear(EncodeDate(Y,1,1)), ' days.');

End.

44.4.19 DaySpan

Synopsis: Calculate the approximate number of days between two `DateTime` values.

Declaration: `function DaySpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

Description: `DaySpan` returns the number of Days between `ANow` and `AThen`, including any fractional parts of a Day.

See also: [YearSpan \(649\)](#), [MonthSpan \(607\)](#), [WeekSpan \(638\)](#), [HourSpan \(584\)](#), [MinuteSpan \(605\)](#), [SecondSpan \(622\)](#), [MilliSecondSpan \(601\)](#), [DaysBetween \(568\)](#)

Listing: `./datutex/ex66.pp`

Program Example66;

{ This program demonstrates the DaySpan function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

 Write('Number of days between ');

 Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));

 WriteLn(' : ', DaySpan(ANow, AThen));

end;

Var

 D1, D2 : TDateTime;

Begin

 D1 := Now;

 D2 := Today - 23/24;

 Test(D1, D2);

 D2 := Today - 1;

 Test(D1, D2);

 D2 := Today - 25/24;

 Test(D1, D2);

 D2 := Today - 26/24;

 Test(D1, D2);

 D2 := Today - 5.4;

 Test(D1, D2);

 D2 := Today - 2.5;

 Test(D1, D2);

End.

44.4.20 DecodeDateDay

Synopsis: Decode a `DateTime` value in year and year of day.

Declaration: `procedure DecodeDateDay(const AValue: TDateTime; out AYear: Word;
 out ADayOfYear: Word)`

Visibility: default

Description: `DecodeDateDay` decomposes the date indication in `AValue` and returns the various components in `AYear`, `ADayOfYear`.

See also: `EncodeDateTime` (575), `EncodeDateMonthWeek` (575), `EncodeDateWeek` (576), `EncodeDateDay` (575), `DecodeDateTime` (573), `DecodeDateWeek` (573), `DecodeDateMonthWeek` (572)

Listing: `./datutex/ex83.pp`

Program `Example83`;

{ This program demonstrates the DecodeDateDay function }

Uses `SysUtils`, `DateUtils`;

Var

`Y, DoY` : `Word`;
`TS` : `TDateTime`;

Begin

`DecodeDateDay(Now, Y, DoY)`;
`TS := EncodeDateDay(Y, DoY)`;
`WriteLn('Today is : ', DateToStr(TS))`;

End.

44.4.21 DecodeDateMonthWeek

Synopsis: Decode a `DateTime` value in a month, week of month and day of week

Declaration: `procedure DecodeDateMonthWeek(const AValue: TDateTime; out AYear: Word; out AMonth: Word; out AWeekOfMonth: Word; out ADayOfWeek: Word)`

Visibility: `default`

Description: `DecodeDateMonthWeek` decomposes the date indication in `AValue` and returns the various components in `AYear`, `AMonth`, `AWeekOfMonth` and `ADayOfWeek`.

See also: `EncodeDateTime` (575), `EncodeDateMonthWeek` (575), `EncodeDateWeek` (576), `EncodeDateDay` (575), `DecodeDateTime` (573), `DecodeDateWeek` (573), `DecodeDateDay` (571)

Listing: `./datutex/ex85.pp`

Program `Example85`;

{ This program demonstrates the DecodeDateMonthWeek function }

Uses `SysUtils`, `DateUtils`;

Var

`Y, M, WoM, DoW` : `Word`;
`TS` : `TDateTime`;

Begin

`DecodeDateMonthWeek(Now, Y, M, WoM, DoW)`;
`TS := EncodeDateMonthWeek(Y, M, WoM, DoW)`;
`WriteLn('Today is : ', DateToStr(TS))`;

End.

44.4.22 DecodeDateTime

Synopsis: Decode a datetime value in a date and time value

Declaration: `procedure DecodeDateTime(const AValue: TDateTime; out AYear: Word;
out AMonth: Word; out ADay: Word;
out AHour: Word; out AMinute: Word;
out ASecond: Word; out AMilliSecond: Word)`

Visibility: default

Description: `DecodeDateTime` decomposes the date/time indication in `AValue` and returns the various components in `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond`, `AMilliSecond`

See also: `EncodeDateTime` (575), `EncodeDateMonthWeek` (575), `EncodeDateWeek` (576), `EncodeDateDay` (575), `DecodeDateWeek` (573), `DecodeDateDay` (571), `DecodeDateMonthWeek` (572)

Listing: `./datutex/ex79.pp`

Program Example79;

{ This program demonstrates the DecodeDateTime function }

Uses SysUtils, DateUtils;

Var

Y, Mo, D, H, Mi, S, MS : Word;
TS : TDateTime;

Begin

DecodeDateTime(**Now**, Y, Mo, D, H, Mi, S, MS);
TS := EncodeDateTime(Y, Mo, D, H, Mi, S, MS);
WriteIn('Now is : ', **DateTimeToStr**(TS));

End.

44.4.23 DecodeDateWeek

Synopsis: Decode a DateTime value in a week of year and day of week.

Declaration: `procedure DecodeDateWeek(const AValue: TDateTime; out AYear: Word;
out AWeekOfYear: Word; out ADayOfWeek: Word)`

Visibility: default

Description: `DecodeDateWeek` decomposes the date indication in `AValue` and returns the various components in `AYear`, `AWeekOfYear`, `ADayOfWeek`.

See also: `EncodeDateTime` (575), `EncodeDateMonthWeek` (575), `EncodeDateWeek` (576), `EncodeDateDay` (575), `DecodeDateTime` (573), `DecodeDateDay` (571), `DecodeDateMonthWeek` (572)

Listing: `./datutex/ex81.pp`

Program Example81;

{ This program demonstrates the DecodeDateWeek function }

Uses SysUtils, DateUtils;

```

Var
  Y,W,Dow : Word;
  TS : TDateTime;

Begin
  DecodeDateWeek(Now, Y,W,Dow);
  TS:=EncodeDateWeek(Y,W,Dow);
  WriteIn('Today is : ',DateToStr(TS));
End.

```

44.4.24 DecodeDayOfWeekInMonth

Synopsis: Decode a DateTime value in year, month, day of week parts

Declaration: `procedure DecodeDayOfWeekInMonth(const AValue: TDateTime;`
 `out AYear: Word; out AMonth: Word;`
 `out ANthDayOfWeek: Word;`
 `out ADayOfWeek: Word)`

Visibility: default

Description: `DecodeDayOfWeekInMonth` decodes the date `AValue` in a `AYear`, `AMonth`, `ADayOfWeek` and `ANthDayOfWeek`. (This is the N-th time that this weekday occurs in the month, e.g. the third saturday of the month.)

See also: `NthDayOfWeek` (608), `EncodeDateMonthWeek` (575), `#rtl.sysutils.DayOfWeek` (1598), `EncodeDayOfWeekInMonth` (576), `TryEncodeDayOfWeekInMonth` (632)

Listing: `./datutex/ex105.pp`

Program `Example105;`

{ This program demonstrates the DecodeDayOfWeekInMonth function }

Uses `SysUtils, DateUtils;`

```

Var
  Y,M,NDoW,DoW : Word;
  D : TDateTime;
Begin
  DecodeDayOfWeekInMonth(Date, Y,M,NDoW,DoW);
  D:=EncodeDayOfWeekInMonth(Y,M,NDoW,DoW);
  Write(DateToStr(D), ' is the ',NDoW, '-th ');
  WriteIn(formatDateTime('dddd',D), ' of the month. ');
End.

```

44.4.25 DosDateTimeToDateTime

Synopsis: Convert DOS date/time format to TDateTime format

Declaration: `function DosDateTimeToDateTime(AValue: LongInt) : TDateTime`

Visibility: default

Description: `DosDateTimeToDateTime` takes a DOS encoded date/time `AValue` and recodes it as a `TDateTime` value.

The bit encoding of the DOS date/time is explained in the `DateTimeToDosDateTime` (565) function.

See also: [DateTimeToDosDateTime \(565\)](#)

44.4.26 EncodeDateDay

Synopsis: Encodes a year and day of year to a `DateTime` value

Declaration:

```
function EncodeDateDay(const AYear: Word; const ADayOfYear: Word)
                        : TDateTime
```

Visibility: default

Description: `EncodeDateDay` encodes the values `AYear` and `ADayOfYear` to a date value and returns this value.

For an example, see [DecodeDateDay \(571\)](#).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: [EncodeDateMonthWeek \(575\)](#), [DecodeDateDay \(571\)](#), [EncodeDateTime \(575\)](#), [EncodeDateWeek \(576\)](#), [TryEncodeDateTime \(630\)](#), [TryEncodeDateMonthWeek \(629\)](#), [TryEncodeDateWeek \(631\)](#)

44.4.27 EncodeDateMonthWeek

Synopsis: Encodes a year, month, week of month and day of week to a `DateTime` value

Declaration:

```
function EncodeDateMonthWeek(const AYear: Word; const AMonth: Word;
                             const AWeekOfMonth: Word;
                             const ADayOfWeek: Word) : TDateTime
```

Visibility: default

Description: `EncodeDateMonthWeek` encodes the values `AYearAMonth`, `WeekOfMonth`, `ADayOfWeek`, to a date value and returns this value.

For an example, see [DecodeDateMonthWeek \(572\)](#).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: [DecodeDateMonthWeek \(572\)](#), [EncodeDateTime \(575\)](#), [EncodeDateWeek \(576\)](#), [EncodeDateDay \(575\)](#), [TryEncodeDateTime \(630\)](#), [TryEncodeDateWeek \(631\)](#), [TryEncodeDateMonthWeek \(629\)](#), [TryEncodeDateDay \(629\)](#), [NthDayOfWeek \(608\)](#)

44.4.28 EncodeDateTime

Synopsis: Encodes a `DateTime` value from all its parts

Declaration:

```
function EncodeDateTime(const AYear: Word; const AMonth: Word;
                        const ADay: Word; const AHour: Word;
                        const AMinute: Word; const ASecond: Word;
                        const AMilliSecond: Word) : TDateTime
```

Visibility: default

Description: `EncodeDateTime` encodes the values `AYearAMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond` to a date/time value and returns this value.

For an example, see [DecodeDateTime \(573\)](#).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: [DecodeDateTime \(573\)](#), [EncodeDateMonthWeek \(575\)](#), [EncodeDateWeek \(576\)](#), [EncodeDateDay \(575\)](#), [TryEncodeDateTime \(630\)](#), [TryEncodeDateWeek \(631\)](#), [TryEncodeDateDay \(629\)](#), [TryEncodeDateMonthWeek \(629\)](#)

44.4.29 EncodeDateWeek

Synopsis: Encode a `TDateTime` value from a year, week and day of week triplet

Declaration:

```
function EncodeDateWeek(const AYear: Word; const AWeekOfYear: Word;
                        const ADayOfWeek: Word) : TDateTime
function EncodeDateWeek(const AYear: Word; const AWeekOfYear: Word)
                        : TDateTime
```

Visibility: default

Description: `EncodeDateWeek` encodes the values `AYear`, `AWeekOfYear` and `ADayOfWeek` to a date value and returns this value.

For an example, see [DecodeDateWeek \(573\)](#).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: [EncodeDateMonthWeek \(575\)](#), [DecodeDateWeek \(573\)](#), [EncodeDateTime \(575\)](#), [EncodeDateDay \(575\)](#), [TryEncodeDateTime \(630\)](#), [TryEncodeDateWeek \(631\)](#), [TryEncodeDateMonthWeek \(629\)](#)

44.4.30 EncodeDayOfWeekInMonth

Synopsis: Encodes a year, month, week, day of week specification to a `TDateTime` value

Declaration:

```
function EncodeDayOfWeekInMonth(const AYear: Word; const AMonth: Word;
                                const ANthDayOfWeek: Word;
                                const ADayOfWeek: Word) : TDateTime
```

Visibility: default

Description: `EncodeDayOfWeekInMonth` encodes `AYear`, `AMonth`, `ADayOfWeek` and `ANthDayOfWeek` to a valid date stamp and returns the result.

`ANthDayOfWeek` is the N-th time that this weekday occurs in the month, e.g. the third saturday of the month.

For an example, see [DecodeDayOfWeekInMonth \(574\)](#).

Errors: If any of the values is not in range, then an `EConvertError` exception will be raised.

See also: [NthDayOfWeek \(608\)](#), [EncodeDateMonthWeek \(575\)](#), [#rtl.sysutils.DayOfWeek \(1598\)](#), [DecodeDayOfWeekInMonth \(574\)](#), [TryEncodeDayOfWeekInMonth \(632\)](#)

44.4.31 EncodeTimeInterval

Synopsis: Encode an interval as a `TDateTime` value.

Declaration:

```
function EncodeTimeInterval(Hour: Word; Minute: Word; Second: Word;
                            MilliSecond: Word) : TDateTime
```

Visibility: default

Description: `EncodeTimeInterval` encodes a time interval expressed in Hour, Min, Sec, MSec as a `TDateTime` value and returns the value in Time.

Errors: If `Min`, `Sec`, `MSec` do not contain a valid time indication, then an `EConvertError` exception is raised.

See also: `TryEncodeTimeInterval` (632)

44.4.32 EndOfDay

Synopsis: Calculates a `DateTime` value representing the end of a specified day

Declaration:

```
function EndOfDay(const AYear: Word; const AMonth: Word;
                 const ADay: Word) : TDateTime; Overload
function EndOfDay(const AYear: Word; const ADayOfYear: Word)
                 : TDateTime; Overload
```

Visibility: default

Description: `EndOfDay` returns a `TDateTime` value with the date/time indication of the last moment (23:59:59.999) of the day given by `AYear`, `AMonth`, `ADay`.

The day may also be indicated with a `AYear`, `ADayOfYear` pair.

See also: `StartOfDay` (626), `StartOfDay` (623), `StartOfTheWeek` (627), `StartOfAWeek` (624), `StartOfAMonth` (624), `StartOfTheMonth` (626), `EndOfTheWeek` (580), `EndOfAWeek` (578), `EndOfTheYear` (581), `EndOfAYear` (579), `EndOfTheMonth` (580), `EndOfAMonth` (577), `EndOfTheDay` (579)

Listing: `./datutex/ex39.pp`

Program Example39;

```
{ This program demonstrates the EndOfDay function }
```

Uses SysUtils, DateUtils;

Const

```
Fmt = 'End of the day : "dd mmm yyyy hh:nn:ss';
```

Var

```
Y,M,D : Word;
```

Begin

```
Y:=YearOf(Today);
```

```
M:=MonthOf(Today);
```

```
D:=DayOf(Today);
```

```
WriteLn(FormatDateTime(Fmt, EndOfDay(Y,M,D)));
```

```
DecodeDateDay(Today, Y,D);
```

```
WriteLn(FormatDateTime(Fmt, EndOfDay(Y,D)));
```

End.

44.4.33 EndOfAMonth

Synopsis: Calculate a `datetime` value representing the last day of the indicated month

Declaration: `function EndOfAMonth(const AYear: Word; const AMonth: Word) : TDateTime`

Visibility: default

Description: `EndOfAMonth` returns a `TDateTime` value with the date of the last day of the month indicated by the `AYear`, `AMonth` pair.

See also: [StartOfTheMonth \(626\)](#), [StartOfAMonth \(624\)](#), [EndOfTheMonth \(580\)](#), [EndOfTheYear \(581\)](#), [EndOfAYear \(579\)](#), [StartOfAWeek \(624\)](#), [StartOfTheWeek \(627\)](#)

Listing: ./datutex/ex31.pp

Program Example31 ;

{ This program demonstrates the EndOfAMonth function }

Uses SysUtils , DateUtils ;

Const

Fmt = ' "Last day of this month : " dd mmm yyyy ' ;

Var

Y,M : Word ;

Begin

Y:=YearOf(Today) ;

M:=MonthOf(Today) ;

WriteIn (FormatDateTime (Fmt , EndOfAMonth (Y,M))) ;

End.

44.4.34 EndOfAWeek

Synopsis: Return the last moment of day of the week, given a year and a week in the year.

Declaration: `function EndOfAWeek(const AYear: Word; const AWeekOfYear: Word; const ADayOfWeek: Word) : TDateTime`
`function EndOfAWeek(const AYear: Word; const AWeekOfYear: Word) : TDateTime`

Visibility: default

Description: EndOfAWeek returns a TDateTime value with the date of the last moment (23:59:59:999) on the indicated day of the week indicated by the AYear, AWeek, ADayOfWeek values.

The default value for ADayOfWeek is 7.

See also: [StartOfTheWeek \(627\)](#), [EndOfTheWeek \(580\)](#), [EndOfAWeek \(578\)](#), [StartOfAMonth \(624\)](#), [EndOfTheYear \(581\)](#), [EndOfAYear \(579\)](#), [EndOfTheMonth \(580\)](#), [EndOfAMonth \(577\)](#)

Listing: ./datutex/ex35.pp

Program Example35 ;

{ This program demonstrates the EndOfAWeek function }

Uses SysUtils , DateUtils ;

Const

Fmt = ' "Last day of this week : " dd mmm yyyy hh:nn:ss ' ;

Fmt2 = ' "Last-1 day of this week : " dd mmm yyyy hh:nn:ss ' ;

Var

Y,W : Word ;

Begin

Y:=YearOf(Today) ;

```

W:=WeekOf( Today );
WriteIn (FormatDateTime ( Fmt , EndOfAWeek ( Y,W ) ) );
WriteIn (FormatDateTime ( Fmt2 , EndOfAWeek ( Y,W, 6 ) ) );
End.

```

44.4.35 EndOfYear

Synopsis: Calculate a DateTime value representing the last day of a year

Declaration: `function EndOfYear(const AYear: Word) : TDateTime`

Visibility: default

Description: `StartOfYear` returns a `TDateTime` value with the date of the last day of the year `AYear` (December 31).

See also: [StartOfYear \(627\)](#), [EndOfYear \(581\)](#), [EndOfYear \(579\)](#), [EndOfTheMonth \(580\)](#), [EndOfA-Month \(577\)](#), [StartOfAWeek \(624\)](#), [StartOfTheWeek \(627\)](#)

Listing: `./datutex/ex27.pp`

Program Example27;

```
{ This program demonstrates the EndOfYear function }
```

```
Uses SysUtils , DateUtils ;
```

```
Const
```

```
  Fmt = 'Last day of this year : "dd mmm yyyy ';
```

```
Begin
```

```
  WriteIn (FormatDateTime ( Fmt , EndOfYear ( YearOf ( Today ) ) ) );
```

```
End.
```

44.4.36 EndOfDay

Synopsis: Calculate a datetime value that represents the end of a given day.

Declaration: `function EndOfDay(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `EndOfDay` extracts the date part of `AValue` and returns a `TDateTime` value with the date/-time indication of the last moment (23:59:59.999) of this day.

See also: [StartOfDay \(626\)](#), [StartOfDay \(623\)](#), [StartOfTheWeek \(627\)](#), [StartOfAWeek \(624\)](#), [StartOfA-Month \(624\)](#), [StartOfTheMonth \(626\)](#), [EndOfTheWeek \(580\)](#), [EndOfAWeek \(578\)](#), [EndOfTheYear \(581\)](#), [EndOfYear \(579\)](#), [EndOfTheMonth \(580\)](#), [EndOfAMonth \(577\)](#), [EndOfDay \(577\)](#)

Listing: `./datutex/ex37.pp`

Program Example37;

```
{ This program demonstrates the EndOfDay function }
```

```
Uses SysUtils , DateUtils ;
```


Const

```
Fmt = '"End of the day : "dd mmm yyyy hh:nn:ss';
```

Begin

```
WriteIn (FormatDateTime (Fmt, EndOfDay (Today)));
```

```
End.
```

44.4.37 EndOfMonth

Synopsis: Calculate a DateTime value representing the last day of the month, given a day in that month.

Declaration: `function EndOfMonth(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `EndOfMonth` extracts the year and month parts of `AValue` and returns a `TDateTime` value with the date of the first day of that year and month as the `EndOfMonth` (577) function.

See also: `StartOfMonth` (624), `StartOfMonth` (626), `EndOfMonth` (577), `EndOfYear` (581), `EndOfYear` (579), `StartOfWeek` (624), `StartOfWeek` (627)

Listing: `./datutex/ex29.pp`

Program Example29;

```
{ This program demonstrates the EndOfMonth function }
```

Uses SysUtils, DateUtils;

Const

```
Fmt = '"last day of this month : "dd mmm yyyy';
```

Begin

```
WriteIn (FormatDateTime (Fmt, EndOfMonth (Today)));
```

```
End.
```

44.4.38 EndOfWeek

Synopsis: Calculate a DateTime value which represents the end of a week, given a date in that week.

Declaration: `function EndOfWeek(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `EndOfWeek` extracts the year and week parts of `AValue` and returns a `TDateTime` value with the date of the last day of that week as the `EndOfWeek` (578) function.

See also: `StartOfWeek` (624), `StartOfWeek` (627), `EndOfWeek` (578), `StartOfMonth` (624), `EndOfYear` (581), `EndOfYear` (579), `EndOfMonth` (580), `EndOfMonth` (577)

Listing: `./datutex/ex33.pp`

```

Program Example33;

{ This program demonstrates the EndOfTheWeek function }

Uses SysUtils, DateUtils;

Const
  Fmt = '"last day of this week : "dd mmm yyyy';

Begin
  WriteIn (FormatDateTime (Fmt, EndOfTheWeek (Today)));
End.

```

44.4.39 EndOfTheYear

Synopsis: Calculate a DateTime value representing the last day of a year, given a date in that year.

Declaration: `function EndOfTheYear(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: EndOfTheYear extracts the year part of AValue and returns a TDateTime value with the date of the last day of that year (December 31), as the EndOfAYear (579) function.

See also: StartOfAYear (625), StartOfTheYear (627), EndOfTheMonth (580), EndOfAMonth (577), StartOfAWeek (624), StartOfTheWeek (627), EndOfAYear (579)

Listing: ./datutex/ex25.pp

```

Program Example25;

{ This program demonstrates the EndOfTheYear function }

Uses SysUtils, DateUtils;

Const
  Fmt = '"Last day of this year : "dd mmm yyyy';

Begin
  WriteIn (FormatDateTime (Fmt, EndOfTheYear (Today)));
End.

```

44.4.40 HourOf

Synopsis: Extract the hour part from a DateTime value.

Declaration: `function HourOf(const AValue: TDateTime) : Word`

Visibility: default

Description: HourOf returns the hour of the day part of the AValue date/time indication. It is a number between 0 and 23.

For an example, see YearOf (647)

See also: YearOf (647), WeekOf (635), MonthOf (606), DayOf (566), MinuteOf (602), SecondOf (619), MilliSecondOf (597)

44.4.41 HourOfDay

Synopsis: Calculate the hour of a given DateTime value

Declaration: `function HourOfDay(const AValue: TDateTime) : Word`

Visibility: default

Description: `HourOfDay` returns the number of hours that have passed since the start of the day till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:59:59 will return 0.

See also: `HourOfYear` (583), `HourOfMonth` (582), `HourOfWeek` (582), `MinuteOfDay` (602), `SecondOfDay` (619), `MillisecondOfDay` (598)

Listing: `./datutex/ex43.pp`

Program Example43;

{ This program demonstrates the HourOfDay function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin

N:=Now;

WriteLn('Hour of the Day : ', HourOfDay(N));

WriteLn('Minute of the Day : ', MinuteOfDay(N));

WriteLn('Second of the Day : ', SecondOfDay(N));

WriteLn('Millisecond of the Day : ',
MillisecondOfDay(N));

End.

44.4.42 HourOfMonth

Synopsis: Calculate the number of hours passed since the start of the month.

Declaration: `function HourOfMonth(const AValue: TDateTime) : Word`

Visibility: default

Description: `HourOfMonth` returns the number of hours that have passed since the start of the month till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:59:59 on the first day of the month will return 0.

For an example, see the `WeekOfMonth` (635) function.

See also: `WeekOfMonth` (635), `DayOfMonth` (566), `MinuteOfMonth` (603), `SecondOfMonth` (620), `MillisecondOfMonth` (599)

44.4.43 HourOfWeek

Synopsis: Calculate the number of hours elapsed since the start of the week.

Declaration: `function HourOfWeek(const AValue: TDateTime) : Word`

Visibility: default

Description: `HourOfTheWeek` returns the number of hours that have passed since the start of the Week till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:59:59 on the first day of the week will return 0.

For an example, see the `DayOfTheWeek` (567) function.

See also: `HourOfTheYear` (583), `HourOfTheMonth` (582), `HourOfTheDay` (582), `DayOfTheWeek` (567), `MinuteOfTheWeek` (603), `SecondOfTheWeek` (621), `MilliSecondOfTheWeek` (599)

44.4.44 HourOfTheYear

Synopsis: Calculate the number of hours passed since the start of the year.

Declaration: `function HourOfTheYear(const AValue: TDateTime) : Word`

Visibility: default

Description: `HourOfTheYear` returns the number of hours that have passed since the start of the year (January 1, 00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:59:59 will return 0.

For an example, see the `WeekOfTheYear` (636) function.

See also: `WeekOfTheYear` (636), `DayOfTheYear` (567), `MinuteOfTheYear` (603), `SecondOfTheYear` (621), `MilliSecondOfTheYear` (600)

44.4.45 HoursBetween

Synopsis: Calculate the number of whole hours between two `DateTime` values.

Declaration: `function HoursBetween(const ANow: TDateTime; const AThen: TDateTime) : Int64`

Visibility: default

Description: `HoursBetween` returns the number of whole hours between `ANow` and `AThen`. This means the fractional part of an hour (minutes,seconds etc.) is dropped.

See also: `YearsBetween` (648), `MonthsBetween` (606), `WeeksBetween` (636), `DaysBetween` (568), `MinutesBetween` (604), `SecondsBetween` (621), `MillisecondsBetween` (600)

Listing: `./datutex/ex59.pp`

Program Example59;

{ This program demonstrates the HoursBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

 Write('Number of hours between ');

 Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));

 WriteLn(' : ', HoursBetween(ANow, AThen));

end;

Var

 D1, D2 : TDateTime;

```

Begin
  D1:=Now;
  D2:=D1-(59*OneMinute);
  Test(D1,D2);
  D2:=D1-(61*OneMinute);
  Test(D1,D2);
  D2:=D1-(122*OneMinute);
  Test(D1,D2);
  D2:=D1-(306*OneMinute);
  Test(D1,D2);
  D2:=D1-(5.4*OneHour);
  Test(D1,D2);
  D2:=D1-(2.5*OneHour);
  Test(D1,D2);
End.

```

44.4.46 HourSpan

Synopsis: Calculate the approximate number of hours between two DateTime values.

Declaration: `function HourSpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

Description: `HourSpan` returns the number of Hours between `ANow` and `AThen`, including any fractional parts of a Hour.

See also: `YearSpan` (649), `MonthSpan` (607), `WeekSpan` (638), `DaySpan` (571), `MinuteSpan` (605), `SecondSpan` (622), `MilliSecondSpan` (601), `HoursBetween` (583)

Listing: `./datutex/ex67.pp`

Program Example67;

{ This program demonstrates the HourSpan function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

```

begin
  Write('Number of hours between ');
  Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));
  WriteLn(' : ', HourSpan(ANow, AThen));
end;

```

Var

D1, D2 : TDateTime;

Begin

```

  D1:=Now;
  D2:=D1-(59*OneMinute);
  Test(D1,D2);
  D2:=D1-(61*OneMinute);
  Test(D1,D2);

```

```

D2:=D1-(122*OneMinute);
Test(D1,D2);
D2:=D1-(306*OneMinute);
Test(D1,D2);
D2:=D1-(5.4*OneHour);
Test(D1,D2);
D2:=D1-(2.5*OneHour);
Test(D1,D2);
End.

```

44.4.47 IncDay

Synopsis: Increase a DateTime value with a number of days.

Declaration: `function IncDay(const AValue: TDateTime; const ANumberOfDays: Integer) : TDateTime`
`function IncDay(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `IncDay` adds `ANumberOfDays` days to `AValue` and returns the resulting date/time. `ANumberOfDays` can be positive or negative.

See also: `IncYear` (588), `#rtl.sysutils.IncMonth` (1651), `IncWeek` (587), `IncHour` (585), `IncMinute` (586), `IncSecond` (587), `IncMilliSecond` (586)

Listing: `./datutex/ex74.pp`

Program Example74;

{ This program demonstrates the IncDay function }

Uses SysUtils, DateUtils;

Begin

`WriteLn('One Day from today is ', DateToStr(IncDay(Today, 1)));`

`WriteLn('One Day ago from today is ', DateToStr(IncDay(Today, -1)));`

End.

44.4.48 IncHour

Synopsis: Increase a DateTime value with a number of hours.

Declaration: `function IncHour(const AValue: TDateTime; const ANumberOfHours: Int64) : TDateTime`
`function IncHour(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `IncHour` adds `ANumberOfHours` hours to `AValue` and returns the resulting date/time. `ANumberOfHours` can be positive or negative.

See also: `IncYear` (588), `#rtl.sysutils.IncMonth` (1651), `IncWeek` (587), `IncDay` (585), `IncMinute` (586), `IncSecond` (587), `IncMilliSecond` (586)

Listing: `./datutex/ex75.pp`

Program Example75

;

*{ This program demonstrates the IncHour function }***Uses** SysUtils , DateUtils ;**Begin****WriteLn** ('One Hour from now is ', **DateTimeToStr**(IncHour(**Now**, 1)));**WriteLn** ('One Hour ago from now is ', **DateTimeToStr**(IncHour(**Now**, -1)));**End.****44.4.49 IncMilliSecond****Synopsis:** Increase a DateTime value with a number of milliseconds.

Declaration: function IncMilliSecond(const AValue: TDateTime;
 const ANumberOfMilliseconds: Int64) : TDateTime
 function IncMilliSecond(const AValue: TDateTime) : TDateTime

Visibility: default**Description:** IncMilliSecond adds ANumberOfMilliseconds milliseconds to AValue and returns the resulting date/time. ANumberOfMilliseconds can be positive or negative.**See also:** IncYear (588), #rtl.sysutils.IncMonth (1651), IncWeek (587), IncDay (585), IncHour (585), IncSecond (587), IncMilliSecond (586)**Listing:** ./datutex/ex78.pp**Program Example78;***{ This program demonstrates the IncMilliSecond function }***Uses** SysUtils , DateUtils ;**Begin****WriteLn** ('One MilliSecond from now is ', **TimeToStr**(IncMilliSecond(**Now**, 1)));**WriteLn** ('One MilliSecond ago from now is ', **TimeToStr**(IncMilliSecond(**Now**, -1)));**End.****44.4.50 IncMinute****Synopsis:** Increase a DateTime value with a number of minutes.

Declaration: function IncMinute(const AValue: TDateTime;
 const ANumberOfMinutes: Int64) : TDateTime
 function IncMinute(const AValue: TDateTime) : TDateTime

Visibility: default**Description:** IncMinute adds ANumberOfMinutes minutes to AValue and returns the resulting date/time. ANumberOfMinutes can be positive or negative.**See also:** IncYear (588), #rtl.sysutils.IncMonth (1651), IncWeek (587), IncDay (585), IncHour (585), IncSecond (587), IncMilliSecond (586)

Listing: ./datutex/ex76.pp

Program Example76;

{ This program demonstrates the IncMinute function }

Uses SysUtils, DateUtils;

Begin

WriteIn ('One Minute from now is ', **TimeToStr**(IncMinute(**Time**, 1)));

WriteIn ('One Minute ago from now is ', **TimeToStr**(IncMinute(**Time**, -1)));

End.

44.4.51 IncSecond

Synopsis: Increase a DateTime value with a number of seconds.

Declaration: function IncSecond(const AValue: TDateTime;
 const ANumberOfSeconds: Int64) : TDateTime
 function IncSecond(const AValue: TDateTime) : TDateTime

Visibility: default

Description: IncSecond adds ANumberOfSeconds seconds to AValue and returns the resulting date/time. ANumberOfSeconds can be positive or negative.

See also: IncYear ([588](#)), #rtl.sysutils.IncMonth ([1651](#)), IncWeek ([587](#)), IncDay ([585](#)), IncHour ([585](#)), IncSecond ([587](#)), IncMilliSecond ([586](#))

Listing: ./datutex/ex77.pp

Program Example77;

{ This program demonstrates the IncSecond function }

Uses SysUtils, DateUtils;

Begin

WriteIn ('One Second from now is ', **TimeToStr**(IncSecond(**Time**, 1)));

WriteIn ('One Second ago from now is ', **TimeToStr**(IncSecond(**Time**, -1)));

End.

44.4.52 IncWeek

Synopsis: Increase a DateTime value with a number of weeks.

Declaration: function IncWeek(const AValue: TDateTime; const ANumberOfWeeks: Integer)
 : TDateTime
 function IncWeek(const AValue: TDateTime) : TDateTime

Visibility: default

Description: IncWeek adds ANumberOfWeeks weeks to AValue and returns the resulting date/time. ANumberOfWeeks can be positive or negative.

See also: IncYear ([588](#)), #rtl.sysutils.IncMonth ([1651](#)), IncDay ([585](#)), IncHour ([585](#)), IncMinute ([586](#)), IncSecond ([587](#)), IncMilliSecond ([586](#))

Listing: ./datutex/ex73.pp

Program Example73;

{ This program demonstrates the IncWeek function }

Uses SysUtils, DateUtils;

Begin

WriteLn ('One Week from today is ', **DateToStr**(IncWeek(Today, 1)));

WriteLn ('One Week ago from today is ', **DateToStr**(IncWeek(Today, -1)));

End.

44.4.53 IncYear

Synopsis: Increase a DateTime value with a number of years.

Declaration: function IncYear(const AValue: TDateTime; const ANumberOfYears: Integer)
: TDateTime
function IncYear(const AValue: TDateTime) : TDateTime

Visibility: default

Description: IncYear adds ANumberOfYears years to AValue and returns the resulting date/time. ANumberOfYears can be positive or negative.

See also: #rtl.sysutils.IncMonth (1651), IncWeek (587), IncDay (585), IncHour (585), IncMinute (586), IncSecond (587), IncMillisecond (586)

Listing: ./datutex/ex71.pp

Program Example71;

{ This program demonstrates the IncYear function }

Uses SysUtils, DateUtils;

Begin

WriteLn ('One year from today is ', **DateToStr**(IncYear(Today, 1)));

WriteLn ('One year ago from today is ', **DateToStr**(IncYear(Today, -1)));

End.

44.4.54 InvalidDateDayError

Synopsis: Raise an EConvertError exception when a day is not a valid day of a year.

Declaration: procedure InvalidDateDayError(const AYear: Word; const ADayOfYear: Word)

Visibility: default

Description: InvalidDateDayError raises an EConvertError (1709) exception and formats the error message with an appropriate description made up from the parts AYear and ADayOfYear.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: InvalidDateWeekError (589), InvalidDateTimeError (589), InvalidDateMonthWeekError (589), InvalidDayOfWeekInMonthError (590)

44.4.55 InvalidDateMonthWeekError

Synopsis: Raise an `EConvertError` exception when a `Year,Month,WeekOfMonth,DayOfWeek` is invalid.

Declaration:

```
procedure InvalidDateMonthWeekError(const AYear: Word;
                                     const AMonth: Word;
                                     const AWeekOfMonth: Word;
                                     const ADayOfWeek: Word)
```

Visibility: default

Description: `InvalidDateMonthWeekError` raises an `EConvertError` (1709) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AMonth`, `AWeekOfMonth` and `ADayOfWeek`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateWeekError` (589), `InvalidDateTimeError` (589), `InvalidDateDayError` (588), `InvalidDay-OfWeekInMonthError` (590)

44.4.56 InvalidDateTimeError

Synopsis: Raise an `EConvertError` about an invalid date-time specification.

Declaration:

```
procedure InvalidDateTimeError(const AYear: Word; const AMonth: Word;
                               const ADay: Word; const AHour: Word;
                               const AMinute: Word; const ASecond: Word;
                               const AMilliSecond: Word;
                               const ABaseDate: TDateTime)
procedure InvalidDateTimeError(const AYear: Word; const AMonth: Word;
                               const ADay: Word; const AHour: Word;
                               const AMinute: Word; const ASecond: Word;
                               const AMilliSecond: Word)
```

Visibility: default

Description: `InvalidDateTimeError` raises an `EConvertError` (1709) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateWeekError` (589), `InvalidDateDayError` (588), `InvalidDateMonthWeekError` (589), `InvalidDayOfWeekInMonthError` (590)

44.4.57 InvalidDateWeekError

Synopsis: Raise an `EConvertError` with an invalid `Year`, `WeekOfyear` and `DayOfWeek` specification

Declaration:

```
procedure InvalidDateWeekError(const AYear: Word;
                               const AWeekOfYear: Word;
                               const ADayOfWeek: Word)
```

Visibility: default

Description: `InvalidDateWeekError` raises an `EConvertError` (1709) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AWeek`, `ADayOfWeek`.
Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateTimeError` (589), `InvalidDateDayError` (588), `InvalidDateMonthWeekError` (589), `InvalidDayOfWeekInMonthError` (590)

44.4.58 InvalidDayOfWeekInMonthError

Synopsis: Raise an `EConvertError` exception when a `Year,Month,NthDayOfWeek,DayOfWeek` is invalid.

Declaration:

```
procedure InvalidDayOfWeekInMonthError(const AYear: Word;
                                       const AMonth: Word;
                                       const ANthDayOfWeek: Word;
                                       const ADayOfWeek: Word)
```

Visibility: default

Description: `InvalidDayOfWeekInMonthError` raises an `EConvertError` (1709) exception and formats the error message with an appropriate description made up from the parts `AYear`, `Amonth`, `ANthDayOfWeek` and `ADayOfWeek`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateWeekError` (589), `InvalidDateTimeError` (589), `InvalidDateDayError` (588), `InvalidDateMonthWeekError` (589)

44.4.59 IsInLeapYear

Synopsis: Determine whether a date is in a leap year.

Declaration:

```
function IsInLeapYear(const AValue: TDateTime) : Boolean
```

Visibility: default

Description: `IsInLeapYear` returns `True` if the year part of `AValue` is leap year, or `False` if not.

See also: `YearOf` (647), `IsPM` (591), `IsToday` (592), `IsSameDay` (591)

Listing: `./datutex/ex3.pp`

Program Example3;

{ This program demonstrates the IsInLeapYear function }

Uses SysUtils, DateUtils;

Begin

WriteIn('Current year is leap year: ',IsInLeapYear(**Date**));

End.

44.4.60 IsPM

Synopsis: Determine whether a time is PM or AM.

Declaration: `function IsPM(const AValue: TDateTime) : Boolean`

Visibility: default

Description: `IsPM` returns `True` if the time part of `AValue` is later than 12:00 (PM, or afternoon).

See also: [YearOf \(647\)](#), [IsInLeapYear \(590\)](#), [IsToday \(592\)](#), [IsSameDay \(591\)](#)

Listing: `./datutex/ex4.pp`

Program Example4;

{ This program demonstrates the IsPM function }

Uses SysUtils, DateUtils;

Begin

WriteIn ('Current time is PM : ', IsPM(**Now**));

End.

44.4.61 IsSameDay

Synopsis: Check if two date/time indications are the same day.

Declaration: `function IsSameDay(const AValue: TDateTime; const ABasis: TDateTime) : Boolean`

Visibility: default

Description: `IsSameDay` checks whether `AValue` and `ABasis` have the same date part, and returns `True` if they do, `False` if not.

See also: [Today \(628\)](#), [Yesterday \(650\)](#), [Tomorrow \(628\)](#), [IsToday \(592\)](#)

Listing: `./datutex/ex21.pp`

Program Example21;

{ This program demonstrates the IsSameDay function }

Uses SysUtils, DateUtils;

Var

 I : Integer;

 D : TDateTime;

Begin

For I:=1 to 3 **do**

begin

 D:=Today+**Random**(3)-1;

Write (**FormatDateTime** ('dd mmm yyyy "is today : "', D));

WriteIn (IsSameDay(D, Today));

end;

End.

44.4.62 IsSameMonth

Synopsis: Check if 2 dates are in the same month.

Declaration: `function IsSameMonth(const AValue: TDateTime; const ABasis: TDateTime) : Boolean`

Visibility: default

Description: `IsSameMonth` will return `True` if the two dates `AValue` and `ABasis` occur in the same year and month. (i.e. if their month and year parts match). Otherwise, `False` is returned.

See also: `IsSameDay` (591), `IsToday` (592), `SameDate` (616)

44.4.63 IsToday

Synopsis: Check whether a given date is today.

Declaration: `function IsToday(const AValue: TDateTime) : Boolean`

Visibility: default

Description: `IsToday` returns `True` if `AValue` is today's date, and `False` otherwise.

See also: `Today` (628), `Yesterday` (650), `Tomorrow` (628), `IsSameDay` (591)

Listing: `./datutex/ex20.pp`

Program `Example20`;

{ This program demonstrates the IsToday function }

Uses `SysUtils`, `DateUtils`;

Begin

`WriteLn ('Today : ', IsToday (Today));`

`WriteLn ('Tomorrow : ', IsToday (Tomorrow));`

`WriteLn ('Yesterday : ', IsToday (Yesterday));`

End.

44.4.64 IsValidDate

Synopsis: Check whether a set of values is a valid date indication.

Declaration: `function IsValidDate(const AYear: Word; const AMonth: Word; const ADay: Word) : Boolean`

Visibility: default

Description: `IsValidDate` returns `True` when the values `AYear`, `AMonth`, `ADay` form a valid date indication. If one of the values is not valid (e.g. the day is invalid or does not exist in that particular month), `False` is returned.

`AYear` must be in the range 1..9999 to be valid.

See also: `IsValidTime` (596), `IsValidDateTime` (594), `IsValidDateDay` (593), `IsValidDateWeek` (595), `IsValidDateMonthWeek` (593)

Listing: `./datutex/ex5.pp`

```

Program Example5;

{ This program demonstrates the IsValidDate function }

Uses SysUtils , DateUtils ;

Var
  Y,M,D : Word;

Begin
  For Y:=2000 to 2004 do
    For M:=1 to 12 do
      For D:=1 to 31 do
        If Not IsValidDate(Y,M,D) then
          WriteLn(D, ' is not a valid day in ',Y,'/',M);
End.

```

44.4.65 IsValidDateDay

Synopsis: Check whether a given year/day of year combination is a valid date.

Declaration: `function IsValidDateDay(const AYear: Word; const ADayOfYear: Word) : Boolean`

Visibility: default

Description: IsValidDateDay returns True if AYear and ADayOfYear form a valid date indication, or False otherwise.

AYear must be in the range 1..9999 to be valid.

The ADayOfYear value is checked to see whether it falls within the valid range of dates for AYear.

See also: IsValidDate (592), IsValidTime (596), IsValidDateTime (594), IsValidDateWeek (595), IsValidDateMonthWeek (593)

Listing: ./datutex/ex9.pp

```

Program Example9;

{ This program demonstrates the IsValidDateDay function }

Uses SysUtils , DateUtils ;

Var
  Y : Word;

Begin
  For Y:=1996 to 2004 do
    if IsValidDateDay(Y,366) then
      WriteLn(Y, ' is a leap year');
End.

```

44.4.66 IsValidDateMonthWeek

Synopsis: Check whether a given year/month/week/day of the week combination is a valid day

Declaration: `function IsValidDateMonthWeek(const AYear: Word; const AMonth: Word;
const AWeekOfMonth: Word;
const ADayOfWeek: Word) : Boolean`

Visibility: default

Description: `IsValidDateMonthWeek` returns `True` if `AYear`, `AMonth`, `AWeekOfMonth` and `ADayOfWeek` form a valid date indication, or `False` otherwise.

`AYear` must be in the range 1..9999 to be valid.

The `AWeekOfMonth`, `ADayOfWeek` values are checked to see whether the combination falls within the valid range of weeks for the `AYear`, `AMonth` combination.

See also: `IsValidDate` (592), `IsValidTime` (596), `IsValidDateTime` (594), `IsValidDateDay` (593), `IsValidDateWeek` (595)

Listing: `./datutex/ex11.pp`

Program `Example11`;

{ This program demonstrates the IsValidDateMonthWeek function }

Uses `SysUtils`, `DateUtils`;

Var

`Y,W,D : Word;`
`B : Boolean;`

Begin

`For Y:=2000 to 2004 do`

`begin`

`B:=True;`

`For W:=4 to 6 do`

`For D:=1 to 7 do`

`If B then`

`begin`

`B:=IsValidDateMonthWeek(Y,12,W,D);`

`If Not B then`

`if (D=1) then`

`WriteLn('December ',Y,' has exactly ',W,' weeks.')`

`else`

`WriteLn('December ',Y,' has ',W,' weeks and ',D-1,' days.');`

`end;`

`end;`

End.

44.4.67 IsValidDateTime

Synopsis: Check whether a set of values is a valid date and time indication.

Declaration: `function IsValidDateTime(const AYear: Word; const AMonth: Word;
const ADay: Word; const AHour: Word;
const AMinute: Word; const ASecond: Word;
const AMilliSecond: Word) : Boolean`

Visibility: default

Description: `IsValidTime` returns `True` when the values `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond` form a valid date and time indication. If one of the values is not valid (e.g. the seconds are larger than 60), `False` is returned.

`AYear` must be in the range 1..9999 to be valid.

See also: `IsValidDate` (592), `IsValidTime` (596), `IsValidDateDay` (593), `IsValidDateWeek` (595), `IsValidDate-MonthWeek` (593)

Listing: `./datutex/ex7.pp`

Program Example7;

{ This program demonstrates the IsValidDateTime function }

Uses SysUtils, DateUtils;

Var

Y,Mo,D : Word;
H,M,S,MS : Word;
I : Integer;

Begin

For I:=1 to 10 do

begin

Y:=2000+Random(5);

Mo:=Random(15);

D:=Random(40);

H:=Random(32);

M:=Random(90);

S:=Random(90);

MS:=Random(1500);

If Not IsValidDateTime(Y,Mo,D,H,M,S,MS) **then**

WriteLn(Y, '-',Mo, '-',D, ' ',H, ':',M, ':',S, '.',MS, ' is not a valid date/time.');

end;

End.

44.4.68 IsValidDateWeek

Synopsis: Check whether a given year/week/day of the week combination is a valid day.

Declaration: `function IsValidDateWeek(const AYear: Word; const AWeekOfYear: Word; const ADayOfWeek: Word) : Boolean`

Visibility: default

Description: `IsValidDateWeek` returns `True` if `AYear`, `AWeekOfYear` and `ADayOfWeek` form a valid date indication, or `False` otherwise.

`AYear` must be in the range 1..9999 to be valid.

The `ADayOfWeek`, `ADayOfWeek` values are checked to see whether the combination falls within the valid range of weeks for `AYear`.

See also: `IsValidDate` (592), `IsValidTime` (596), `IsValidDateTime` (594), `IsValidDateDay` (593), `IsValidDate-MonthWeek` (593)

Listing: `./datutex/ex10.pp`

```

Program Example10;

{ This program demonstrates the IsValidDateWeek function }

Uses SysUtils, DateUtils;

Var
  Y,W,D : Word;
  B : Boolean;

Begin
  For Y:=2000 to 2004 do
    begin
      B:=True;
      For W:=51 to 54 do
        For D:=1 to 7 do
          If B then
            begin
              B:=IsValidDateWeek(Y,W,D);
              If Not B then
                if (D=1) then
                  WriteLn(Y, ' has exactly ',W, ' weeks. ')
                else
                  WriteLn(Y, ' has ',W, ' weeks and ',D-1, ' days. ');
            end;
          end;
        end;
      end;
    end;
  End.

```

44.4.69 IsValidTime

Synopsis: Check whether a set of values is a valid time indication.

Declaration: `function IsValidTime(const AHour: Word; const AMinute: Word; const ASecond: Word; const AMilliSecond: Word) : Boolean`

Visibility: default

Description: Check whether a set of values is a valid time indication.

44.4.70 JulianDateToDateTime

Synopsis: Convert a Julian date representation to a TDateTime value.

Declaration: `function JulianDateToDateTime(const AValue: Double) : TDateTime`

Visibility: default

Description: JulianDateToDateTime converts the Julian AValue date/time indication to a regular TDateTime date/time indication.

See also: [DateTimeToJulianDate \(565\)](#), [TryJulianDateToDateTime \(633\)](#), [DateTimeToModifiedJulianDate \(566\)](#), [TryModifiedJulianDateToDateTime \(633\)](#)

44.4.71 LocalTimeToUniversal

Synopsis: Convert local time to UTC time

Declaration: `function LocalTimeToUniversal(LT: TDateTime) : TDateTime`
`function LocalTimeToUniversal(LT: TDateTime; TZOffset: Integer)`
`: TDateTime`

Visibility: default

Description: `UniversalTimeToLocal` converts a local time indication to a universal time indication: it undoes the `TZOffset` timezone offset from the UT Universal time (UTC). If no `TZOffset` is specified, the local time offset as returned by `GetLocalTimeOffset` (559) is used.

Note that for times in the past or in the future, or for time zones with DST, omitting the `TZoffset` may lead to wrong results, as the current timezone offset is used. Calculation of the correct timezone offset for a given date is very complicated, and outside the scope of this call.

See also: `GetLocalTimeOffset` (559), `UniversalTimeToLocal` (634)

44.4.72 MacTimeStampToUnix

Synopsis: Convert a Mac timestamp to a Unix timestamp

Declaration: `function MacTimeStampToUnix(const AValue: Int64) : Int64`

Visibility: default

Description: `MacTimeStampToUnix` converts the Mac timestamp indication in `AValue` to a unix timestamp indication (epoch time)

Errors: None.

See also: `UnixTimeStampToMac` (634), `DateTimeToMac` (565), `MacToDateTime` (597)

44.4.73 MacToDateTime

Synopsis: Convert a Mac timestamp to a TDateTime timestamp

Declaration: `function MacToDateTime(const AValue: Int64) : TDateTime`

Visibility: default

Description: `MacToDateTime` converts the Mac timestamp indication in `AValue` to a valid `TDateTime` indication.

Errors: None.

See also: `UnixTimeStampToMac` (634), `DateTimeToMac` (565), `MacTimeStampToUnix` (597)

44.4.74 MilliSecondOf

Synopsis: Extract the millisecond part from a DateTime value.

Declaration: `function MilliSecondOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `MillisecondOf` returns the second of the minute part of the `AValue` date/time indication. It is a number between 0 and 999.

For an example, see `YearOf` (647)

See also: `YearOf` (647), `WeekOf` (635), `MonthOf` (606), `DayOf` (566), `HourOf` (581), `MinuteOf` (602), `MillisecondOf` (597)

44.4.75 `MillisecondOfTheDay`

Synopsis: Calculate the number of milliseconds elapsed since the start of the day

Declaration: `function MillisecondOfTheDay(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MillisecondOfTheDay` returns the number of milliseconds that have passed since the start of the Day (00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.000 will return 0.

For an example, see the `HourOfTheDay` (582) function.

See also: `MillisecondOfTheYear` (600), `MillisecondOfTheMonth` (599), `MillisecondOfTheWeek` (599), `MillisecondOfTheHour` (598), `MillisecondOfTheMinute` (598), `MillisecondOfTheSecond` (599), `HourOfTheDay` (582), `MinuteOfTheDay` (602), `SecondOfTheDay` (619)

44.4.76 `MillisecondOfTheHour`

Synopsis: Calculate the number of milliseconds elapsed since the start of the hour

Declaration: `function MillisecondOfTheHour(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MillisecondOfTheHour` returns the number of milliseconds that have passed since the start of the Hour (HH:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:00:00.000 will return 0.

For an example, see the `MinuteOfTheHour` (602) function.

See also: `MillisecondOfTheYear` (600), `MillisecondOfTheMonth` (599), `MillisecondOfTheWeek` (599), `MillisecondOfTheDay` (598), `MillisecondOfTheMinute` (598), `MillisecondOfTheSecond` (599), `MinuteOfTheHour` (602), `SecondOfTheHour` (620)

44.4.77 `MillisecondOfTheMinute`

Synopsis: Calculate the number of milliseconds elapsed since the start of the minute

Declaration: `function MillisecondOfTheMinute(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MillisecondOfTheMinute` returns the number of milliseconds that have passed since the start of the Minute (HH:MM:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:MM:00.000 will return 0.

For an example, see the `SecondOfTheMinute` (620) function.

See also: `MillisecondOfTheYear` (600), `MillisecondOfTheMonth` (599), `MillisecondOfTheWeek` (599), `MillisecondOfTheDay` (598), `MillisecondOfTheHour` (598), `MillisecondOfTheMinute` (598), `MillisecondOfTheSecond` (599), `SecondOfTheMinute` (620)

44.4.78 MilliSecondOfTheMonth

Synopsis: Calculate number of milliseconds elapsed since the start of the month.

Declaration: `function MilliSecondOfTheMonth(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MilliSecondOfTheMonth` returns the number of milliseconds that have passed since the start of the month (00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.000 on the first of the month will return 0.

For an example, see the `WeekOfTheMonth` (635) function.

See also: `WeekOfTheMonth` (635), `DayOfTheMonth` (566), `HourOfTheMonth` (582), `MinuteOfTheMonth` (603), `SecondOfTheMonth` (620), `MilliSecondOfTheMonth` (599)

44.4.79 MilliSecondOfTheSecond

Synopsis: Calculate the number of milliseconds elapsed since the start of the second

Declaration: `function MilliSecondOfTheSecond(const AValue: TDateTime) : Word`

Visibility: default

Description: `MilliSecondOfTheSecond` returns the number of milliseconds that have passed since the start of the second (HH:MM:SS.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:MM:SS.000 will return 0.

See also: `MilliSecondOfTheYear` (600), `MilliSecondOfTheMonth` (599), `MilliSecondOfTheWeek` (599), `MilliSecondOfTheDay` (598), `MilliSecondOfTheHour` (598), `MilliSecondOfTheMinute` (598), `SecondOfTheMinute` (620)

Listing: `./datutex/ex46.pp`

Program Example46;

{ This program demonstrates the MilliSecondOfTheSecond function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin

N:=Now;

WriteLn('MilliSecond of the Second : ',
MilliSecondOfTheSecond(N));

End.

44.4.80 MilliSecondOfTheWeek

Synopsis: Calculate the number of milliseconds elapsed since the start of the week

Declaration: `function MilliSecondOfTheWeek(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MilliSecondOfTheWeek` returns the number of milliseconds that have passed since the start of the Week (00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.000 on the first of the Week will return 0.

For an example, see the `DayOfTheWeek` (567) function.

See also: `MilliSecondOfTheYear` (600), `MilliSecondOfTheMonth` (599), `MilliSecondOfTheDay` (598), `MilliSecondOfTheHour` (598), `MilliSecondOfTheMinute` (598), `MilliSecondOfTheSecond` (599), `DayOfTheWeek` (567), `HourOfTheWeek` (582), `MinuteOfTheWeek` (603), `SecondOfTheWeek` (621)

44.4.81 MilliSecondOfTheYear

Synopsis: Calculate the number of milliseconds elapsed since the start of the year.

Declaration: `function MilliSecondOfTheYear(const AValue: TDateTime) : Int64`

Visibility: default

Description: `MilliSecondOfTheYear` returns the number of milliseconds that have passed since the start of the year (January 1, 00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:00:00.000 will return 0.

For an example, see the `WeekOfTheYear` (636) function.

See also: `WeekOfTheYear` (636), `DayOfTheYear` (567), `HourOfTheYear` (583), `MinuteOfTheYear` (603), `SecondOfTheYear` (621), `MilliSecondOfTheYear` (600)

44.4.82 MilliSecondsBetween

Synopsis: Calculate the number of whole milliseconds between two `DateTime` values.

Declaration: `function MilliSecondsBetween(const ANow: TDateTime;
const AThen: TDateTime) : Int64`

Visibility: default

Description: `MilliSecondsBetween` returns the number of whole milliseconds between `ANow` and `AThen`. This means a fractional part of a millisecond is dropped.

See also: `YearsBetween` (648), `MonthsBetween` (606), `WeeksBetween` (636), `DaysBetween` (568), `HoursBetween` (583), `MinutesBetween` (604), `SecondsBetween` (621)

Listing: `./datutex/ex62.pp`

Program Example62;

{ This program demonstrates the MilliSecondsBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

```
begin
  Write('Number of milliseconds between ');
  Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));
  WriteLn(' : ', MilliSecondsBetween(ANow, AThen));
end;
```

Var

```

D1,D2 : TDateTime;

Begin
  D1:=Now;
  D2:=D1-(0.9*OneMilliSecond);
  Test(D1,D2);
  D2:=D1-(1.0*OneMilliSecond);
  Test(D1,D2);
  D2:=D1-(1.1*OneMilliSecond);
  Test(D1,D2);
  D2:=D1-(2.5*OneMilliSecond);
  Test(D1,D2);
End.

```

44.4.83 MilliSecondSpan

Synopsis: Calculate the approximate number of milliseconds between two `DateTime` values.

Declaration: `function MilliSecondSpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

Description: `MilliSecondSpan` returns the number of milliseconds between `ANow` and `AThen`. Since millisecond is the smallest fraction of a `TDateTime` indication, the returned number will always be an integer value.

See also: [YearSpan \(649\)](#), [MonthSpan \(607\)](#), [WeekSpan \(638\)](#), [DaySpan \(571\)](#), [HourSpan \(584\)](#), [MinuteSpan \(605\)](#), [SecondSpan \(622\)](#), [MillisecondsBetween \(600\)](#)

Listing: `./datutex/ex70.pp`

Program Example70;

```
{ This program demonstrates the MilliSecondSpan function }
```

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

```
begin
  Write('Number of milliseconds between ');
  Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));
  WriteLn(' : ', MilliSecondSpan(ANow, AThen));
end;
```

Var

```
D1,D2 : TDateTime;
```

Begin

```
D1:=Now;
D2:=D1-(0.9*OneMilliSecond);
Test(D1,D2);
D2:=D1-(1.0*OneMilliSecond);
Test(D1,D2);
D2:=D1-(1.1*OneMilliSecond);
Test(D1,D2);
```

```
D2:=D1-(2.5*OneMilliSecond);  
Test(D1,D2);  
End.
```

44.4.84 MinuteOf

Synopsis: Extract the minute part from a `DateTime` value.

Declaration: `function MinuteOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `MinuteOf` returns the minute of the hour part of the `AValue` date/time indication. It is a number between 0 and 59.

For an example, see [YearOf \(647\)](#)

See also: [YearOf \(647\)](#), [WeekOf \(635\)](#), [MonthOf \(606\)](#), [DayOf \(566\)](#), [HourOf \(581\)](#), [SecondOf \(619\)](#), [MilliSecondOf \(597\)](#)

44.4.85 MinuteOfDay

Synopsis: Calculate the number of minutes elapsed since the start of the day

Declaration: `function MinuteOfDay(const AValue: TDateTime) : Word`

Visibility: default

Description: `MinuteOfDay` returns the number of minutes that have passed since the start of the Day (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:59 will return 0.

For an example, see the [HourOfDay \(582\)](#) function.

See also: [MinuteOfTheYear \(603\)](#), [MinuteOfTheMonth \(603\)](#), [MinuteOfTheWeek \(603\)](#), [MinuteOfTheHour \(602\)](#), [HourOfDay \(582\)](#), [SecondOfDay \(619\)](#), [MilliSecondOfDay \(598\)](#)

44.4.86 MinuteOfTheHour

Synopsis: Calculate the number of minutes elapsed since the start of the hour

Declaration: `function MinuteOfTheHour(const AValue: TDateTime) : Word`

Visibility: default

Description: `MinuteOfTheHour` returns the number of minutes that have passed since the start of the Hour (HH:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:00:59 will return 0.

See also: [MinuteOfTheYear \(603\)](#), [MinuteOfTheMonth \(603\)](#), [MinuteOfTheWeek \(603\)](#), [MinuteOfDay \(602\)](#), [SecondOfTheHour \(620\)](#), [MilliSecondOfTheHour \(598\)](#)

Listing: `./datutex/ex44.pp`

Program Example44;

{ This program demonstrates the MinuteOfTheHour function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin

N:=Now;

WriteLn('Minute of the Hour : ',MinuteOfTheHour(N));

WriteLn('Second of the Hour : ',SecondOfTheHour(N));

WriteLn('MilliSecond of the Hour : ',
MilliSecondOfTheHour(N));

End.

44.4.87 MinuteOfTheMonth

Synopsis: Calculate number of minutes elapsed since the start of the month.

Declaration: function MinuteOfTheMonth(const AValue: TDateTime) : Word

Visibility: default

Description: MinuteOfTheMonth returns the number of minutes that have passed since the start of the Month (00:00:00) till the moment indicated by AValue. This is a zero-based number, i.e. 00:00:59 on the first day of the month will return 0.

For an example, see the WeekOfTheMonth (635) function.

See also: WeekOfTheMonth (635), DayOfTheMonth (566), HourOfTheMonth (582), MinuteOfTheMonth (603), SecondOfTheMonth (620), MilliSecondOfTheMonth (599)

44.4.88 MinuteOfTheWeek

Synopsis: Calculate the number of minutes elapsed since the start of the week

Declaration: function MinuteOfTheWeek(const AValue: TDateTime) : Word

Visibility: default

Description: MinuteOfTheWeek returns the number of minutes that have passed since the start of the week (00:00:00) till the moment indicated by AValue. This is a zero-based number, i.e. 00:00:59 on the first day of the week will return 0.

For an example, see the DayOfTheWeek (567) function.

See also: MinuteOfTheYear (603), MinuteOfTheMonth (603), MinuteOfTheDay (602), MinuteOfTheHour (602), DayOfTheWeek (567), HourOfTheWeek (582), SecondOfTheWeek (621), MilliSecondOfTheWeek (599)

44.4.89 MinuteOfTheYear

Synopsis: Calculate the number of minutes elapsed since the start of the year

Declaration: function MinuteOfTheYear(const AValue: TDateTime) : LongWord

Visibility: default

Description: `MinuteOfTheYear` returns the number of minutes that have passed since the start of the year (January 1, 00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:00:59 will return 0.

For an example, see the `WeekOfTheYear` (636) function.

See also: `WeekOfTheYear` (636), `DayOfTheYear` (567), `HourOfTheYear` (583), `MinuteOfTheYear` (603), `SecondOfTheYear` (621), `MilliSecondOfTheYear` (600)

44.4.90 MinutesBetween

Synopsis: Calculate the number of whole minutes between two `DateTime` values.

Declaration: `function MinutesBetween(const ANow: TDateTime; const AThen: TDateTime) : Int64`

Visibility: default

Description: `MinutesBetween` returns the number of whole minutes between `ANow` and `AThen`. This means the fractional part of a minute (seconds, milliseconds etc.) is dropped.

See also: `YearsBetween` (648), `MonthsBetween` (606), `WeeksBetween` (636), `DaysBetween` (568), `HoursBetween` (583), `SecondsBetween` (621), `MillisecondsBetween` (600)

Listing: `./datutex/ex60.pp`

Program Example60;

{ This program demonstrates the MinutesBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

```
Write('Number of minutes between ');
Write( TimeToStr(AThen), ' and ', TimeToStr(ANow));
Writeln(' : ', MinutesBetween(ANow, AThen));
end;
```

Var

```
D1, D2 : TDateTime;
```

Begin

```
D1:=Now;
D2:=D1-(59*OneSecond);
Test(D1, D2);
D2:=D1-(61*OneSecond);
Test(D1, D2);
D2:=D1-(122*OneSecond);
Test(D1, D2);
D2:=D1-(306*OneSecond);
Test(D1, D2);
D2:=D1-(5.4*OneMinute);
Test(D1, D2);
D2:=D1-(2.5*OneMinute);
Test(D1, D2);
```

End.

44.4.91 MinuteSpan

Synopsis: Calculate the approximate number of minutes between two `DateTime` values.

Declaration: `function MinuteSpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

Description: `MinuteSpan` returns the number of minutes between `ANow` and `AThen`, including any fractional parts of a minute.

See also: `YearSpan` (649), `MonthSpan` (607), `WeekSpan` (638), `DaySpan` (571), `HourSpan` (584), `SecondSpan` (622), `MilliSecondSpan` (601), `MinutesBetween` (604)

Listing: `./datutex/ex68.pp`

Program Example68;

{ This program demonstrates the MinuteSpan function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

 Write('Number of minutes between ');

 Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));

 WriteLn(' : ', MinuteSpan(ANow, AThen));

end;

Var

 D1, D2 : TDateTime;

Begin

 D1:=Now;

 D2:=D1-(59*OneSecond);

 Test(D1, D2);

 D2:=D1-(61*OneSecond);

 Test(D1, D2);

 D2:=D1-(122*OneSecond);

 Test(D1, D2);

 D2:=D1-(306*OneSecond);

 Test(D1, D2);

 D2:=D1-(5.4*OneMinute);

 Test(D1, D2);

 D2:=D1-(2.5*OneMinute);

 Test(D1, D2);

End.

44.4.92 ModifiedJulianDateToDateTime

Synopsis: Convert a modified Julian date representation to a `DateTime` value.

Declaration: `function ModifiedJulianDateToDateTime(const AValue: Double) : TDateTime`

Visibility: default

Description: Not yet implemented.

Errors: Currently, trying to use this function will raise an exception.

See also: [DateTimeToJulianDate \(565\)](#), [JulianDateToDateTime \(596\)](#), [TryJulianDateToDateTime \(633\)](#), [DateTimeToModifiedJulianDate \(566\)](#), [TryModifiedJulianDateToDateTime \(633\)](#)

44.4.93 MonthOf

Synopsis: Extract the month from a given date.

Declaration: `function MonthOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `MonthOf` returns the month part of the `AValue` date/time indication. It is a number between 1 and 12.

For an example, see [YearOf \(647\)](#)

See also: [YearOf \(647\)](#), [DayOf \(566\)](#), [WeekOf \(635\)](#), [HourOf \(581\)](#), [MinuteOf \(602\)](#), [SecondOf \(619\)](#), [MilliSecondOf \(597\)](#)

44.4.94 MonthOfTheYear

Synopsis: Extract the month of a `DateTime` indication.

Declaration: `function MonthOfTheYear(const AValue: TDateTime) : Word`

Visibility: default

Description: `MonthOfTheYear` extracts the month part of `AValue` and returns it. It is an alias for `MonthOf (606)`, and is provided for completeness only, corresponding to the other `PartOfTheYear` functions.

For an example, see the [WeekOfTheYear \(636\)](#) function.

See also: [MonthOf \(606\)](#), [WeekOfTheYear \(636\)](#), [DayOfTheYear \(567\)](#), [HourOfTheYear \(583\)](#), [MinuteOfTheYear \(603\)](#), [SecondOfTheYear \(621\)](#), [MilliSecondOfTheYear \(600\)](#)

44.4.95 MonthsBetween

Synopsis: Calculate the number of whole months between two `DateTime` values

Declaration: `function MonthsBetween(const ANow: TDateTime; const AThen: TDateTime) : Integer`

Visibility: default

Description: `MonthsBetween` returns the number of whole months between `ANow` and `AThen`. This number is an approximation, based on an average number of days of 30.4375 per month (average over 4 years). This means the fractional part of a month is dropped.

See also: [YearsBetween \(648\)](#), [WeeksBetween \(636\)](#), [DaysBetween \(568\)](#), [HoursBetween \(583\)](#), [MinutesBetween \(604\)](#), [SecondsBetween \(621\)](#), [MilliSecondsBetween \(600\)](#)

Listing: `./datutex/ex56.pp`

```

Program Example56;

{ This program demonstrates the MonthsBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin
  Write('Number of months between ');
  Write(DateToStr(AThen), ' and ', DateToStr(ANow));
  WriteLn(' : ', MonthsBetween(ANow, AThen));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1:=Today;
  D2:=Today-364;
  Test(D1, D2);
  D2:=Today-365;
  Test(D1, D2);
  D2:=Today-366;
  Test(D1, D2);
  D2:=Today-390;
  Test(D1, D2);
  D2:=Today-368;
  Test(D1, D2);
  D2:=Today-1000;
  Test(D1, D2);
End.

```

44.4.96 MonthSpan

Synopsis: Calculate the approximate number of months between two DateTime values.

Declaration: function MonthSpan(const ANow: TDateTime; const AThen: TDateTime)
: Double

Visibility: default

Description: MonthSpan returns the number of month between ANow and AThen, including any fractional parts of a month. This number is an approximation, based on an average number of days of 30.4375 per month (average over 4 years).

See also: YearSpan (649), WeekSpan (638), DaySpan (571), HourSpan (584), MinuteSpan (605), SecondSpan (622), MilliSecondSpan (601), MonthsBetween (606)

Listing: ./datutex/ex64.pp

```

Program Example64;

{ This program demonstrates the MonthSpan function }

Uses SysUtils, DateUtils;

```

```

Procedure Test(ANow, AThen : TDateTime);

begin
  Write('Number of months between ');
  Write(DateToStr(AThen), ' and ', DateToStr(ANow));
  WriteLn(' : ', MonthSpan(ANow, AThen));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1 := Today;
  D2 := Today - 364;
  Test(D1, D2);
  D2 := Today - 365;
  Test(D1, D2);
  D2 := Today - 366;
  Test(D1, D2);
  D2 := Today - 390;
  Test(D1, D2);
  D2 := Today - 368;
  Test(D1, D2);
  D2 := Today - 1000;
  Test(D1, D2);
End.

```

44.4.97 NthDayOfWeek

Synopsis: Calculate which occurrence of weekday in the month a given day represents

Declaration: `function NthDayOfWeek(const AValue: TDateTime) : Word`

Visibility: default

Description: `NthDayOfWeek` returns the occurrence of the weekday of `AValue` in the month. This is the N-th time that this weekday occurs in the month (e.g. the third saturday of the month).

See also: `EncodeDateMonthWeek` (575), `#rtl.sysutils.DayOfWeek` (1598), `DecodeDayOfWeekInMonth` (574), `EncodeDayOfWeekInMonth` (576), `TryEncodeDayOfWeekInMonth` (632)

Listing: `./datutex/ex104.pp`

Program Example104;

{ This program demonstrates the NthDayOfWeek function }

Uses SysUtils, DateUtils;

Begin

```

  Write('Today is the ', NthDayOfWeek(Today), '-th ');
  WriteLn(formatdateTime('dddd', Today), ' of the month. ');
End.

```

44.4.98 PeriodBetween

Synopsis: Return the period (in years, months, days) between two dates

Declaration: `procedure PeriodBetween(const ANow: TDateTime; const AThen: TDateTime;
out Years: Word; out months: Word;
out days: Word)`

Visibility: default

Description: `PeriodBetween` returns the timespan between 2 dates (`ANow` and `AThen`), expressed as a number of years, months and days in the parameters `Years`, `months` and `days`. Only complete years, months and days are reported.

If `ANow` is before `AThen`, their values are reversed so the result is always positive.

See also: `YearsBetween` (648), `MonthsBetween` (606), `WeeksBetween` (636), `DaysBetween` (568)

44.4.99 PreviousDayOfWeek

Synopsis: Given a day of the week, return the previous day of the week.

Declaration: `function PreviousDayOfWeek(DayOfWeek: Word) : Word`

Visibility: default

Description: `PreviousDayOfWeek` returns the previous day of the week. If the current day is the first day of the week (1) then the last day will be returned (7).

Remark: Note that the days of the week are in ISO notation, i.e. 1-based.

See also: `Yesterday` (650)

Listing: `./datutex/ex22.pp`

Program `Example22;`

`{ This program demonstrates the PreviousDayOfWeek function }`

Uses `SysUtils, DateUtils;`

Var

`D : Word;`

Begin

`For D:=1 to 7 do`

`Writeln('Previous day of ',D,' is : ',PreviousDayOfWeek(D));`

End.

44.4.100 RecodeDate

Synopsis: Replace date part of a `TDateTime` value with another date.

Declaration: `function RecodeDate(const AValue: TDateTime; const AYear: Word;
const AMonth: Word; const ADay: Word) : TDateTime`

Visibility: default

Description: `RecodeDate` replaces the date part of the timestamp `AValue` with the date specified in `AYear`, `AMonth`, `ADay`. All other parts (the time part) of the date/time stamp are left untouched.

Errors: If one of the `AYear`, `AMonth`, `ADay` values is not within a valid range then an `EConvertError` exception is raised.

See also: [RecodeYear \(615\)](#), [RecodeMonth \(613\)](#), [RecodeDay \(611\)](#), [RecodeHour \(611\)](#), [RecodeMinute \(613\)](#), [RecodeSecond \(614\)](#), [RecodeDate \(609\)](#), [RecodeTime \(615\)](#), [RecodeDateTime \(610\)](#)

Listing: `./datutex/ex94.pp`

Program `Example94`;

{ This program demonstrates the RecodeDate function }

Uses `SysUtils`, `DateUtils`;

Const

`Fmt = 'dddd dd mmm yyyy hh:nn:ss';`

Var

`S : AnsiString;`

Begin

`S:=FormatDateTime(Fmt,RecodeDate(Now,2001,1,1));`

`WriteLn('This moment on the first of the millenium : ',S);`

End.

44.4.101 RecodeDateTime

Synopsis: Replace selected parts of a `TDateTime` value with other values

Declaration: `function RecodeDateTime(const AValue: TDateTime; const AYear: Word; const AMonth: Word; const ADay: Word; const AHour: Word; const AMinute: Word; const ASecond: Word; const AMilliSecond: Word) : TDateTime`

Visibility: `default`

Description: `RecodeDateTime` replaces selected parts of the timestamp `AValue` with the date/time values specified in `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond`. If any of these values equals the pre-defined constant `RecodeLeaveFieldAsIs (561)`, then the corresponding part of the date/time stamp is left untouched.

Errors: If one of the values `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond`, `AMilliSecond` is not within a valid range (`RecodeLeaveFieldAsIs` excepted) then an `EConvertError` exception is raised.

See also: [RecodeYear \(615\)](#), [RecodeMonth \(613\)](#), [RecodeDay \(611\)](#), [RecodeHour \(611\)](#), [RecodeMinute \(613\)](#), [RecodeSecond \(614\)](#), [RecodeMilliSecond \(612\)](#), [RecodeDate \(609\)](#), [RecodeTime \(615\)](#), [TryRecodeDateTime \(633\)](#)

Listing: `./datutex/ex96.pp`

Program `Example96`;

{ This program demonstrates the RecodeDateTime function }

Uses `SysUtils`, `DateUtils`;

```

Const
  Fmt = 'dddd dd mmm yyyy hh:nn:ss';

Var
  S : AnsiString;
  D : TDateTime;

Begin
  D:=Now;
  D:=RecodeDateTime(D,2000,2,RecodeLeaveFieldAsIs,0,0,0,0);
  S:=FormatDateTime(Fmt,D);
  WriteLn('This moment in february 2000 : ',S);
End.

```

44.4.102 RecodeDay

Synopsis: Replace day part of a TDateTime value with another day.

Declaration: `function RecodeDay(const AValue: TDateTime; const ADay: Word) : TDateTime`

Visibility: default

Description: RecodeDay replaces the Day part of the timestamp AValue with ADay. All other parts of the date/time stamp are left untouched.

Errors: If the ADay value is not within a valid range (1 till the number of days in the month) then an EConvertError exception is raised.

See also: RecodeYear (615), RecodeMonth (613), RecodeHour (611), RecodeMinute (613), RecodeSecond (614), RecodeMilliSecond (612), RecodeDate (609), RecodeTime (615), RecodeDateTime (610)

Listing: ./datutex/ex89.pp

Program Example89;

{ This program demonstrates the RecodeDay function }

Uses SysUtils, DateUtils;

```

Const
  Fmt = 'dddd dd mmm yyyy hh:nn:ss';

```

```

Var
  S : AnsiString;

```

```

Begin
  S:=FormatDateTime(Fmt,RecodeDay(Now,1));
  WriteLn('This moment on the first of the month : ',S);
End.

```

44.4.103 RecodeHour

Synopsis: Replace hours part of a TDateTime value with another hour.

Declaration: `function RecodeHour(const AValue: TDateTime; const AHour: Word) : TDateTime`

Visibility: default

Description: `RecodeHour` replaces the Hour part of the timestamp `AValue` with `AHour`. All other parts of the date/time stamp are left untouched.

Errors: If the `AHour` value is not within a valid range (0..23) then an `EConvertError` exception is raised.

See also: `RecodeYear` (615), `RecodeMonth` (613), `RecodeDay` (611), `RecodeMinute` (613), `RecodeSecond` (614), `RecodeMilliSecond` (612), `RecodeDate` (609), `RecodeTime` (615), `RecodeDateTime` (610)

Listing: `./datutex/ex90.pp`

Program Example90;

{ This program demonstrates the RecodeHour function }

Uses SysUtils, DateUtils;

Const

 Fmt = 'dddd dd mmm yyyy hh:nn:ss';

Var

 S : AnsiString;

Begin

 S := **FormatDateTime**(Fmt, RecodeHour(**Now**, 0));

WriteIn('Today, in the first hour : ', S);

End.

44.4.104 RecodeMilliSecond

Synopsis: Replace milliseconds part of a `TDateTime` value with another millisecond.

Declaration: `function RecodeMilliSecond(const AValue: TDateTime; const AMilliSecond: Word) : TDateTime`

Visibility: default

Description: `RecodeMilliSecond` replaces the millisecond part of the timestamp `AValue` with `AMilliSecond`. All other parts of the date/time stamp are left untouched.

Errors: If the `AMilliSecond` value is not within a valid range (0..999) then an `EConvertError` exception is raised.

See also: `RecodeYear` (615), `RecodeMonth` (613), `RecodeDay` (611), `RecodeHour` (611), `RecodeMinute` (613), `RecodeSecond` (614), `RecodeDate` (609), `RecodeTime` (615), `RecodeDateTime` (610)

Listing: `./datutex/ex93.pp`

Program Example93;

{ This program demonstrates the RecodeMilliSecond function }

Uses SysUtils, DateUtils;

Const

```
Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';
```

Var

```
S : AnsiString;
```

Begin

```
S:=FormatDateTime(Fmt, RecodeMilliSecond(Now,0));
WriteLn('This moment, milliseconds stripped : ',S);
```

End.**44.4.105 RecodeMinute**

Synopsis: Replace minutse part of a TDateTime value with another minute.

Declaration: function RecodeMinute(const AValue: TDateTime; const AMinute: Word)
: TDateTime

Visibility: default

Description: RecodeMinute replaces the Minute part of the timestamp AValue with AMinute. All other parts of the date/time stamp are left untouched.

Errors: If the AMinute value is not within a valid range (0..59) then an EConvertError exception is raised.

See also: RecodeYear (615), RecodeMonth (613), RecodeDay (611), RecodeHour (611), RecodeSecond (614), RecodeMilliSecond (612), RecodeDate (609), RecodeTime (615), RecodeDateTime (610)

Listing: ./datutex/ex91.pp

Program Example91;

```
{ This program demonstrates the RecodeMinute function }
```

```
Uses SysUtils, DateUtils;
```

Const

```
Fmt = 'dddd dd mmm yyyy hh:nn:ss';
```

Var

```
S : AnsiString;
```

Begin

```
S:=FormatDateTime(Fmt, RecodeMinute(Now,0));
WriteLn('This moment in the first minute of the hour: ',S);
```

End.**44.4.106 RecodeMonth**

Synopsis: Replace month part of a TDateTime value with another month.

Declaration: function RecodeMonth(const AValue: TDateTime; const AMonth: Word)
: TDateTime

Visibility: default

Description: `RecodeMonth` replaces the `Month` part of the timestamp `AValue` with `AMonth`. All other parts of the date/time stamp are left untouched.

Errors: If the `AMonth` value is not within a valid range (1..12) then an `EConvertError` exception is raised.

See also: `RecodeYear` (615), `RecodeDay` (611), `RecodeHour` (611), `RecodeMinute` (613), `RecodeSecond` (614), `RecodeMilliSecond` (612), `RecodeDate` (609), `RecodeTime` (615), `RecodeDateTime` (610)

Listing: `./datutex/ex88.pp`

Program `Example88`;

{ This program demonstrates the `RecodeMonth` function }

Uses `SysUtils`, `DateUtils`;

Const

`Fmt = 'dddd dd mmm yyyy hh:nn:ss';`

Var

`S : AnsiString;`

Begin

`S := FormatDateTime(Fmt, RecodeMonth(Now, 5));`

`WriteLn('This moment in May : ', S);`

End.

44.4.107 `RecodeSecond`

Synopsis: Replace seconds part of a `TDateTime` value with another second.

Declaration: `function RecodeSecond(const AValue: TDateTime; const ASecond: Word) : TDateTime`

Visibility: `default`

Description: `RecodeSecond` replaces the `Second` part of the timestamp `AValue` with `ASecond`. All other parts of the date/time stamp are left untouched.

Errors: If the `ASecond` value is not within a valid range (0..59) then an `EConvertError` exception is raised.

See also: `RecodeYear` (615), `RecodeMonth` (613), `RecodeDay` (611), `RecodeHour` (611), `RecodeMinute` (613), `RecodeMilliSecond` (612), `RecodeDate` (609), `RecodeTime` (615), `RecodeDateTime` (610)

Listing: `./datutex/ex92.pp`

Program `Example92`;

{ This program demonstrates the `RecodeSecond` function }

Uses `SysUtils`, `DateUtils`;

Const

`Fmt = 'dddd dd mmm yyyy hh:nn:ss';`

Var

```

S : AnsiString;

Begin
  S:=FormatDateTime(Fmt,RecodeSecond(Now,0));
  WriteLn('This moment, seconds stripped : ',S);
End.

```

44.4.108 RecodeTime

Synopsis: Replace time part of a TDateTime value with another time.

Declaration: `function RecodeTime(const AValue: TDateTime; const AHour: Word; const AMinute: Word; const ASecond: Word; const AMilliSecond: Word) : TDateTime`

Visibility: default

Description: `RecodeTime` replaces the time part of the timestamp `AValue` with the date specified in `AHour`, `AMinute`, `ASecond` and `AMilliSecond`. All other parts (the date part) of the date/time stamp are left untouched.

Errors: If one of the values `AHour`, `AMinute`, `ASecond` or `AMilliSecond` is not within a valid range then an `EConvertError` exception is raised.

See also: [RecodeYear \(615\)](#), [RecodeMonth \(613\)](#), [RecodeDay \(611\)](#), [RecodeHour \(611\)](#), [RecodeMinute \(613\)](#), [RecodeSecond \(614\)](#), [RecodeMilliSecond \(612\)](#), [RecodeDate \(609\)](#), [RecodeDateTime \(610\)](#)

Listing: `./datutex/ex95.pp`

Program Example95;

```
{ This program demonstrates the RecodeTime function }
```

Uses SysUtils, DateUtils;

Const

```
  Fmt = 'dddd dd mmm yyyy hh:nn:ss';
```

Var

```
  S : AnsiString;
```

Begin

```
  S:=FormatDateTime(Fmt,RecodeTime(Now,8,0,0,0));
  WriteLn('Today, 8 AM : ',S);
```

End.

44.4.109 RecodeYear

Synopsis: Replace year part of a TDateTime value with another year.

Declaration: `function RecodeYear(const AValue: TDateTime; const AYear: Word) : TDateTime`

Visibility: default

Description: `RecodeYear` replaces the year part of the timestamp `AValue` with `AYear`. All other parts of the date/time stamp are left untouched.

Errors: If the `AYear` value is not within a valid range (1..9999) then an `EConvertError` exception is raised.

See also: [RecodeMonth \(613\)](#), [RecodeDay \(611\)](#), [RecodeHour \(611\)](#), [RecodeMinute \(613\)](#), [RecodeSecond \(614\)](#), [RecodeMilliSecond \(612\)](#), [RecodeDate \(609\)](#), [RecodeTime \(615\)](#), [RecodeDateTime \(610\)](#)

Listing: `./datutex/ex87.pp`

Program Example87;

{ This program demonstrates the RecodeYear function }

Uses SysUtils, DateUtils;

Const

 Fmt = 'dddd dd mmm yyyy hh:nn:ss';

Var

 S : AnsiString;

Begin

 S := **FormatDateTime**(Fmt, RecodeYear(**Now**, 1999));

WriteIn('This moment in 1999 : ', S);

End.

44.4.110 SameDate

Synopsis: Check whether two `TDateTime` values have the same date part.

Declaration: `function SameDate(const A: TDateTime; const B: TDateTime) : Boolean`

Visibility: default

Description: `SameDate` compares the date parts of two timestamps A and B and returns `True` if they are equal, `False` if they are not.

The function simply checks whether `CompareDate (561)` returns zero.

See also: [CompareDateTime \(562\)](#), [CompareDate \(561\)](#), [CompareTime \(563\)](#), [SameDateTime \(617\)](#), [SameTime \(618\)](#)

Listing: `./datutex/ex102.pp`

Program Example102;

{ This program demonstrates the SameDate function }

Uses SysUtils, DateUtils;

Const

 Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';

Procedure Test(D1, D2 : TDateTime);

begin

Write(**FormatDateTime**(Fmt, D1), ' is the same date as ');

WriteIn(**FormatDateTime**(Fmt, D2), ' : ', SameDate(D1, D2));

end;

```

Var
  D,N : TDateTime;

Begin
  D:=Today;
  N:=Now;
  Test(D,D);
  Test(N,N);
  Test(N+1,N);
  Test(N-1,N);
  Test(N+OneSecond,N);
  Test(N-OneSecond,N);
End.

```

44.4.111 SameDateTime

Synopsis: Check whether two TDateTime values have the same date and time parts.

Declaration: function SameDateTime(const A: TDateTime; const B: TDateTime) : Boolean

Visibility: default

Description: SameDateTime compares the date/time parts of two timestamps A and B and returns True if they are equal, False if they are not.

The function simply checks whether CompareDateTime (562) returns zero.

See also: CompareDateTime (562), CompareDate (561), CompareTime (563), SameDate (616), SameTime (618)

Listing: ./datutex/ex101.pp

Program Example101;

{ This program demonstrates the SameDateTime function }

Uses SysUtils, DateUtils;

Const

 Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';

Procedure Test(D1,D2 : TDateTime);

begin

Write(FormatDateTime(Fmt,D1), ' is the same datetime as ');

WriteIn(FormatDateTime(Fmt,D2), ' : ', SameDateTime(D1,D2));

end;

Var

 D,N : TDateTime;

Begin

 D:=Today;

 N:=**Now**;

 Test(D,D);

 Test(N,N);

 Test(N+1,N);

```

Test(N-1,N);
Test(N+OneSecond,N);
Test(N-OneSecond,N);
End.

```

44.4.112 SameTime

Synopsis: Check whether two `TDateTime` values have the same time part.

Declaration: `function SameTime(const A: TDateTime; const B: TDateTime) : Boolean`

Visibility: default

Description: `SameTime` compares the time parts of two timestamps `A` and `B` and returns `True` if they are equal, `False` if they are not.

The function simply checks whether `CompareTime` (563) returns zero.

See also: `CompareDateTime` (562), `CompareDate` (561), `CompareTime` (563), `SameDateTime` (617), `SameDate` (616)

Listing: `./datutex/ex103.pp`

Program Example102;

```
{ This program demonstrates the SameTime function }
```

Uses SysUtils, DateUtils;

Const

```
Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';
```

Procedure Test(D1,D2 : TDateTime);

begin

```
Write(FormatDateTime(Fmt,D1), ' is the same time as ');
```

```
WriteLn(FormatDateTime(Fmt,D2), ' : ', SameTime(D1,D2));
```

end;

Var

```
D,N : TDateTime;
```

Begin

```
D:=Today;
```

```
N:=Now;
```

```
Test(D,D);
```

```
Test(N,N);
```

```
Test(N+1,N);
```

```
Test(N-1,N);
```

```
Test(N+OneSecond,N);
```

```
Test(N-OneSecond,N);
```

End.

44.4.113 ScanDateTime

Synopsis: Scans a string for a `DateTime` pattern and returns the date/time

Declaration:

```
function ScanDateTime(const Pattern: string; const s: string;
                    const fmt: TFormatSettings; startpos: Integer)
                    : TDateTime; Overload
function ScanDateTime(const Pattern: string; const s: string;
                    startpos: Integer) : TDateTime; Overload
```

Visibility: default

Description: `ScanDateTime` scans string `S` for the date/time pattern `Pattern`, starting at position `StartPos` (default 1). Optionally, the format settings `fmt` can be specified.

In effect, this function does the opposite of what `FormatDateTime` (1639) does. The `Pattern` variable must contain a valid date/time pattern: note that not all possible formatdatetime patterns can be recognized, e.g., `hn` cannot be detected properly.

Errors: In case of an error, a `EConvertError` (1709) exception is raised.

See also: `FormatDateTime` (1639)

44.4.114 SecondOf

Synopsis: Extract the second part from a `DateTime` value.

Declaration:

```
function SecondOf(const AValue: TDateTime) : Word
```

Visibility: default

Description: `SecondOf` returns the second of the minute part of the `AValue` date/time indication. It is a number between 0 and 59.

For an example, see `YearOf` (647)

See also: `YearOf` (647), `WeekOf` (635), `MonthOf` (606), `DayOf` (566), `HourOf` (581), `MinuteOf` (602), `MilliSecondOf` (597)

44.4.115 SecondOfTheDay

Synopsis: Calculate the number of seconds elapsed since the start of the day

Declaration:

```
function SecondOfTheDay(const AValue: TDateTime) : LongWord
```

Visibility: default

Description: `SecondOfTheDay` returns the number of seconds that have passed since the start of the Day (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.999 return 0.

For an example, see the `HourOfTheDay` (582) function.

See also: `SecondOfTheYear` (621), `SecondOfTheMonth` (620), `SecondOfTheWeek` (621), `SecondOfTheHour` (620), `SecondOfTheMinute` (620), `HourOfTheDay` (582), `MinuteOfTheDay` (602), `MilliSecondOfTheDay` (598)

44.4.116 SecondOfTheHour

Synopsis: Calculate the number of seconds elapsed since the start of the hour

Declaration: `function SecondOfTheHour(const AValue: TDateTime) : Word`

Visibility: default

Description: `SecondOfTheHour` returns the number of seconds that have passed since the start of the Hour (HH:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:00:00.999 return 0.

For an example, see the `MinuteOfTheHour` (602) function.

See also: `SecondOfTheYear` (621), `SecondOfTheMonth` (620), `SecondOfTheWeek` (621), `SecondOfTheDay` (619), `SecondOfTheMinute` (620), `MinuteOfTheHour` (602), `MilliSecondOfTheHour` (598)

44.4.117 SecondOfTheMinute

Synopsis: Calculate the number of seconds elapsed since the start of the minute

Declaration: `function SecondOfTheMinute(const AValue: TDateTime) : Word`

Visibility: default

Description: `SecondOfTheMinute` returns the number of seconds that have passed since the start of the minute (HH:MM:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:MM:00.999 return 0.

See also: `SecondOfTheYear` (621), `SecondOfTheMonth` (620), `SecondOfTheWeek` (621), `SecondOfTheDay` (619), `SecondOfTheHour` (620), `MilliSecondOfTheMinute` (598)

Listing: `./datutex/ex45.pp`

Program Example45;

{ This program demonstrates the SecondOfTheMinute function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin

N:=Now;

WriteLn('Second of the Minute : ',SecondOfTheMinute(N));

WriteLn('MilliSecond of the Minute : ',
MilliSecondOfTheMinute(N));

End.

44.4.118 SecondOfTheMonth

Synopsis: Calculate number of seconds elapsed since the start of the month.

Declaration: `function SecondOfTheMonth(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `SecondOfTheMonth` returns the number of seconds that have passed since the start of the month (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.999 on the first day of the month will return 0.

For an example, see the `WeekOfTheMonth` (635) function.

See also: `WeekOfTheMonth` (635), `DayOfTheMonth` (566), `HourOfTheMonth` (582), `MinuteOfTheMonth` (603), `MilliSecondOfTheMonth` (599)

44.4.119 `SecondOfTheWeek`

Synopsis: Calculate the number of seconds elapsed since the start of the week

Declaration: `function SecondOfTheWeek(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `SecondOfTheWeek` returns the number of seconds that have passed since the start of the week (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.999 on the first day of the week will return 0.

For an example, see the `DayOfTheWeek` (567) function.

See also: `SecondOfTheYear` (621), `SecondOfTheMonth` (620), `SecondOfTheDay` (619), `SecondOfTheHour` (620), `SecondOfTheMinute` (620), `DayOfTheWeek` (567), `HourOfTheWeek` (582), `MinuteOfTheWeek` (603), `MilliSecondOfTheWeek` (599)

44.4.120 `SecondOfTheYear`

Synopsis: Calculate the number of seconds elapsed since the start of the year.

Declaration: `function SecondOfTheYear(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `SecondOfTheYear` returns the number of seconds that have passed since the start of the year (January 1, 00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:00:00.999 will return 0.

For an example, see the `WeekOfTheYear` (636) function.

See also: `WeekOfTheYear` (636), `DayOfTheYear` (567), `HourOfTheYear` (583), `MinuteOfTheYear` (603), `SecondOfTheYear` (621), `MilliSecondOfTheYear` (600)

44.4.121 `SecondsBetween`

Synopsis: Calculate the number of whole seconds between two `DateTime` values.

Declaration: `function SecondsBetween(const ANow: TDateTime; const AThen: TDateTime) : Int64`

Visibility: default

Description: `SecondsBetween` returns the number of whole seconds between `ANow` and `AThen`. This means the fractional part of a second (milliseconds etc.) is dropped.

See also: `YearsBetween` (648), `MonthsBetween` (606), `WeeksBetween` (636), `DaysBetween` (568), `HoursBetween` (583), `MinutesBetween` (604), `MillisecondsBetween` (600)

Listing: ./datutex/ex61.pp

Program Example61;

{ This program demonstrates the SecondsBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

Write('Number of seconds between ');

Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));

WriteLn(' : ', SecondsBetween(ANow, AThen));

end;

Var

D1, D2 : TDateTime;

Begin

D1:=Now;

D2:=D1-(999*OneMilliSecond);

Test(D1, D2);

D2:=D1-(1001*OneMilliSecond);

Test(D1, D2);

D2:=D1-(2001*OneMilliSecond);

Test(D1, D2);

D2:=D1-(5001*OneMilliSecond);

Test(D1, D2);

D2:=D1-(5.4*OneSecond);

Test(D1, D2);

D2:=D1-(2.5*OneSecond);

Test(D1, D2);

End.

44.4.122 SecondSpan

Synopsis: Calculate the approximate number of seconds between two DateTime values.

Declaration: function SecondSpan(const ANow: TDateTime; const AThen: TDateTime)
: Double

Visibility: default

Description: SecondSpan returns the number of seconds between ANow and AThen, including any fractional parts of a second.

See also: YearSpan (649), MonthSpan (607), WeekSpan (638), DaySpan (571), HourSpan (584), MinuteSpan (605), MilliSecondSpan (601), SecondsBetween (621)

Listing: ./datutex/ex69.pp

Program Example69;

{ This program demonstrates the SecondSpan function }

Uses SysUtils, DateUtils;

```

Procedure Test(ANow, AThen : TDateTime);

begin
  Write('Number of seconds between ');
  Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));
  WriteLn(' : ', SecondSpan(ANow, AThen));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1:=Now;
  D2:=D1-(999*OneMilliSecond);
  Test(D1, D2);
  D2:=D1-(1001*OneMilliSecond);
  Test(D1, D2);
  D2:=D1-(2001*OneMilliSecond);
  Test(D1, D2);
  D2:=D1-(5001*OneMilliSecond);
  Test(D1, D2);
  D2:=D1-(5.4*OneSecond);
  Test(D1, D2);
  D2:=D1-(2.5*OneSecond);
  Test(D1, D2);
End.

```

44.4.123 StartOfDay

Synopsis: Return the start of a day as a DateTime value, given a day indication

Declaration: `function StartOfDay(const AYear: Word; const AMonth: Word; const ADay: Word) : TDateTime; Overload`
`function StartOfDay(const AYear: Word; const ADayOfYear: Word) : TDateTime; Overload`

Visibility: default

Description: StartOfDay returns a TDateTime value with the date/time indication of the start (0:0:0.000) of the day given by AYear, AMonth, ADay.

The day may also be indicated with a AYear, ADayOfYear pair.

See also: StartOfDay (626), StartOfTheWeek (627), StartOfAWeek (624), StartOfAMonth (624), StartOfTheMonth (626), EndOfTheWeek (580), EndOfAWeek (578), EndOfTheYear (581), EndOfAYear (579), EndOfTheMonth (580), EndOfAMonth (577), EndOfTheDay (579), EndOfDay (577)

Listing: ./datutex/ex38.pp

Program Example38;

{ This program demonstrates the StartOfDay function }

Uses SysUtils, DateUtils;

Const

Fmt = ' "Start of the day : "dd mmm yyyy hh:nn:ss';

```

Var
  Y,M,D : Word;

Begin
  Y:=YearOf(Today);
  M:=MonthOf(Today);
  D:=DayOf(Today);
  WriteIn(FormatDateTime(Fmt, StartOfADay(Y,M,D)));
  DecodeDateDay(Today,Y,D);
  WriteIn(FormatDateTime(Fmt, StartOfADay(Y,D)));
End.

```

44.4.124 StartOfAMonth

Synopsis: Return first date of month, given a year/month pair.

Declaration: `function StartOfAMonth(const AYear: Word; const AMonth: Word) : TDateTime`

Visibility: default

Description: `StartOfAMonth` returns a `TDateTime` value with the date of the first day of the month indicated by the `AYear`, `AMonth` pair.

See also: `StartOfTheMonth` (626), `EndOfTheMonth` (580), `EndOfAMonth` (577), `EndOfTheYear` (581), `EndOfAYear` (579), `StartOfAWeek` (624), `StartOfTheWeek` (627)

Listing: ./datutex/ex30.pp

Program Example30;

{ This program demonstrates the StartOfAMonth function }

Uses SysUtils, DateUtils;

Const

Fmt = ' "First day of this month : "dd mmm yyyy ';

Var

Y,M : Word;

Begin

Y:=YearOf(Today);

M:=MonthOf(Today);

WriteIn(**FormatDateTime**(Fmt, StartOfAMonth(Y,M)));

End.

44.4.125 StartOfAWeek

Synopsis: Return a day of the week, given a year, week and day in the week.

Declaration: `function StartOfAWeek(const AYear: Word; const AWeekOfYear: Word; const ADayOfWeek: Word) : TDateTime`
`function StartOfAWeek(const AYear: Word; const AWeekOfYear: Word) : TDateTime`

Visibility: default

Description: `StartOfAWeek` returns a `TDateTime` value with the date of the indicated day of the week indicated by the `AYear`, `AWeek`, `ADayOfWeek` values.

The default value for `ADayOfWeek` is 1.

See also: `StartOfTheWeek` (627), `EndOfTheWeek` (580), `EndOfAWeek` (578), `StartOfAMonth` (624), `EndOfTheYear` (581), `EndOfAYear` (579), `EndOfTheMonth` (580), `EndOfAMonth` (577)

Listing: `./datutex/ex34.pp`

Program Example34 ;

{ This program demonstrates the StartOfAWeek function }

Uses SysUtils , DateUtils ;

Const

 Fmt = '"First day of this week : "dd mmm yyyy hh:nn:ss';
 Fmt2 = '"Second day of this week : "dd mmm yyyy hh:nn:ss';

Var

 Y,W : Word;

Begin

 Y:=YearOf(Today);
 W:=WeekOf(Today);
 WriteLn(FormatDateTime(Fmt, StartOfAWeek(Y,W)));
 WriteLn(FormatDateTime(Fmt2, StartOfAWeek(Y,W,2)));

End.

44.4.126 StartOfAYear

Synopsis: Return the first day of a given year.

Declaration: `function StartOfAYear(const AYear: Word) : TDateTime`

Visibility: default

Description: `StartOfAYear` returns a `TDateTime` value with the date of the first day of the year `AYear` (January 1).

See also: `StartOfTheYear` (627), `EndOfTheYear` (581), `EndOfAYear` (579), `EndOfTheMonth` (580), `EndOfAMonth` (577), `StartOfAWeek` (624), `StartOfTheWeek` (627)

Listing: `./datutex/ex26.pp`

Program Example26 ;

{ This program demonstrates the StartOfAYear function }

Uses SysUtils , DateUtils ;

Const

 Fmt = '"First day of this year : "dd mmm yyyy';

Begin

 WriteLn(FormatDateTime(Fmt, StartOfAYear(YearOf(Today))));

End.

44.4.127 StartOfTheDay

Synopsis: Calculate the start of the day as a `DateTime` value, given a moment in the day.

Declaration: `function StartOfTheDay(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `StartOfTheDay` extracts the date part of `AValue` and returns a `TDateTime` value with the date/time indication of the start (0:0:0.000) of this day.

See also: `StartOfDay` (623), `StartOfTheWeek` (627), `StartOfAWeek` (624), `StartOfAMonth` (624), `StartOfTheMonth` (626), `EndOfTheWeek` (580), `EndOfAWeek` (578), `EndOfTheYear` (581), `EndOfAYear` (579), `EndOfTheMonth` (580), `EndOfAMonth` (577), `EndOftheDay` (579), `EndOfDay` (577)

Listing: `./datutex/ex36.pp`

Program Example36;

{ This program demonstrates the StartOfTheDay function }

Uses SysUtils, DateUtils;

Const

 Fmt = ' "Start of the day : "dd mmm yyyy hh:nn:ss ';

Begin

 WriteIn (FormatDateTime (Fmt, StartOfTheDay (Today)));

End.

44.4.128 StartOfTheMonth

Synopsis: Calculate the first day of the month, given a date in that month.

Declaration: `function StartOfTheMonth(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `StartOfTheMonth` extracts the year and month parts of `AValue` and returns a `TDateTime` value with the date of the first day of that year and month as the `StartOfAMonth` (624) function.

See also: `StartOfAMonth` (624), `EndOfTheYear` (581), `EndOfAYear` (579), `EndOfTheMonth` (580), `EndOfAMonth` (577), `StartOfAWeek` (624), `StartOfTheWeek` (627)

Listing: `./datutex/ex28.pp`

Program Example28;

{ This program demonstrates the StartOfTheMonth function }

Uses SysUtils, DateUtils;

Const

 Fmt = ' "First day of this month : "dd mmm yyyy ';

Begin

 WriteIn (FormatDateTime (Fmt, StartOfTheMonth (Today)));

End.

44.4.129 StartOfTheWeek

Synopsis: Return the first day of the week, given a date.

Declaration: `function StartOfTheWeek(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `StartOfTheWeek` extracts the year and week parts of `AValue` and returns a `TDateTime` value with the date of the first day of that week as the `StartOfAWeek` (624) function.

See also: `StartOfAWeek` (624), `EndOfTheWeek` (580), `EndOfAWeek` (578), `StartOfAMonth` (624), `EndOfTheYear` (581), `EndOfAYear` (579), `EndOfTheMonth` (580), `EndOfAMonth` (577)

Listing: `./datutex/ex32.pp`

Program Example32;

{ This program demonstrates the StartOfTheWeek function }

Uses SysUtils, DateUtils;

Const

Fmt = ' "First day of this week : "dd mmm yyyy ';

Begin

WriteIn (FormatDateTime (Fmt, StartOfTheWeek (Today)));

End.

44.4.130 StartOfTheYear

Synopsis: Return the first day of the year, given a date in this year.

Declaration: `function StartOfTheYear(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `StartOfTheYear` extracts the year part of `AValue` and returns a `TDateTime` value with the date of the first day of that year (January 1), as the `StartOfAYear` (625) function.

See also: `StartOfAYear` (625), `EndOfTheYear` (581), `EndOfAYear` (579)

Listing: `./datutex/ex24.pp`

Program Example24;

{ This program demonstrates the StartOfTheYear function }

Uses SysUtils, DateUtils;

Const

Fmt = ' "First day of this year : "dd mmm yyyy ';

Begin

WriteIn (FormatDateTime (Fmt, StartOfTheYear (Today)));

End.

44.4.131 TimeOf

Synopsis: Extract the time part from a DateTime indication.

Declaration: `function TimeOf(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `TimeOf` extracts the time part from `AValue` and returns the result.

Since the `TDateTime` is actually a double with the time part encoded in the fractional part, this operation corresponds to a call to `Frac`.

See also: `DateOf` (564), `YearOf` (647), `MonthOf` (606), `DayOf` (566), `HourOf` (581), `MinuteOf` (602), `SecondOf` (619), `MilliSecondOf` (597)

Listing: `./datutex/ex2.pp`

Program Example2;

{ This program demonstrates the TimeOf function }

Uses SysUtils, DateUtils;

Begin

`WriteLn('Time is : ', TimeToStr(TimeOf(Now)));`
End.

44.4.132 Today

Synopsis: Return the current date

Declaration: `function Today : TDateTime`

Visibility: default

Description: `Today` is an alias for the `Date` (1594) function in the `sysutils` (1538) unit.

For an example, see `Yesterday` (650)

See also: `Date` (1594), `Yesterday` (650), `Tomorrow` (628)

44.4.133 Tomorrow

Synopsis: Return the next day

Declaration: `function Tomorrow : TDateTime`

Visibility: default

Description: `Tomorrow` returns tomorrow's date. `Tomorrow` is determined from the system clock, i.e. it is `Today` (628) +1.

See also: `Today` (628), `Yesterday` (650)

Listing: `./datutex/ex19.pp`

Program Example19;

{ This program demonstrates the Tomorrow function }

Uses SysUtils , DateUtils ;

Begin

WriteIn (**FormatDateTime** (' "Today is " dd mmm yyyy ' , Today));

WriteIn (**FormatDateTime** (' "Tomorrow will be " dd mmm yyyy ' , Tomorrow));

End.

44.4.134 TryEncodeDateDay

Synopsis: Encode a year and day of year to a TDateTime value

Declaration: `function TryEncodeDateDay(const AYear: Word; const ADayOfYear: Word; out AValue: TDateTime) : Boolean`

Visibility: default

Description: TryEncodeDateDay encodes the values AYear and ADayOfYear to a date value and returns this value in AValue.

If the encoding was succesful, True is returned. False is returned if any of the arguments is not valid.

See also: EncodeDateDay (575), EncodeDateTime (575), EncodeDateMonthWeek (575), EncodeDateWeek (576), TryEncodeDateTime (630), TryEncodeDateMonthWeek (629), TryEncodeDateWeek (631)

Listing: ./datutex/ex84.pp

Program Example84;

{ This program demonstrates the TryEncodeDateDay function }

Uses SysUtils , DateUtils ;

Var

 Y,DoY : Word;

 TS : TDateTime;

Begin

 DecodeDateDay (**Now**, Y, DoY);

If TryEncodeDateDay (Y, DoY, TS) **then**

WriteIn ('Today is : ' , **DateToStr** (TS))

else

WriteIn ('Wrong year/day of year indication ');

End.

44.4.135 TryEncodeDateMonthWeek

Synopsis: Encode a year, month, week of month and day of week to a TDateTime value

Declaration: `function TryEncodeDateMonthWeek(const AYear: Word; const AMonth: Word; const AWeekOfMonth: Word; const ADayOfWeek: Word; out AValue: TDateTime) : Boolean`

Visibility: default

Description: `TryEncodeDateTime` encodes the values `AYearAMonth`, `WeekOfMonth`, `ADayOfWeek`, to a date value and returns this value in `AValue`.

If the encoding was succesful, `True` is returned, `False` if any of the arguments is not valid.

See also: `DecodeDateMonthWeek` (572), `EncodeDateTime` (575), `EncodeDateWeek` (576), `EncodeDateDay` (575), `EncodeDateMonthWeek` (575), `TryEncodeDateTime` (630), `TryEncodeDateWeek` (631), `TryEncodeDateDay` (629), `NthDayOfWeek` (608)

Listing: `./datutex/ex86.pp`

Program `Example86`;

{ This program demonstrates the TryEncodeDateMonthWeek function }

Uses `SysUtils`, `DateUtils`;

Var

`Y,M,Wom,Dow` : `Word`;
`TS` : `TDateTime`;

Begin

`DecodeDateMonthWeek(Now, Y, M, WoM, DoW)`;
If `TryEncodeDateMonthWeek(Y, M, WoM, Dow, TS)` **then**
 `WriteLn('Today is : ', DateToStr(TS))`
else
 `WriteLn('Invalid year/month/week/dow indication')`;

End.

44.4.136 TryEncodeDateTime

Synopsis: Encode a Year, Month, Day, Hour, minute, seconds, milliseconds tuplet to a `TDateTime` value

Declaration: `function TryEncodeDateTime(const AYear: Word; const AMonth: Word;
 const ADay: Word; const AHour: Word;
 const AMinute: Word; const ASecond: Word;
 const AMilliSecond: Word;
 out AValue: TDateTime) : Boolean`

Visibility: default

Description: `EncodeDateTime` encodes the values `AYearAMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond` to a date/time value and returns this value in `AValue`.

If the date was encoded succesfully, `True` is returned, `False` is returned if one of the arguments is not valid.

See also: `EncodeDateTime` (575), `EncodeDateMonthWeek` (575), `EncodeDateWeek` (576), `EncodeDateDay` (575), `TryEncodeDateDay` (629), `TryEncodeDateWeek` (631), `TryEncodeDateMonthWeek` (629)

Listing: `./datutex/ex80.pp`

Program `Example79`;

{ This program demonstrates the TryEncodeDateTime function }

Uses SysUtils , DateUtils ;

Var

Y,Mo,D,H,Mi,S,MS : Word;
TS : TDateTime;

Begin

```
DecodeDateTime(Now,Y,Mo,D,H,Mi,S,MS);
If TryEncodeDateTime(Y,Mo,D,H,Mi,S,MS,TS) then
  WriteLn('Now is : ',DateTimeToStr(TS))
else
  WriteLn('Wrong date/time indication');
```

End.

44.4.137 TryEncodeDateWeek

Synopsis: Encode a year, week and day of week triplet to a TDateTime value

Declaration: function TryEncodeDateWeek(const AYear: Word; const AWeekOfYear: Word;
out AValue: TDateTime; const ADayOfWeek: Word)
: Boolean
function TryEncodeDateWeek(const AYear: Word; const AWeekOfYear: Word;
out AValue: TDateTime) : Boolean

Visibility: default

Description: TryEncodeDateWeek encodes the values AYear, AWeekOfYear and ADayOfWeek to a date value and returns this value in AValue.

If the encoding was successful, True is returned. False is returned if any of the arguments is not valid.

See also: EncodeDateMonthWeek (575), EncodeDateWeek (576), EncodeDateTime (575), EncodeDateDay (575), TryEncodeDateTime (630), TryEncodeDateMonthWeek (629), TryEncodeDateDay (629)

Listing: ./datutex/ex82.pp

Program Example82;

{ This program demonstrates the TryEncodeDateWeek function }

Uses SysUtils , DateUtils ;

Var

Y,W,Dow : Word;
TS : TDateTime;

Begin

```
DecodeDateWeek(Now,Y,W,Dow);
If TryEncodeDateWeek(Y,W,TS,Dow) then
  WriteLn('Today is : ',DateToStr(TS))
else
  WriteLn('Invalid date/week indication');
```

End.

44.4.138 TryEncodeDayOfWeekInMonth

Synopsis: Encode a year, month, week, day of week triplet to a `TDateTime` value

Declaration: `function TryEncodeDayOfWeekInMonth(const AYear: Word;
const AMonth: Word;
const ANthDayOfWeek: Word;
const ADayOfWeek: Word;
out AValue: TDateTime) : Boolean`

Visibility: default

Description: `EncodeDayOfWeekInMonth` encodes `AYear`, `AMonth`, `ADayOfWeek` and `ANthDayOfWeek` to a valid date stamp and returns the result in `AValue`.

`ANthDayOfWeek` is the N-th time that this weekday occurs in the month, e.g. the third saturday of the month.

The function returns `True` if the encoding was succesful, `False` if any of the values is not in range.

See also: [NthDayOfWeek \(608\)](#), [EncodeDateMonthWeek \(575\)](#), [#rtl.sysutils.DayOfWeek \(1598\)](#), [DecodeDayOfWeekInMonth \(574\)](#), [EncodeDayOfWeekInMonth \(576\)](#)

Listing: `./datutex/ex106.pp`

Program Example105;

{ This program demonstrates the DecodeDayOfWeekInMonth function }

Uses SysUtils, DateUtils;

Var

Y,M,NDoW,DoW : Word;
D : TDateTime;

Begin

```
DecodeDayOfWeekInMonth( Date , Y, M, NDoW, DoW );  
If TryEncodeDayOfWeekInMonth(Y, M, NDoW, DoW, D) then  
  begin  
    Write( DateToStr(D), ' is the ', NDoW, '-th ');  
    WriteLn( formatDateTime( 'dddd', D), ' of the month.' );  
  end  
else  
  WriteLn( 'Invalid year/month/NthDayOfWeek combination' );
```

End.

44.4.139 TryEncodeTimeInterval

Synopsis: Try to encode an interval as a `TDateTime` value.

Declaration: `function TryEncodeTimeInterval(Hour: Word; Min: Word; Sec: Word;
MSec: Word; out Time: TDateTime) : Boolean`

Visibility: default

Description: `TryEncodeTimeInterval` encodes a time interval expressed in `Hour`, `Min`, `Sec`, `MSec` as a `TDateTime` value and returns the value in `Time`. It returns `True` if `Min`, `Sec`, `MSec` contain valid time values (i.e. less than 60, 60 resp. MSec). The number of hours may be larger than 24.

See also: [EncodeTimeInterval \(576\)](#)

44.4.140 TryJulianDateToDateTime

Synopsis: Convert a Julian date representation to a `TDateTime` value.

Declaration:

```
function TryJulianDateToDateTime(const AValue: Double;
                                out ADateTime: TDateTime) : Boolean
```

Visibility: default

Description: Try to convert a Julian date to a regular `TDateTime` date/time representation.

See also: [DateTimeToJulianDate \(565\)](#), [JulianDateToDateTime \(596\)](#), [DateTimeToModifiedJulianDate \(566\)](#), [TryModifiedJulianDateToDateTime \(633\)](#)

44.4.141 TryModifiedJulianDateToDateTime

Synopsis: Convert a modified Julian date representation to a `TDateTime` value.

Declaration:

```
function TryModifiedJulianDateToDateTime(const AValue: Double;
                                         out ADateTime: TDateTime)
                                         : Boolean
```

Visibility: default

Description: Not yet implemented.

Errors: Currently, trying to use this function will raise an exception.

See also: [DateTimeToJulianDate \(565\)](#), [JulianDateToDateTime \(596\)](#), [TryJulianDateToDateTime \(633\)](#), [DateTimeToModifiedJulianDate \(566\)](#), [ModifiedJulianDateToDateTime \(605\)](#)

44.4.142 TryRecodeDateTime

Synopsis: Replace selected parts of a `TDateTime` value with other values

Declaration:

```
function TryRecodeDateTime(const AValue: TDateTime; const AYear: Word;
                           const AMonth: Word; const ADay: Word;
                           const AHour: Word; const AMinute: Word;
                           const ASecond: Word;
                           const AMilliSecond: Word;
                           out AResult: TDateTime) : Boolean
```

Visibility: default

Description: `TryRecodeDateTime` replaces selected parts of the timestamp `AValue` with the date/time values specified in `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond`. If any of these values equals the pre-defined constant `RecodeLeaveFieldAsIs (561)`, then the corresponding part of the date/time stamp is left untouched.

The resulting date/time is returned in `AValue`.

The function returns `True` if the encoding was successful. It returns `False` if one of the values `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` or `AMilliSecond` is not within a valid range.

See also: [RecodeYear \(615\)](#), [RecodeMonth \(613\)](#), [RecodeDay \(611\)](#), [RecodeHour \(611\)](#), [RecodeMinute \(613\)](#), [RecodeSecond \(614\)](#), [RecodeMilliSecond \(612\)](#), [RecodeDate \(609\)](#), [RecodeTime \(615\)](#), [RecodeDateTime \(610\)](#)

Listing: ./datutex/ex97.pp

Program Example97;

{ This program demonstrates the TryRecodeDateTime function }

Uses SysUtils, DateUtils;

Const

 Fmt = 'dddd dd mmm yyyy hh:nn:ss';

Var

 S : AnsiString;

 D : TDateTime;

Begin

If TryRecodeDateTime(Now,2000,2,RecodeLeaveFieldAsIs,0,0,0,0,D) **then**

begin

 S:=FormatDateTime(Fmt,D);

 WriteLn('This moment in february 2000 : ',S);

end

else

 WriteLn('This moment did/does not exist in february 2000');

End.

44.4.143 UniversalTimeToLocal

Synopsis: Convert UTC time to local time

Declaration: function UniversalTimeToLocal(UT: TDateTime) : TDateTime
 function UniversalTimeToLocal(UT: TDateTime; TZOffset: Integer)
 : TDateTime

Visibility: default

Description: UniversalTimeToLocal converts a universal time indication to a local time: it applies the TZOffset timezone offset to the UT Universal time (UTC). If no TZOffset is specified, the local time offset as returned by GetLocalTimeOffset (559) is used.

Note that for times in the past or in the future, or for timezones with DST, omitting the TZoffset may lead to wrong results, as the current timezone offset is used. Calculation of the correct timezone offset for a given date is very complicated, and outside the scope of this call.

See also: GetLocalTimeOffset (559), LocalTimeToUniversal (597)

44.4.144 UnixTimeStampToMac

Synopsis: Convert Unix Timestamp to a Mac Timestamp

Declaration: function UnixTimeStampToMac(const AValue: Int64) : Int64

Visibility: default

Description: UnixTimeStampToMac converts the unix epoch time in AValue to a valid Mac timestamp indication and returns the result.

Errors: None.

See also: DateTimeToMac (565), MacToDateTime (597), MacTimeStampToUnix (597)

44.4.145 UnixToDateTime

Synopsis: Convert Unix epoch time to a `TDateTime` value

Declaration: `function UnixToDateTime(const AValue: Int64) : TDateTime`

Visibility: default

Description: `UnixToDateTime` converts epoch time (seconds elapsed since 1/1/1970) to a `TDateTime` value.

See also: `DateTimeToUnix` (566)

44.4.146 WeekOf

Synopsis: Extract week (of the year) from a given date.

Declaration: `function WeekOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `WeekOf` returns the week-of-the-year part of the `AValue` date/time indication. It is a number between 1 and 53.

For an example, see `YearOf` (647)

See also: `YearOf` (647), `DayOf` (566), `MonthOf` (606), `HourOf` (581), `MinuteOf` (602), `SecondOf` (619), `MilliSecondOf` (597)

44.4.147 WeekOfTheMonth

Synopsis: Extract the week of the month (and optionally month and year) from a `DateTime` value

Declaration: `function WeekOfTheMonth(const AValue: TDateTime) : Word; Overload
function WeekOfTheMonth(const AValue: TDateTime; out AYear: Word;
out AMonth: Word) : Word; Overload`

Visibility: default

Description: `WeekOfTheMonth` extracts the week of the month from `AValue` and returns it, and optionally returns the year and month as well (in `AYear`, `AMonth` respectively).

Remark: Note that weeks are numbered from 1 using the ISO 8601 standard, and the day of the week as well. This means that the year and month may not be the same as the year part of the date, since the week may start in the previous year as the first week of the year is the week with at least 4 days in it.

See also: `WeekOfTheYear` (636), `DayOfTheMonth` (566), `HourOfTheMonth` (582), `MinuteOfTheMonth` (603), `SecondOfTheMonth` (620), `MilliSecondOfTheMonth` (599)

Listing: `./datutex/ex41.pp`

Program Example41;

{ This program demonstrates the WeekOfTheMonth function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin


```

N:=Now;
WriteLn ('Week of the Month      : ', WeekOfTheMonth(N));
WriteLn ('Day of the Month       : ', DayOfTheMonth(N));
WriteLn ('Hour of the Month        : ', HourOfTheMonth(N));
WriteLn ('Minute of the Month       : ', MinuteOfTheMonth(N));
WriteLn ('Second of the Month       : ', SecondOfTheMonth(N));
WriteLn ('MilliSecond of the Month : ',
        MilliSecondOfTheMonth(N));
End.

```

44.4.148 WeekOfTheYear

Synopsis: Extract the week of the year (and optionally year) of a DateTime indication.

Declaration: `function WeekOfTheYear(const AValue: TDateTime) : Word; Overload`
`function WeekOfTheYear(const AValue: TDateTime; out AYear: Word) : Word`
`; Overload`

Visibility: default

Description: `WeekOfTheYear` extracts the week of the year from `AValue` and returns it, and optionally returns the year as well. It returns the same value as `WeekOf` (635).

Remark: Note that weeks are numbered from 1 using the ISO 8601 standard, and the day of the week as well. This means that the year may not be the same as the year part of the date, since the week may start in the previous year as the first week of the year is the week with at least 4 days in it.

See also: `WeekOf` (635), `MonthOfTheYear` (606), `DayOfTheYear` (567), `HourOfTheYear` (583), `MinuteOfTheYear` (603), `SecondOfTheYear` (621), `MilliSecondOfTheYear` (600)

Listing: `./datutex/ex40.pp`

Program Example40;

{ This program demonstrates the WeekOfTheYear function }

Uses SysUtils, DateUtils;

Var

N : TDateTime;

Begin

```

N:=Now;
WriteLn ('Month of the year      : ', MonthOfTheYear(N));
WriteLn ('Week of the year          : ', WeekOfTheYear(N));
WriteLn ('Day of the year           : ', DayOfTheYear(N));
WriteLn ('Hour of the year          : ', HourOfTheYear(N));
WriteLn ('Minute of the year        : ', MinuteOfTheYear(N));
WriteLn ('Second of the year        : ', SecondOfTheYear(N));
WriteLn ('MilliSecond of the year : ',
        MilliSecondOfTheYear(N));

```

End.

44.4.149 WeeksBetween

Synopsis: Calculate the number of whole weeks between two DateTime values

Declaration: `function WeeksBetween(const ANow: TDateTime; const AThen: TDateTime) : Integer`

Visibility: default

Description: `WeeksBetween` returns the number of whole weeks between `ANow` and `AThen`. This means the fractional part of a Week is dropped.

See also: `YearsBetween` (648), `MonthsBetween` (606), `DaysBetween` (568), `HoursBetween` (583), `MinutesBetween` (604), `SecondsBetween` (621), `MillisecondsBetween` (600)

Listing: `./datutex/ex57.pp`

Program Example57;

{ This program demonstrates the WeeksBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

`Write('Number of weeks between ');`

`Write(DateToStr(AThen), ' and ', DateToStr(ANow));`

`WriteLn(' : ', WeeksBetween(ANow, AThen));`

end;

Var

`D1, D2 : TDateTime;`

Begin

`D1:=Today;`

`D2:=Today-7;`

`Test(D1,D2);`

`D2:=Today-8;`

`Test(D1,D2);`

`D2:=Today-14;`

`Test(D1,D2);`

`D2:=Today-35;`

`Test(D1,D2);`

`D2:=Today-36;`

`Test(D1,D2);`

`D2:=Today-17;`

`Test(D1,D2);`

End.

44.4.150 WeeksInAYear

Synopsis: Return the number of weeks in a given year

Declaration: `function WeeksInAYear(const AYear: Word) : Word`

Visibility: default

Description: `WeeksInAYear` returns the number of weeks in the year `AYear`. The return value is either 52 or 53.

Remark: The first week of the year is determined according to the ISO 8601 standard: It is the first week that has at least 4 days in it, i.e. it includes a thursday.

See also: [WeeksInYear \(638\)](#), [DaysInYear \(570\)](#), [DaysInAYear \(569\)](#), [DaysInMonth \(570\)](#), [DaysInAMonth \(568\)](#)

Listing: ./datutex/ex13.pp

Program Example13;

{ This program demonstrates the WeeksInAYear function }

Uses SysUtils , DateUtils ;

Var

Y : Word;

Begin

For Y:=1992 to 2010 do

WriteLn(Y, ' has ', WeeksInAYear(Y), ' weeks. ');

End.

44.4.151 WeeksInYear

Synopsis: return the number of weeks in the year, given a date

Declaration: function WeeksInYear(const AValue: TDateTime) : Word

Visibility: default

Description: WeeksInYear returns the number of weeks in the year part of AValue. The return value is either 52 or 53.

Remark: The first week of the year is determined according to the ISO 8601 standard: It is the first week that has at least 4 days in it, i.e. it includes a thursday.

See also: [WeeksInAYear \(637\)](#), [DaysInYear \(570\)](#), [DaysInAYear \(569\)](#), [DaysInMonth \(570\)](#), [DaysInAMonth \(568\)](#)

Listing: ./datutex/ex12.pp

Program Example12;

{ This program demonstrates the WeeksInYear function }

Uses SysUtils , DateUtils ;

Var

Y : Word;

Begin

For Y:=1992 to 2010 do

WriteLn(Y, ' has ', WeeksInYear(EncodeDate(Y,2,1)), ' weeks. ');

End.

44.4.152 WeekSpan

Synopsis: Calculate the approximate number of weeks between two DateTime values.

Declaration: `function WeekSpan(const ANow: TDateTime; const AThen: TDateTime)
: Double`

Visibility: default

Description: `WeekSpan` returns the number of weeks between `ANow` and `AThen`, including any fractional parts of a week.

See also: `YearSpan` (649), `MonthSpan` (607), `DaySpan` (571), `HourSpan` (584), `MinuteSpan` (605), `SecondSpan` (622), `MilliSecondSpan` (601), `WeeksBetween` (636)

Listing: `./datutex/ex65.pp`

Program Example57;

{ This program demonstrates the WeekSpan function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

 Write('Number of weeks between ');

 Write(DateToStr(AThen), ' and ', DateToStr(ANow));

 WriteLn(' : ', WeekSpan(ANow, AThen));

end;

Var

 D1, D2 : TDateTime;

Begin

 D1:=Today;

 D2:=Today-7;

 Test(D1, D2);

 D2:=Today-8;

 Test(D1, D2);

 D2:=Today-14;

 Test(D1, D2);

 D2:=Today-35;

 Test(D1, D2);

 D2:=Today-36;

 Test(D1, D2);

 D2:=Today-17;

 Test(D1, D2);

End.

44.4.153 WithinPastDays

Synopsis: Check whether two datetimes are only a number of days apart

Declaration: `function WithinPastDays(const ANow: TDateTime; const AThen: TDateTime;
const ADays: Integer) : Boolean`

Visibility: default

Description: `WithinPastDays` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `ADays` days apart, or `False` if they are further apart.

Remark: Since this function uses the `DaysBetween` (568) function to calculate the difference in days, this means that fractional days do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half days apart, the result will also be `True`

See also: `WithinPastYears` (646), `WithinPastMonths` (643), `WithinPastWeeks` (645), `WithinPastHours` (640), `WithinPastMinutes` (642), `WithinPastSeconds` (644), `WithinPastMilliseconds` (641)

Listing: `./datutex/ex50.pp`

Program `Example50`;

{ This program demonstrates the `WithinPastDays` function }

Uses `SysUtils`, `DateUtils`;

Procedure `Test`(`ANow, AThen` : `TDateTime`; `ADays` : `Integer`);

begin

`Write`(`DateTimeToStr`(`AThen`), ' and ', `DateTimeToStr`(`ANow`));

`Write`(' are within ', `ADays`, ' days: ');

`WriteLn`(`WithinPastDays`(`ANow`, `AThen`, `ADays`));

end;

Var

`D1, D2` : `TDateTime`;

Begin

`D1 := Now`;

`D2 := Today - 23/24`;

`Test`(`D1`, `D2`, 1);

`D2 := Today - 1`;

`Test`(`D1`, `D2`, 1);

`D2 := Today - 25/24`;

`Test`(`D1`, `D2`, 1);

`D2 := Today - 26/24`;

`Test`(`D1`, `D2`, 5);

`D2 := Today - 5.4`;

`Test`(`D1`, `D2`, 5);

`D2 := Today - 2.5`;

`Test`(`D1`, `D2`, 1);

`Test`(`D1`, `D2`, 2);

`Test`(`D1`, `D2`, 3);

End.

44.4.154 `WithinPastHours`

Synopsis: Check whether two datetimes are only a number of hours apart

Declaration: `function WithinPastHours`(`const ANow`: `TDateTime`; `const AThen`: `TDateTime`;
`const AHours`: `Int64`) : `Boolean`

Visibility: `default`

Description: `WithinPastHours` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AHours` hours apart, or `False` if they are further apart.

Remark: Since this function uses the `HoursBetween` (583) function to calculate the difference in Hours, this means that fractional hours do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half hours apart, the result will also be `True`

See also: `WithinPastYears` (646), `WithinPastMonths` (643), `WithinPastWeeks` (645), `WithinPastDays` (639), `WithinPastMinutes` (642), `WithinPastSeconds` (644), `WithinPastMilliseconds` (641)

Listing: `./datutex/ex51.pp`

Program `Example51`;

{ This program demonstrates the `WithinPastHours` function }

Uses `SysUtils`, `DateUtils`;

Procedure `Test`(`ANow, AThen` : `TDateTime`; `AHours` : `Integer`);

begin

`Write`(`DateTimeToStr`(`AThen`), ' and ', `DateTimeToStr`(`ANow`));

`Write`(' are within ', `AHours`, ' hours: ');

`WriteLn`(`WithinPastHours`(`ANow, AThen, AHours`));

end;

Var

`D1, D2` : `TDateTime`;

Begin

`D1 := Now`;

`D2 := D1 - (59 * OneMinute)`;

`Test`(`D1, D2, 1`);

`D2 := D1 - (61 * OneMinute)`;

`Test`(`D1, D2, 1`);

`D2 := D1 - (122 * OneMinute)`;

`Test`(`D1, D2, 1`);

`D2 := D1 - (306 * OneMinute)`;

`Test`(`D1, D2, 5`);

`D2 := D1 - (5.4 * OneHour)`;

`Test`(`D1, D2, 5`);

`D2 := D1 - (2.5 * OneHour)`;

`Test`(`D1, D2, 1`);

`Test`(`D1, D2, 2`);

`Test`(`D1, D2, 3`);

End.

44.4.155 `WithinPastMilliseconds`

Synopsis: Check whether two datetimes are only a number of milliseconds apart

Declaration: `function WithinPastMilliseconds`(`const ANow`: `TDateTime`;
 `const AThen`: `TDateTime`;
 `const AMilliseconds`: `Int64`) : `Boolean`

Visibility: `default`

Description: `WithinPastMilliseconds` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AMilliseconds` milliseconds apart, or `False` if they are further apart.

Remark: Since this function uses the `MillisecondsBetween` (600) function to calculate the difference in milliseconds, this means that fractional milliseconds do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half milliseconds apart, the result will also be `True`

See also: `WithinPastYears` (646), `WithinPastMonths` (643), `WithinPastWeeks` (645), `WithinPastDays` (639), `WithinPastHours` (640), `WithinPastMinutes` (642), `WithinPastSeconds` (644)

Listing: `./datutex/ex54.pp`

Program `Example54`;

{ This program demonstrates the `WithinPastMilliseconds` function }

Uses `SysUtils`, `DateUtils`;

Procedure `Test`(`ANow, AThen` : `TDateTime`; `AMilliSeconds` : `Integer`);

begin

```
Write( TimeToStr(AThen), ' and ', TimeToStr(ANow));
Write( ' are within ', AMilliSeconds, ' milliseconds: ');
WriteLn( WithinPastMilliseconds(ANow, AThen, AMilliSeconds));
end;
```

Var

```
D1, D2 : TDateTime;
```

Begin

```
D1:=Now;
D2:=D1-(0.9*OneMilliSecond);
Test(D1,D2,1);
D2:=D1-(1.0*OneMilliSecond);
Test(D1,D2,1);
D2:=D1-(1.1*OneMilliSecond);
Test(D1,D2,1);
D2:=D1-(2.5*OneMilliSecond);
Test(D1,D2,1);
Test(D1,D2,2);
Test(D1,D2,3);
```

End.

44.4.156 `WithinPastMinutes`

Synopsis: Check whether two datetimes are only a number of minutes apart

Declaration: `function WithinPastMinutes`(`const ANow`: `TDateTime`;
 `const AThen`: `TDateTime`; `const AMinutes`: `Int64`)
 : `Boolean`

Visibility: `default`

Description: `WithinPastMinutes` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AMinutes` minutes apart, or `False` if they are further apart.

Remark: Since this function uses the `MinutesBetween` (604) function to calculate the difference in Minutes, this means that fractional minutes do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half minutes apart, the result will also be `True`

See also: `WithinPastYears` (646), `WithinPastMonths` (643), `WithinPastWeeks` (645), `WithinPastDays` (639), `WithinPastHours` (640), `WithinPastSeconds` (644), `WithinPastMilliseconds` (641)

Listing: `./datutex/ex52.pp`

Program Example52;

{ This program demonstrates the WithinPastMinutes function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime; AMinutes : Integer);

begin

Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));

Write(' are within ', AMinutes, ' Minutes: ');

WriteLn(WithinPastMinutes(ANow, AThen, AMinutes));

end;

Var

 D1, D2 : TDateTime;

Begin

 D1 := **Now**;

 D2 := D1 - (59 * OneSecond);

 Test(D1, D2, 1);

 D2 := D1 - (61 * OneSecond);

 Test(D1, D2, 1);

 D2 := D1 - (122 * OneSecond);

 Test(D1, D2, 1);

 D2 := D1 - (306 * OneSecond);

 Test(D1, D2, 5);

 D2 := D1 - (5.4 * OneMinute);

 Test(D1, D2, 5);

 D2 := D1 - (2.5 * OneMinute);

 Test(D1, D2, 1);

 Test(D1, D2, 2);

 Test(D1, D2, 3);

End.

44.4.157 WithinPastMonths

Synopsis: Check whether two datetimes are only a number of months apart

Declaration: function WithinPastMonths(const ANow: TDateTime;
 const AThen: TDateTime; const AMonths: Integer)
 : Boolean

Visibility: default

Description: WithinPastMonths compares the timestamps ANow and AThen and returns True if the difference between them is at most AMonths months apart, or False if they are further apart.

Remark: Since this function uses the MonthsBetween (606) function to calculate the difference in Months, this means that fractional months do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half months apart, the result will also be True

See also: WithinPastYears (646), WithinPastWeeks (645), WithinPastDays (639), WithinPastHours (640), WithinPastMinutes (642), WithinPastSeconds (644), WithinPastMilliseconds (641)

Listing: ./datutex/ex48.pp

```

Program Example48;

{ This program demonstrates the WithinPastMonths function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime; AMonths : Integer);

begin
  Write( DateToStr(AThen), ' and ', DateToStr(ANow));
  Write( ' are within ', AMonths, ' months: ');
  WriteLn ( WithinPastMonths (ANow, AThen, AMonths));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1:=Today;
  D2:=Today-364;
  Test(D1,D2,12);
  D2:=Today-365;
  Test(D1,D2,12);
  D2:=Today-366;
  Test(D1,D2,12);
  D2:=Today-390;
  Test(D1,D2,12);
  D2:=Today-368;
  Test(D1,D2,11);
  D2:=Today-1000;
  Test(D1,D2,31);
  Test(D1,D2,32);
  Test(D1,D2,33);
End.

```

44.4.158 WithinPastSeconds

Synopsis: Check whether two datetimes are only a number of seconds apart

Declaration: `function WithinPastSeconds(const ANow: TDateTime;
const AThen: TDateTime; const ASeconds: Int64)
: Boolean`

Visibility: default

Description: `WithinPastSeconds` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `ASeconds` seconds apart, or `False` if they are further apart.

Remark: Since this function uses the `SecondsBetween` (621) function to calculate the difference in seconds, this means that fractional seconds do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half seconds apart, the result will also be `True`

See also: `WithinPastYears` (646), `WithinPastMonths` (643), `WithinPastWeeks` (645), `WithinPastDays` (639), `WithinPastHours` (640), `WithinPastMinutes` (642), `WithinPastMilliseconds` (641)

Listing: `./datutex/ex53.pp`

Program Example53;

{ This program demonstrates the WithinPastSeconds function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime; ASeconds : Integer);

begin

Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));

Write(' are within ', ASeconds, ' seconds: ');

WriteLn(WithinPastSeconds(ANow, AThen, ASeconds));

end;

Var

 D1, D2 : TDateTime;

Begin

 D1:=Now;

 D2:=D1-(999*OneMilliSecond);

 Test(D1, D2, 1);

 D2:=D1-(1001*OneMilliSecond);

 Test(D1, D2, 1);

 D2:=D1-(2001*OneMilliSecond);

 Test(D1, D2, 1);

 D2:=D1-(5001*OneMilliSecond);

 Test(D1, D2, 5);

 D2:=D1-(5.4*OneSecond);

 Test(D1, D2, 5);

 D2:=D1-(2.5*OneSecond);

 Test(D1, D2, 1);

 Test(D1, D2, 2);

 Test(D1, D2, 3);

End.

44.4.159 WithinPastWeeks

Synopsis: Check whether two datetimes are only a number of weeks apart

Declaration: function WithinPastWeeks(const ANow: TDateTime; const AThen: TDateTime;
const AWeeks: Integer) : Boolean

Visibility: default

Description: WithinPastWeeks compares the timestamps ANow and AThen and returns True if the difference between them is at most AWeeks weeks apart, or False if they are further apart.

Remark: Since this function uses the WeeksBetween (636) function to calculate the difference in Weeks, this means that fractional Weeks do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half weeks apart, the result will also be True

See also: WithinPastYears (646), WithinPastMonths (643), WithinPastDays (639), WithinPastHours (640), WithinPastMinutes (642), WithinPastSeconds (644), WithinPastMilliseconds (641)

Listing: ./datutex/ex49.pp

```

Program Example49;

{ This program demonstrates the WithinPastWeeks function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime; AWeeks : Integer);

begin
  Write(DateToStr(AThen), ' and ', DateToStr(ANow));
  Write(' are within ', AWeeks, ' weeks: ');
  WriteLn(WithinPastWeeks(ANow, AThen, AWeeks));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1 := Today;
  D2 := Today - 7;
  Test(D1, D2, 1);
  D2 := Today - 8;
  Test(D1, D2, 1);
  D2 := Today - 14;
  Test(D1, D2, 1);
  D2 := Today - 35;
  Test(D1, D2, 5);
  D2 := Today - 36;
  Test(D1, D2, 5);
  D2 := Today - 17;
  Test(D1, D2, 1);
  Test(D1, D2, 2);
  Test(D1, D2, 3);
End.

```

44.4.160 WithinPastYears

Synopsis: Check whether two datetimes are only a number of years apart

Declaration: `function WithinPastYears(const ANow: TDateTime; const AThen: TDateTime; const AYears: Integer) : Boolean`

Visibility: default

Description: `WithinPastYears` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AYears` years apart, or `False` if they are further apart.

Remark: Since this function uses the `YearsBetween` (648) function to calculate the difference in years, this means that fractional years do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half years apart, the result will also be `True`

See also: `WithinPastMonths` (643), `WithinPastWeeks` (645), `WithinPastDays` (639), `WithinPastHours` (640), `WithinPastMinutes` (642), `WithinPastSeconds` (644), `WithinPastMilliseconds` (641)

Listing: `./datutex/ex47.pp`

```

Program Example47;

{ This program demonstrates the WithinPastYears function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime; AYears : Integer);

begin
  Write( DateToStr(AThen), ' and ', DateToStr(ANow));
  Write( ' are within ', AYears, ' years: ');
  WriteLn( WithinPastYears(ANow, AThen, AYears));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1:=Today;
  D2:=Today-364;
  Test(D1, D2, 1);
  D2:=Today-365;
  Test(D1, D2, 1);
  D2:=Today-366;
  Test(D1, D2, 1);
  D2:=Today-390;
  Test(D1, D2, 1);
  D2:=Today-368;
  Test(D1, D2, 1);
  D2:=Today-1000;
  Test(D1, D2, 1);
  Test(D1, D2, 2);
  Test(D1, D2, 3);
End.

```

44.4.161 YearOf

Synopsis: Extract the year from a given date.

Declaration: `function YearOf(const AValue: TDateTime) : Word`

Visibility: default

Description: YearOf returns the year part of the AValue date/time indication. It is a number between 1 and 9999.

See also: MonthOf (606), DayOf (566), WeekOf (635), HourOf (581), MinuteOf (602), SecondOf (619), MilliSecondOf (597)

Listing: ./datutex/ex23.pp

```

Program Example23;

{ This program demonstrates the YearOf function }

Uses SysUtils, DateUtils;

```

```

Var
  D : TDateTime;

Begin
  D:=Now;
  WriteLn ( 'Year      : ', YearOf(D));
  WriteLn ( 'Month     : ', MonthOf(D));
  WriteLn ( 'Day       : ', DayOf(D));
  WriteLn ( 'Week      : ', WeekOf(D));
  WriteLn ( 'Hour      : ', HourOf(D));
  WriteLn ( 'Minute    : ', MinuteOf(D));
  WriteLn ( 'Second    : ', SecondOf(D));
  WriteLn ( 'Millisecond : ', MilliSecondOf(D));
End.

```

44.4.162 YearsBetween

Synopsis: Calculate the number of whole years between two DateTime values

Declaration: `function YearsBetween(const ANow: TDateTime; const AThen: TDateTime) : Integer`

Visibility: default

Description: `YearsBetween` returns the number of whole years between `ANow` and `AThen`. This number is an approximation, based on an average number of days of 365.25 per year (average over 4 years). This means the fractional part of a year is dropped.

See also: `MonthsBetween` (606), `WeeksBetween` (636), `DaysBetween` (568), `HoursBetween` (583), `MinutesBetween` (604), `SecondsBetween` (621), `MillisecondsBetween` (600), `YearSpan` (649)

Listing: `./datutex/ex55.pp`

Program Example55;

{ This program demonstrates the YearsBetween function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

```

begin
  Write('Number of years between ');
  Write(DateToStr(AThen), ' and ', DateToStr(ANow));
  WriteLn(' : ', YearsBetween(ANow, AThen));
end;

```

```

Var
  D1, D2 : TDateTime;

```

```

Begin
  D1:=Today;
  D2:=Today-364;
  Test(D1, D2);
  D2:=Today-365;
  Test(D1, D2);
  D2:=Today-366;

```

```

Test(D1,D2);
D2:=Today-390;
Test(D1,D2);
D2:=Today-368;
Test(D1,D2);
D2:=Today-1000;
Test(D1,D2);
End.

```

44.4.163 YearSpan

Synopsis: Calculate the approximate number of years between two DateTime values.

Declaration: `function YearSpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

Description: `YearSpan` returns the number of years between `ANow` and `AThen`, including any fractional parts of a year. This number is an approximation, based on an average number of days of 365.25 per year (average over 4 years).

See also: `MonthSpan` (607), `WeekSpan` (638), `DaySpan` (571), `HourSpan` (584), `MinuteSpan` (605), `SecondSpan` (622), `MilliSecondSpan` (601), `YearsBetween` (648)

Listing: `./datutex/ex63.pp`

Program Example63;

{ This program demonstrates the YearSpan function }

Uses SysUtils, DateUtils;

Procedure Test(ANow, AThen : TDateTime);

begin

```

Write('Number of years between ');
Write(DateToStr(AThen), ' and ', DateToStr(ANow));
Writeln(' : ', YearSpan(ANow, AThen));
end;

```

Var

```

D1, D2 : TDateTime;

```

Begin

```

D1:=Today;
D2:=Today-364;
Test(D1,D2);
D2:=Today-365;
Test(D1,D2);
D2:=Today-366;
Test(D1,D2);
D2:=Today-390;
Test(D1,D2);
D2:=Today-368;
Test(D1,D2);
D2:=Today-1000;

```

```
Test(D1,D2);  
End.
```

44.4.164 Yesterday

Synopsis: Return the previous day.

Declaration: `function Yesterday : TDateTime`

Visibility: default

Description: `Yesterday` returns yesterday's date. Yesterday is determined from the system clock, i.e. it is `Today (628) -1`.

See also: `Today (628)`, `Tomorrow (628)`

Listing: `./datutex/ex18.pp`

Program Example18;

```
{ This program demonstrates the Yesterday function }
```

Uses SysUtils , DateUtils ;

Begin

```
WriteLn(FormatDateTime('"Today is " dd mmm yyyy ',Today));  
WriteLn(FormatDateTime('"Yesterday was " dd mmm yyyy ',Yesterday));  
End.
```

Chapter 45

Reference for unit 'Dos'

45.1 Used units

Table 45.1: Used units by unit 'Dos'

Name	Page
BaseUnix	128
System	1280

45.2 Overview

The DOS unit gives access to some operating system calls related to files, the file system, date and time. Except for the PalmOS target, this unit is available to all supported platforms.

The unit was first written for Dos by Florian Klaempfl. It was ported to Linux by Mark May and enhanced by Michael Van Canneyt. The Amiga version was ported by Nils Sjöholm.

Under non-DOS systems, some of the functionality is lost, as it is either impossible or meaningless to implement it. Other than that, the functionality is the same for all operating systems.

Because the DOS unit is a Turbo Pascal compatibility unit, it is no longer actively developed: the interface is frozen and it is maintained only for the purpose of porting Turbo Pascal programs. For new development, it is recommended to use the `sysutils` ([1538](#)) unit instead.

45.3 System information

Functions for retrieving and setting general system information such as date and time.

Table 45.2:

Name	Description
DosVersion (1)	Get OS version
GetCBreak (666)	Get setting of control-break handling flag
GetDate (666)	Get system date
GetIntVec (669)	Get interrupt vector status
GetTime (670)	Get system time
GetVerify (671)	Get verify flag
Intr (671)	Execute an interrupt
Keep (671)	Keep process in memory and exit
MSDos (672)	Execute MS-Dos function call
PackTime (672)	Pack time for file time
SetCBreak (673)	Set control-break handling flag
SetDate (673)	Set system date
SetIntVec (674)	Set interrupt vectors
SetTime (675)	Set system time
SetVerify (675)	Set verify flag
SwapVectors (675)	Swap interrupt vectors
UnPackTime (676)	Unpack file time

45.4 Process handling

Functions to handle process information and starting new processes.

Table 45.3:

Name	Description
DosExitCode (1)	Exit code of last executed program
EnvCount (661)	Return number of environment variables
EnvStr (662)	Return environment string pair
Exec (662)	Execute program
GetEnv (667)	Return specified environment string

45.5 Directory and disk handling

Routines to handle disk information.

Table 45.4:

Name	Description
AddDisk (658)	Add disk to list of disks (UNIX only)
DiskFree (659)	Return size of free disk space
DiskSize (659)	Return total disk size

45.6 File handling

Routines to handle files on disk.

Table 45.5:

Name	Description
FExpand (663)	Expand filename to full path
FindClose (663)	Close finfirst/findnext session
FindFirst (663)	Start find of file
FindNext (664)	Find next file
FSearch (664)	Search for file in a path
FSplit (665)	Split filename in parts
GetFAttr (667)	Return file attributes
GetFTime (668)	Return file time
GetLongName (669)	Convert short filename to long filename (DOS only)
GetShortName (670)	Convert long filename to short filename (DOS only)
SetFAttr (673)	Set file attributes
SetFTime (674)	Set file time

45.7 File open mode constants.

These constants are used in the `Mode` field of the `TextRec` record. Gives information on the file-mode of the text I/O. For their definitions consult the following table:

Table 45.6: Possible mode constants

Constant	Description	Value
<code>fmclosed</code>	File is closed	<code>\$D7B0</code>
<code>fminput</code>	File is read only	<code>\$D7B1</code>
<code>fmoutput</code>	File is write only	<code>\$D7B2</code>
<code>fminout</code>	File is read and write	<code>\$D7B3</code>

45.8 File attributes

The File Attribute constants are used in `FindFirst` (663), `FindNext` (664) to determine what type of special file to search for in addition to normal files. These flags are also used in the `SetFAttr` (673) and `GetFAttr` (667) routines to set and retrieve attributes of files. For their definitions consult `fileattributes` (653).

Table 45.7: Possible file attributes

Constant	Description	Value
<code>readonly</code>	Read-Only file attribute	\$01
<code>hidden</code>	Hidden file attribute	\$02
<code>sysfile</code>	System file attribute	\$04
<code>volumeid</code>	Volume ID file attribute	\$08
<code>directory</code>	Directory file attribute	\$10
<code>archive</code>	Archive file attribute	\$20
<code>anyfile</code>	Match any file attribute	\$3F

45.9 Constants, types and variables

45.9.1 Constants

`anyfile` = \$3F

Match any file attribute

`archive` = \$20

Archive file attribute

`directory` = \$10

Directory file attribute

`fauxiliary` = \$0010

CPU auxiliary flag. Not used.

`fcarry` = \$0001

CPU carry flag. Not used.

`FileNameLen` = 255

Maximum length of a filename

`fmclosed` = \$D7B0

File is closed

`fminout` = \$D7B3

File is read and write

`fminput` = \$D7B1

File is read only

fmoutput = \$D7B2

File is write only

foverflow = \$0800

CPU overflow flag. Not used.

fparity = \$0004

CPU parity flag. Not used.

fsign = \$0080

CPU sign flag. Not used.

fzero = \$0040

CPU zero flag. Not used.

hidden = \$02

Hidden file attribute

readonly = \$01

Read-Only file attribute

sysfile = \$04

System file attribute

volumeid = \$08

Volume ID file attribute

45.9.2 Types

ComStr = string

Command-line string type

DateTime = packed record

```
Year : Word;  
Month : Word;  
Day : Word  
;  
Hour : Word;  
Min : Word;  
Sec : Word;  
end
```

The `DateTime` type is used in `PackTime` (672) and `UnPackTime` (676) for setting/reading file times with `GetFTime` (668) and `SetFTime` (674).

```
DirStr = string
```

Full directory string type.

```
ExtStr = string
```

Filename extension string type.

```
NameStr = string
```

Fill filename string type.

```
PathStr = string
```

Full File path string type.

```
Registers = packed record
```

```
case i : Integer of
```

```
0: (
```

```
  ax : Word;
```

```
  f1 : Word;
```

```
  bx : Word;
```

```
  f2 : Word;
```

```
  cx : Word;
```

```
  f3 : Word;
```

```
  dx : Word;
```

```
  f4 : Word;
```

```
  bp : Word;
```

```
  f5 : Word;
```

```
  si : Word;
```

```
  f51 : Word;
```

```
  di : Word;
```

```
  f6 : Word;
```

```
  ds : Word;
```

```
  f7 : Word;
```

```
  es : Word;
```

```
  f8 : Word;
```

```
  flags : Word;
```

```
  fs : Word;
```

```
  gs : Word
```

```
  ;
```

```
);
```

```
1: (
```

```
  al : Byte;
```

```
  ah : Byte;
```

```
  f9 : Byte;
```

```
  f10 : Byte;
```

```
  bl
```

```
  : Byte;
```

```

bh : Byte;
f11 : Byte;
f12 : Byte;
cl : Byte;
ch
: Byte;
f13 : Byte;
f14 : Byte;
dl : Byte;
dh : Byte;
);
2: (
eax : LongInt;
ebx : LongInt;
ecx : LongInt;
edx : LongInt
;
ebp : LongInt;
esi : LongInt;
edi : LongInt;
);
end

```

This structure is only defined on a i386 compatible 32-bit platform, and is not used anywhere: it is defined for Turbo Pascal backwards compatibility only.

```

SearchRec = packed record
  SearchPos : TOff;
  SearchNum : LongInt
;
  DirPtr : Pointer;
  SearchType : Byte;
  SearchAttr : Byte;
  Mode : Word;
  Fill : Array[1..1] of Byte;
  Attr : Byte;
  Time
  : LongInt;
  Size : LongInt;
  Reserved : Word;
  Name : string;
  SearchSpec : string;
  NamePos : Word;
end

```

SearchRec is filled by the FindFirst (663) call and can be used in subsequent FindNext (664) calls to search for files. The structure of this record depends on the platform. Only the following fields are present on all platforms:

Attr File attributes.

Time File modification time.

Size File size

Name File name (name part only, no path)

Mode File access mode (Linux only)

45.9.3 Variables

`DosError` : Integer

The `DosError` variable is used by the procedures in the `Dos` unit to report errors. It can have the following values :

Table 45.8: Dos error codes

Value	Meaning
2	File not found.
3	Path not found.
5	Access denied.
6	Invalid handle.
8	Not enough memory.
10	Invalid environment.
11	Invalid format.
18	No more files.

Other values are possible, but are not documented.

45.10 Procedures and functions

45.10.1 AddDisk

Synopsis: Add disk definition to list if drives (Unix only)

Declaration: `function AddDisk(const path: string) : Byte`

Visibility: default

Description: `AddDisk` adds a filename `S` to the internal list of disks. It is implemented for systems which do not use DOS type drive letters. This list is used to determine which disks to use in the `DiskFree` (659) and `DiskSize` (659) calls. The `DiskFree` (659) and `DiskSize` (659) functions need a file on the specified drive, since this is required for the `statfs` system call. The names are added sequentially. The `Dos` initialization code presets the first three disks to:

- `'.'` for the current drive,
- `'/fd0/.'` for the first floppy-drive (Linux only).
- `'/fd1/.'` for the second floppy-drive (Linux only).
- `''` for the first hard disk.

The first call to `AddDisk` will therefore add a name for the second harddisk, The second call for the third drive, and so on until 23 drives have been added (corresponding to drives `'D:'` to `'Z:'`)

Errors: None

See also: `DiskFree` (659), `DiskSize` (659)

45.10.2 DiskFree

Synopsis: Get free size on Disk.

Declaration: `function DiskFree(drive: Byte) : Int64`

Visibility: default

Description: `DiskFree` returns the number of free bytes on a disk. The parameter `Drive` indicates which disk should be checked. This parameter is 1 for floppy `a:`, 2 for floppy `b:`, etc. A value of 0 returns the free space on the current drive.

Remark: For Unices: The `diskfree` and `disksize` functions need a file on the specified drive, since this is required for the `statfs` system call. These filenames are set in the initialization of the `Dos` unit, and have been preset to :

- `'.'` for the current drive,
- `'/fd0/.'` for the first floppy-drive (Linux only).
- `'/fd1/.'` for the second floppy-drive (Linux only).
- `''` for the first hard disk.

There is room for 1-26 drives. You can add a drive with the `AddDisk` (658) procedure. These settings can be coded in `dos.pp`, in the initialization part.

Errors: -1 when a failure occurs, or an invalid drive number is given.

See also: `DiskSize` (659), `AddDisk` (658)

Listing: `./dosex/ex6.pp`

Program Example6;
uses Dos;

{ Program to demonstrate the DiskSize and DiskFree function. }

begin

WriteLn('This partition size has ', **DiskSize**(0), ' bytes');

WriteLn('Currently ', **DiskFree**(0), ' bytes are free');

end.

45.10.3 DiskSize

Synopsis: Get total size of disk.

Declaration: `function DiskSize(drive: Byte) : Int64`

Visibility: default

Description: `DiskSize` returns the total size (in bytes) of a disk. The parameter `Drive` indicates which disk should be checked. This parameter is 1 for floppy `a:`, 2 for floppy `b:`, etc. A value of 0 returns the size of the current drive.

Remark: For Unix only: The `diskfree` and `disksize` functions need a file on the specified drive, since this is required for the `statfs` system call. These filenames are set in the initialization of the `Dos` unit, and have been preset to :

- `'.'` for the current drive,
- `'/fd0/.'` for the first floppy-drive (Linux only).

- `/fd1/.` for the second floppy-drive (Linux only).
- `/` for the first hard disk.

There is room for 1-26 drives. You can add a drive with the `AddDisk` (658) procedure. These settings can be coded in `dos.pp`, in the initialization part.

For an example, see `DiskFree` (659).

Errors: -1 when a failure occurs, or an invalid drive number is given.

See also: `DiskFree` (659), `AddDisk` (658)

45.10.4 DosExitCode

Synopsis: Exit code of last executed program.

Declaration: `function DosExitCode : Word`

Visibility: default

Description: `DosExitCode` contains (in the low byte) the exit-code of a program executed with the `Exec` call.

Errors: None.

See also: `Exec` (662)

Listing: `./dosex/ex5.pp`

```

Program Example5;
uses Dos;

{ Program to demonstrate the Exec and DosExitCode function. }

begin
  {$IFDEF Unix}
    WriteLn( 'Executing /bin/lis -la ');
    Exec( '/bin/lis', '-la' );
  {$ELSE}
    WriteLn( 'Executing Dir ');
    Exec( GetEnv( 'COMSPEC' ), '/C dir' );
  {$ENDIF}
  WriteLn( 'Program returned with ExitCode ', Lo( DosExitCode ) );
end.

```

45.10.5 DosVersion

Synopsis: Current OS version

Declaration: `function DosVersion : Word`

Visibility: default

Description: `DosVersion` returns the operating system or kernel version. The low byte contains the major version number, while the high byte contains the minor version number.

Remark: On systems where versions consists of more then two numbers, only the first two numbers will be returned. For example Linux version 2.1.76 will give you `DosVersion` 2.1. Some operating systems, such as FreeBSD, do not have system calls to return the kernel version, in that case a value of 0 will be returned.

Errors: None.

Listing: ./dosex/ex1.pp

```

Program Example1;
uses Dos;

{ Program to demonstrate the DosVersion function. }

var
  OS      : string[32];
  Version : word;
begin
  {$IFDEF LINUX}
    OS:= 'Linux';
  {$ENDIF}
  {$ifdef FreeBSD}
    OS:= 'FreeBSD';
  {$endif}
  {$ifdef NetBSD}
    OS:= 'NetBSD';
  {$endif}
  {$ifdef Solaris}
    OS:= 'Solaris';
  {$endif}
  {$ifdef QNX}
    OS:= 'QNX';
  {$endif}

  {$IFDEF DOS}
    OS:= 'Dos';
  {$ENDIF}
  Version:=DosVersion;
  WriteLn('Current ',OS,' version is ',Lo(Version),'. ',Hi(Version));
end.

```

45.10.6 DTToUnixDate

Synopsis: Convert a DateTime to Unix timestamp

Declaration: function DTToUnixDate(DT: DateTime) : LongInt

Visibility: default

Description: DTToUnixDate converts the DateTime value in DT to a Unix timestamp. It is an internal function, implemented on Unix platforms, and should not be used.

Errors: None.

See also: UnixDateToDT ([676](#)), PackTime ([672](#)), UnpackTime ([676](#)), GetTime ([670](#)), SetTime ([675](#))

45.10.7 EnvCount

Synopsis: Return the number of environment variables

Declaration: function EnvCount : LongInt

Visibility: default

Description: `EnvCount` returns the number of environment variables.

Errors: None.

See also: `EnvStr` (662), `GetEnv` (667)

45.10.8 EnvStr

Synopsis: Return environment variable by index

Declaration: `function EnvStr(Index: LongInt) : string`

Visibility: default

Description: `EnvStr` returns the `Index`-th `Name=Value` pair from the list of environment variables. The index of the first pair is zero.

Errors: The length is limited to 255 characters.

See also: `EnvCount` (661), `GetEnv` (667)

Listing: `./dosex/ex13.pp`

Program Example13;
uses Dos;

{ Program to demonstrate the EnvCount and EnvStr function. }

```
var
  i : Longint;
begin
  WriteLn('Current Environment is:');
  for i:=1 to EnvCount do
    WriteLn(EnvStr(i));
end.
```

45.10.9 Exec

Synopsis: Execute another program, and wait for it to finish.

Declaration: `procedure Exec(const path: PathStr; const comline: ComStr)`

Visibility: default

Description: `Exec` executes the program in `Path`, with the options given by `ComLine`. The program name should *not* appear again in `ComLine`, it is specified in `Path`. `Comline` contains only the parameters that are passed to the program.

After the program has terminated, the procedure returns. The `Exit` value of the program can be consulted with the `DosExitCode` function.

For an example, see `DosExitCode` (1)

Errors: Errors are reported in `DosError`.

See also: `DosExitCode` (1)

45.10.10 FExpand

Synopsis: Expand a relative path to an absolute path

Declaration: `function FExpand(const path: PathStr) : PathStr`

Visibility: default

Description: `FExpand` takes its argument and expands it to a complete filename, i.e. a filename starting from the root directory of the current drive, prepended with the drive-letter or volume name (when supported).

Remark: On case sensitive file systems (such as Unix and Linux), the resulting name is left as it is, otherwise it is converted to uppercase.

Errors: `FSplit` (665)

Listing: `./dosex/ex11.pp`

Program Example11;
uses Dos;

{ Program to demonstrate the FExpand function. }

begin
 WriteLn('Expanded Name of this program is ', FExpand(**ParamStr**(0)));
end.

45.10.11 FindClose

Synopsis: Dispose resources allocated by a `FindFirst` (663)/`FindNext` (664) sequence.

Declaration: `procedure FindClose(var f: SearchRec)`

Visibility: default

Description: `FindClose` frees any resources associated with the search record `F`.

This call is needed to free any internal resources allocated by the `FindFirst` (663) or `FindNext` (664) calls.

The Unix implementation of the `Dos` unit therefore keeps a table of open directories, and when the table is full, closes one of the directories, and reopens another. This system is adequate but slow if you use a lot of `searchrecs`.

So, to speed up the `findfirst/findnext` system, the `FindClose` call was implemented. When you don't need a `searchrec` any more, you can tell this to the `Dos` unit by issuing a `FindClose` call. The directory which is kept open for this `searchrec` is then closed, and the table slot freed.

Remark: It is recommended to use the Linux call `Glob` when looking for files on Linux.

Errors: Errors are reported in `DosError`.

See also: `FindFirst` (663), `FindNext` (664)

45.10.12 FindFirst

Synopsis: Start search for one or more files.

Declaration: `procedure FindFirst(const path: PathStr; attr: Word; var f: SearchRec)`

Visibility: default

Description: `FindFirst` searches the file specified in `Path`. Normal files, as well as all special files which have the attributes specified in `Attr` will be returned.

It returns a `SearchRec` record for further searching in `F.Path` can contain the wildcard characters `?` (matches any single character) and `*` (matches 0 ore more arbitrary characters). In this case `FindFirst` will return the first file which matches the specified criteria. If `DosError` is different from zero, no file(s) matching the criteria was(were) found.

Remark: On the EMX target, you cannot issue two different `FindFirst` calls. That is, you must close any previous search operation with `FindClose` (663) before starting a new one. Failure to do so will end in a Run-Time Error 6 (Invalid file handle)

Errors: Errors are reported in `DosError`.

See also: `FindNext` (664), `FindClose` (663)

Listing: `./dosex/ex7.pp`

```

Program Example7;
uses Dos;

{ Program to demonstrate the FindFirst and FindNext function. }

var
  Dir : SearchRec;
begin
  FindFirst( '*.*', archive, Dir );
  WriteLn( 'FileName'+Space(32), 'FileSize':9);
  while ( DosError=0) do
    begin
      WriteLn( Dir.Name+Space(40-Length( Dir.Name)), Dir.Size:9);
      FindNext( Dir );
    end;
  FindClose( Dir );
end.

```

45.10.13 FindNext

Synopsis: Find next matching file after `FindFirst` (663)

Declaration: `procedure FindNext(var f: SearchRec)`

Visibility: default

Description: `FindNext` takes as an argument a `SearchRec` from a previous `FindNext` call, or a `FindFirst` call, and tries to find another file which matches the criteria, specified in the `FindFirst` call. If `DosError` is different from zero, no more files matching the criteria were found.

For an example, see `FindFirst` (663).

Errors: `DosError` is used to report errors.

See also: `FindFirst` (663), `FindClose` (663)

45.10.14 FSearch

Synopsis: Search a file in searchpath

Declaration: `function FSearch(path: PathStr; dirlist: string) : PathStr`

Visibility: default

Description: `FSearch` searches the file `Path` in all directories listed in `DirList`. The full name of the found file is returned. `DirList` must be a list of directories, separated by semi-colons. When no file is found, an empty string is returned.

Remark: On Unix systems, `DirList` can also be separated by colons, as is customary on those environments.

Errors: None.

See also: `FExpand` (663)

Listing: `./dosex/ex10.pp`

```

program Example10;

uses Dos;

{ Program to demonstrate the FSearch function. }

var s:pathstr;

begin
  s:=FSearch(ParamStr(1),GetEnv('PATH'));
  if s='' then
    WriteLn(ParamStr(1),' not Found in PATH')
  else
    WriteLn(ParamStr(1),' Found in PATH at ',s);
end.

```

45.10.15 FSplit

Synopsis: Split a full-path filename in parts.

Declaration: `procedure FSplit(path: PathStr; var dir: DirStr; var name: NameStr; var ext: ExtStr)`

Visibility: default

Description: `FSplit` splits a full file name into 3 parts : A `Path`, a `Name` and an extension (in `ext`.) The extension is taken to be all letters after the *last* dot (.). For `Dos`, however, an exception is made when `LFNSupport=False`, then the extension is defined as all characters after the *first* dot.

Errors: None.

See also: `FSearch` (664)

Listing: `./dosex/ex12.pp`

```

program Example12;

uses Dos;

{ Program to demonstrate the FSplit function. }

var dir:dirstr;
    name:namestr;
    ext:extstr;

```

```

begin
  FSplit(ParamStr(1), dir, name, ext);
  WriteLn('Splitted ', ParamStr(1), ' in:');
  WriteLn('Path      : ', dir);
  WriteLn('Name       : ', name);
  WriteLn('Extension : ', ext);
end.

```

45.10.16 GetCBreak

Synopsis: Get control-Break flag

Declaration: `procedure GetCBreak(var breakvalue: Boolean)`

Visibility: default

Description: `GetCBreak` gets the status of CTRL-Break checking under Dos and Amiga. When `BreakValue` is `false`, then Dos only checks for the CTRL-Break key-press when I/O is performed. When it is set to `True`, then a check is done at every system call.

Remark: Under non-Dos and non-Amiga operating systems, `BreakValue` always returns `True`.

Errors: None

See also: `SetCBreak` (673)

45.10.17 GetDate

Synopsis: Get the current date

Declaration: `procedure GetDate(var year: Word; var month: Word; var mday: Word; var wday: Word)`

Visibility: default

Description: `GetDate` returns the system's date. `Year` is a number in the range 1980..2099. `mday` is the day of the month, `wday` is the day of the week, starting with Sunday as day 0.

Errors: None.

See also: `GetTime` (670), `SetDate` (673)

Listing: `./dosex/ex2.pp`

```

Program Example2;
uses Dos;

{ Program to demonstrate the GetDate function. }

const
  DayStr: array[0..6] of string[3] = ('Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat');
  MonthStr: array[1..12] of string[3] = ('Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun',
                                        'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec');
var
  Year, Month, Day, WDay : word;
begin
  GetDate(Year, Month, Day, WDay);
  WriteLn('Current date');
  WriteLn(DayStr[WDay], ' ', Day, ' ', MonthStr[Month], ' ', Year, '.');
end.

```

45.10.18 GetEnv

Synopsis: Get environment variable by name.

Declaration: `function GetEnv(envvar: string) : string`

Visibility: default

Description: `Getenv` returns the value of the environment variable `EnvVar`. When there is no environment variable `EnvVar` defined, an empty string is returned.

Remark: Under some operating systems (such as Unix), case is important when looking for `EnvVar`.

Errors: None.

See also: `EnvCount` (661), `EnvStr` (662)

Listing: `./dosex/ex14.pp`

```

Program Example14;
uses Dos;

{ Program to demonstrate the GetEnv function. }

begin
  WriteLn('Current PATH is ',GetEnv('PATH'));
end.

```

45.10.19 GetFAttr

Synopsis: Get file attributes

Declaration: `procedure GetFAttr(var f; var attr: Word)`

Visibility: default

Description: `GetFAttr` returns the file attributes of the file-variable `f`. `F` can be a untyped or typed file, or of type `Text`. `f` must have been assigned, but not opened. The attributes can be examined with the following constants :

- `ReadOnly`
- `Hidden`
- `SysFile`
- `VolumeId`
- `Directory`
- `Archive`

Under Linux, supported attributes are:

- `Directory`
- `ReadOnly` if the current process doesn't have access to the file.
- `Hidden` for files whose name starts with a dot (`'.'`).

Errors: Errors are reported in `DosError`

See also: `SetFAttr` (673)

Listing: ./dosex/ex8.pp

```

Program Example8;
uses Dos;

{ Program to demonstrate the GetFAttr function. }

var
  Attr : Word;
  f    : File;
begin
  Assign(f, ParamStr(1));
  GetFAttr(f, Attr);
  WriteLn('File ', ParamStr(1), ' has attribute ', Attr);
  if (Attr and archive) <> 0 then WriteLn(' - Archive ');
  if (Attr and directory) <> 0 then WriteLn(' - Directory ');
  if (Attr and readonly) <> 0 then WriteLn(' - Read-Only ');
  if (Attr and sysfile) <> 0 then WriteLn(' - System ');
  if (Attr and hidden) <> 0 then WriteLn(' - Hidden ');
end.

```

45.10.20 GetFTime

Synopsis: Get file last modification time.

Declaration: procedure GetFTime(var f; var time: LongInt)

Visibility: default

Description: GetFTime returns the modification time of a file. This time is encoded and must be decoded with UnPackTime. F must be a file type, which has been assigned, and opened.

Errors: Errors are reported in DosError

See also: SetFTime (674), PackTime (672), UnPackTime (676)

Listing: ./dosex/ex9.pp

```

Program Example9;
uses Dos;

{ Program to demonstrate the GetFTime function. }

Function L0(w: word): string;
var
  s : string;
begin
  Str(w, s);
  if w < 10 then
    L0 := '0' + s
  else
    L0 := s;
end;

var
  f    : File;
  Time : Longint;
  DT   : DateTime;

```

```

begin
  if Paramcount>0 then
    Assign(f, ParamStr(1))
  else
    Assign(f, 'ex9.pp' );
  Reset(f);
  GetFTime(f, Time);
  Close(f);
  UnPackTime(Time, DT);
  Write('File ', ParamStr(1), ' is last modified on ');
  Writeln(L0(DT.Month), '-', L0(DT.Day), '-', DT.Year,
          ' at ', L0(DT.Hour), ': ', L0(DT.Min));
end.

```

45.10.21 GetIntVec

Synopsis: Get interrupt vector

Declaration: `procedure GetIntVec(intno: Byte; var vector: pointer)`

Visibility: default

Description: `GetIntVec` returns the address of interrupt vector `IntNo`.

Remark: This call does nothing, it is present for compatibility only. Modern systems do not allow low level access to the hardware.

Errors: None.

See also: `SetIntVec` (674)

45.10.22 GetLongName

Synopsis: Get the long filename of a DOS 8.3 filename.

Declaration: `function GetLongName(var p: string) : Boolean`

Visibility: default

Description: This function is only implemented in the GO32V2 and Win32 versions of Free Pascal.

`GetLongName` changes the filename `p` to a long filename if the API call to do this is successful. The resulting string is the long file name corresponding to the short filename `p`.

The function returns `True` if the API call was successful, `False` otherwise.

This function should only be necessary when using the DOS extender under Windows 95 and higher.

Errors: If the API call was not successful, `False` is returned.

See also: `GetShortName` (670)

45.10.23 GetMsCount

Synopsis: Number of milliseconds since a starting point.

Declaration: `function GetMsCount : Int64`

Visibility: default

Description: `GetMSCount` returns a number of milliseconds elapsed since a certain moment in time. This moment in time is implementation dependent. This function is used for timing purposes: Subtracting the results of 2 subsequent calls to this function returns the number of milliseconds elapsed between the two calls.

This call is not very reliable, it is recommended to use some system specific calls for timings.

See also: [GetTime \(670\)](#)

45.10.24 GetShortName

Synopsis: Get the short (8.3) filename of a long filename.

Declaration: `function GetShortName(var p: string) : Boolean`

Visibility: default

Description: This function is only implemented in the GO32V2 and Win32 versions of Free Pascal.

`GetShortName` changes the filename `p` to a short filename if the API call to do this is successful. The resulting string is the short file name corresponding to the long filename `p`.

The function returns `True` if the API call was successful, `False` otherwise.

This function should only be necessary when using the DOS extender under Windows 95 and higher.

Errors: If the API call was not successful, `False` is returned.

See also: [GetLongName \(669\)](#)

45.10.25 GetTime

Synopsis: Return the current time

Declaration: `procedure GetTime(var hour: Word; var minute: Word; var second: Word; var sec100: Word)`

Visibility: default

Description: `GetTime` returns the system's time. `Hour` is on a 24-hour time scale. `sec100` is in hundredth of a second.

Remark: Certain operating systems (such as Amiga), always set the `sec100` field to zero.

Errors: None.

See also: [GetDate \(666\)](#), [SetTime \(675\)](#)

Listing: `./dosex/ex3.pp`

```

Program Example3;
uses Dos;

{ Program to demonstrate the GetTime function. }

Function L0(w: word): string;
var
  s : string;
begin
  Str(w, s);
  if w<10 then

```

```

    L0:= '0'+s
  else
    L0:=s;
end;

var
  Hour, Min, Sec, HSec : word;
begin
  GetTime (Hour, Min, Sec, HSec);
  WriteLn ( ' Current time ');
  WriteLn (L0(Hour), ': ', L0(Min), ': ', L0(Sec));
end.

```

45.10.26 GetVerify

Synopsis: Get verify flag

Declaration: `procedure GetVerify(var verify: Boolean)`

Visibility: default

Description: `GetVerify` returns the status of the verify flag under Dos. When `Verify` is `True`, then Dos checks data which are written to disk, by reading them after writing. If `Verify` is `False`, then data written to disk are not verified.

Remark: Under non-Dos systems (excluding EMX applications running under vanilla DOS), `Verify` is always `True`.

Errors: None.

See also: `SetVerify` ([675](#))

45.10.27 Intr

Synopsis: Execute interrupt

Declaration: `procedure Intr(intno: Byte; var regs: Registers)`

Visibility: default

Description: `Intr` executes a software interrupt number `IntNo` (must be between 0 and 255), with processor registers set to `Regs`. After the interrupt call returned, the processor registers are saved in `Regs`.

Remark: Under non-Dos operating systems, this call does nothing.

Errors: None.

See also: `MSDos` ([672](#))

45.10.28 Keep

Synopsis: Terminate and stay resident.

Declaration: `procedure Keep(exitcode: Word)`

Visibility: default

Description: `Keep` terminates the program, but stays in memory. This is used for TSR (Terminate Stay Resident) programs which catch some interrupt. `ExitCode` is the same parameter as the `Halt` function takes.

Remark: This call does nothing, it is present for compatibility only.

Errors: None.

45.10.29 MSDos

Synopsis: Execute MS-DOS system call

Declaration: `procedure MSDos(var regs: Registers)`

Visibility: default

Description: `MSDos` executes an operating system call. This is the same as doing a `Intr` call with the interrupt number for an os call.

Remark: Under non-Dos operating systems, this call does nothing. On DOS systems, this calls interrupt \$21.

Errors: None.

See also: `Intr` ([671](#))

45.10.30 PackTime

Synopsis: Pack `DateTime` value to a packed-time format.

Declaration: `procedure PackTime(var t: DateTime; var p: LongInt)`

Visibility: default

Description: `UnPackTime` converts the date and time specified in `T` to a packed-time format which can be fed to `SetFTime`.

Errors: None.

See also: `SetFTime` ([674](#)), `FindFirst` ([663](#)), `FindNext` ([664](#)), `UnPackTime` ([676](#))

Listing: `./dosex/ex4.pp`

```

Program Example4;
uses Dos;

{ Program to demonstrate the PackTime and UnPackTime functions. }

var
  DT   : DateTime;
  Time : longint;
begin
  with DT do
    begin
      Year:=2008;
      Month:=11;
      Day:=11;
      Hour:=11;
      Min:=11;
      Sec:=11;
    end;
  PackTime(DT, Time);

```

```

WriteLn ( 'Packed Time : ',Time );
UnPackTime(Time,DT);
WriteLn ( 'Unpacked Again: ');
with DT do
  begin
    WriteLn ( 'Year   ',Year);
    WriteLn ( 'Month  ',Month);
    WriteLn ( 'Day    ',Day);
    WriteLn ( 'Hour   ',Hour);
    WriteLn ( 'Min    ',Min);
    WriteLn ( 'Sec    ',Sec);
  end;
end .

```

45.10.31 SetCBreak

Synopsis: Set Control-Break flag status

Declaration: procedure SetCBreak(breakvalue: Boolean)

Visibility: default

Description: SetCBreak sets the status of CTRL-Break checking. When BreakValue is false, then Dos only checks for the CTRL-Break key-press when I/O is performed. When it is set to True, then a check is done at every system call.

Remark: Under non-Dos and non-Amiga operating systems, this call does nothing.

Errors: None.

See also: GetCBreak ([666](#))

45.10.32 SetDate

Synopsis: Set system date

Declaration: procedure SetDate(year: Word; month: Word; day: Word)

Visibility: default

Description: SetDate sets the system's internal date. Year is a number between 1980 and 2099.

Remark: On a Unix machine, there must be root privileges, otherwise this routine will do nothing. On other Unix systems, this call currently does nothing.

Errors: None.

See also: GetDate ([666](#)), SetTime ([675](#))

45.10.33 SetFAttr

Synopsis: Set file attributes

Declaration: procedure SetFAttr(var f; attr: Word)

Visibility: default

Description: `SetFAttr` sets the file attributes of the file-variable `F`. `F` can be a untyped or typed file, or of type `Text`. `F` must have been assigned, but not opened. The attributes can be a sum of the following constants:

- `ReadOnly`
- `Hidden`
- `SysFile`
- `VolumeId`
- `Directory`
- `Archive`

Remark: Under Unix like systems (such as Linux and BeOS) the call exists, but is not implemented, i.e. it does nothing.

Errors: Errors are reported in `DosError`.

See also: `GetFAttr` (667)

45.10.34 SetFTime

Synopsis: Set file modification time.

Declaration: `procedure SetFTime(var f; time: LongInt)`

Visibility: default

Description: `SetFTime` sets the modification time of a file, this time is encoded and must be encoded with `PackTime`. `F` must be a file type, which has been assigned, and opened.

Remark: Under Unix like systems (such as Linux and BeOS) the call exists, but is not implemented, i.e. it does nothing.

Errors: Errors are reported in `DosError`

See also: `GetFTime` (668), `PackTime` (672), `UnPackTime` (676)

45.10.35 SetIntVec

Synopsis: Set interrupt vector

Declaration: `procedure SetIntVec(intno: Byte; vector: pointer)`

Visibility: default

Description: `SetIntVec` sets interrupt vector `IntNo` to `Vector`. `Vector` should point to an interrupt procedure.

Remark: This call does nothing, it is present for compatibility only.

Errors: None.

See also: `GetIntVec` (669)

45.10.36 SetTime

Synopsis: Set system time

Declaration: `procedure SetTime(hour: Word; minute: Word; second: Word; sec100: Word)`

Visibility: default

Description: `SetTime` sets the system's internal clock. The `Hour` parameter is on a 24-hour time scale.

Remark: On a Linux machine, there must be root privileges, otherwise this routine will do nothing. On other Unix systems, this call currently does nothing.

Errors: None.

See also: `GetTime` (670), `SetDate` (673)

45.10.37 SetVerify

Synopsis: Set verify flag

Declaration: `procedure SetVerify(verify: Boolean)`

Visibility: default

Description: `SetVerify` sets the status of the verify flag under Dos. When `Verify` is `True`, then Dos checks data which are written to disk, by reading them after writing. If `Verify` is `False`, then data written to disk are not verified.

Remark: Under non-Dos operating systems (excluding EMX applications running under vanilla Dos), `Verify` is always `True`.

Errors: None.

See also: `SetVerify` (675)

45.10.38 SwapVectors

Synopsis: Swap interrupt vectors

Declaration: `procedure SwapVectors`

Visibility: default

Description: `SwapVectors` swaps the contents of the internal table of interrupt vectors with the current contents of the interrupt vectors. This is called typically in before and after an `Exec` call.

Remark: Under certain operating systems, this routine may be implemented as an empty stub.

Errors: None.

See also: `Exec` (662), `SetIntVec` (674)

45.10.39 UnixDateToDt

Synopsis: Convert a Unix timestamp to a DateTime record

Declaration: `procedure UnixDateToDt (SecsPast: LongInt; var Dt: DateTime)`

Visibility: default

Description: `DTToUnixDate` converts the Unix timestamp value in `SecsPast` to a `DateTime` representation in `DT`. It is an internal function, implemented on Unix platforms, and should not be used.

Errors: None.

See also: `DTToUnixDate` (661), `PackTime` (672), `UnpackTime` (676), `GetTime` (670), `SetTime` (675)

45.10.40 UnpackTime

Synopsis: Unpack packed file time to a DateTime value

Declaration: `procedure UnpackTime (p: LongInt; var t: DateTime)`

Visibility: default

Description: `UnPackTime` converts the file-modification time in `p` to a `DateTime` record. The file-modification time can be returned by `GetFTime`, `FindFirst` or `FindNext` calls.

For an example, see `PackTime` (672).

Errors: None.

See also: `GetFTime` (668), `FindFirst` (663), `FindNext` (664), `PackTime` (672)

45.10.41 weekday

Synopsis: Return the day of the week

Declaration: `function weekday (y: LongInt; m: LongInt; d: LongInt) : LongInt`

Visibility: default

Description: `WeekDay` returns the day of the week on which the day `Y/M/D` falls. Sunday is represented by 0, Saturday is 6.

Errors: On error, -1 is returned.

See also: `PackTime` (672), `UnpackTime` (676), `GetTime` (670), `SetTime` (675)

Chapter 46

Reference for unit 'dxeload'

46.1 Used units

Table 46.1: Used units by unit 'dxeload'

Name	Page
System	1280

46.2 Overview

The `dxeload` unit was implemented by Pierre Mueller for dos, it allows to load a DXE file (an object file with 1 entry point) into memory and return a pointer to the entry point.

It exists only for dos.

46.3 Procedures and functions

46.3.1 `dxeload`

Synopsis: Load DXE file in memory

Declaration: `function dxeload(filename: string) : pointer`

Visibility: default

Description: `dxeload` loads the contents of the file `filename` into memory. It performs the necessary relocations in the object code, and returns then a pointer to the entry point of the code.

For an example, see the `emu387` ([682](#)) unit in the RTL.

Errors: If an error occurs during the load or relocations, `Nil` is returned.

Chapter 47

Reference for unit 'dynlibs'

47.1 Used units

Table 47.1: Used units by unit 'dynlibs'

Name	Page
System	1280

47.2 Overview

The Dynlibs unit provides support for dynamically loading shared libraries. It is available only on those platforms that support shared libraries. The functionality available here may only be a part of the functionality available on each separate platform, in the interest of portability.

On unix platforms, using this unit will cause the program to be linked to the C library, as most shared libraries are implemented in C and the dynamical linker too.

47.3 Constants, types and variables

47.3.1 Constants

`NilHandle = (0)`

Correctly typed Nil handle - returned on error by `LoadLibrary` ([680](#))

`SharedSuffix = 'so'`

`SharedSuffix` contains the extension of a shared library (dynamically loadable library) on the current platform. It does not contain the . (dot) character. This can be used to determine the name of a shared library in a platform independent way.

47.3.2 Types

`HModule = TLibHandle`

Alias for `TLibHandle` (679) type.

```
TLibHandle = PtrInt
```

`TLibHandle` should be considered an opaque type. It is defined differently on various platforms. The definition shown here depends on the platform for which the documentation was generated.

```
TOrdinalEntry = SizeUInt
```

`TOrdinalEntry` is mainly used on Windows and OS/2 operating systems to retrieve the address of a procedure using the index (ordinal) of the procedure. On these operating systems, entry points can be loaded using name or ordinal value.

47.4 Procedures and functions

47.4.1 FreeLibrary

Synopsis: For compatibility with Delphi/Windows: Unload a library

Declaration: `function FreeLibrary(Lib: TLibHandle) : Boolean`

Visibility: default

Description: `FreeLibrary` provides the same functionality as `UnloadLibrary` (681), and is provided for compatibility with Delphi.

See also: `UnloadLibrary` (681)

47.4.2 GetLoadErrorStr

Synopsis: Return a textual description of the last load error

Declaration: `function GetLoadErrorStr : string`

Visibility: default

Description: `GetLoadErrorStr` returns a textual description of the last library loading or unloading error. No other system calls may be made between the load call and the call of `GetLoadErrorStr`

See also: `LoadLibrary` (680)

47.4.3 GetProcAddress

Synopsis: For compatibility with Delphi/Windows: Get the address of a procedure

Declaration: `function GetProcAddress(Lib: TLibHandle; const ProcName: AnsiString) : Pointer`

Visibility: default

Description: `GetProcAddress` provides the same functionality as `GetProcedureAddress` (680), and is provided for compatibility with Delphi.

See also: `GetProcedureAddress` (680)

47.4.4 GetProcedureAddress

Synopsis: Get the address of a procedure or symbol in a dynamic library.

Declaration:

```
function GetProcedureAddress(Lib: TLibHandle;
                             const ProcName: AnsiString) : Pointer
function GetProcedureAddress(Lib: TLibHandle; Ordinal: TOrdinalEntry)
                             : Pointer
```

Visibility: default

Description: `GetProcedureAddress` returns a pointer to the location in memory of the symbol `ProcName` or ordinal value `Ordinal` in the dynamically loaded library specified by its handle `lib`. If the symbol cannot be found or the handle is invalid, `Nil` is returned.

On Windows, only an exported procedure or function can be searched this way. On Unix platforms the location of any exported symbol can be retrieved this way.

Only windows and OS/2 support getting the address of a function using an ordinal value.

Errors: If the symbol cannot be found, `Nil` is returned.

See also: [LoadLibrary \(680\)](#), [UnLoadLibrary \(681\)](#)

47.4.5 LoadLibrary

Synopsis: Load a dynamic library and return a handle to it.

Declaration:

```
function LoadLibrary(const Name: RawByteString) : TLibHandle
function LoadLibrary(const Name: UnicodeString) : TLibHandle
```

Visibility: default

Description: `LoadLibrary` loads a dynamic library in file `Name` and returns a handle to it. If the library cannot be loaded, `NilHandle (678)` is returned.

No assumptions should be made about the location of the loaded library if a relative pathname is specified. The behaviour is dependent on the platform. Therefore it is best to specify an absolute pathname if possible.

Errors: On error, `NilHandle (678)` is returned.

See also: [UnloadLibrary \(681\)](#), [GetProcedureAddress \(680\)](#)

47.4.6 SafeLoadLibrary

Synopsis: Saves the control word and loads a library

Declaration:

```
function SafeLoadLibrary(const Name: RawByteString) : TLibHandle
function SafeLoadLibrary(const Name: UnicodeString) : TLibHandle
```

Visibility: default

Description: `SafeLoadLibrary` saves the FPU control word, and calls [LoadLibrary \(680\)](#) with library name `Name`. After that function has returned, the FPU control word is saved again. (only on Intel i386 CPUs).

See also: [LoadLibrary \(680\)](#)

47.4.7 UnloadLibrary

Synopsis: Unload a previously loaded library

Declaration: `function UnloadLibrary(Lib: TLibHandle) : Boolean`

Visibility: default

Description: `UnloadLibrary` unloads a previously loaded library (specified by the handle `lib`). The call returns `True` if successful, `False` otherwise.

Errors: On error, `False` is returned.

See also: [LoadLibrary \(680\)](#), [GetProcAddress \(680\)](#)

Chapter 48

Reference for unit 'emu387'

48.1 Used units

Table 48.1: Used units by unit 'emu387'

Name	Page
System	1280

48.2 Overview

The `emu387` unit was written by Pierre Mueller for dos. It sets up the coprocessor emulation for FPC under dos. It is not necessary to use this unit on other OS platforms because they either simply do not run on a machine without coprocessor, or they provide the coprocessor emulation themselves.

It shouldn't be necessary to use the function in this unit, it should be enough to place this unit in the `uses` clause of your program to enable the coprocessor emulation under dos. The unit initialization code will try and load the coprocessor emulation code and initialize it.

48.3 Procedures and functions

48.3.1 `npxsetup`

Synopsis: Set up coprocessor emulation.

Declaration: `procedure npxsetup(prog_name: string)`

Visibility: `default`

Description: `npxsetup` checks whether a coprocessor is found. If not, it loads the file `wmemu387.dxe` into memory and initializes the code in it.

If the environment variable `387` is set to `N`, then the emulation will be loaded, even if there is a coprocessor present. If the variable doesn't exist, or is set to any other value, the unit will try to detect the presence of a coprocessor unit.

The function searches the file `wmemu387.dxe` in the following way:

- 1.If the environment variable `EMU387` is set, then it is assumed to point at the `wmemu387.dxe` file.
- 2.if the environment variable `EMU387` does not exist, then the function will take the path part of `prog_name` and look in that directory for the file `wmemu387.dxe`.

It should never be necessary to call this function, because the initialization code of the unit contains a call to the function with as an argument `paramstr(0)`. This means that you should deliver the file `wmemu387.dxe` together with your program.

Errors: If there is an error, an error message is printed to standard error, and the program is halted, since any floating-point code is bound to fail anyhow.

Chapter 49

Reference for unit 'errors'

49.1 Used units

Table 49.1: Used units by unit 'errors'

Name	Page
System	1280
unixtype	1966

49.2 Overview

The errors unit contains routines to convert a unix system call error code to an error message: StrError ([686](#)). It is only available on unix platforms.

49.3 Constants, types and variables

49.3.1 Constants

```
sys_errlist : Array[0..sys_errn-1] of PChar = ('Success', 'Operation not permitted',  
  , 'No such file or directory', 'No such process', 'Interrupted system call'  
  , 'I/O error', 'No such device or address', 'Arg list too long', 'Exec format erro  
  , 'Bad file number', 'No child processes', 'Try again', 'Out of memory'  
  , 'Permission denied', 'Bad address', 'Block device required', 'Device or resource  
  , 'File exists', 'Cross-device link', 'No such device', 'Not a directory'  
  , 'Is a directory', 'Invalid argument', 'File table overflow', 'Too many open file  
  , 'Not a typewriter', 'Text (code segment) file busy', 'File too large'  
  , 'No space left on device', 'Illegal seek', 'Read-only file system'  
  , 'Too many links', 'Broken pipe', 'Math argument out of domain of func'  
  , 'Math result not representable', 'Resource deadlock would occur'  
  , 'File name too long', 'No record locks available', 'Function not implemented'  
  , 'Directory not empty', 'Too many symbolic links encountered', 'Operation would b  
  , 'No message of desired type', 'Identifier removed', 'Channel number out of range  
  , 'Level 2 not synchronized', 'Level 3 halted', 'Level 3 reset', 'Link number out  
  , 'Protocol driver not attached', 'No CSI structure available', 'Level 2 halted'
```

```

, 'Invalid exchange', 'Invalid request descriptor', 'Exchange full'
, 'No anode', 'Invalid request code', 'Invalid slot', 'File locking deadlock error'
, 'Bad font file format', 'Device not a stream', 'No data available'
, 'Timer expired', 'Out of streams resources', 'Machine is not on the network'
, 'Package not installed', 'Object is remote', 'Link has been severed'
, 'Advertise error', 'Srmount error', 'Communication error on send'
, 'Protocol error', 'Multihop attempted', 'RFS specific error', 'Not a data message'
, 'Value too large for defined data type', 'Name not unique on network'
, 'File descriptor in bad state', 'Remote address changed', 'Can not access a needed shared library'
, 'Accessing a corrupted shared library', '.lib section in a.out corrupted'
, 'Attempting to link in too many shared libraries', 'Cannot exec a shared library'
, 'Illegal byte sequence', 'Interrupted system call should be restarted'
, 'Streams pipe error', 'Too many users', 'Socket operation on non-socket'
, 'Destination address required', 'Message too long', 'Protocol wrong type for socket'
, 'Protocol not available', 'Protocol not supported', 'Socket type not supported'
, 'Operation not supported on transport endpoint', 'Protocol family not supported'
, 'Address family not supported by protocol', 'Address already in use'
, 'Cannot assign requested address', 'Network is down', 'Network is unreachable'
, 'Network dropped connection because of reset', 'Software caused connection abort'
, 'Connection reset by peer', 'No buffer space available', 'Transport endpoint is already connected'
, 'Transport endpoint is not connected', 'Cannot send after transport endpoint shutdown'
, 'Too many references: cannot splice', 'Connection timed out', 'Connection refused'
, 'Host is down', 'No route to host', 'Operation already in progress'
, 'Operation now in progress', 'Stale NFS file handle', 'Structure needs cleaning'
, 'Not a XENIX named type file', 'No XENIX semaphores available',
'Is a named type file', 'Remote I/O error', 'Quota exceeded', 'No medium found'
, 'Wrong medium type')

```

`sys_errn` is an array with then error codes for the current operating system. It should not be used directly, instead use `StrError` (686).

```
sys_errn = 125
```

`sys_errn` is the number of error codes for the current operating system. It should not be used directly, instead use `StrError` (686).

49.4 Procedures and functions

49.4.1 PError

Synopsis: Print error on standard error routup

Declaration: `procedure PError(const s: string; Errno: cint)`

Visibility: default

Description: `PError` will print the error message `S` followed by the `errNo` and the result for `StrError(errNo)` for `ErrNo` on standard output.

Errors: None.

See also: `StrError` (686)

49.4.2 StrError

Synopsis: Convert an error code to a string

Declaration: `function StrError(err: cint) : string`

Visibility: default

Description: `StrError` will convert the error code `err` to a string.

Errors: If the error code is unknown or out of bounds, an 'Unknown error (err)' string will be returned.

See also: `PError` ([685](#))

Chapter 50

Reference for unit 'exeinfo'

50.1 Used units

Table 50.1: Used units by unit 'exeinfo'

Name	Page
System	1280

50.2 Overview

The `exeinfo` unit implements some cross-platform routines to examine the contents of an executable: information about sections, mapping addresses to loaded modules etc.

It is mainly used by the `lineinfo` ([909](#)) and `Infodwrf` ([938](#)) unit to examine the binary for debug info.

50.3 Constants, types and variables

50.3.1 Types

```
TExeFile = record
  f : File;
  size : Int64;
  isopen : Boolean;
  nsects : LongInt;
  sechdrofs : PtrUInt;
  secstrofs : PtrUInt
;
  processaddress : PtrUInt;
  FunctionRelative : Boolean;
  ImgOffset
  : PtrUInt;
  filename : string;
  buf : Array[0..4095] of Byte;
  bufsize : LongInt;
  bufcnt : LongInt;
```

end

`TExeFile` is a record used in the various calls of this unit. It contains a file descriptor, and various fields that describe the executable.

The structure of `TExeFile` is opaque, that is, one shouldn't rely on the exactness of this structure, it may change any time in the future.

50.4 Procedures and functions

50.4.1 CloseExeFile

Synopsis: Close a previously opened file.

Declaration: `function CloseExeFile(var e: TExeFile) : Boolean`

Visibility: default

Description: `CloseExeFile` closes an executable file image previously opened with `OpenExeFile` (689), and represented by `e`.

The function returns `True` if the file was closed successfully, or `False` if something went wrong.

Errors: In case of an error, `False` is returned.

See also: `OpenExeFile` (689)

50.4.2 FindExeSection

Synopsis: Find a section in the binary image.

Declaration: `function FindExeSection(var e: TExeFile; const secname: string;
var secofs: LongInt; var seclen: LongInt)
: Boolean`

Visibility: default

Description: `FindExeSection` examines the binary that was opened with `OpenExeFile` (689) (represented by `e`) and searches for the section named `secname`. If found, the section offset is returned in `secofs` and the section length (in bytes) is returned in `seclen`.

The function returns `True` if the section was found, `False` if not.

See also: `OpenExeFile` (689)

50.4.3 GetModuleByAddr

Synopsis: Return the module name by address

Declaration: `procedure GetModuleByAddr(addr: pointer; var baseaddr: pointer;
var filename: string)`

Visibility: default

Description: `GetModuleByAddr` returns the name of the module that contains address `addr`. If successful, it returns `True` and returns the filename in `FileName` and the base address at which it is loaded in `BaseAddr`.

50.4.4 OpenExeFile

Synopsis: Open an executable file

Declaration: `function OpenExeFile(var e: TExeFile; const fn: string) : Boolean`

Visibility: default

Description: `OpenExeFile` opens the executable file `fn` and initializes the structure `e` for subsequent calls to routines in the `exeinfo` unit.

The function returns `True` if the file was opened successfully, false otherwise.

See also: `FindExeSection` (688), `CloseExeFile` (688), `ReadDebugLink` (689)

50.4.5 ReadDebugLink

Synopsis: Read the location of a debug info filename

Declaration: `function ReadDebugLink(var e: TExeFile; var dbgfn: string) : Boolean`

Visibility: default

Description: `ReadDebugLink` examines the `.gnu_debuglink` section to see if the debug information is stored in an external file. If so, then the name of the file with the debug information is returned in the `dbgfn` parameter.

The function returns `false` if there is no external debug information file, or if the file with debug information does not exist. It is searched next to the binary file or in the current directory.

See also: `OpenExeFile` (689), `CloseExeFile` (688)

Chapter 51

Reference for unit 'fgl'

51.1 Used units

Table 51.1: Used units by unit 'fgl'

Name	Page
System	1280
sysutils	1538
Types	1809

51.2 Overview

The `fgl` unit contains some basic list-related generic classes.

51.3 Constants, types and variables

51.3.1 Constants

```
MaxGListSize = MaxInt div 1024
```

`MaxGListSize` is the maximum number of elements in the `TFPGList` ([695](#)) list.

```
MaxListSize = Maxint div 16
```

`MaxListSize` is the maximum number of elements a list can contain before the memory runs out.

51.3.2 Types

```
TFPSListCompareFunc = function(Key1: Pointer; Key2: Pointer) : Integer  
of object
```

`TFPSListCompareFunc` is used in the `TFPSList.Sort` ([725](#)) method to compare 2 elements. The list passes 2 pointers to the actual items to the compare function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- if the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

51.4 EListError

51.4.1 Description

`EListError` is the exception used in the `TFPSList` (720) class to indicate errors such as a list index out of bounds, wrong capacity etc.

See also: `TFPSList.Capacity` (726), `TFPSList.Exchange` (723), `TFPSList.Items` (726)

51.5 TFPGInterfacedObjectList

51.5.1 Description

`TFPGList` can be used to specialize a list for any class type `T` that requires reference counting (all objects that implement `IInterface` or `IUnknown`). It will specialize to a list with the same methods as `TFPSList` (720) or `classes.TFPList` (690) or `TFPObjectList`

Classes that implement `IInterface` or `IUnknown` require special care to maintain the reference count. The `TFPGInterfacedObjectList` list provides the necessary functionality to deal with this.

See also: `TFPSList` (720), `classes.TFPList` (690)

51.5.2 Method overview

Page	Method	Description
692	Add	Add new object of class <code>T</code> to the list.
693	Assign	Copy objects from Source list
692	Create	Instantiate a new interfaced object list.
692	Extract	Extract an item from the list
692	GetEnumerator	Return a list enumerator for <code>T</code>
693	IndexOf	Index of object
693	Insert	Insert a new object in the list
693	Remove	Remove an object from the list.
694	Sort	Sort the objects in the list

51.5.3 Property overview

Page	Properties	Access	Description
694	First	rw	First non-nil object
695	Items	rw	Indexed access to objects in the list.
694	Last	rw	Last non- <code>Nil</code> object
695	List	r	Internal list pointer

51.5.4 TFPGInterfacedObjectList.Create

Synopsis: Instantiate a new interfaced object list.

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new object list. It will simply call the inherited constructor with the correct item size.

See also: `TFPSList.Destroy` (721)

51.5.5 TFPGInterfacedObjectList.Add

Synopsis: Add new object of class `T` to the list.

Declaration: `function Add(const Item: T) : Integer`

Visibility: `public`

Description: `Add` adds a new item `Item` of class type `T` to the list and returns the position at which the item was added. `Add` will increase the reference count of the object.

Errors: If the item could not be added, an `EListError` (691) exception is raised.

See also: `TFPGInterfacedObjectList.Extract` (692), `TFPGInterfacedObjectList.Items` (695), `TFPGInterfacedObjectList.IndexOf` (693)

51.5.6 TFPGInterfacedObjectList.Extract

Synopsis: Extract an item from the list

Declaration: `function Extract(const Item: T) : T`

Visibility: `public`

Description: `Extract` removes `Item` from the list and returns the removed item, or `Nil` if it was not found. The extracted object will not be destroyed.

Errors: None.

See also: `TFPSList.Delete` (722)

51.5.7 TFPGInterfacedObjectList.GetEnumerator

Synopsis: Return a list enumerator for `T`

Declaration: `function GetEnumerator : TFPGListEnumeratorSpec`

Visibility: `public`

Description: `GetEnumerator` returns an enumerator for the elements in the list. It is a specialized version of `TFPGListEnumerator` (699).

See also: `TFPGListEnumerator` (699)

51.5.8 TFPGInterfacedObjectList.IndexOf

Synopsis: Index of object

Declaration: `function IndexOf(const Item: T) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `Item` in the list, or -1 if the object does not appear in the list.

Errors: None.

See also: `TFPGInterfacedObjectList.Items` (695), `TFPGInterfacedObjectList.Insert` (693), `TFPGInterfacedObjectList.Add` (692)

51.5.9 TFPGInterfacedObjectList.Insert

Synopsis: Insert a new object in the list

Declaration: `procedure Insert(Index: Integer; const Item: T)`

Visibility: public

Description: `Insert` inserts a new object (`Item`) in the list at position `Index`. The index is zero based and must be less than `Count` (726).

Errors: If an invalid index is specified, an `EListError` (691) exception is raised.

See also: `TFPGInterfacedObjectList.Items` (695), `TFPGInterfacedObjectList.Add` (692)

51.5.10 TFPGInterfacedObjectList.Assign

Synopsis: Copy objects from Source list

Declaration: `procedure Assign(Source: TFPGInterfacedObjectList)`

Visibility: public

Description: `Assign` clears the list and copies all items in `Source` to the list. The source list must be of the same type as the destination list.

See also: `TFPSList.Clear` (722), `TFPGObjectList.Add` (717)

51.5.11 TFPGInterfacedObjectList.Remove

Synopsis: Remove an object from the list.

Declaration: `function Remove(const Item: T) : Integer`

Visibility: public

Description: `Remove` removes the object `Item` from the list, and returns the index of the removed item. If no item was removed, -1 is returned. Only the first object is removed.

Removing an object from the list may cause the object to be freed.

Errors: None.

See also: `TFPGInterfacedObjectList.IndexOf` (693), `TFPSList.Delete` (722), `TFPGInterfacedObjectList.FreeObjects` (691)

51.5.12 TFPGInterfacedObjectList.Sort

Synopsis: Sort the objects in the list

Declaration: `procedure Sort (Compare: TCompareFunc)`

Visibility: public

Description: `Sort` sorts the elements in the list using the provided `Compare` function. The list passes 2 items to the compare function. The result of this function determines how the items will be sorted:

- If the result of this function is negative, the first object (`Item1`) is assumed to be 'less' than the second object (`Item2`) and will be moved before the second in the list.
- If the function result is positive, the first object (`Item1`) is assumed to be 'greater than' the second object (`Item2`) and will be moved after the second in the list.
- if the function result is zero, the objects are assumed to be 'equal' and no moving will take place.

Errors: None.

See also: `TFPSList.Sorted` ([720](#))

51.5.13 TFPGInterfacedObjectList.First

Synopsis: First non-nil object

Declaration: `Property First : T`

Visibility: public

Access: Read,Write

Description: `First` returns the first non-nil object. If no such element is present, `Nil` is returned.

See also: `TFPSList.First` ([727](#)), `TFPGInterfacedObjectList.Last` ([694](#)), `TFPSList.Pack` ([725](#))

51.5.14 TFPGInterfacedObjectList.Last

Synopsis: Last non-`Nil` object

Declaration: `Property Last : T`

Visibility: public

Access: Read,Write

Description: `Last` returns the last non-`Nil` object. If no such element is present, `Nil` is returned.

See also: `TFPGInterfacedObjectList.First` ([694](#)), `TFPSList.Last` ([727](#))

51.5.15 TFPGInterfacedObjectList.Items

Synopsis: Indexed access to objects in the list.

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

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the objects in the list. The objects can be get or set.

The index `Index` is zero based, and has a maximum value of `Count-1` (726).

The previous object at position `Index` may be freed when setting the property, depending on its reference count.

Errors: If an invalid index is used, an `EListError` (691) exception is raised.

See also: `TFPSList.Count` (726)

51.5.16 TFPGInterfacedObjectList.List

Synopsis: Internal list pointer

Declaration: `Property List : PTypeList`

Visibility: public

Access: Read

Description: `List` is the internal list of objects. It should not be used directly.

See also: `TFPGInterfacedObjectList.Items` (695)

51.6 TFPGList

51.6.1 Description

`TFPGList` can be used to specialize a list for any type `T` that does not require reference counting (such as interfaced objects). It will specialize to a list with the same methods as `TFPSList` (720) or `classes.TFPList` (690)

See also: `TFPSList` (720), `classes.TFPList` (690)

51.6.2 Method overview

Page	Method	Description
696	Add	Add new item of type <code>T</code> to the list.
697	Assign	Copy elements from Source list
696	Create	Instantiate a new list
696	Extract	Extract an item from the list
696	GetEnumerator	Return a list enumerator for <code>T</code> .
697	IndexOf	Index of item
697	Insert	Insert a new item in the list
697	Remove	Remove an item from the list.
698	Sort	Sort the list

51.6.3 Property overview

Page	Properties	Access	Description
698	First	rw	First non-empty item
698	Items	rw	Indexed access to items in the list
698	Last	rw	Last non-empty item
699	List	r	Internal list object

51.6.4 TFPGList.Create

Synopsis: Instantiate a new list

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new list. It will simply call the inherited constructor with the correct item size: `sizeof(T)`.

51.6.5 TFPGList.Add

Synopsis: Add new item of type T to the list.

Declaration: `function Add(const Item: T) : Integer`

Visibility: `public`

Description: `Add` adds a new item `Item` of generic type T to the list and returns the position at which the item was added.

Errors: If the item could not be added, an `EListError` ([691](#)) exception is raised.

See also: `TFPGList.Extract` ([696](#)), `TFPGList.Items` ([698](#)), `TFPGList.IndexOf` ([697](#))

51.6.6 TFPGList.Extract

Synopsis: Extract an item from the list

Declaration: `function Extract(const Item: T) : T`

Visibility: `public`

Description: `Extract` removes `Item` from the list and returns the removed item, or an expression equivalent to `T(0)` if it was not found.

Errors: None.

See also: `TFPSList.Delete` ([722](#))

51.6.7 TFPGList.GetEnumerator

Synopsis: Return a list enumerator for T.

Declaration: `function GetEnumerator : TFPGListEnumeratorSpec`

Visibility: `public`

Description: `GetEnumerator` returns an enumerator for the elements in the list. It is a specialized version of `TFPGListEnumerator` ([699](#)).

See also: `TFPGListEnumerator` ([699](#))

51.6.8 TFPGList.IndexOf

Synopsis: Index of item

Declaration: `function IndexOf(const Item: T) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `Item` in the list, or -1 if the item does not appear in the list.

Errors: None.

See also: `TFPGList.Items` (698), `TFPGList.Insert` (697), `TFPSList.Add` (722)

51.6.9 TFPGList.Insert

Synopsis: Insert a new item in the list

Declaration: `procedure Insert(Index: Integer; const Item: T)`

Visibility: public

Description: `Insert` inserts a new item in the list at position `Index`. The index is zero based and must be less than `Count` (726).

Errors: If an invalid index is specified, an `EListError` (691) exception is raised.

See also: `TFPGList.Items` (698), `TFPGList.Insert` (697), `TFPSList.Add` (722)

51.6.10 TFPGList.Assign

Synopsis: Copy elements from Source list

Declaration: `procedure Assign(Source: TFPGList)`

Visibility: public

Description: `Assign` clears the list and copies all items in `Source` to the list. The source list must be of the same type as the destination list.

See also: `TFPSList.Clear` (722), `TFPGList.Add` (696)

51.6.11 TFPGList.Remove

Synopsis: Remove an item from the list.

Declaration: `function Remove(const Item: T) : Integer`

Visibility: public

Description: `Remove` removes the item `Item` from the list, and returns the index of the removed item. If no item was removed, -1 is returned. Only the first item is removed.

Errors: None.

See also: `TFPGList.IndexOf` (697)

51.6.12 TFPGList.Sort

Synopsis: Sort the list

Declaration: `procedure Sort (Compare: TCompareFunc)`

Visibility: public

Description: `Sort` sorts the elements in the list using the provided `Compare` function. The list passes 2 items to the compare function. The result of this function determines how the items will be sorted:

- If the result of this function is negative, the first item (`Item1`) is assumed to be 'less' than the second item (`Item2`) and will be moved before the second in the list.
- If the function result is positive, the first item (`Item1`) is assumed to be 'greater than' the second item (`Item2`) and will be moved after the second in the list.
- If the function result is zero, the items are assumed to be 'equal' and no moving will take place.

51.6.13 TFPGList.First

Synopsis: First non-empty item

Declaration: `Property First : T`

Visibility: public

Access: Read,Write

Description: `First` returns the first non-empty item, which means the first item not equal to `T(0)`. If no such element is present, `T(0)` is returned.

See also: `TFPSList.First` (727), `TFPGList.Last` (698)

51.6.14 TFPGList.Last

Synopsis: Last non-empty item

Declaration: `Property Last : T`

Visibility: public

Access: Read,Write

Description: `Last` returns the last non-empty item, which means the last item not equal to `T(0)`. If no such element is present, `T(0)` is returned.

See also: `TFPGList.First` (698), `TFPSList.Last` (727)

51.6.15 TFPGList.Items

Synopsis: Indexed access to items in the list

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

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the items in the list. The items can be get or set.

The index `Index` is zero based, and has a maximum value of `Count-1` (726).

Errors: If an invalid index is used, an `EListError` (691) exception is raised.

See also: `TFPSList.Count` (726)

51.6.16 TFPGList.List

Synopsis: Internal list object

Declaration: `Property List : PTypeList`

Visibility: public

Access: Read

Description: `List` is the internal list of items. It should not be used directly.

See also: `TFPGList.Items` (698)

51.7 TFPGListEnumerator

51.7.1 Description

`TFPGListEnumerator` is a generic list enumerator. It is used in the `TFPGList` (695) class to implement the enumerator for the list.

Normally there should be no need to instantiate or use this class directly.

See also: `TFPGList` (695)

51.7.2 Method overview

Page	Method	Description
699	<code>Create</code>	Create a new list enumerator
700	<code>MoveNext</code>	Move to next element in the list

51.7.3 Property overview

Page	Properties	Access	Description
700	<code>Current</code>	r	Current enumerated element

51.7.4 TFPGListEnumerator.Create

Synopsis: Create a new list enumerator

Declaration: constructor `Create(AList: TFPSList)`

Visibility: public

Description: `Create` is called by the list `AList` to initialize a new enumerator. There should be no need to call this directly.

See also: `TFPGList` (695)

51.7.5 TFPGListEnumerator.MoveNext

Synopsis: Move to next element in the list

Declaration: `function MoveNext : Boolean`

Visibility: public

Description: `MoveNext` moves to the next element in the list.

See also: [TFPGListEnumerator.Current \(700\)](#)

51.7.6 TFPGListEnumerator.Current

Synopsis: Current enumerated element

Declaration: `Property Current : T`

Visibility: public

Access: Read

Description: `Current` returns the currently enumerated element. It is only valid after `TFPGListEnumerator.MoveNext (700)` was called and returned `True`.

See also: [TFPGListEnumerator.MoveNext \(700\)](#)

51.8 TFPGMap

51.8.1 Description

`TFPGMap` is a generic map class. It can be used to specialize a map for any key type and data type that do not require manual reference counting: For reference counted interface objects, `TFPGMapInterfacedObjectData (705)` must be used.

See also: [TFPGMapInterfacedObjectData \(705\)](#)

51.8.2 Method overview

Page	Method	Description
701	<code>Add</code>	Add a key and value to the map
702	<code>AddOrSetData</code>	Add data with given or set value if the key already exists.
701	<code>Create</code>	Create a new instance of the map
701	<code>Find</code>	Find item based on key
702	<code>IndexOf</code>	Find index of a key in the list.
702	<code>IndexOfData</code>	Find index of data value in the list.
703	<code>InsertKey</code>	Insert a new key in the list
703	<code>InsertKeyData</code>	Insert a new key with associated data in the list
703	<code>Remove</code>	Remove a key from the list
702	<code>TryGetData</code>	Find data or return default

51.8.3 Property overview

Page	Properties	Access	Description
704	Data	rw	Indexed access to the data in the list
704	KeyData	rw	Access to data based on key
703	Keys	rw	Indexed access to the keys in the list.
704	OnCompare	rw	Alias for <code>OnKeyCompare</code>
705	OnDataCompare	rw	Compare function for data values.
705	OnKeyCompare	rw	Compare function for key values.

51.8.4 TFPGMap.Create

Synopsis: Create a new instance of the map

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new map. It mainly initializes the `TFPSMap` ([728](#)) parent with the sized of the key and data.

See also: `TFPSMap.Create` ([728](#))

51.8.5 TFPGMap.Add

Synopsis: Add a key and value to the map

Declaration: `function Add(const AKey: TKey; const AData: TData) : Integer`
`function Add(const AKey: TKey) : Integer`

Visibility: `public`

Description: `Add` adds a new key `AKey` of generic type `TKey` with data value `AData` to the list and returns the position at which the key was added.

Errors: If the item could not be added, an `EListError` ([691](#)) exception is raised. If `Duplicates` ([731](#)) is set to `dupError` and a duplicate key is added, an `EListError` ([691](#)) exception is raised.

See also: `TFPGMap.Keys` ([703](#)), `TFPGMap.IndexOf` ([702](#)), `TFPGMap.KeyData` ([704](#)), `TFPGMap.Data` ([704](#)), `TFPSMap.Duplicates` ([731](#))

51.8.6 TFPGMap.Find

Synopsis: Find item based on key

Declaration: `function Find(const AKey: TKey; out Index: Integer) : Boolean`

Visibility: `public`

Description: `Find` will search the key equal to `AKey` and return its index in `AIndex`. The return value of the function is `True` if an exact match for `AKey` is found, `False` otherwise.

The behaviour of `Find` is undefined if the map is not sorted. For unsorted maps, use `IndexOf` ([702](#)) instead.

See also: `TFPGMap.IndexOf` ([702](#)), `TFPGMap.IndexOfData` ([702](#))

51.8.7 TFPGMap.TryGetData

Synopsis: Find data or return default

Declaration: `function TryGetData(const AKey: TKey; out AData: TData) : Boolean`

Visibility: public

Description: `TryGetData` will search the map for `AKey` and return `True` or `False` depending on whether the value with the given key was found. If the key was found, the associated value is returned in `AData`, if it is not found a default value (using `Default`) is returned.

Errors: None.

See also: `TFPGMap.Find` (701)

51.8.8 TFPGMap.AddOrSetData

Synopsis: Add data with given or set value if the key already exists.

Declaration: `procedure AddOrSetData(const AKey: TKey; const AData: TData)`

Visibility: public

Description: `AddOrSetData` will check if key `AKey` already exists. if yes, the value associated with it will be replaced with `AData`. If the key does not yet exist, it will be added with value `AData`.

Errors: None.

See also: `TFPGMap.TryGetData` (702), `TFPGMap.Add` (701), `TFPGMap.Find` (701)

51.8.9 TFPGMap.IndexOf

Synopsis: Find index of a key in the list.

Declaration: `function IndexOf(const AKey: TKey) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `AKey` in the list, or -1 if the key was not found in the list.

Errors: None.

See also: `TFPGMap.Find` (701), `TFPGMap.IndexOfData` (702)

51.8.10 TFPGMap.IndexOfData

Synopsis: Find index of data value in the list.

Declaration: `function IndexOfData(const AData: TData) : Integer`

Visibility: public

Description: `IndexOfData` returns the index of `AData` in the list, or -1 if the data was not found in the list.

Errors: None.

See also: `TFPGMap.Find` (701), `TFPGMap.IndexOf` (702)

51.8.11 TFPGMap.InsertKey

Synopsis: Insert a new key in the list

Declaration: `procedure InsertKey(Index: Integer; const AKey: TKey)`

Visibility: public

Description: `InsertKey` inserts key `AKey` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (691) exception will be raised.

See also: `TFPGMap.InsertKeyData` (703), `TFPGMap.Add` (701), `TFPSMap.Delete` (728), `TFPSMap.Remove` (731)

51.8.12 TFPGMap.InsertKeyData

Synopsis: Insert a new key with associated data in the list

Declaration: `procedure InsertKeyData(Index: Integer; const AKey: TKey;
const AData: TData)`

Visibility: public

Description: `InsertKey` inserts key `AKey` with associated data `AData` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (691) exception will be raised.

See also: `TFPGMap.InsertKey` (703), `TFPGMap.Add` (701), `TFPSMap.Delete` (728), `TFPGMap.Remove` (703)

51.8.13 TFPGMap.Remove

Synopsis: Remove a key from the list

Declaration: `function Remove(const AKey: TKey) : Integer`

Visibility: public

Description: `Remove` removes the key `AKey` from the list, together with its associated data. The function returns the index of `AKey` prior to removal from the list, or -1 if `AKey` was not present in the list.

Errors: None.

See also: `TFPGMap.InsertKey` (703), `TFPGMap.InsertKeyData` (703), `TFPGMap.Add` (701), `TFPSMap.Delete` (728)

51.8.14 TFPGMap.Keys

Synopsis: Indexed access to the keys in the list.

Declaration: `Property Keys[Index: Integer]: TKey`

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to the key values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Key values can always be read, but can only be written if the list is unsorted.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an `EListError` (691) exception will be raised. The same exception is raised if a key is written and the list is sorted.

See also: `TFPSList.Count` (726), `TFPGMap.Data` (704), `TFPGMap.KeyData` (704)

51.8.15 TFPGMap.Data

Synopsis: Indexed access to the data in the list

Declaration: `Property Data[Index: Integer]: TData`

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to the data values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Data can always be read or written.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an `EListError` (691) exception will be raised.

See also: `TFPSList.Count` (726), `TFPGMap.Keys` (703), `TFPGMap.KeyData` (704)

51.8.16 TFPGMap.KeyData

Synopsis: Access to data based on key

Declaration: `Property KeyData[AKey: TKey]: TData; default`

Visibility: public

Access: Read,Write

Description: `KeyData` allows access to the data based on the key value `AKey`. The data can be read and written. When writing, writing using an existing key will overwrite the current data. If it does not exist yet, it will be created. When reading, if the key is not present, an `EListError` (691) will be raised.

Errors: If the key does not exist, an `EListError` (691) exception will be raised.

See also: `TFPSList.Count` (726), `TFPGMap.Keys` (703), `TFPGMap.Data` (704)

51.8.17 TFPGMap.OnCompare

Synopsis: Alias for `OnKeyCompare`

Declaration: `Property OnCompare : TKeyCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnCompare` is a deprecated property, use `TFPGMap.OnKeyCompare` (705) instead.

See also: `TFPGMap.OnKeyCompare` (705)

51.8.18 TFPGMap.OnKeyCompare

Synopsis: Compare function for key values.

Declaration: `Property OnKeyCompare : TKeyCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnKeyCompare` can be set to a function that compares key values. The default value for this event is a function that compares keys based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- if the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

See also: `TFPGMap.OnDataCompare` (705)

51.8.19 TFPGMap.OnDataCompare

Synopsis: Compare function for data values.

Declaration: `Property OnDataCompare : TDataCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnDataCompare` can be set to a function that compares data values. The default value for this event is a function that compares data based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first data item (`Data1`) is assumed to be 'less' than the second data item (`Data2`) and will be moved before the second in the list.
- If the function result is positive, the first data item (`Data1`) pointer is assumed to be 'greater than' the second data item (`Data2`) and will be moved after the second in the list.
- if the function result is zero, the data items are assumed to be 'equal' and no moving will take place.

See also: `TFPGMap.OnKeyCompare` (705)

51.9 TFPGMapInterfacedObjectData

51.9.1 Description

`TFPGInterfacedObjectMap` is a generic map class. It can be used to specialize a map for any key type, with associated data type that requires manual reference counting: any type which implements `IInterface`. For non-reference counted objects, `TFPGMap` (700) should be used.

This map class is entirely equivalent to `TFPGMap` (700), but operates on data items that require additional reference counting code on the data.

See also: `TFPGMap` (700)

51.9.2 Method overview

Page	Method	Description
706	Add	Add a key and value to the map
707	AddOrSetData	Add data with given or set value if the key already exists.
706	Create	Create a new instance of the map
707	Find	Find item based on key
707	IndexOf	Find index of a key in the list.
708	IndexOfData	Find index of data value in the list.
708	InsertKey	Insert a new key in the list
708	InsertKeyData	Insert a new key with associated data in the list
708	Remove	Remove a key from the list
707	TryGetData	Find data or return default

51.9.3 Property overview

Page	Properties	Access	Description
709	Data	rw	Indexed access to the data in the list
709	KeyData	rw	Access to data based on key
709	Keys	rw	Indexed access to the keys in the list.
710	OnCompare	rw	Alias for OnKeyCompare
710	OnDataCompare	rw	Compare function for data values.
710	OnKeyCompare	rw	Compare function for key values.

51.9.4 TFPGMapInterfacedObjectData.Create

Synopsis: Create a new instance of the map

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new map. It mainly initializes the `TFPSMap` (728) parent with the sized of the key and data.

See also: `TFPSMap.Create` (728)

51.9.5 TFPGMapInterfacedObjectData.Add

Synopsis: Add a key and value to the map

Declaration: `function Add(const AKey: TKey; const AData: TData) : Integer`
`function Add(const AKey: TKey) : Integer`

Visibility: `public`

Description: `Add` adds a new key `AKey` of generic type `TKey` with data value `AData` to the list and returns the position at which the key was added.

Errors: If the item could not be added, an `EListError` (691) exception is raised. If `Duplicates` (731) is set to `dupError` and a duplicate key is added, an `EListError` (691) exception is raised.

See also: `TFPGMapInterfacedObjectData.Keys` (709), `TFPGMapInterfacedObjectData.IndexOf` (707), `TFPGMapInterfacedObjectData.KeyData` (709), `TFPGMapInterfacedObjectData.Data` (709), `TFPS.Duplicates` (690)

51.9.6 TFPGMapInterfacedObjectData.Find

Synopsis: Find item based on key

Declaration: `function Find(const AKey: TKey; out Index: Integer) : Boolean`

Visibility: public

Description: `Find` will search the first key smaller than or equal to `AKey` and return its index in `AIndex`. If the key was not found then -1 is returned. The return value of the function is `True` if an exact match for `AKey` is found, `False` otherwise.

See also: `TFPGMapInterfacedObjectData.IndexOf` (707), `TFPGMapInterfacedObjectData.IndexOfData` (708)

51.9.7 TFPGMapInterfacedObjectData.TryGetData

Synopsis: Find data or return default

Declaration: `function TryGetData(const AKey: TKey; out AData: TData) : Boolean`

Visibility: public

Description: `TryGetData` will search the map for `AKey` and return `True` or `False` depending on whether the value with the given key was found. If the key was found, the associated value is returned in `AData`, if it is not found a default value (using `Default`) is returned.

Errors: None.

See also: `TFPGMapInterfacedObjectData.Find` (707)

51.9.8 TFPGMapInterfacedObjectData.AddOrSetData

Synopsis: Add data with given or set value if the key already exists.

Declaration: `procedure AddOrSetData(const AKey: TKey; const AData: TData)`

Visibility: public

Description: `AddOrSetData` will check if key `AKey` already exists. if yes, the value associated with it will be replaced with `AData`. If the key does not yet exist, it will be added with value `AData`.

Errors: None.

See also: `TFPGMapInterfacedObjectData.TryGetData` (707), `TFPGMapInterfacedObjectData.Add` (706), `TFPGMapInterfacedObjectData.Find` (707)

51.9.9 TFPGMapInterfacedObjectData.IndexOf

Synopsis: Find index of a key in the list.

Declaration: `function IndexOf(const AKey: TKey) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `AKey` in the list, or -1 if the key was not found in the list.

Errors: None.

See also: `TFPGMapInterfacedObjectData.Find` (707), `TFPGMapInterfacedObjectData.IndexOfData` (708)

51.9.10 TFPGMapInterfacedObjectData.IndexOfData

Synopsis: Find index of data value in the list.

Declaration: `function IndexOfData(const AData: TData) : Integer`

Visibility: public

Description: `IndexOfData` returns the index of `AData` in the list, or -1 if the data was not found in the list.

Errors: None.

See also: `TFPGMapInterfacedObjectData.Find` (707), `TFPGMapInterfacedObjectData.IndexOf` (707)

51.9.11 TFPGMapInterfacedObjectData.InsertKey

Synopsis: Insert a new key in the list

Declaration: `procedure InsertKey(Index: Integer; const AKey: TKey)`

Visibility: public

Description: `InsertKey` inserts key `AKey` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (691) exception will be raised.

See also: `TFPGMapInterfacedObjectData.InsertKeyData` (708), `TFPGMapInterfacedObjectData.Add` (706), `TFPSMapInterfacedObjectData.Delete` (690), `TFPSMapInterfacedObjectData.Remove` (690)

51.9.12 TFPGMapInterfacedObjectData.InsertKeyData

Synopsis: Insert a new key with associated data in the list

Declaration: `procedure InsertKeyData(Index: Integer; const AKey: TKey;
const AData: TData)`

Visibility: public

Description: `InsertKey` inserts key `AKey` with associated data `AData` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (691) exception will be raised.

See also: `TFPGMapInterfacedObjectData.InsertKey` (708), `TFPGMapInterfacedObjectData.Add` (706), `TFPSMapInterfacedObjectData.Delete` (690), `TFPGMapInterfacedObjectData.Remove` (708)

51.9.13 TFPGMapInterfacedObjectData.Remove

Synopsis: Remove a key from the list

Declaration: `function Remove(const AKey: TKey) : Integer`

Visibility: public

Description: `Remove` removes the key `AKey` from the list, together with its associated data. The function returns the index of `AKey` prior to removal from the list, or -1 if `AKey` was not present in the list.

Errors: None.

See also: [TFPGMap.InsertKey \(703\)](#), [TFPGMap.InsertKeyData \(703\)](#), [TFPGMap.Add \(701\)](#), [TFPGMapInterfacedObjectData.Delete \(705\)](#)

51.9.14 TFPGMapInterfacedObjectData.Keys

Synopsis: Indexed access to the keys in the list.

Declaration: `Property Keys[Index: Integer]: TKey`

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to the key values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Key values can always be read, but can only be written if the list is unsorted.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an [EListError \(691\)](#) exception will be raised. The same exception is raised if a key is written and the list is sorted.

See also: [TFPSList.Count \(726\)](#), [TFPGMapInterfacedObjectData.Data \(709\)](#), [TFPGMapInterfacedObjectData.KeyData \(709\)](#)

51.9.15 TFPGMapInterfacedObjectData.Data

Synopsis: Indexed access to the data in the list

Declaration: `Property Data[Index: Integer]: TData`

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to the data values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Data can always be read or written.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an [EListError \(691\)](#) exception will be raised.

See also: [TFPSList.Count \(726\)](#), [TFPGMapInterfacedObjectData.Keys \(709\)](#), [TFPGMapInterfacedObjectData.KeyData \(709\)](#)

51.9.16 TFPGMapInterfacedObjectData.KeyData

Synopsis: Access to data based on key

Declaration: `Property KeyData[AKey: TKey]: TData; default`

Visibility: public

Access: Read,Write

Description: `KeyData` allows access to the data based on the key value `AKey`. The data can be read and written. When writing, writing using an existing key will overwrite the current data. If it does not exist yet, it will be created. When reading, if the key is not present, an [EListError \(691\)](#) will be raised.

Errors: If the key does not exist, an [EListError \(691\)](#) exception will be raised.

See also: [TFPSList.Count \(726\)](#), [TFPGMapInterfacedObjectData.Keys \(709\)](#), [TFPGMapInterfacedObjectData.Data \(709\)](#)

51.9.17 TFPGMapInterfacedObjectData.OnCompare

Synopsis: Alias for `OnKeyCompare`

Declaration: Property `OnCompare` : `TKeyCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnCompare` is a deprecated property, use `TFPGMapInterfacedObjectData.OnKeyCompare` (710) instead.

See also: `TFPGMapInterfacedObjectData.OnKeyCompare` (710)

51.9.18 TFPGMapInterfacedObjectData.OnKeyCompare

Synopsis: Compare function for key values.

Declaration: Property `OnKeyCompare` : `TKeyCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnKeyCompare` can be set to a function that compares key values. The default value for this event is a function that compares keys based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- if the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

See also: `TFPGMapInterfacedObjectData.OnDataCompare` (710)

51.9.19 TFPGMapInterfacedObjectData.OnDataCompare

Synopsis: Compare function for data values.

Declaration: Property `OnDataCompare` : `TDataCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnDataCompare` can be set to a function that compares data values. The default value for this event is a function that compares data based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first data item (`Data1`) is assumed to be 'less' than the second data item (`Data2`) and will be moved before the second in the list.
- If the function result is positive, the first data item (`Data1`) pointer is assumed to be 'greater than' the second data item (`Data2`) and will be moved after the second in the list.
- if the function result is zero, the data items are assumed to be 'equal' and no moving will take place.

See also: `TFPGMapInterfacedObjectData.OnKeyCompare` (710)

51.10 TFPGMapObject

51.10.1 Description

`TFPGMapObject` is a generic map class. It can be used to specialize a map for object types, but not objects with automated reference counting: For reference counted interface objects, `TFPGMapInterfacedObjectData` (705) must be used.

See also: `TFPGMapInterfacedObjectData` (705)

51.10.2 Method overview

Page	Method	Description
711	<code>Add</code>	Add a key and value to the map
712	<code>AddOrSetData</code>	Add data with given or set value if the key already exists.
711	<code>Create</code>	Create a new instance of the map
712	<code>Find</code>	Find item based on key
713	<code>IndexOf</code>	Find index of a key in the list.
713	<code>IndexOfData</code>	Find index of data value in the list.
713	<code>InsertKey</code>	Insert a new key in the list
713	<code>InsertKeyData</code>	Insert a new key with associated data in the list
714	<code>Remove</code>	Remove a key from the list
712	<code>TryGetData</code>	Find data or return default

51.10.3 Property overview

Page	Properties	Access	Description
714	<code>Data</code>	rw	Indexed access to the data in the list
715	<code>KeyData</code>	rw	Access to data based on key
714	<code>Keys</code>	rw	Indexed access to the keys in the list.
715	<code>OnCompare</code>	rw	Alias for <code>OnKeyCompare</code>
716	<code>OnDataCompare</code>	rw	Compare function for data values.
715	<code>OnKeyCompare</code>	rw	Compare function for key values.

51.10.4 TFPGMapObject.Create

Synopsis: Create a new instance of the map

Declaration: `constructor Create(AFreeObjects: Boolean)`
`constructor Create`

Visibility: `public`

Description: `Create` instantiates a new map. It mainly initializes the `TFPSMap` (728) parent with the sized of the key and data.

See also: `TFPSMap.Create` (728)

51.10.5 TFPGMapObject.Add

Synopsis: Add a key and value to the map

Declaration: `function Add(const AKey: TKey; const AData: TData) : Integer`
`function Add(const AKey: TKey) : Integer`

Visibility: public

Description: Add adds a new key `AKey` of generic type `TKey` with data object `AData` to the list and returns the position at which the key was added.

Errors: If the item could not be added, an `EListError` (691) exception is raised. If `Duplicates` (731) is set to `dupError` and a duplicate key is added, an `EListError` (691) exception is raised.

See also: `TFPGMapObject.Keys` (714), `TFPGMapObject.IndexOf` (713), `TFPGMapObject.KeyData` (715), `TFPGMapObject.Data` (714), `TFPSMap.Duplicates` (731)

51.10.6 TFPGMapObject.Find

Synopsis: Find item based on key

Declaration: `function Find(const AKey: TKey; out Index: Integer) : Boolean`

Visibility: public

Description: `Find` will search the first key smaller than or equal to `AKey` and return its index in `AIndex`. If the key was not found then -1 is returned. The return value of the function is `True` if an exact match for `AKey` is found, `False` otherwise.

See also: `TFPGMapObject.IndexOf` (713), `TFPGMapObject.IndexOfData` (713)

51.10.7 TFPGMapObject.TryGetData

Synopsis: Find data or return default

Declaration: `function TryGetData(const AKey: TKey; out AData: TData) : Boolean`

Visibility: public

Description: `TryGetData` will search the map for `AKey` and return `True` or `False` depending on whether the value with the given key was found. If the key was found, the associated value is returned in `AData`, if it is not found a default value (using `Default`) is returned.

Errors: None.

See also: `TFPGMapObject.Find` (712)

51.10.8 TFPGMapObject.AddOrSetData

Synopsis: Add data with given or set value if the key already exists.

Declaration: `procedure AddOrSetData(const AKey: TKey; const AData: TData)`

Visibility: public

Description: `AddOrSetData` will check if key `AKey` already exists. if yes, the value associated with it will be replaced with `AData`. If the key does not yet exist, it will be added with value `AData`.

Errors: None.

See also: `TFPGMapObject.TryGetData` (712), `TFPGMapObject.Add` (711), `TFPGMapObject.Find` (712)

51.10.9 TFPGMapObject.IndexOf

Synopsis: Find index of a key in the list.

Declaration: `function IndexOf(const AKey: TKey) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `AKey` in the list, or -1 if the key was not found in the list.

Errors: None.

See also: `TFPGMapObject.Find` (712), `TFPGMapObject.IndexOfData` (713)

51.10.10 TFPGMapObject.IndexOfData

Synopsis: Find index of data value in the list.

Declaration: `function IndexOfData(const AData: TData) : Integer`

Visibility: public

Description: `IndexOfData` returns the index of object `AData` in the list, or -1 if the data was not found in the list.

Errors: None.

See also: `TFPGMapObject.Find` (712), `TFPGMapObject.IndexOf` (713)

51.10.11 TFPGMapObject.InsertKey

Synopsis: Insert a new key in the list

Declaration: `procedure InsertKey(Index: Integer; const AKey: TKey)`

Visibility: public

Description: `InsertKey` inserts key `AKey` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (691) exception will be raised.

See also: `TFPGMapObject.InsertKeyData` (713), `TFPGMapObject.Add` (711), `TFPSMap.Delete` (728), `TFPSMap.Remove` (731)

51.10.12 TFPGMapObject.InsertKeyData

Synopsis: Insert a new key with associated data in the list

Declaration: `procedure InsertKeyData(Index: Integer; const AKey: TKey;
const AData: TData)`

Visibility: public

Description: `InsertKey` inserts key `AKey` with associated data `AData` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (691) exception will be raised.

See also: [TFPGMapObject.InsertKey \(713\)](#), [TFPGMapObject.Add \(711\)](#), [TFPSMap.Delete \(728\)](#), [TFPGMapObject.Remove \(714\)](#)

51.10.13 TFPGMapObject.Remove

Synopsis: Remove a key from the list

Declaration: `function Remove(const AKey: TKey) : Integer`

Visibility: public

Description: `Remove` removes the key `AKey` from the list, together with its associated data. The function returns the index of `AKey` prior to removal from the list, or -1 if `AKey` was not present in the list.

Errors: None.

See also: [TFPGMapObject.InsertKey \(713\)](#), [TFPGMapObject.InsertKeyData \(713\)](#), [TFPGMapObject.Add \(711\)](#), [TFPSMap.Delete \(728\)](#)

51.10.14 TFPGMapObject.Keys

Synopsis: Indexed access to the keys in the list.

Declaration: `Property Keys[Index: Integer]: TKey`

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to the key values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Key values can always be read, but can only be written if the list is unsorted.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an `EListError (691)` exception will be raised. The same exception is raised if a key is written and the list is sorted.

See also: [TFPSList.Count \(726\)](#), [TFPGMapObject.Data \(714\)](#), [TFPGMapObject.KeyData \(715\)](#)

51.10.15 TFPGMapObject.Data

Synopsis: Indexed access to the data in the list

Declaration: `Property Data[Index: Integer]: TData`

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to the data values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Data can always be read or written.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an `EListError (691)` exception will be raised.

See also: [TFPSList.Count \(726\)](#), [TFPGMapObject.Keys \(714\)](#), [TFPGMapObject.KeyData \(715\)](#)

51.10.16 TFPGMapObject.KeyData

Synopsis: Access to data based on key

Declaration: `Property KeyData[AKey: TKey]: TData; default`

Visibility: public

Access: Read,Write

Description: `KeyData` allows access to the data based on the key value `AKey`. The data can be read and written. When writing, writing using an existing key will overwrite the current data. If it does not exist yet, it will be created. When reading, if the key is not present, an `EListError` (691) will be raised.

Errors: If the key does not exist, an `EListError` (691) exception will be raised.

See also: `TFPSList.Count` (726), `TFPGMapObject.Keys` (714), `TFPGMapObject.Data` (714)

51.10.17 TFPGMapObject.OnCompare

Synopsis: Alias for `OnKeyCompare`

Declaration: `Property OnCompare : TKeyCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnCompare` is a deprecated property, use `TFPGMapObject.OnKeyCompare` (715) instead.

See also: `TFPGMapObject.OnKeyCompare` (715)

51.10.18 TFPGMapObject.OnKeyCompare

Synopsis: Compare function for key values.

Declaration: `Property OnKeyCompare : TKeyCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnKeyCompare` can be set to a function that compares key values. The default value for this event is a function that compares keys based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- if the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

See also: `TFPGMapObject.OnDataCompare` (716)

51.10.19 TFPGMapObject.OnDataCompare

Synopsis: Compare function for data values.

Declaration: `Property OnDataCompare : TDataCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnDataCompare` can be set to a function that compares data values. The default value for this event is a function that compares data based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first data item (`Data1`) is assumed to be 'less' than the second data item (`Data2`) and will be moved before the second in the list.
- If the function result is positive, the first data item (`Data1`) pointer is assumed to be 'greater than' the second data item (`Data2`) and will be moved after the second in the list.
- if the function result is zero, the data items are assumed to be 'equal' and no moving will take place.

See also: `TFPGMapObject.OnKeyCompare` (715)

51.11 TFPGObjectList

51.11.1 Description

`TFPGList` can be used to specialize a list for any class type `T` that does not require reference counting (such as interfaced objects). It will specialize to a list with the same methods as `TFPSList` (720) or classes `TFPList` (690) or `TFPObjectList`

See also: `TFPSList` (720), classes `TFPList` (690)

51.11.2 Method overview

Page	Method	Description
717	Add	Add new object of class <code>T</code> to the list.
718	Assign	Copy objects from Source list
717	Create	Instantiate a new object list.
717	Extract	Extract an item from the list
717	GetEnumerator	Return a list enumerator for <code>T</code> .
718	IndexOf	Index of item
718	Insert	Insert a new object in the list
718	Remove	Remove an object from the list.
719	Sort	Sort the objects in the list

51.11.3 Property overview

Page	Properties	Access	Description
719	First	rw	First non-nil item
720	FreeObjects	rw	Does the list own the objects or not?
719	Items	rw	Indexed access to objects in the list.
719	Last	rw	Last non- <code>Nil</code> object
720	List	r	Internal list pointer

51.11.4 TFPGObjectList.Create

Synopsis: Instantiate a new object list.

Declaration: `constructor Create(FreeObjects: Boolean)`

Visibility: public

Description: `Create` instantiates a new object list. It will simply call the inherited constructor with the correct item size and will initialize `TFPGObjectList.FreeObjects` (720) with `FreeObjects`.

If `FreeObjects` is true, then the list owns the objects. Freeing or clearing the list will remove all objects from memory by calling the destructor. Deleting or removing an item from the list will also dispose of the element.

See also: `TFPGObjectList.FreeObjects` (720)

51.11.5 TFPGObjectList.Add

Synopsis: Add new object of class T to the list.

Declaration: `function Add(const Item: T) : Integer`

Visibility: public

Description: `Add` adds a new item `Item` of class type T to the list and returns the position at which the item was added.

Errors: If the item could not be added, an `EListError` (691) exception is raised.

See also: `TFPGObjectList.Extract` (717), `TFPGObjectList.Items` (719), `TFPGObjectList.IndexOf` (718)

51.11.6 TFPGObjectList.Extract

Synopsis: Extract an item from the list

Declaration: `function Extract(const Item: T) : T`

Visibility: public

Description: `Extract` removes `Item` from the list and returns the removed item, or `Nil` if it was not found.

The extracted object will not be destroyed even if the list owns the objects.

Errors: None.

See also: `TFPSList.Delete` (722)

51.11.7 TFPGObjectList.GetEnumerator

Synopsis: Return a list enumerator for T.

Declaration: `function GetEnumerator : TFPGListEnumeratorSpec`

Visibility: public

Description: `GetEnumerator` returns an enumerator for the elements in the list. It is a specialized version of `TFPGListEnumerator` (699).

See also: `TFPGListEnumerator` (699)

51.11.8 TFPGObjectList.IndexOf

Synopsis: Index of item

Declaration: `function IndexOf(const Item: T) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `Item` in the list, or -1 if the item does not appear in the list.

Errors: None.

See also: `TFPGObjectList.Items` (719), `TFPGObjectList.Insert` (718), `TFPGObjectList.Add` (717)

51.11.9 TFPGObjectList.Insert

Synopsis: Insert a new object in the list

Declaration: `procedure Insert(Index: Integer; const Item: T)`

Visibility: public

Description: `Insert` inserts a new object (`Item`) in the list at position `Index`. The index is zero based and must be less than `Count` (726).

Errors: If an invalid index is specified, an `EListError` (691) exception is raised.

See also: `TFPGList.Items` (698), `TFPGList.Insert` (697), `TFPGList.Add` (722)

51.11.10 TFPGObjectList.Assign

Synopsis: Copy objects from Source list

Declaration: `procedure Assign(Source: TFPGObjectList)`

Visibility: public

Description: `Assign` clears the list and copies all items in `Source` to the list. The source list must be of the same type as the destination list.

Take care if both the list owns the objects (i.e. have `TFPGObjectList.FreeObjects` (720) set to `True`), this may result to access violations.

See also: `TFPGList.Clear` (722), `TFPGObjectList.Add` (717)

51.11.11 TFPGObjectList.Remove

Synopsis: Remove an object from the list.

Declaration: `function Remove(const Item: T) : Integer`

Visibility: public

Description: `Remove` removes the object `Item` from the list, and returns the index of the removed item. If no item was removed, -1 is returned. Only the first object is removed.

If the list owns the objects, (`TFPGObjectList.FreeObjects` (720) is set to `True`) then the object is freed.

Errors: None.

See also: `TFPGObjectList.IndexOf` (718), `TFPGList.Delete` (722), `TFPGObjectList.FreeObjects` (720)

51.11.12 TFPGObjectList.Sort

Synopsis: Sort the objects in the list

Declaration: `procedure Sort (Compare: TCompareFunc)`

Visibility: public

Description: `Sort` sorts the elements in the list using the provided `Compare` function. The list passes 2 items to the compare function. The result of this function determines how the items will be sorted:

- If the result of this function is negative, the first object (`Item1`) is assumed to be 'less' than the second object (`Item2`) and will be moved before the second in the list.
- If the function result is positive, the first object (`Item1`) is assumed to be 'greater than' the second object (`Item2`) and will be moved after the second in the list.
- if the function result is zero, the objects are assumed to be 'equal' and no moving will take place.

Errors: None.

51.11.13 TFPGObjectList.First

Synopsis: First non-nil item

Declaration: `Property First : T`

Visibility: public

Access: Read,Write

Description: `First` returns the first non-nil item. If no such element is present, `Nil` is returned.

See also: `TFPSList.First` (727), `TFPGList.Last` (698), `TFPSList.Pack` (725)

51.11.14 TFPGObjectList.Last

Synopsis: Last non-`Nil` object

Declaration: `Property Last : T`

Visibility: public

Access: Read,Write

Description: `Last` returns the last non-`Nil` object. If no such element is present, `Nil`. is returned.

See also: `TFPGObjectList.First` (719), `TFPSList.Last` (727)

51.11.15 TFPGObjectList.Items

Synopsis: Indexed access to objects in the list.

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

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the objects in the list. The objects can be get or set.

The index `Index` is zero based, and has a maximum value of `Count-1` (726).

If the list owns the objects, (`TFPGObjectList.FreeObjects` (720) is set to `True`) then the previous object at position `Index` is freed when setting the property.

Errors: If an invalid index is used, an `EListError` (691) exception is raised.

See also: `TFPSList.Count` (726), `TFPGObjectList.FreeObjects` (720)

51.11.16 TFPGObjectList.List

Synopsis: Internal list pointer

Declaration: `Property List : PTypeList`

Visibility: public

Access: Read

Description: `List` is the internal list of objects. It should not be used directly.

See also: `TFPGObjectList.Items` (719)

51.11.17 TFPGObjectList.FreeObjects

Synopsis: Does the list own the objects or not?

Declaration: `Property FreeObjects : Boolean`

Visibility: public

Access: Read,Write

Description: `FreeObjects` indicates whether the list owns the objects or not. If set to `True`, freeing or clearing the list will remove all objects from memory by calling the destructor. Deleting or removing an item from the list will also dispose of the element.

The initial value for this property is set in the constructor and is `True` by default.

See also: `TFPGObjectList.FreeObjects` (720)

51.12 TFPSList

51.12.1 Description

`TFPSList` can be seen as the generalized equivalent of the classes unit `TFPList` (690) list. It is used as a base class for the `TFPGList` (695), `TFPGMap` (700), `TFPGObjectList` (716), `TFPGInterfaceObjectList` (691) and `TFPGMapInterfacedObjectData` (705) generic classes.

This list is not meant to be used directly, it is an auxiliary class for the actual generic list classes.

See also: `classes.TFPList` (690), `TFPGMap` (700), `TFPGObjectList` (716), `TFPGInterfacedObjectList` (691), `TFPGMapInterfacedObjectData` (705)

51.12.2 Method overview

Page	Method	Description
722	Add	Add a new item to the list
724	Assign	Copy one list to another
722	Clear	Clear the list
721	Create	Create a new instance of <code>TFPSList</code>
722	Delete	Delete an item from the list
721	Destroy	Destroy the list instance.
722	Error	Raise an <code>EListError</code> exception.
723	Exchange	Exchange two items in the list
723	Expand	Expand the capacity of the list
723	Extract	delete an element from the list
723	IndexOf	Search an item in the list
724	Insert	Insert a new item in the list.
724	Move	Moves an item from one position in the list to another.
725	Pack	Remove empty items from the list
725	Remove	Remove the item from the list
725	Sort	Sort the list

51.12.3 Property overview

Page	Properties	Access	Description
726	Capacity	rw	Current capacity of the list
726	Count	rw	Current element count
727	First	rw	Pointer to first non-empty item in the list
726	Items	rw	Items in the list
727	ItemSize	r	Size of the items in the list
727	Last	rw	Pointer to last non-empty item in the list
727	List	r	Internal list pointer

51.12.4 TFPSList.Create

Synopsis: Create a new instance of `TFPSList`

Declaration: `constructor Create(AItemSize: Integer)`

Visibility: `public`

Description: `Create` creates a new instance of `TFPSList`, and initializes the item size to `ItemSize`, which defaults to the size of a pointer.

See also: `TFPSList.ItemSize` ([727](#)), `TFPSList.Destroy` ([721](#))

51.12.5 TFPSList.Destroy

Synopsis: Destroy the list instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` clears and cleans up the list instance. Depending on the descendant, this may also remove the items in the list from memory.

See also: `TFPSList.Clear` ([722](#))

51.12.6 TFPSList.Add

Synopsis: Add a new item to the list

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

Visibility: public

Description: `Add` adds the item pointed to by `Item` to the list. It is not the pointer `Item` itself which is added to the list, but rather the `TFPSList.ItemSize` (727) bytes of memory to which `Item` is pointing.

The function returns the index of the newly added item.

Errors: If the maximum list size is reached, an `EListError` (691) is raised.

See also: `TFPSList.Delete` (722), `TFPSList.Items` (726), `TFPSList.Clear` (722)

51.12.7 TFPSList.Clear

Synopsis: Clear the list

Declaration: `procedure Clear`

Visibility: public

Description: `Clear` removes all the items in the list. Depending on the descendent, the list items themselves may be cleared as well.

See also: `TFPSList.Delete` (722), `TFPSList.Items` (726), `TFPSList.Add` (722)

51.12.8 TFPSList.Delete

Synopsis: Delete an item from the list

Declaration: `procedure Delete(Index: Integer)`

Visibility: public

Description: `Delete` deletes the item at position `Index` from the list. Depending on the descendent, the list items itself may be cleared as well.

Errors: If `Index` is out of bounds, an `EListError` (691) exception is raised.

See also: `TFPSList.Clear` (722), `TFPSList.Items` (726), `TFPSList.Add` (722)

51.12.9 TFPSList.Error

Synopsis: Raise an `EListError` exception.

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

Visibility: public

Description: `Error` is an auxiliary routine which raises an `EListError` (691) exception formatted from `Msg` and `Data`.

See also: `EListError` (691)

51.12.10 TFPSList.Exchange

Synopsis: Exchange two items in the list

Declaration: `procedure Exchange (Index1: Integer; Index2: Integer)`

Visibility: public

Description: Exchange will exchange 2 items at positions Index1 and Index2 in the list.

Errors: If Index1 or Index2 are out of bounds, an EListError (691) exception is raised.

51.12.11 TFPSList.Expand

Synopsis: Expand the capacity of the list

Declaration: `function Expand : TFPSList`

Visibility: public

Description: Expand will expand the capacity of the list, and returns itself.

Errors: If the size will become larger than MaxListSize (690) an EListError (691) exception will be raised.

See also: MaxListSize (690), TFPSList.Capacity (726)

51.12.12 TFPSList.Extract

Synopsis: delete an element from the list

Declaration: `procedure Extract (Item: Pointer; ResultPtr: Pointer)`

Visibility: public

Description: Extract removes the item pointed to by Item from the list. It returns a pointer to the actually removed item from the list. The item is searched using TFPSList.IndexOf (723). If the item is not found, nil is returned.

Some descendants own the items in the list. Extract will not dispose of the item, as TFPSList.Delete (722) does.

Errors: None.

See also: TFPSList.Delete (722), TFPSList.Add (722), TFPSList.IndexOf (723)

51.12.13 TFPSList.IndexOf

Synopsis: Search an item in the list

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

Visibility: public

Description: IndexOf searches in the list for the item pointed to by Item, and returns the position (0-based index) of the item in the list, or -1 if it was not found. The items are compared using system.CompareMem (690), so an exact memory layout match.

See also: TFPSList.Extract (723)

51.12.14 TFPSList.Insert

Synopsis: Insert a new item in the list.

Declaration: `procedure Insert (Index: Integer; Item: Pointer)`
`function Insert (Index: Integer) : Pointer`

Visibility: public

Description: `Insert` comes in 2 overloaded version. The version without `Item` creates a slot for a new item at position `Index` in the list, and returns a pointer to the new slot. The slot will be of size `TFPSList.ItemSize` (727).

The version with `Item` argument will allocate a slot in the list at position `Index` and will copy the item pointed to by `Item` to the slot in the list.

In both cases, `Index` must be 0-based.

Errors: If `Index` is invalid, an `EListError` (691) exception will be raised.

See also: `TFPSList.Add` (722), `TFPSList.Delete` (722), `TFPSList.Extract` (723)

51.12.15 TFPSList.Move

Synopsis: Moves an item from one position in the list to another.

Declaration: `procedure Move (CurIndex: Integer; NewIndex: Integer)`

Visibility: public

Description: `Move` moves the item at position `CurIndex` to position `NewIndex`. This is done by storing the value at position `CurIndex`, deleting the pointer at position `CurIndex`, and reinserting the value at position `NewIndex`

Errors: If `CurIndex` or `Newindex` are not inside the valid range of indices, an `EListError` (691) exception is raised.

See also: `Exchange` (723)

51.12.16 TFPSList.Assign

Synopsis: Copy one list to another

Declaration: `procedure Assign (Obj: TFPSList)`

Visibility: public

Description: `Assign` clears the list and will add all items from `Obj` to the list. The items are copied one by one.

Errors: If the `TFPSList.ItemSize` (727) differs for the two lists, an `EListError` (691) exception is raised.

See also: `TFPSList.Add` (722)

51.12.17 TFPSList.Remove

Synopsis: Remove the item from the list

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

Visibility: public

Description: `Remove` searches `Item` in the list, and deletes it from the list. It returns the index of the item that was removed, or -1 if it was not found. Only the first match is removed.

If a descendent of `TFPSList` owns the object of the list, the item is removed from memory. If this is not desired, then `TFPSList.Extract (723)` must be used instead.

See also: `TFPSList.Extract (723)`, `TFPSList.IndexOf (723)`

51.12.18 TFPSList.Pack

Synopsis: Remove empty items from the list

Declaration: `procedure Pack`

Visibility: public

Description: `Pack` will remove all empty items from the list. An item is considered to be empty if the memory location where the item is stored contains only zero bytes.

See also: `TFPSList.Clear (722)`, `TFPSList.Sort (725)`

51.12.19 TFPSList.Sort

Synopsis: Sort the list

Declaration: `procedure Sort(Compare: TFPSListCompareFunc)`

Visibility: public

Description: `Sort` sorts the items in the list. Two pointers are compared by passing them to the `Compare` function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first item is assumed to be 'less' than the second and will be moved before the second item in the list.
- If the function result is positive, the first item is assumed to be 'greater than' the second and will be moved after the second item in the list.
- If the function result is zero, the pointers are assumed to be 'equal' and no moving will take place.

The sort is done using a quicksort algorithm.

See also: `TFPSListCompareFunc (690)`

51.12.20 TFPSList.Capacity

Synopsis: Current capacity of the list

Declaration: `Property Capacity : Integer`

Visibility: public

Access: Read,Write

Description: `Capacity` is the current capacity (maximum amount of elements) of the list. The list capacity will expand automatically if an item is added and the capacity is reached (i.e. `TFPSList.Count` (726) equals `capacity`). Expanding the list is an expensive operation involving reallocation of memory and moving of list data in memort, so capacity can be set to a large amount to avoid frequent reallocations.

See also: `TFPSList.Count` (726), `TFPSList.Expand` (723), `TFPSList.Items` (726)

51.12.21 TFPSList.Count

Synopsis: Current element count

Declaration: `Property Count : Integer`

Visibility: public

Access: Read,Write

Description: `Count` is the current amount of elements in the list. It is initially zero. A valid item index is always a value between zero and `Count-1`.

See also: `TFPSList.Items` (726), `TFPSList.Capacity` (726)

51.12.22 TFPSList.Items

Synopsis: Items in the list

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

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the items in the list, the returned pointers are not the actual list items, but pointers to the elements in the list. The items can be get or set.

When assigning to the `Items` property, the memory area pointed to by the assigned pointer is copied to the list. Exactly `TFPSList.ItemSize` (727) bytes are copied.

The index `Index` is zero based, and has a maximum value of `Count-1` (726).

Errors: If an invalid index is used, an `EListError` (691) exception is raised.

See also: `TFPSList.ItemSize` (727), `TFPSList.Count` (726)

51.12.23 TFPSList.ItemSize

Synopsis: Size of the items in the list

Declaration: `Property ItemSize : Integer`

Visibility: public

Access: Read

Description: `ItemSize` is the memory size of the items in the list. It is specified in the constructor and cannot be changed during the lifetime of the list.

See also: `TFPSList.Create` (721)

51.12.24 TFPSList.List

Synopsis: Internal list pointer

Declaration: `Property List : PByte`

Visibility: public

Access: Read

Description: `List` is a pointer to the memory area used for the items in the list. It should not be manipulated.

51.12.25 TFPSList.First

Synopsis: Pointer to first non-empty item in the list

Declaration: `Property First : Pointer`

Visibility: public

Access: Read,Write

Description: `First` returns the value of the first non-empty item in the list. An item is considered empty if consists of `TFPSList.ItemSize` (727) zero bytes.

If there are no non-empty items in the list, then `Nil` is returned.

See also: `TFPSList.Last` (727), `TFPSList.Pack` (725)

51.12.26 TFPSList.Last

Synopsis: Pointer to last non-empty item in the list

Declaration: `Property Last : Pointer`

Visibility: public

Access: Read,Write

Description: `Last` returns the value of the last non-empty item in the list. An item is considered empty if consists of `TFPSList.ItemSize` (727) zero bytes.

If there are no non-empty items in the list, then `Nil` is returned.

See also: `TFPSList.Last` (727), `TFPSList.Pack` (725)

51.13 TFPSMap

51.13.1 Description

TFPSMap can be used to create a map for any type `T` that does not require reference counting (such as interfaced objects). It will specialize to a map which is a generalized list with an arbitrary type as the list index (called the key).

This class should normally not be used directly, instead use one of the generic map objects such as TFPGMap (700).

See also: TFPGMap (700)

51.13.2 Method overview

Page	Method	Description
729	Add	Add a key, value pair to the map.
728	Create	Create a new map with given key and data size.
729	Find	Find data using the associated key
729	IndexOf	Index of key pointed to by <code>AKey</code>
730	IndexOfData	Index of data item <code>AData</code>
730	Insert	Insert a new slot for key and associated data item in the list
730	InsertKey	Insert a key in the list
730	InsertKeyData	Insert a key and associated in the list
731	Remove	Remove a key/value pair from the map.
731	Sort	Sort the list according to key

51.13.3 Property overview

Page	Properties	Access	Description
732	Data	rw	Indexed access to the locations of all data items
732	DataSize	r	Size (in bytes) for the data associated with keys
731	Duplicates	rw	What to do with duplicate key values
733	KeyData	rw	Access to data locations using key
732	Keys	rw	Indexed access to the locations of all keys
732	KeySize	r	Size (in bytes) for the key
734	OnDataPtrCompare	rw	Callback to compare 2 data items
733	OnKeyPtrCompare	rw	Callback to compare 2 keys
733	OnPtrCompare	rw	Alias for <code>OnKeyPtrCompare</code>
733	Sorted	rw	Is the map permanently sorted on key ?

51.13.4 TFPSMap.Create

Synopsis: Create a new map with given key and data size.

Declaration: constructor `Create(AKeySize: Integer; ADataSize: Integer)`

Visibility: public

Description: `Create` instantiates a new `TFPSMap` instance and initializes `TFPSMap.KeySize` (732) and `TFPSMap.DataSize` (732) with `AKeySize` and `ADataSize`, respectively. It also initializes the `TFPSMap.OnDataPtrCompare` (734) and `TFPSMap.OnKeyPtrCompare` (733) properties to functions that compare memory blocks.

Errors: None.

See also: [TFPSMap.Destroy \(728\)](#), [TFPSMap.KeySize \(732\)](#), [TFPSMap.DataSize \(732\)](#), [TFPSMap.OnDataPtrCompare \(734\)](#), [TFPSMap.OnKeyPtrCompare \(733\)](#)

51.13.5 TFPSMap.Add

Synopsis: Add a key, value pair to the map.

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

Visibility: public

Description: Add adds the memory pointed to by `AData` to the map using the memory pointed to by `AKey` as the key. If no data is specified, it allocates a slot for `AKey` and returns a pointer to that slot.

Errors: If the maximum amount of values is reached, Add will raise an [EListError \(691\)](#) exception.

See also: [TFPSMap.Insert \(730\)](#), [TFPSMap.IndexOf \(729\)](#)

51.13.6 TFPSMap.Find

Synopsis: Find data using the associated key

Declaration: `function Find(AKey: Pointer; out Index: Integer) : Boolean`

Visibility: public

Description: Find searches for the first key less than or equal to `AKey` and returns its index in the list in `Index`. It returns `True` if an exact match for the key was found. It returns `False` if the key was not found, and `Index` is then set to `-1`

This function performs a binary search using the key comparing function specified in [OnKeyPtrCompare \(733\)](#).

Errors: if `OnKeyPtrCompare` is not set, an access violation will occur.

See also: [TFPSMap.OnKeyPtrCompare \(733\)](#)

51.13.7 TFPSMap.IndexOf

Synopsis: Index of key pointed to by `AKey`

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

Visibility: public

Description: `IndexOf` returns the index of the element with a key pointed to by `AKey`. It returns `-1` if the key was not found.

If the list is sorted, then a binary search is performed, otherwise a linear search is used to find the key.

Errors: None.

See also: [TFPSMap.Find \(729\)](#), [TFPSMap.IndexOfData \(730\)](#), [TFPSMap.Keys \(732\)](#), [TFPSMap.Data \(732\)](#)

51.13.8 TFPSMap.IndexOfData

Synopsis: Index of data item `AData`

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

Visibility: `public`

Description: `IndexOfData` returns the index of the element with data pointed to by `AData`. It returns -1 if the data item was not found. The search is always performed using a linear search.

See also: `TFPSMap.Find` (729), `TFPSMap.IndexOf` (729), `TFPSMap.Keys` (732), `TFPSMap.Data` (732)

51.13.9 TFPSMap.Insert

Synopsis: Insert a new slot for key and associated data item in the list

Declaration: `function Insert(Index: Integer) : Pointer`
`procedure Insert(Index: Integer; out AKey: Pointer; out AData: Pointer)`

Visibility: `public`

Description: `Insert` will allocate a new slot in the list. It returns a pointer to the new slot. If `AKey` and `AData` are given, then they will point to the positions in the slot for the key and data items.

Errors: If the maximum amount of values is reached or an invalid index is specified, `Insert` will raise an `EListError` (691) exception.

See also: `TFPSMap.Add` (729), `TFPSMap.InsertKey` (730), `TFPSMap.InsertKeyData` (730)

51.13.10 TFPSMap.InsertKey

Synopsis: Insert a key in the list

Declaration: `procedure InsertKey(Index: Integer; AKey: Pointer)`

Visibility: `public`

Description: `InsertKey` will allocate a new slot in the list for a key value as pointed to by `AKey`, and copy the key pointed to by `AKey` to the slot.

Errors: If the maximum amount of values is reached or an invalid index is specified, `InsertKey` will raise an `EListError` (691) exception.

See also: `TFPSMap.Add` (729), `TFPSMap.Insert` (730), `TFPSMap.InsertKeyData` (730)

51.13.11 TFPSMap.InsertKeyData

Synopsis: Insert a key and associated in the list

Declaration: `procedure InsertKeyData(Index: Integer; AKey: Pointer; AData: Pointer)`

Visibility: `public`

Description: `InsertKeyData` will allocate a new slot in the list for a key value as pointed to by `AKey`, and copy the key pointed to by `AKey` as well as the data pointed to by `AData` to the newly allocated slot.

Errors: If the maximum amount of values is reached or an invalid index is specified, `InsertKeyData` will raise an `EListError` (691) exception.

See also: `TFPSMap.Add` (729), `TFPSMap.Insert` (730), `TFPSMap.InsertKey` (730)

51.13.12 TFPSMap.Remove

Synopsis: Remove a key/value pair from the map.

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

Visibility: public

Description: `Remove` removes the key/value pair pointing to by `AKey` from the map. It returns the index of `Akey` prior to removal from the list. If `AKey` was not found, -1 is returned.

Errors: None.

See also: `TFPSList.Delete` (722), `TFPSMap.IndexOf` (729)

51.13.13 TFPSMap.Sort

Synopsis: Sort the list according to key

Declaration: `procedure Sort`

Visibility: public

Description: `Sort` sorts the list according to the key value, using the compare function provided in `TFPSMap.OnKeyPtrCompare` (733)

Errors: None.

See also: `TFPSMap.OnKeyPtrCompare` (733), `TFPSMap.OnDataPtrCompare` (734)

51.13.14 TFPSMap.Duplicates

Synopsis: What to do with duplicate key values

Declaration: `Property Duplicates : TDuplicates`

Visibility: public

Access: Read,Write

Description: `Duplicates` can be set to determine what to do with duplicate key values in the map:

dupIgnoreIgnore the new item, do not add it to the list.

dupAcceptAccept duplicates, adding them to the list.

dupErrorRaise an error when an attempt is made to add a duplicate.

The value is ignored if `Sorted` (733) is `False`.

See also: `TFPSMap.Sorted` (733), `types.TDuplicates` (690)

51.13.15 TFPSMap.KeySize

Synopsis: Size (in bytes) for the key

Declaration: Property `KeySize` : Integer

Visibility: public

Access: Read

Description: `KeySize` is the size (in bytes) for the keys in the map. This size is initialized during list construction and defaults to the size of a pointer.

See also: [TFPSMap.Create \(728\)](#), [TFPSMap.DataSize \(732\)](#), [TFPSMap.Keys \(732\)](#), [TFPSMap.KeyData \(733\)](#)

51.13.16 TFPSMap.DataSize

Synopsis: Size (in bytes) for the data associated with keys

Declaration: Property `DataSize` : Integer

Visibility: public

Access: Read

Description: `DataSize` is the size (in bytes) for the data in the map. This size is initialized during list construction and defaults to the size of a pointer.

See also: [TFPSMap.Create \(728\)](#), [TFPSMap.KeySize \(732\)](#), [TFPSMap.Keys \(732\)](#), [TFPSMap.KeyData \(733\)](#), [TFPSMap.Data \(732\)](#)

51.13.17 TFPSMap.Keys

Synopsis: Indexed access to the locations of all keys

Declaration: Property `Keys[Index: Integer]`: Pointer

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to all keys. It does not return the key, but returns a pointer to the key value. When setting the `Keys` property, a pointer to the key value must be set, and the key value is copied from the pointer.

See also: [TFPSMap.KeySize \(732\)](#), [TFPSMap.KeyData \(733\)](#), [TFPSMap.Data \(732\)](#)

51.13.18 TFPSMap.Data

Synopsis: Indexed access to the locations of all data items

Declaration: Property `Data[Index: Integer]`: Pointer

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to all data. It does not return the actual data, but returns a pointer to the data. When setting the `Data` property, a pointer to the data value must be set, and the data value is copied from the pointer.

See also: [TFPSMap.DataSize \(732\)](#), [TFPSMap.KeyData \(733\)](#), [TFPSMap.Keys \(732\)](#)

51.13.19 TFPSMap.KeyData

Synopsis: Access to data locations using key

Declaration: `Property KeyData[Key: Pointer]: Pointer; default`

Visibility: public

Access: Read,Write

Description: `KeyData` provides access to the data items, using their key value (as pointed to by `AKey`) as an index. When reading a non-existent key value, `Nil` is returned. If the key is found, a pointer to the associated data's location is returned. When writing, the key pointed to by `Key` is added if it was not present, and the data data is copied from the written pointer.

See also: [TFPSMap.DataSize \(732\)](#), [TFPSMap.KeyData \(733\)](#), [TFPSMap.Data \(732\)](#), [TFPSMap.Keys \(732\)](#), [TFPSMap.KeySize \(732\)](#)

51.13.20 TFPSMap.Sorted

Synopsis: Is the map permanently sorted on key ?

Declaration: `Property Sorted : Boolean`

Visibility: public

Access: Read,Write

Description: `Sorted` can be set to true to keep the map permanently sorted on key value. The sorting happens using [TFPSMap.OnKeyPtrCompare \(733\)](#).

See also: [TFPSMap.OnKeyPtrCompare \(733\)](#), [TFPSMap.Sort \(731\)](#), [TFPSMap.Duplicates \(731\)](#)

51.13.21 TFPSMap.OnPtrCompare

Synopsis: Alias for `OnKeyPtrCompare`

Declaration: `Property OnPtrCompare : TFPSListCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnPtrCompare` is a deprecated alias for [OnKeyPtrCompare \(733\)](#).

See also: [TFPSMap.OnKeyPtrCompare \(733\)](#), [TFPSMap.OnDataPtrCompare \(734\)](#)

51.13.22 TFPSMap.OnKeyPtrCompare

Synopsis: Callback to compare 2 keys

Declaration: `Property OnKeyPtrCompare : TFPSListCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnKeyPtrCompare` is used to compare the values of 2 keys. By default it simply compares the byte values of the key memory block. It can be set to any function that performs another comparison. (e.g. a function that treats the memory blocks as a string pointer and compare the actual strings).

This function is used to sort the list or find a key.

See also: `TFPSListCompareFunc` (690), `TFPSMap.OnDataPtrCompare` (734), `TFPSMap.Sort` (731), `TFPSMap.Find` (729), `TFPSMap.IndexOf` (729)

51.13.23 TFPSMap.OnDataPtrCompare

Synopsis: Callback to compare 2 data items

Declaration: `Property OnDataPtrCompare : TFPSListCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnKeyPtrCompare` is used to compare the values of 2 keys. By default it simply compares the byte values of the key memory block. It can be set to any function that performs another comparison. (e.g. a function that treats the memory blocks as a string pointer and compare the actual strings).

This function is used to find a data item (`IndexOf` (730)).

See also: `TFPSListCompareFunc` (690), `TFPSMap.OnKeyPtrCompare` (733), `TFPSMap.IndexOfData` (730)

Chapter 52

Reference for unit 'fpwidestring'

52.1 Used units

Table 52.1: Used units by unit 'fpwidestring'

Name	Page
System	1280
unicodedata	1894

52.2 Overview

`fpwidestring` implements unicode string support for the Free Pascal RTL using native Object Pascal routines. It is meant to be used on operating systems where the operating system does not natively support Unicode transformations and operations.

In general, it is sufficient to include the unit in the uses clause of a program. The initialization code of the unit will set the unicode string manager of the system unit to the object pascal implementation contained in this unit.

This unit needs unicode collation and character set tables in order to be able to do its work correctly. These must be registered using the routines of the `unicodedata` ([735](#)) unit: the FPC project distributes some unicode collation data in `.bco` files which can be loaded using the `LoadCollation` ([1903](#)) routine.

In order for sorting and comparing of strings to work, a collation must be used. The collation in general depends on the internationalization of the application. Since the system unit does not know about collations, the collation must be set in the `fpWideString` unit using the `SetActiveCollation` ([736](#)) function. The collation can be set on a per-thread basis.

New threads get `DefaultCollationName` ([736](#)) as the active collation name.

The `fpwidestring` unit performs conversions between unicode and single-byte ansistring conversions (excluding UTF8). Support for various single-byte encodings are based on the `charset` ([735](#)) unit. This unit can be used to load single byte code pages. Various code page units such as `cp895`, `cp932`, `cp950` are provided by the "rtl-unicode" package.

The `fpwidestring` requires at least the Default Unicode Collation Element Table to be registered (called `DUCET`). The `DUCET` encoding is provided by the `unicodeducet` unit. More information can be found in the `unicodedata` ([735](#)) unit.

52.3 Constants, types and variables

52.3.1 Variables

```
DefaultCollationName : TCollationName = ''
```

DefaultCollationName is the collation name for new threads. It is empty by default.

52.4 Procedures and functions

52.4.1 GetActiveCollation

Synopsis: Return the currently active collation for the current thread

Declaration: `function GetActiveCollation : PUCA_DataBook`

Visibility: default

Description: `GetActiveCollation` returns the currently active collation, for the current thread, as set using the `SetActiveCollation` (736) function.

New threads get `DefaultCollationName` (736) as the active collation name. The collation can be changed per thread using the `SetActiveCollation` (736) function.

Errors: None.

See also: `SetActiveCollation` (736), `DefaultCollationName` (736)

52.4.2 SetActiveCollation

Synopsis: Set the active collation for the current thread.

Declaration: `function SetActiveCollation(const AName: TCollationName) : Boolean`
`function SetActiveCollation(const ACollation: PUCA_DataBook) : Boolean`

Visibility: default

Description: `SetActiveCollation` sets the collation used in the current thread of the application. This can be done using the name of the collation (`AName`) as registered or in the `unicodedata` (735) unit or using the actual collation data (`ACollation`).

Errors: If the collation `AName` was not found, or `ACollation` is nil, then `False` is returned.

See also: `GetActiveCollation` (736), `DefaultCollationName` (736)

Chapter 53

Reference for unit 'getopts'

53.1 Used units

Table 53.1: Used units by unit 'getopts'

Name	Page
System	1280

53.2 Overview

This document describes the GETOPTS unit for Free Pascal. It was written for Linux by Michael Van Canneyt. It now also works for all supported platforms.

The getopts unit provides a mechanism to handle command-line options in a structured way, much like the GNU getopts mechanism. It allows you to define the valid options for your program, and the unit will then parse the command-line options for you, and inform you of any errors.

53.3 Constants, types and variables

53.3.1 Constants

`EndOfOptions = #255`

Returned by `getopt` ([739](#)), `getlongopt` ([739](#)) to indicate that there are no more options.

`No_Argument = 0`

Specifies that a long option does not take an argument.

`Optional_Argument = 2`

Specifies that a long option optionally takes an argument.

`OptSpecifier : Set of Char = ['-']`

Character indicating an option on the command-line.

```
Required_Argument = 1
```

Specifies that a long option needs an argument.

53.3.2 Types

```
Orderings = (require_order, permute, return_in_order)
```

Table 53.2: Enumeration values for type Orderings

Value	Explanation
permute	Change command-line options.
require_order	Don't touch the ordering of the command-line options
return_in_order	Return options in the correct order.

Command-line ordering options.

```
POption = ^TOption
```

Pointer to TOption (738) record.

```
TOption = record
  Name : string;
  Has_arg : Integer;
  Flag : PChar
;
  Value : Char;
end
```

The TOption type is used to communicate the long options to GetLongOpts (739). The Name field is the name of the option. Has_arg specifies if the option wants an argument, Flag is a pointer to a char, which is set to Value, if it is non-nil.

53.3.3 Variables

```
OptArg : string
```

Set to the argument of an option, if the option needs one.

```
OptErr : Boolean
```

Indicates whether getopt () prints error messages.

```
OptInd : LongInt
```

when all options have been processed, optind is the index of the first non-option parameter. This is a read-only variable. Note that it can become equal to paramcount+1.

```
OptOpt : Char
```

In case of an error, contains the character causing the error.

53.4 Procedures and functions

53.4.1 GetLongOpts

Synopsis: Return next long option.

Declaration: `function GetLongOpts(ShortOpts: string; LongOpts: POption;
var Longind: LongInt) : Char`

Visibility: default

Description: Returns the next option found on the command-line, taking into account long options as well. If no more options are found, returns `EndOfOptions`. If the option requires an argument, it is returned in the `OptArg` variable.

if any of the option definitions in `LongOpts` array has the `Flag` pointer set, then the return value is the null character (`#0` or `char(0)`) and the actual option letter is written in the location pointed to by `Flag`.

`ShortOptions` is a string containing all possible one-letter options. (see [Getopt \(739\)](#) for its description and use) `LongOpts` is a pointer to the first element of an array of `Option` records, the last of which needs a name of zero length.

The function tries to match the names even partially (i.e. `-app` will match e.g. the append option), but will report an error in case of ambiguity.

If the option needs an argument, set `Has_arg` to `Required_argument` (1), if the option optionally has an argument, set `Has_arg` to `Optional_argument` (2). If the option needs no argument, set `Has_arg` to zero.

Required arguments can be specified in two ways :

1. Pasted to the option : `-option=value`
2. As a separate argument : `-option value`

Optional arguments can only be specified through the first method.

Errors: see [Getopt \(739\)](#).

See also: [Getopt \(739\)](#)

53.4.2 GetOpt

Synopsis: Get next short option.

Declaration: `function GetOpt(ShortOpts: string) : Char`

Visibility: default

Description: Returns the next option found on the command-line. If no more options are found, returns `EndOfOptions`. If the option requires an argument, it is returned in the `OptArg` variable.

`ShortOptions` is a string containing all possible one-letter options. If a letter is followed by a colon (:), then that option needs an argument. If a letter is followed by 2 colons, the option has an optional argument. If the first character of `shortoptions` is a '+' then options following a non-option are regarded as non-options (standard Unix behavior). If it is a '-', then all non-options are treated as arguments of a option with character #0. This is useful for applications that require their options in the exact order as they appear on the command-line. If the first character of `shortoptions` is none of the above, options and non-options are permuted, so all non-options are behind all options. This allows options and non-options to be in random order on the command line.

Errors: Errors are reported through giving back a '?' character. OptOpt then gives the character which caused the error. If OptErr is True then getopt prints an error-message to stdout.

See also: GetLongOpts (739)

Listing: ./optex/optex.pp

```

program testopt;

  { Program to depmonstrate the getopt function. }

  {
    Valid calls to this program are
    optex --verbose --add me --delete you
    optex --append --create child
    optex -ab -c me -d you
    and so on
  }
uses getopt;

var c : char;
    optionindex : Longint;
    theopts : array[1..7] of TOption;

begin
  with theopts[1] do
    begin
      name := 'add';
      has_arg := 1;
      flag := nil;
      value := #0;
    end;
  with theopts[2] do
    begin
      name := 'append';
      has_arg := 0;
      flag := nil;
      value := #0;
    end;
  with theopts[3] do
    begin
      name := 'delete';
      has_arg := 1;
      flag := nil;
      value := #0;
    end;
  with theopts[4] do
    begin
      name := 'verbose';
      has_arg := 0;
      flag := nil;
      value := #0;
    end;
  with theopts[5] do
    begin
      name := 'create';
      has_arg := 1;
      flag := nil;
      value := 'c'

```

```

end;
with theopts[6] do
begin
name:= 'file ';
has_arg:=1;
flag:= nil;
value:=#0;
end;
with theopts[7] do
begin
name:= '';
has_arg:=0;
flag:= nil;
end;
c:=#0;
repeat
c:=getlongopts('abc:d:012',@theo[1],optionindex);
case c of
'1','2','3','4','5','6','7','8','9' :
begin
writeln('Got optind : ',c)
end;
#0 : begin
write('Long option : ',theo[optionindex].name);
if theopts[optionindex].has_arg>0 then
writeln(' With value : ',optarg)
else
writeln
end;
'a' : writeln('Option a. ');
'b' : writeln('Option b. ');
'c' : writeln('Option c : ',optarg);
'd' : writeln('Option d : ',optarg);
'?',':': writeln('Error with opt : ',optopt);
end; { case }
until c=endofoptions;
if optind<=paramcount then
begin
write('Non options : ');
while optind<=paramcount do
begin
write(paramstr(optind),' ');
inc(optind)
end;
writeln
end
end.

```

Chapter 54

Reference for unit 'go32'

54.1 Used units

Table 54.1: Used units by unit 'go32'

Name	Page
System	1280

54.2 Overview

This document describes the GO32 unit for the Free Pascal compiler under dos. It was donated by Thomas Schatzl (tom_at_work@geocities.com), for which my thanks. This unit was first written for dos by Florian Klaempfl.

Only the GO32V2 DPMMI mode is discussed by me here due to the fact that new applications shouldn't be created with the older GO32V1 model. The go32v2 version is much more advanced and better. Additionally a lot of functions only work in DPMMI mode anyway. I hope the following explanations and introductions aren't too confusing at all. If you notice an error or bug send it to the FPC mailing list or directly to me. So let's get started and happy and error free coding I wish you.... Thomas Schatzl, 25. August 1998

54.3 Real mode callbacks

The callback mechanism can be thought of as the converse of calling a real mode procedure (i.e. interrupt), which allows your program to pass information to a real mode program, or obtain services from it in a manner that's transparent to the real mode program. In order to make a real mode callback available, you must first get the real mode callback address of your procedure and the selector and offset of a register data structure. This real mode callback address (this is a segment:offset address) can be passed to a real mode program via a software interrupt, a dos memory block or any other convenient mechanism. When the real mode program calls the callback (via a far call), the DPMMI host saves the registers contents in the supplied register data structure, switches into protected mode, and enters the callback routine with the following settings:

- interrupts disabled

- `%CS : %EIP` = 48 bit pointer specified in the original call to `get_rm_callback` (769)
- `%DS : %ESI` = 48 bit pointer to real mode `SS : SP`
- `%ES : %EDI` = 48 bit pointer of real mode register data structure.
- `%SS : %ESP` = locked protected mode stack
- All other registers undefined

The callback procedure can then extract its parameters from the real mode register data structure and/or copy parameters from the real mode stack to the protected mode stack. Recall that the segment register fields of the real mode register data structure contain segment or paragraph addresses that are not valid in protected mode. Far pointers passed in the real mode register data structure must be translated to virtual addresses before they can be used with a protected mode program. The callback procedure exits by executing an `IRET` with the address of the real mode register data structure in `%ES : %EDI`, passing information back to the real mode caller by modifying the contents of the real mode register data structure and/or manipulating the contents of the real mode stack. The callback procedure is responsible for setting the proper address for resumption of real mode execution into the real mode register data structure; typically, this is accomplished by extracting the return address from the real mode stack and placing it into the `%CS : %EIP` fields of the real mode register data structure. After the `IRET`, the DPMI host switches the CPU back into real mode, loads ALL registers with the contents of the real mode register data structure, and finally returns control to the real mode program. All variables and code touched by the callback procedure MUST be locked to prevent page faults.

See also: `get_rm_callback` (769), `free_rm_callback` (764), `lock_code` (780), `lock_data` (780)

54.4 Executing software interrupts

Simply execute a `realintr()` call with the desired interrupt number and the supplied register data structure. But some of these interrupts require you to supply them a pointer to a buffer where they can store data to or obtain data from in memory. These interrupts are real mode functions and so they only can access the first Mb of linear address space, not FPC's data segment. For this reason FPC supplies a pre-initialized dos memory location within the GO32 unit. This buffer is internally used for dos functions too and so it's contents may change when calling other procedures. It's size can be obtained with `tb_size` (790) and it's linear address via `transfer_buffer` (791). Another way is to allocate a completely new dos memory area via the `global_dos_alloc` (776) function for your use and supply its real mode address.

See also: `tb_size` (790), `transfer_buffer` (791), `global_dos_alloc` (776), `global_dos_free` (778), `realintr` (782)

Listing: `./go32ex/softint.pp`

```
{ Executes a real mode software interrupt

Exactly the interrupt call to get the DOS version.

get DOS version Int 21h / function 30h
Input:
    AH = $30
    AL = $1
Return:
    AL = major version number
    AH = minor version number
}
```

```

uses
    go32;

var
    r : treatregs;

begin
    r.ah := $30;
    r.al := $01;
    realintr($21, r);
    WriteLn('DOS v', r.al, '.', r.ah, ' detected');
end.

```

Listing: ./go32ex/rmpmint.pp

{ This example shows the difference between protected and real mode interrupts; it redirects the protected mode handler to an own handler which returns an impossible function result and calls it afterwards. Then the real mode handler is called directly, to show the difference between the two. }

Used Interrupt:

```

get DOS version Int 21h / function 30h
    Input: AH = $30
        AL = $1
    Return: AL = major version number
        AH = minor version number
}

```

```

uses
    crt ,
    go32;

var
    r : treatregs;
    { temporary variable used for the protected mode int call }
    axreg : Word;

    oldint21h : tseginfo;
    newint21h : tseginfo;

{ this is our int 21h protected mode interupt handler. It catches the function call to get the DOS version, all other int 21h calls are redirected to the old handler; it is written in assembly because the old handler can't be called with pascal }
procedure int21h_handler; assembler;
asm
    cmpw $0x3001, %ax
    jne .LCallOld
    movw $0x3112, %ax
    iret

.LCallOld:
    ljmp %cs:oldint21h
end;

{ a small helper procedure, which waits for a keypress }
procedure resume;

```

```

begin
    Writeln;
    Write('— press any key to resume —'); readkey;
    gotoxy(1, wherey); clrEOL;
end;

begin
    { see the text messages for further detail }
    clrscr;
    Writeln('Executing real mode interrupt');
    resume;
    r.ah := $30; r.al := $01; realintr($21, r);
    Writeln('DOS v', r.al, '.', r.ah, ' detected');
    resume;
    Writeln('Executing protected mode interrupt without our own',
            ' handler');

    Writeln;
    asm
        movb $0x30, %ah
        movb $0x01, %al
        int $0x21
        movw %ax, axreg
    end;
    Writeln('DOS v', r.al, '.', r.ah, ' detected');
    resume;
    Writeln('As you can see the DPML hosts default protected mode',
            ' handler');
    Writeln('simply redirects it to the real mode handler');
    resume;
    Writeln('Now exchanging the protected mode interrupt with our ',
            ' own handler');
    resume;

    newint21h.offset := @int21h_handler;
    newint21h.segment := get_cs;
    get_pm_interrupt($21, oldint21h);
    set_pm_interrupt($21, newint21h);

    Writeln('Executing real mode interrupt again');
    resume;
    r.ah := $30; r.al := $01; realintr($21, r);
    Writeln('DOS v', r.al, '.', r.ah, ' detected');
    Writeln;
    Writeln('See, it didn''t change in any way. ');
    resume;
    Writeln('Now calling protected mode interrupt');
    resume;
    asm
        movb $0x30, %ah
        movb $0x01, %al
        int $0x21
        movw %ax, axreg
    end;
    Writeln('DOS v', lo(axreg), '.', hi(axreg), ' detected');
    Writeln;
    Writeln('Now you can see that there''s a distinction between ',
            ' the two ways of calling interrupts ... ');
    set_pm_interrupt($21, oldint21h);

```

end.

54.5 Software interrupts

Ordinarily, a handler installed with `set_pm_interrupt` (787) only services software interrupts that are executed in protected mode; real mode software interrupts can be redirected by `set_rm_interrupt` (789).

See also: `set_rm_interrupt` (789), `get_rm_interrupt` (773), `set_pm_interrupt` (787), `get_pm_interrupt` (768), `lock_data` (780), `lock_code` (780), `enable` (763), `disable` (761), `outportb` (781)

54.6 Hardware interrupts

Hardware interrupts are generated by hardware devices when something unusual happens; this could be a keypress or a mouse move or any other action. This is done to minimize CPU time, else the CPU would have to check all installed hardware for data in a big loop (this method is called 'polling') and this would take much time. A standard IBM-PC has two interrupt controllers, that are responsible for these hardware interrupts: both allow up to 8 different interrupt sources (IRQs, interrupt requests). The second controller is connected to the first through IRQ 2 for compatibility reasons, e.g. if controller 1 gets an IRQ 2, he hands the IRQ over to controller 2. Because of this up to 15 different hardware interrupt sources can be handled. IRQ 0 through IRQ 7 are mapped to interrupts 8h to Fh and the second controller (IRQ 8 to 15) is mapped to interrupt 70h to 77h. All of the code and data touched by these handlers MUST be locked (via the various locking functions) to avoid page faults at interrupt time. Because hardware interrupts are called (as in real mode) with interrupts disabled, the handler has to enable them before it returns to normal program execution. Additionally a hardware interrupt must send an EOI (end of interrupt) command to the responsible controller; this is accomplished by sending the value 20h to port 20h (for the first controller) or A0h (for the second controller). The following example shows how to redirect the keyboard interrupt.

Listing: `./go32ex/keyclick.pp`

{ This example demonstrates how to chain to a hardware interrupt.

In more detail, it hooks the keyboard interrupt, calls a user procedure which in this case simply turns the PC speaker on and off. Then the old interrupt is called.

```
{ $ASMMODE ATT }
{ $MODE FPC }
```

uses

```
crt ,
go32;
```

const

```
{ keyboard is IRQ 1 -> interrupt 9 }
kbdint = $9;
```

var

```
{ holds old PM interrupt handler address }
oldint9_handler : tseginfo;
{ new PM interrupt handler }
```

```

newint9_handler : tseginfo;

{ pointer to interrupt handler }
clickproc : pointer;
{ the data segment selector }
backupDS : Word; external name '___v2prt0_ds_alias';

{ interrupt handler }
procedure int9_handler; assembler;
asm
    cli
    { save all registers , because we don't know which the compiler
      uses for the called procedure }
    pushl %ds
    pushl %es
    pushl %fs
    pushl %gs
    pushal
    { set up to call a FPC procedure }
    movw %cs:backupDS, %ax
    movw %ax, %ds
    movw %ax, %es
    movw dosmemselector, %ax
    movw %ax, %fs
    { call user procedure }
    call *clickproc
    { restore all registers }
    popal
    popl %gs
    popl %fs
    popl %es
    popl %ds
    { note: in go32v2 mode %cs=%ds=%es !!!}
    ljmp %cs:oldint9_handler { call old handler }
    { we don't need to do anything more, because the old interrupt
      handler does this for us (send EOI command, iret, sti...) }
end;
{ dummy procedure to retrieve exact length of handler, for locking
and unlocking functions }
procedure int9_dummy; begin end;

{ demo user procedure, simply clicks on every keypress }
procedure clicker;
begin
    sound(500); delay(10); nosound;
end;
{ dummy procedure to retrieve exact length of user procedure for
locking and unlocking functions }
procedure clicker_dummy; begin end;

{ installs our new handler }
procedure install_click;
begin
    clickproc := @clicker;
    { lock used code and data }
    lock_data(clickproc, sizeof(clickproc));
    lock_data(dosmemselector, sizeof(dosmemselector));

```



```

lock_code(@clicker ,
          longint(@clicker_dummy) - longint(@clicker));
lock_code(@int9_handler ,
          longint(@int9_dummy)-longint(@int9_handler));
{ fill in new handler's 48 bit pointer }
newint9_handler.offset := @int9_handler;
newint9_handler.segment := get_cs;
{ get old PM interrupt handler }
get_pm_interrupt(kbdint , oldint9_handler);
{ set the new interrupt handler }
set_pm_interrupt(kbdint , newint9_handler);
end;

{ deinstalls our interrupt handler }
procedure remove_click;
begin
    { set old handler }
    set_pm_interrupt(kbdint , oldint9_handler);
    { unlock used code & data }
    unlock_data(dosmemselector , sizeof(dosmemselector));
    unlock_data(clickproc , sizeof(clickproc));

    unlock_code(@clicker ,
                longint(@clicker_dummy)-longint(@clicker));
    unlock_code(@int9_handler ,
                longint(@int9_dummy)-longint(@int9_handler));
end;

var
    ch : char;

begin
    install_click;
    Writeln('Enter any message. Press return when finished');
    while (ch <> #13) do begin
        ch := readkey; write(ch);
    end;
    remove_click;
end.

```

54.7 Disabling interrupts

The GO32 unit provides the two procedures `disable()` and `enable()` to disable and enable all interrupts.

54.8 Creating your own interrupt handlers

Interrupt redirection with FPC pascal is done via the `set_pm_interrupt()` for protected mode interrupts or via the `set_rm_interrupt()` for real mode interrupts.

54.9 Protected mode interrupts vs. Real mode interrupts

As mentioned before, there's a distinction between real mode interrupts and protected mode interrupts; the latter are protected mode programs, while the former must be real mode programs. To call a protected mode interrupt handler, an assembly 'int' call must be issued, while the other is called via the `realintr()` or `intr()` function. Consequently, a real mode interrupt then must either reside in dos memory (<1MB) or the application must allocate a real mode callback address via the `get_rm_callback()` function.

54.10 Handling interrupts with DPMI

The interrupt functions are real-mode procedures; they normally can't be called in protected mode without the risk of an protection fault. So the DPMI host creates an interrupt descriptor table for the application. Initially all software interrupts (except for int 31h, 2Fh and 21h function 4Ch) or external hardware interrupts are simply directed to a handler that reflects the interrupt in real-mode, i.e. the DPMI host's default handlers switch the CPU to real-mode, issue the interrupt and switch back to protected mode. The contents of general registers and flags are passed to the real mode handler and the modified registers and flags are returned to the protected mode handler. Segment registers and stack pointer are not passed between modes.

54.11 Interrupt redirection

Interrupts are program interruption requests, which in one or another way get to the processor; there's a distinction between software and hardware interrupts. The former are explicitly called by an 'int' instruction and are a bit comparable to normal functions. Hardware interrupts come from external devices like the keyboard or mouse. Functions that handle hardware interrupts are called handlers.

54.12 Processor access

These are some functions to access various segment registers (`%cs`, `%ds`, `%ss`) which makes your work a bit easier.

See also: `get_cs` (764), `get_ds` (765), `get_ss` (775)

54.13 I/O port access

The I/O port access is done via the various `inportb` (779), `outportb` (781) functions which are available. Additionally Free Pascal supports the Turbo Pascal `PORT[]`-arrays but it is by no means recommended to use them, because they're only for compatibility purposes.

See also: `outportb` (781), `inportb` (779)

54.14 dos memory access

Dos memory is accessed by the predefined `dosmemselector` selector; the GO32 unit additionally provides some functions to help you with standard tasks, like copying memory from heap to dos memory and the likes. Because of this it is strongly recommended to use them, but you are still free

to use the provided standard memory accessing functions which use 48 bit pointers. The third, but only thought for compatibility purposes, is using the `mem[]`-arrays. These arrays map the whole 1 Mb dos space. They shouldn't be used within new programs. To convert a segment:offset real mode address to a protected mode linear address you have to multiply the segment by 16 and add its offset. This linear address can be used in combination with the `DOSMEMSELECTOR` variable.

See also: `dosmemget` (751), `dosmempout` (752), `dosmemmove` (752), `dosmemfillchar` (751), `dosmemfillword` (751), `seg_move` (786), `seg_fillchar` (784), `seg_fillword` (785)

54.15 FPC specialities

The `%ds` and `%es` selector MUST always contain the same value or some system routines may crash when called. The `%fs` selector is preloaded with the `DOSMEMSELECTOR` variable at startup, and it MUST be restored after use, because again FPC relies on this for some functions. Luckily we asm programmers can still use the `%gs` selector for our own purposes, but for how long ?

See also: `get_cs` (764), `get_ds` (765), `get_ss` (775), `allocate_ldt_descriptors` (757), `free_ldt_descriptor` (763), `segment_to_descriptor` (784), `get_next_selector_increment_value` (767), `get_segment_base_address` (775), `set_segment_base_address` (789), `set_segment_limit` (789), `create_code_segment_alias_descriptor` (761)

54.16 Selectors and descriptors

Descriptors are a bit like real mode segments; they describe (as the name implies) a memory area in protected mode. A descriptor contains information about segment length, its base address and the attributes of it (i.e. type, access rights, ...). These descriptors are stored internally in a so-called descriptor table, which is basically an array of such descriptors. Selectors are roughly an index into this table. Because these 'segments' can be up to 4 GB in size, 32 bits aren't sufficient anymore to describe a single memory location like in real mode. 48 bits are now needed to do this, a 32 bit address and a 16 bit sized selector. The GO32 unit provides the `tseginfo` record to store such a pointer. But due to the fact that most of the time data is stored and accessed in the `%ds` selector, FPC assumes that all pointers point to a memory location of this selector. So a single pointer is still only 32 bits in size. This value represents the offset from the data segment base address to this memory location.

54.17 What is DPMI

The dos Protected Mode Interface helps you with various aspects of protected mode programming. These are roughly divided into descriptor handling, access to dos memory, management of interrupts and exceptions, calls to real mode functions and other stuff. Additionally it automatically provides swapping to disk for memory intensive applications. A DPMI host (either a Windows dos box or `CWSDPMI.EXE`) provides these functions for your programs.

54.18 Constants, types and variables

54.18.1 Constants

```
auxcarryflag = $010
```

Check for auxiliary carry flag in trealregs (756)

```
carryflag = $001
```

Check for carry flag in trealregs (756)

```
directionflag = $400
```

Check for direction flag in trealregs (756)

```
dosmemfillchar : procedure(seg: Word; ofs: Word; count: LongInt; c
    : Char) = @dpmi_dosmemfillchar
```

Sets a region of dos memory to a specific byte value.

Parameters:

seg real mode segment.

ofs real mode offset.

count number of bytes to set.

c value to set memory to.

Notes: No range check is performed.

```
dosmemfillword : procedure(seg: Word; ofs: Word; count: LongInt; w
    : Word) = @dpmi_dosmemfillword
```

Sets a region of dos memory to a specific word value.

Parameters:

seg real mode segment.

ofs real mode offset.

count number of words to set.

w value to set memory to.

Notes: No range check is performed.

```
dosmemget : procedure(seg: Word; ofs: Word; var data; count: LongInt
    ) = @dpmi_dosmemget
```

Copies data from the dos memory onto the heap.

Parameters:

seg source real mode segment.

ofs source real mode offset.

data destination.

count number of bytes to copy.

Notes: No range checking is performed.

For an example, see [global_dos_alloc \(776\)](#).

```
dosmemmove : procedure(sseg: Word; sofs: Word; dseg: Word; dofs: Word
;
                count: LongInt) = @dpmi_dosmemmove
```

Copies count bytes of data between two dos real mode memory locations.

Parameters:

sseg source real mode segment.

sofs source real mode offset.

dseg destination real mode segment.

dofs destination real mode offset.

count number of bytes to copy.

Notes: No range check is performed in any way.

```
dosmempout : procedure(seg: Word; ofs: Word; var data; count: LongInt
) = @dpmi_dosmempout
```

Copies heap data to dos real mode memory.

Parameters:

seg destination real mode segment.

ofs destination real mode offset.

data source.

count number of bytes to copy.

Notes: No range checking is performed.

For an example, see [global_dos_alloc \(776\)](#).

```
interruptflag = $200
```

Check for interrupt flag in [trealregs \(756\)](#)

```
overflowflag = $800
```

Check for overflow flag in [trealregs \(756\)](#)

```
parityflag = $004
```

Check for parity flag in [trealregs \(756\)](#)

```
rm_dpml = 4
```

get_run_mode (774) return value: DPML (e.g. dos box or 386Max)

```
rm_raw = 1
```

get_run_mode (774) return value: raw (without HIMEM)

```
rm_unknown = 0
```

get_run_mode (774) return value: Unknown runmode

```
rm_vcpi = 3
```

get_run_mode (774) return value: VCPI (with HIMEM and EMM386)

```
rm_xms = 2
```

get_run_mode (774) return value: XMS (with HIMEM, without EMM386)

```
signflag = $080
```

Check for sign flag in trealregs (756)

```
trapflag = $100
```

Check for trap flag in trealregs (756)

```
zeroflag = $040
```

Check for zero flag in trealregs (756)

54.18.2 Types

```
registers = trealregs
```

Alias for trealregs (756)

```
tdpmlversioninfo = record
  major : Byte;
  minor : Byte;
  flags
  : Word;
  cpu : Byte;
  master_pic : Byte;
  slave_pic : Byte;
end
```

tdpmlversioninfo describes the dpml version information, as returned by get_dpml_version (765). The CPU field can have the following values:

\$02H 80286**\$03H** 80386**\$04H** 80486**\$05H-** Newer than 80486

The flags field is a bitmask with the following bits:

0 0 for 16 bit DPMI, 1 for 32-bit**1** 0 for virtual 86 mode for reflected interrupts, 1 for return to real mode.**2** 0 for no virtual memory support, 1 for virtual memory support.

```

tmeminfo = record
  available_memory : LongInt;
  available_pages
  : LongInt;
  available_lockable_pages : LongInt;
  linear_space
  : LongInt;
  unlocked_pages : LongInt;
  available_physical_pages
  : LongInt;
  total_physical_pages : LongInt;
  free_linear_space
  : LongInt;
  max_pages_in_paging_file : LongInt;
  reserved0 : LongInt
  ;
  reserved1 : LongInt;
  reserved2 : LongInt;
end

```

tmeminfo Holds information about the memory allocation, etc.

NOTE: The value of a field is -1 (0ffffffh) if the value is unknown, it's only guaranteed, that `available_memory` contains a valid value. The size of the pages can be determined by the `get_page_size()` function.

```

trealregs = record
case Integer of
1: (
  EDI : LongInt;
  ESI : LongInt
  ;
  EBP : LongInt;
  Res : LongInt;
  EBX : LongInt;
  EDX : LongInt
  ;
  ECX : LongInt;
  EAX : LongInt;

```

```
Flags : Word;
ES : Word;
DS : Word;
FS : Word;
GS : Word;
IP : Word;
CS : Word;
SP : Word;
SS : Word;
);
2: (
DI : Word;
DI2 : Word;
SI
: Word;
SI2 : Word;
BP : Word;
BP2 : Word;
R1 : Word;
R2
: Word;
BX : Word;
BX2 : Word;
DX : Word;
DX2 : Word;
CX
: Word;
CX2 : Word;
AX : Word;
AX2 : Word;
);
3: (
stuff
: Array[1..4] of LongInt;
BL : Byte;
BH : Byte;
BL2 : Byte
;
BH2 : Byte;
DL : Byte;
DH : Byte;
DL2 : Byte;
DH2 : Byte
;
CL : Byte;
CH : Byte;
CL2 : Byte;
CH2 : Byte;
AL : Byte
;
AH : Byte;
AL2 : Byte;
AH2 : Byte;
);
```



```

4: (
  RealEDI : LongInt
  ;
  RealESI : LongInt;
  RealEBP : LongInt;
  RealRES : LongInt;
  RealEBX : LongInt;
  RealEDX : LongInt;
  RealECX : LongInt;
  RealEAX
  : LongInt;
  RealFlags : Word;
  RealES : Word;
  RealDS : Word;
  RealFS : Word;
  RealGS : Word;
  RealIP : Word;
  RealCS : Word
  ;
  RealSP : Word;
  RealSS : Word;
);
end

```

The `trealregs` type contains the data structure to pass register values to a interrupt handler or real mode callback.

```

tseginfo = record
  offset : pointer;
  segment : Word;
end

```

This record is used to store a full 48-bit pointer. This may be either a protected mode selector:offset address or in real mode a segment:offset address, depending on application.

See also: Selectors and descriptors, dos memory access, Interrupt redirection

54.18.3 Variables

```
dosmemselector : Word
```

Selector to the dos memory. The whole dos memory is automatically mapped to this single descriptor at startup. This selector is the recommended way to access dos memory.

```
int31error : Word
```

This variable holds the result of a DPMI interrupt call. Any nonzero value must be treated as a critical failure.

54.19 Procedures and functions

54.19.1 allocate_ldt_descriptors

Synopsis: Allocate a number of descriptors

Declaration: `function allocate_ldt_descriptors(count: Word) : Word`

Visibility: default

Description: Allocates a number of new descriptors.

Parameters:

count: \specifies the number of requested unique descriptors.

Return value: The base selector.

Remark: Notes: The descriptors allocated must be initialized by the application with other function calls. This function returns descriptors with a limit and size value set to zero. If more than one descriptor was requested, the function returns a base selector referencing the first of a contiguous array of descriptors. The selector values for subsequent descriptors in the array can be calculated by adding the value returned by the `get_next_selector_increment_value` (767) function.

Errors: Check the `int31error` (756) variable.

See also: `free_ldt_descriptor` (763), `get_next_selector_increment_value` (767), `segment_to_descriptor` (784), `create_code_segment_alias_descriptor` (761), `set_segment_limit` (789), `set_segment_base_address` (789)

Listing: `./go32ex/seldes.pp`

```
{
This example demonstrates the usage of descriptors and the effects of
changing its limit and base address.
```

```
In more detail , the program fills the region described by an
allocated descriptor in text screen memory with various characters .
Before doing this it saves the entire screen contents to the heap and
restores it afterwards .
```

Some additional background:

```
The text screen of a VGA card has it 's address space at $B800:0;
screen memory is organized in a linear fashion , e.g. the second line
comes directly after the first , where each cell occupies 2 bytes of
memory (1 byte character data , 1 byte attributes) . It is 32 kb in
size .
```

Hence the offset of a single memory cell from its origin is:

$$Y * columns * 2 + X * 2$$

where X and Y mark the point and columns is the number of character cells per line

```
}
{$mode delphi}
uses
```

```
    crt ,
    go32;
```

```

const
    { screen x and y dimensions }
    maxx = 80;
    maxy = 25;
    { bytes used for every character cell }
    bytespercell = 2;
    { screen size in bytes }
    screensize = maxx * maxy * bytespercell;

    { the linear address of $B800:0 }
    linB8000 = $B800 * 16;

type
    string80 = string[80];

var
    { holds the old screen contents }
    text_save : array[0..screensize-1] of byte;
    { old cursor x and y coordinates }
    text_oldx , text_oldy : Word;

    { selector to the text mode screen }
    text_sel : Word;

    { prints a status message on the first line of the screen and then
    waits for a keypress }
    procedure status(s : string80);
    begin
        gotoxy(1, 1); clreol; write(s); readkey;
    end;

    { writes some descriptor info on the last 2 lines }
    procedure selinfo(sel : Word);
    begin
        gotoxy(1, 24);
        clreol; writeln('Descriptor base address : $',
            hexstr(get_segment_base_address(sel), 8));
        clreol; write('Descriptor limit : ', get_segment_limit(sel));
    end;

    { returns a 2 byte character cell , which includes character data
    and its color attributes }
    function makechar(ch : char; color : byte) : Word;
    begin
        result := byte(ch) or (color shl 8);
    end;

    begin
        { save original screen contents to variable , this time by using
        seg_move() and the dosmemselector variable }
        seg_move(dosmemselector, linB8000, get_ds, longint(@text_save),
            screensize);
        { additionally we have to save the old screen cursor
        coordinates }
        text_oldx := wherex; text_oldy := wherey;
        { clear the whole screen }
        seg_fillword(dosmemselector, linB8000, screensize div 2,

```

```

    makechar(' ', Black or (Black shl 4));
{ output message }
status('Creating selector ''text_sel'' to a part of ' +
      'text screen memory');
{ allocate descriptor }
text_sel := allocate_ldt_descriptors(1);
{ set its base address to the linear address of the text screen
+ the byte size of one line (=maxx * bytespercell * 1) }
set_segment_base_address(text_sel,
    linB8000 + bytespercell * maxx * 1);
{ the limit is set to the screensize reduced by one (a must be)
and the number of lines we don't want to have touched (first
line + lower 2 lines) }
set_segment_limit(text_sel, screensize - 1 - bytespercell *
    maxx * 3);
{ write descriptor info }
selinfo(text_sel);

status('and clearing entire memory selected by ''text_sel'' +
      'descriptor');
{ fill the entire selected memory with single characters }
seg_fillword(text_sel, 0, (get_segment_limit(text_sel)+1) div 2,
    makechar(' ', LightBlue shl 4));

status('Notice that only the memory described by the ' +
      'descriptor changed, nothing else');

status('Now reducing it''s limit and base and setting it''s ' +
      'described memory');
{ set the base address of the descriptor (increase it by the
byte size of one line) }
set_segment_base_address(text_sel,
    get_segment_base_address(text_sel) + bytespercell * maxx);
{ decrease the limit by byte size of 2 lines (1 line because
base address changed, one line on the lower end) }
set_segment_limit(text_sel,
    get_segment_limit(text_sel) - bytespercell * maxx * 2);
{ write descriptor info }
selinfo(text_sel);
status('Notice that the base addr increased by one line but ' +
      'the limit decreased by 2 lines');
status('This should give you the hint that the limit is ' +
      'relative to the base');
{ fill the descriptor area }
seg_fillword(text_sel, 0, (get_segment_limit(text_sel)+1) div 2,
    makechar(#176, LightMagenta or Brown shl 4));

status('Now let''s get crazy and copy 10 lines of data from ' +
      'the previously saved screen');
{ copy memory from the data segment to screen }
seg_move(get_ds, longint(@text_save), text_sel,
    maxx * bytespercell * 2, maxx * bytespercell * 10);

status('At last freeing the descriptor and restoring the old ' +
      'screen contents..');
status('I hope this little program may give you some hints ' +
      'on working with descriptors');
{ free the descriptor so that it can be used for things }

```

```

    free_ldt_descriptor(text_sel);
    { restore old state }
    seg_move(get_ds, longint(@text_save), dosmemselector,
            linB8000, screensize);
    gotoxy(text_oldx, text_olgy);
end.

```

54.19.2 allocate_memory_block

Synopsis: Allocate a block of linear memory

Declaration: `function allocate_memory_block(size: LongInt) : LongInt`

Visibility: default

Description: Allocates a block of linear memory.

Parameters:

size:Size of requested linear memory block in bytes.

Returned values: blockhandle - the memory handle to this memory block. Linear address of the requested memory.

Remark: *warning* According to my DPMI docs this function is not implemented correctly. Normally you should also get a blockhandle to this block after successful operation. This handle can then be used to free the memory block afterwards or use this handle for other purposes. Since the function isn't implemented correctly, and doesn't return a blockhandle, the block can't be deallocated and is hence unusable ! This function doesn't allocate any descriptors for this block, it's the applications responsibility to allocate and initialize for accessing this memory.

Errors: Check the `int31error (756)` variable.

See also: `free_memory_block (764)`

54.19.3 copyfromdos

Synopsis: Copy data from DOS to heap

Declaration: `procedure copyfromdos(var addr; len: LongInt)`

Visibility: default

Description: Copies data from the pre-allocated dos memory transfer buffer to the heap.

Parameters:

addrdata to copy to.

lennumber of bytes to copy to heap.

Notes: Can only be used in conjunction with the dos memory transfer buffer.

Errors: Check the `int31error (756)` variable.

See also: `tb_size (790)`, `transfer_buffer (791)`, `copytodos (761)`

54.19.4 copytodos

Synopsis: Copy data from heap to DOS memory

Declaration: `procedure copytodos (var addr; len: LongInt)`

Visibility: default

Description: Copies data from heap to the pre-allocated dos memory buffer.

Parameters:

addr data to copy from.

len number of bytes to copy to dos memory buffer.

Notes: This function fails if you try to copy more bytes than the transfer buffer is in size. It can only be used in conjunction with the transfer buffer.

Errors: Check the `int31error` (756) variable.

See also: `tb_size` (790), `transfer_buffer` (791), `copyfromdos` (760)

54.19.5 create_code_segment_alias_descriptor

Synopsis: Create new descriptor from existing descriptor

Declaration: `function create_code_segment_alias_descriptor (seg: Word) : Word`

Visibility: default

Description: Creates a new descriptor that has the same base and limit as the specified descriptor.

Parameters:

seg Descriptor.

Return values: The data selector (alias).

Notes: In effect, the function returns a copy of the descriptor. The descriptor alias returned by this function will not track changes to the original descriptor. In other words, if an alias is created with this function, and the base or limit of the original segment is then changed, the two descriptors will no longer map the same memory.

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `set_segment_limit` (789), `set_segment_base_address` (789)

54.19.6 disable

Synopsis: Disable hardware interrupts

Declaration: `procedure disable`

Visibility: default

Description: Disables all hardware interrupts by execution a CLI instruction.

Errors: None.

See also: `enable` (763)

54.19.7 dpmi_dosmemfillchar

Synopsis: Fill DOS memory with a character

Declaration: `procedure dpmi_dosmemfillchar(seg: Word; ofs: Word; count: LongInt; c: Char)`

Visibility: default

Description: `dpmi_dosmemfillchar` fills the DOS memory region indicated by `seg,ofs` with `count` characters `c`.

See also: `dpmi_dosmempur` (763), `dpmi_dosmemget` (762), `dpmi_dosmemmove` (762), `dpmi_dosmemfillword` (762)

54.19.8 dpmi_dosmemfillword

Synopsis: Fill DOS memory with a word value

Declaration: `procedure dpmi_dosmemfillword(seg: Word; ofs: Word; count: LongInt; w: Word)`

Visibility: default

Description: `dpmi_dosmemfillword` fills the DOS memory region indicated by `seg,ofs` with `count` words `w`.

See also: `dpmi_dosmempur` (763), `dpmi_dosmemget` (762), `dpmi_dosmemfillchar` (762), `dpmi_dosmemmove` (762)

54.19.9 dpmi_dosmemget

Synopsis: Move data from DOS memory to DPMI memory

Declaration: `procedure dpmi_dosmemget(seg: Word; ofs: Word; var data; count: LongInt)`

Visibility: default

Description: `dpmi_dosmemget` moves `count` bytes of data from the DOS memory location indicated by `seg` and `ofs` to DPMI memory indicated by `data`.

See also: `dpmi_dosmempur` (763), `dpmi_dosmemmove` (762), `dpmi_dosmemfillchar` (762), `dpmi_dosmemfillword` (762)

54.19.10 dpmi_dosmemmove

Synopsis: Move DOS memory

Declaration: `procedure dpmi_dosmemmove(sseg: Word; sofs: Word; dseg: Word; dofs: Word; count: LongInt)`

Visibility: default

Description: `dpmi_dosmemmove` moves `count` bytes from DOS memory `sseg,sofs` to `dseg,dofs`.

See also: `dpmi_dosmempur` (763), `dpmi_dosmemget` (762), `dpmi_dosmemfillchar` (762), `dpmi_dosmemfillword` (762)

54.19.11 dpmi_dosmempu

Synopsis: Move data from DPMI memory to DOS memory.

Declaration: `procedure dpmi_dosmempu(seg: Word; ofs: Word; var data; count: LongInt)`

Visibility: default

Description: `dpmi_dosmempu` moves `count` bytes of data from `data` to the DOS memory location indicated by `seg` and `ofs`.

See also: `dpmi_dosmemget` (762), `dpmi_dosmemmove` (762), `dpmi_dosmemfillchar` (762), `dpmi_dosmemfillword` (762)

54.19.12 enable

Synopsis: Enable hardware interrupts

Declaration: `procedure enable`

Visibility: default

Description: Enables all hardware interrupts by executing a STI instruction.

Errors: None.

See also: `disable` (761)

54.19.13 free_ldt_descriptor

Synopsis: Free a descriptor

Declaration: `function free_ldt_descriptor(d: Word) : Boolean`

Visibility: default

Description: Frees a previously allocated descriptor.

Parameters:

desThe descriptor to be freed.

Return value: `True` if successful, `False` otherwise. Notes: After this call this selector is invalid and must not be used for any memory operations anymore. Each descriptor allocated with `allocate_ldt_descriptors` (757) must be freed individually with this function, even if it was previously allocated as a part of a contiguous array of descriptors.

For an example, see `allocate_ldt_descriptors` (757).

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `get_next_selector_increment_value` (767)

54.19.14 free_linear_addr_mapping

Synopsis: ? No description available

Declaration: `function free_linear_addr_mapping(linear_addr: DWord) : Boolean`

Visibility: default

54.19.15 free_memory_block

Synopsis: Free allocated memory block

Declaration: `function free_memory_block(blockhandle: LongInt) : Boolean`

Visibility: default

Description: Frees a previously allocated memory block.

Parameters:

blockhandle the handle to the memory area to free.

Return value: `True` if successful, `false` otherwise. Notes: Frees memory that was previously allocated with `allocate_memory_block` (760). This function doesn't free any descriptors mapped to this block, it's the application's responsibility.

Errors: Check `int31error` (756) variable.

See also: `allocate_memory_block` (760)

54.19.16 free_rm_callback

Synopsis: Release real mode callback.

Declaration: `function free_rm_callback(var intaddr: tseginfo) : Boolean`

Visibility: default

Description: Releases a real mode callback address that was previously allocated with the `get_rm_callback` (769) function.

Parameters:

intaddr real mode address buffer returned by `get_rm_callback` (769).

Return values: `True` if successful, `False` if not

For an example, see `get_rm_callback` (769).

Errors: Check the `int31error` (756) variable.

See also: `set_rm_interrupt` (789), `get_rm_callback` (769)

54.19.17 get_cs

Synopsis: Get CS selector

Declaration: `function get_cs : Word`

Visibility: default

Description: Returns the cs selector.

Return value: The content of the cs segment register.

For an example, see `set_pm_interrupt` (787).

Errors: None.

See also: `get_ds` (765), `get_ss` (775)

54.19.18 get_descriptor_access_right

Synopsis: Get descriptor's access rights

Declaration: `function get_descriptor_access_right(d: Word) : LongInt`

Visibility: default

Description: Gets the access rights of a descriptor.

Parameters:

dselector to descriptor.

Return value: Access rights bit field.

Errors: Check the `int31error` (756) variable.

See also: `set_descriptor_access_right` (786)

54.19.19 get_dpmi_version

Synopsis: Return DPMI information

Declaration: `function get_dpmi_version(var version: tdpmiversioninfo) : Boolean`

Visibility: default

Description: `get_dpmi_version` returns version information (Int \$31 Function \$0400) in `Version` and returns `True` if the information was retrieved successfully, `false` if the call failed.

Errors: The call returns `false` if the information could not be retrieved.

See also: `tdpmiversioninfo` (753)

54.19.20 get_ds

Synopsis: Get DS Selector

Declaration: `function get_ds : Word`

Visibility: default

Description: Returns the ds selector.

Return values: The content of the ds segment register.

Errors: None.

See also: `get_cs` (764), `get_ss` (775)

54.19.21 get_exception_handler

Synopsis: Return current exception handler

Declaration: `function get_exception_handler(e: Byte; var intaddr: tseginfo) : Boolean`

Visibility: default

Description: `get_exception_handler` returns the exception handler for exception `E` in `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: `set_exception_handler` (786), `get_pm_exception_handler` (768)

54.19.22 get_linear_addr

Synopsis: Convert physical to linear address

Declaration: `function get_linear_addr(phys_addr: LongInt; size: LongInt) : LongInt`

Visibility: default

Description: Converts a physical address into a linear address.

Parameters:

phys_addrphysical address of device.

sizeSize of region to map in bytes.

Return value: Linear address that can be used to access the physical memory. Notes: It's the applications responsibility to allocate and set up a descriptor for access to the memory. This function shouldn't be used to map real mode addresses.

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `set_segment_limit` (789), `set_segment_base_address` (789)

54.19.23 get_meminfo

Synopsis: Return information on the available memory

Declaration: `function get_meminfo(var meminfo: tmeminfo) : Boolean`

Visibility: default

Description: Returns information about the amount of available physical memory, linear address space, and disk space for page swapping.

Parameters:

meminfobuffer to fill memory information into.

Return values: Due to an implementation bug this function always returns `False`, but it always succeeds.

Remark: Notes: Only the first field of the returned structure is guaranteed to contain a valid value. Any fields that are not supported by the DPMI host will be set by the host to `-1` (`0FFFFFFFFH`) to indicate that the information is not available. The size of the pages used by the DPMI host can be obtained with the `get_page_size` (768) function.

Errors: Check the `int31error` (756) variable.

See also: `get_page_size` (768)

Listing: `./go32ex/meminfo.pp`

```
{ Shows how to obtain memory information via get_meminfo();
notice the checks if any of the returned information is invalid (-1)
}

uses
    go32;

var
```

```

    meminfo : tmeminfo;

begin
    get_meminfo(meminfo);
    if (int31error <> 0) then begin
        Writeln('Error getting DPMI memory information... Halting');
        Writeln('DPMI error number : ', int31error);
    end else begin
        with meminfo do begin
            Writeln('Largest available free block : ',
                available_memory div 1024, ' kbytes');
            if (available_pages <> -1) then
                Writeln('Maximum available unlocked pages : ',
                    available_pages);
            if (available_lockable_pages <> -1) then
                Writeln('Maximum lockable available pages : ',
                    available_lockable_pages);
            if (linear_space <> -1) then
                Writeln('Linear address space size : ',
                    linear_space*get_page_size div 1024, ' kbytes');
            if (unlocked_pages <> -1) then
                Writeln('Total number of unlocked pages : ',
                    unlocked_pages);
            if (available_physical_pages <> -1) then
                Writeln('Total number of free pages : ',
                    available_physical_pages);
            if (total_physical_pages <> -1) then
                Writeln('Total number of physical pages : ',
                    total_physical_pages);
            if (free_linear_space <> -1) then
                Writeln('Free linear address space : ',
                    free_linear_space*get_page_size div 1024,
                    ' kbytes');
            if (max_pages_in_paging_file <> -1) then
                Writeln('Maximum size of paging file : ',
                    max_pages_in_paging_file*get_page_size div 1024,
                    ' kbytes');
        end;
    end;
end.

```

54.19.24 get_next_selector_increment_value

Synopsis: Return selector increment value

Declaration: function get_next_selector_increment_value : Word

Visibility: default

Description: Returns the selector increment value when allocating multiple subsequent descriptors via `allocate_ldt_descriptors` (757).

Return value: Selector increment value.

Remark: Notes: Because `allocate_ldt_descriptors` (757) only returns the selector for the first descriptor and so the value returned by this function can be used to calculate the selectors for subsequent descriptors in the array.

Errors: Check the `int31error` (756) variable.

See also: [allocate_ldt_descriptors \(757\)](#), [free_ldt_descriptor \(763\)](#)

54.19.25 `get_page_attributes`

Synopsis: ? No description available

Declaration: `function get_page_attributes(handle: DWord; offset: DWord;
pagecount: DWord; buf: pointer) : Boolean`

Visibility: default

54.19.26 `get_page_size`

Synopsis: Return the page size

Declaration: `function get_page_size : LongInt`

Visibility: default

Description: Returns the size of a single memory page.

Return value: Size of a single page in bytes.

Remark: The returned size is typically 4096 bytes.

For an example, see [get_meminfo \(766\)](#).

Errors: Check the `int31error (756)` variable.

See also: [get_meminfo \(766\)](#)

54.19.27 `get_pm_exception_handler`

Synopsis: Get protected mode exception handler

Declaration: `function get_pm_exception_handler(e: Byte; var intaddr: tseginfo)
: Boolean`

Visibility: default

Description: `get_pm_exception_handler` returns the protected mode exception handler for exception `E` in `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: [get_exception_handler \(765\)](#), [set_pm_exception_handler \(787\)](#)

54.19.28 `get_pm_interrupt`

Synopsis: Return protected mode interrupt handler

Declaration: `function get_pm_interrupt(vector: Byte; var intaddr: tseginfo) : Boolean`

Visibility: default

Description: Returns the address of a current protected mode interrupt handler.

Parameters:

vector interrupt handler number you want the address to.

intaddr buffer to store address.

Return values: True if successful, False if not.

Remark: The returned address is a protected mode selector:offset address.

For an example, see `set_pm_interrupt` (787).

Errors: Check the `int31error` (756) variable.

See also: `set_pm_interrupt` (787), `set_rm_interrupt` (789), `get_rm_interrupt` (773)

54.19.29 `get_rm_callback`

Synopsis: Return real mode callback

Declaration: `function get_rm_callback(pm_func: pointer; const reg: trealregs; var rmc: tseginfo) : Boolean`

Visibility: default

Description: Returns a unique real mode `segment:offset` address, known as a "real mode callback," that will transfer control from real mode to a protected mode procedure.

Parameters:

pm_func pointer to the protected mode callback function.

regs supplied registers structure.

rmc buffer to real mode address of callback function.

Return values: True if successful, otherwise False.

Remark: Callback addresses obtained with this function can be passed by a protected mode program for example to an interrupt handler, device driver, or TSR, so that the real mode program can call procedures within the protected mode program or notify the protected mode program of an event. The contents of the supplied `regs` structure is not valid after function call, but only at the time of the actual callback.

Errors: Check the `int31error` (756) variable.

See also: `free_rm_callback` (764)

Listing: `./go32ex/callback.pp`

{ This program tries to give an example how to install a callback procedure with the help of the GO32 unit.

It installs a callback which is supplied by any Microsoft compatible mouse driver; at a specified mouse action this routine is called. This callback must provide the services explained in the docs. The main callback has to be in assembly, because it isn't possible to do these services with pascal alone. But is written as general as possible to provide maximum re-usability for other applications and hence it simply calls a normal pascal user procedure in addition to some initialization and callback service code, so you don't need to hassle around with it too much.

Notes to this user procedure :

**) it should not last too long to execute it*

**) ALL data and code touched in this proc MUST be locked BEFORE it is called the first time*

Used software interrupt calls (rough descriptions , only what's used):

Int 33h 0000h – Microsoft Mouse driver : Reset mouse

Input : AX = 0000h

Return : AX = FFFFh if successful

BX = number of buttons (if FFFFh then mouse has 2 buttons)

Int 33h 0001h – Microsoft Mouse driver : Show mouse cursor

Input : AX = 0001h

Return : Mouse cursor shown on screen

Int 33h 0002h – Microsoft mouse driver : Hide mouse cursor

Input : AX = 0002h

Return : Hides mouse cursor again

Int 33h 000Ch – Microsoft mouse driver : Install user callback

Input : AX = 000Ch

CX = bit mask which tells the mouse driver at which actions the callback should be called, i.e. if button pressed, mouse moved etc.

(In this example it's set to 7Fh so that the callback is called on every action)

ES:EDX = pointer to callback procedure to call

Note : The registers structure supplied to the callback contains valid mouse data when the handler is called.

BX = button state information

CX = mouse X coordinates

DX = mouse Y coordinates

For more detailed information consult any mouse reference or interrupt list.

}

{ \$CALLING REGISTER }

{ \$ASMMODE ATT }

{ \$MODE FPC }

uses

*crt ,
go32;*

const

{ the mouse interrupt number }
mouseint = \$33;

var

{ supplied register structure to the callback }
mouse_regs : trealregs; external name '___v2prt0_rmcb_regs';
{ real mode 48 bit pointer to the callback }
mouse_seginfo : tseginfo;

var

{ number of mouse buttons }
mouse_numbuttons : longint;

{ bit mask for the action which triggered the callback }
mouse_action : word;
{ current mouse x and y coordinates }
mouse_x, mouse_y : Word;

```

    { button state }
    mouse_b : Word;

    { is an additional user procedure installed }
    userproc_installed : Longbool;
    { length of additional user procedure }
    userproc_length : Longint;
    { pointer to user proc }
    userproc_proc : pointer;

{ callback control handler, calls a user procedure if installed }

{ callback control handler, calls a user procedure if installed }
procedure callback_handler; assembler;
asm
    pushw %ds
    pushl %eax
    movw %es, %ax
    movw %ax, %ds

    { give control to user procedure if installed }
    cmpl $0, USERPROC_INSTALLED
    je .LNoCallback
    pushal
    movw DOSmemSELECTOR, %ax
    movw %ax, %fs { set fs for FPC }
    call *USERPROC_PROC
    popal
.LNoCallback:

    popl %eax
    popw %ds

    pushl %eax
    movl (%esi), %eax
    movl %eax, %es:42(%edi) { adjust stack }
    addw $4, %es:46(%edi)
    popl %eax
    iret
end;
{ This dummy is used to obtain the length of the callback control
function. It has to be right after the callback_handler() function.
}
procedure mouse_dummy; begin end;

{ This is the supplied user procedure. In this case we simply
transform the virtual 640x200 mouse coordinate system to a 80x25
text mode coordinate system }
procedure textuserproc;
begin
    { the mouse_regs record contains the real mode registers now }
    mouse_b := mouse_regs.bx;
    mouse_x := (mouse_regs.cx shr 3) + 1;
    mouse_y := (mouse_regs.dx shr 3) + 1;
end;

{ Description : Installs the mouse callback control handler and
handles all necessary mouse related initialization.
}

```



```

    Input : userproc – pointer to a user procedure, nil if none
           userproclen – length of user procedure
}
procedure install_mouse(userproc : pointer; userproclen : longint);
var r : trealregs;
begin
    { mouse driver reset }
    r.eax := $0; realintr(mouseint, r);
    if (r.eax <> $FFFF) then begin
        WriteLn('No Microsoft compatible mouse found');
        WriteLn('A Microsoft compatible mouse driver is necessary ',
            'to run this example');
        halt;
    end;
    { obtain number of mouse buttons }
    if (r.bx = $ffff) then mouse_numbuttons := 2
    else mouse_numbuttons := r.bx;
    WriteLn(mouse_numbuttons, ' button Microsoft compatible mouse ',
        ' found. ');
    { check for additional user procedure, and install it if
    available }
    if (userproc <> nil) then begin
        userproc_proc := userproc;
        userproc_installed := true;
        userproc_length := userproclen;
        { lock code for user procedure }
        lock_code(userproc_proc, userproc_length);
    end else begin
        { clear variables }
        userproc_proc := nil;
        userproc_length := 0;
        userproc_installed := false;
    end;
    { lock code & data which is touched in the callback handler }
    lock_data(mouse_x, sizeof(mouse_x));
    lock_data(mouse_y, sizeof(mouse_y));
    lock_data(mouse_b, sizeof(mouse_b));
    lock_data(mouse_action, sizeof(mouse_action));

    lock_data(userproc_installed, sizeof(userproc_installed));
    lock_data(userproc_proc, sizeof(userproc_proc));

    lock_data(mouse_regs, sizeof(mouse_regs));
    lock_data(mouse_seginfo, sizeof(mouse_seginfo));
    lock_code(@callback_handler,
        longint(@mouse_dummy)–longint(@callback_handler));
    { allocate callback (supply registers structure) }
    get_rm_callback(@callback_handler, mouse_regs, mouse_seginfo);
    { install callback }
    r.eax := $0c; r.ecx := $7f;
    r.edx := longint(mouse_seginfo.offset);
    r.es := mouse_seginfo.segment;
    realintr(mouseint, r);
    { show mouse cursor }
    r.eax := $01;
    realintr(mouseint, r);
end;

```

```

procedure remove_mouse;
var
    r : trealregs;
begin
    { hide mouse cursor }
    r.eax := $02; realintr(mouseint, r);
    { remove callback handler }
    r.eax := $0c; r.ecx := 0; r.edx := 0; r.es := 0;
    realintr(mouseint, r);
    { free callback }
    free_rm_callback(mouse_seginfo);
    { check if additional userproc is installed, and clean up if needed }
    if (userproc_installed) then begin
        unlock_code(userproc_proc, userproc_length);
        userproc_proc := nil;
        userproc_length := 0;
        userproc_installed := false;
    end;
    { unlock used code & data }
    unlock_data(mouse_x, sizeof(mouse_x));
    unlock_data(mouse_y, sizeof(mouse_y));
    unlock_data(mouse_b, sizeof(mouse_b));
    unlock_data(mouse_action, sizeof(mouse_action));

    unlock_data(userproc_proc, sizeof(userproc_proc));
    unlock_data(userproc_installed, sizeof(userproc_installed));

    unlock_data(mouse_regs, sizeof(mouse_regs));
    unlock_data(mouse_seginfo, sizeof(mouse_seginfo));
    unlock_code(@callback_handler,
        longint(@mouse_dummy) - longint(@callback_handler));
    fillchar(mouse_seginfo, sizeof(mouse_seginfo), 0);
end;

begin
    install_mouse(@textuserproc, 400);
    Writeln('Press any key to exit...');
    while (not keypressed) do begin
        { write mouse state info }
        gotoxy(1, wherey);
        write('MouseX : ', mouse_x:2, ' MouseY : ', mouse_y:2,
            ' Buttons : ', mouse_b:2);
    end;
    remove_mouse;
end.

```

54.19.30 **get_rm_interrupt**

Synopsis: Get real mode interrupt vector

Declaration: `function get_rm_interrupt(vector: Byte; var intaddr: tseginfo) : Boolean`

Visibility: default

Description: Returns the contents of the current machine's real mode interrupt vector for the specified interrupt.

Parameters:

vector interrupt vector number.

intaddr buffer to store real mode segment : offset address.

Return values: True if successful, False otherwise.

Remark: The returned address is a real mode segment address, which isn't valid in protected mode.

Errors: Check the `int31error` (756) variable.

See also: `set_rm_interrupt` (789), `set_pm_interrupt` (787), `get_pm_interrupt` (768)

54.19.31 get_run_mode

Synopsis: Return current run mode

Declaration: `function get_run_mode : Word`

Visibility: default

Description: Returns the current mode your application runs with.

Return values: One of the constants used by this function.

Errors: None.

See also: `get_run_mode` (774)

Listing: `./go32ex/getrunmd.pp`

```
{ Simply write a message according to the current environment }

uses
    go32;

begin
    { depending on the detected environment we simply write another message Note: in go32v2 this will always be rm_dpml. }

    case (get_run_mode) of
        rm_unknown :
            Writeln ('Unknown environment found');
        rm_raw :
            Writeln ('You are currently running in raw mode ',
                '(without HIMEM)');
        rm_xms :
            Writeln ('You are currently using HIMEM.SYS only');
        rm_vcpi :
            Writeln ('VCPI server detected. You're using HIMEM and ',
                'EMM386');
        rm_dpml :
            Writeln ('DPML detected. You're using a DPML host like ',
                'a windows DOS box or CWSDPML');
    end;
end.
```

54.19.32 get_segment_base_address

Synopsis: Return base address from descriptor table

Declaration: `function get_segment_base_address(d: Word) : LongInt`

Visibility: default

Description: Returns the 32-bit linear base address from the descriptor table for the specified segment.

Parameters:

dselector of the descriptor you want the base address of.

Return values: Linear base address of specified descriptor.

For an example, see `allocate_ldt_descriptors` (757).

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `set_segment_base_address` (789), `allocate_ldt_descriptors` (757), `set_segment_limit` (789), `get_segment_limit` (775)

54.19.33 get_segment_limit

Synopsis: Return segment limite from descriptor

Declaration: `function get_segment_limit(d: Word) : LongInt`

Visibility: default

Description: Returns a descriptors segment limit.

Parameters:

dselector.

Return value: Limit of the descriptor in bytes.

Errors: Returns zero if descriptor is invalid.

See also: `allocate_ldt_descriptors` (757), `set_segment_limit` (789), `set_segment_base_address` (789), `get_segment_base_address` (775)

54.19.34 get_ss

Synopsis: Return SS selector

Declaration: `function get_ss : Word`

Visibility: default

Description: Returns the ss selector.

Return values: The content of the ss segment register.

Errors: None.

See also: `get_ds` (765), `get_cs` (764)

54.19.35 global_dos_alloc

Synopsis: Allocate DOS real mode memory

Declaration: `function global_dos_alloc(bytes: LongInt) : LongInt`

Visibility: default

Description: Allocates a block of dos real mode memory.

Parameters:

bytesize of requested real mode memory.

Return values: The low word of the returned value contains the selector to the allocated dos memory block, the high word the corresponding real mode segment value. The offset value is always zero. This function allocates memory from dos memory pool, i.e. memory below the 1 MB boundary that is controlled by dos. Such memory blocks are typically used to exchange data with real mode programs, TSRs, or device drivers. The function returns both the real mode segment base address of the block and one descriptor that can be used by protected mode applications to access the block. This function should only be used for temporary buffers to get real mode information (e.g. interrupts that need a data structure in ES:(E)DI), because every single block needs a unique selector. The returned selector should only be freed by a `global_dos_free` (778) call.

Errors: Check the `int31error` (756) variable.

See also: `global_dos_free` (778)

Listing: `./go32ex/buffer.pp`

{ This program demonstrates the usage of DOS real mode memory by executing a software interrupt which needs a buffer to store data into. Because these interrupts are real mode funcs, the buffer must be located in real mode memory space (first MB of memory). Such memory can only be allocated by the global_dos_alloc() and global_dos_free() functions of the GO32 unit.

In more detail this program tries to detect a VESA 2.0 BIOS extension of your graphics card and outputs its version.

Here's the necessary interrupt call description:

*Int 10h 4f00h : VESA BIOS extension installation check
 Input : AX = 4F00h
 ES:DI = pointer to 512 byte information buffer
 Output : AX = 004Fh if successful
 ES:DI = pointer to filled buffer*

Buffer structure : (relevant to this example)

*must be 'VESA' in the first 4 chars of the buffer to be
 valid VBE version in the next word*

*Note : to request VBE 2.0 information, the first 4 bytes of the
 buffer must contain 'VBE2' prior to the interrupt call.*

*(this makes the problem a bit tougher; we first have to copy the
 buffer with the 'VBE2' id to dos memory...)*

}

uses

go32;

*{The following 2 functions are wrappers to the GO32
global_dos_alloc() and global_dos_free() functions to simplify their
usage }*

{ Function : dosalloc }

{ Input : size of a real mode location }

{ Output : selector and segment of a real mode location }

procedure dosalloc(**var** selector : word;
var segment : word; size : longint);

var

res : longint;

begin

{ try to allocate real mode memory }

res := global_dos_alloc(size);

*{ the lower 16 bits of the result contain the selector to the
allocated memory block }*

selector := word(res);

*{ the upper 16 bits contain the real mode segment address of
this block; the offset is always 0, so we don't need to return
this }*

segment := word(res shr 16);

end;

{ Function : dosfree }

{ Input : selector of a real mode block }

{ Output : none }

*{ Description : de-allocates a previously allocated real mode
memory }*

procedure dosfree(selector : word);

begin

{ call the GO32 function with the selector }

global_dos_free(selector);

end;

type

VBEInfoBuf = **packed record**

{ contains 'VESA' if successful }

Signature : **array**[0..3] **of** char;

Version : Word;

{ pad to 512 bytes length }

reserved : **array**[0..505] **of** byte;

end;

var

{ selector to our real mode buffer }

selector ,

{ real mode segment address of buffer }

segment : Word;

{ register structure to issue a software interrupt }

r : treatregs;

infobuf : VBEInfoBuf;

begin

{ first we reset the registers and infobuf variable }

```

fillchar(r, sizeof(r), 0);
fillchar(infobuf, sizeof(VBEInfoBuf), 0);
{ allocate real mode memory }
dosalloc(selector, segment, sizeof(VBEInfoBuf));
{ check if an error occurred during allocation }
if (int31error <> 0) then begin
    Writeln('Error while allocating real mode memory, halting');
    halt;
end;
{ request VBE 2.0 information, fill out information buffer }
infobuf.Signature := 'VBE2';
{ copy buffer to the allocated real mode memory }
dosmempu(segment, 0, infobuf, sizeof(infobuf));
{ issue the interrupt; remember : DI = 0 }
r.ax := $4f00; r.es := segment;
realintr($10, r);
{ copy buffer to our infobuf variable again }
dosmemge(segment, 0, infobuf, sizeof(infobuf));
{ free allocated real mode memory, because we don't need it anymore }
dosfree(selector);
{ check if interrupt call was successful }
if (r.ax <> $4f) then begin
    { write message and exit, because the infobuf doesn't contain
    any useful data we could tell the user }
    Writeln('VBE BIOS extension not available, function call ',
    'failed');
    halt;
end;
{ check if buffer is valid }
if (infobuf.signature[0] = 'V') and
    (infobuf.signature[1] = 'E') and
    (infobuf.signature[2] = 'S') and
    (infobuf.signature[3] = 'A') then begin
    Writeln('VBE version ', hi(infobuf.version), '.',
    lo(infobuf.version), ' detected');
end;
end.

```

54.19.36 global_dos_free

Synopsis: Free DOS memory block

Declaration: function global_dos_free(selector: Word) : Boolean

Visibility: default

Description: Frees a previously allocated dos memory block.

Parameters:

selector selector to the dos memory block.

Return value: True if successful, False otherwise.

Remark: The descriptor allocated for the memory block is automatically freed and hence invalid for further use. This function should only be used for memory allocated by global_dos_alloc (776).

For an example, see global_dos_alloc (776).

Errors: Check the `int31error` (756) variable.

See also: `global_dos_alloc` (776)

54.19.37 `inportb`

Synopsis: Read byte from I/O port

Declaration: `function inportb(port: Word) : Byte`

Visibility: default

Description: Reads 1 byte from the selected I/O port.

Parameters:

port the I/O port number which is read.

Return values: Current I/O port value.

Errors: None.

See also: `outportb` (781), `inportw` (779), `inportl` (779)

54.19.38 `inportl`

Synopsis: Read longint from I/O port

Declaration: `function inportl(port: Word) : LongInt`

Visibility: default

Description: Reads 1 longint from the selected I/O port.

Parameters:

port the I/O port number which is read.

Return values: Current I/O port value.

Errors: None.

See also: `outportb` (781), `inportb` (779), `inportw` (779)

54.19.39 `inportw`

Synopsis: Read word from I/O port

Declaration: `function inportw(port: Word) : Word`

Visibility: default

Description: Reads 1 word from the selected I/O port.

Parameters:

port the I/O port number which is read.

Return values: Current I/O port value.

Errors: None.

See also: `outportw` (782), `inportb` (779), `inportl` (779)

54.19.40 lock_code

Synopsis: Lock code memory range

Declaration: `function lock_code(functionaddr: pointer; size: LongInt) : Boolean`

Visibility: default

Description: Locks a memory range which is in the code segment selector.

Parameters:

functionaddr address of the function to be locked.

size size in bytes to be locked.

Return values: `True` if successful, `False` otherwise.

For an example, see `get_rm_callback` (769).

Errors: Check the `int31error` (756) variable.

See also: `lock_linear_region` (780), `lock_data` (780), `unlock_linear_region` (792), `unlock_data` (791), `unlock_code` (791)

54.19.41 lock_data

Synopsis: Lock data memory range

Declaration: `function lock_data(var data; size: LongInt) : Boolean`

Visibility: default

Description: Locks a memory range which resides in the data segment selector.

Parameters:

data address of data to be locked.

size length of data to be locked.

Return values: `True` if successful, `False` otherwise.

For an example, see `get_rm_callback` (769).

Errors: Check the `int31error` (756) variable.

See also: `lock_linear_region` (780), `lock_code` (780), `unlock_linear_region` (792), `unlock_data` (791), `unlock_code` (791)

54.19.42 lock_linear_region

Synopsis: Lock linear memory region

Declaration: `function lock_linear_region(linearaddr: LongInt; size: LongInt)
: Boolean`

Visibility: default

Description: Locks a memory region to prevent swapping of it.

Parameters:

linearaddr the linear address of the memory are to be locked.

size size in bytes to be locked.

Return value: True if successful, False otherwise.

Errors: Check the `int31error` (756) variable.

See also: `lock_data` (780), `lock_code` (780), `unlock_linear_region` (792), `unlock_data` (791), `unlock_code` (791)

54.19.43 map_device_in_memory_block

Synopsis: Map a device into program's memory space

Declaration: `function map_device_in_memory_block(handle: LongInt; offset: LongInt; pagecount: LongInt; device: LongInt) : Boolean`

Visibility: default

Description: `map_device_in_memory_block` allows to map a device in memory. This function is a direct call of the extender. For more information about it's arguments, see the extender documentation.

54.19.44 outportb

Synopsis: Write byte to I/O port

Declaration: `procedure outportb(port: Word; data: Byte)`

Visibility: default

Description: Sends 1 byte of data to the specified I/O port.

Parameters:

port the I/O port number to send data to.

data value sent to I/O port.

Return values: None.

Errors: None.

See also: `inportb` (779), `outportl` (782), `outportw` (782)

Listing: `./go32ex/output.pp`

```
{ This example demonstrates the use of the outport functions.

It simply turns the PC's internal speaker on for 50 ms and off again
}
uses
    crt ,
    go32;

begin
    { turn on speaker }
    outportb($61, $ff);
    { wait a little bit }
    delay(50);
    { turn it off again }
    outportb($61, $0);

end.
```

54.19.45 outportl

Synopsis: Write longint to I/O port

Declaration: `procedure outportl(port: Word; data: LongInt)`

Visibility: default

Description: Sends 1 longint of data to the specified I/O port.

Parameters:

port the I/O port number to send data to.

data value sent to I/O port.

Return values: None.

For an example, see `outportb` (781).

Errors: None.

See also: `inportl` (779), `outportw` (782), `outportb` (781)

54.19.46 outportw

Synopsis: Write word to I/O port

Declaration: `procedure outportw(port: Word; data: Word)`

Visibility: default

Description: Sends 1 word of data to the specified I/O port.

Parameters:

port the I/O port number to send data to.

data value sent to I/O port.

Return values: None.

For an example, see `outportb` (781).

Errors: None.

See also: `inportw` (779), `outportl` (782), `outportb` (781)

54.19.47 realintr

Synopsis: Simulate interrupt

Declaration: `function realintr(intnr: Word; var regs: trealregs) : Boolean`

Visibility: default

Description: Simulates an interrupt in real mode.

Parameters:

intnr interrupt number to issue in real mode.

regs registers data structure.

Return values: The supplied registers data structure contains the values that were returned by the real mode interrupt. `True` if successful, `False` if not.

Remark: The function transfers control to the address specified by the real mode interrupt vector of `intr`. The real mode handler must return by executing an `IRET`.

Errors: Check the `int31error` (756) variable.

Listing: `./go32ex/flags.pp`

```
{ This example demonstrates the use of the flag constants in
conjunction with an interrupt call

In detail it checks if APM (advanced power management) is
available.

Int 15h 5300h – APM specification : Installation check
Input : AX = 5300h
       BX = device id of system BIOS (= 0000h)
Return : Carry clear if successful
       AH = major version (BCD)
       AL = minor version (BCD)
}
```

```
uses
    go32;

var
    r : trealregs;

begin
    { set register values and issue real mode interrupt call }
    r.ax := $5300;
    r.bx := 0;
    realintr($15, r);
    { check if carry clear and write a suited message }
    if ((r.flags and carryflag)=0) then begin
        Writeln('APM v', (r.ah and $f), '.',
                (r.al shr 4), (r.al and $f), ' detected');
    end else
        Writeln('APM not present');
end.
```

54.19.48 request_linear_region

Synopsis: Request linear address region.

Declaration: `function request_linear_region(linearaddr: LongInt; size: LongInt; var blockhandle: LongInt) : Boolean`

Visibility: default

Description: `request_linear_region` requests a linear range of addresses of size `Size`, starting at `linearaddr`. If successful, `True` is returned, and a handle to the address region is returned in `blockhandle`.

Errors: On error, `False` is returned.

54.19.49 segment_to_descriptor

Synopsis: Map segment address to descriptor

Declaration: `function segment_to_descriptor(seg: Word) : Word`

Visibility: default

Description: Maps a real mode segment (paragraph) address onto an descriptor that can be used by a protected mode program to access the same memory.

Parameters:

seg the real mode segment you want the descriptor to.

Return values: Descriptor to real mode segment address.

Remark: The returned descriptors limit will be set to 64 kB. Multiple calls to this function with the same segment address will return the same selector. Descriptors created by this function can never be modified or freed. Programs which need to examine various real mode addresses using the same selector should use the function `allocate_ldt_descriptors` (757) and change the base address as necessary.

For an example, see `seg_fillchar` (784).

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `free_ldt_descriptor` (763), `set_segment_base_address` (789)

54.19.50 seg_fillchar

Synopsis: Fill segment with byte value

Declaration: `procedure seg_fillchar(seg: Word; ofs: LongInt; count: LongInt; c: Char)`

Visibility: default

Description: Sets a memory area to a specific value.

Parameters:

seg selector to memory area.

ofs offset to memory.

count number of bytes to set.

c byte data which is set.

Return values: None.

Notes: No range check is done in any way.

Errors: None.

See also: `seg_move` (786), `seg_fillword` (785), `dosmemfillchar` (751), `dosmemfillword` (751), `dosmemget` (751), `dosmemput` (752), `dosmemmove` (752)

Listing: `./go32ex/vgasel.pp`

{ This example demonstrates the use of the `segment_to_descriptor()` function. }

It switches to VGA mode 13h (320x200x256 color), creates a selector to the memory (based at \$A000:0000), clears this memory with color 15 (white) and waits until the enter key is pressed }

uses go32;

var

vgasel : Word;
r : treatregs;

begin

```
{ set VGA mode 13h }
r.eax := $13; realintr($10, r);
{ allocate descriptor to VGA memory quickly; it could be done
with allocate_ldt_descriptors() too, but we would have to
initialize it by ourselves... unlike segment_to_descriptor()
which automatically sets the limit and the base address
correctly }
vgasel := segment_to_descriptor($A000);
{ simply fill the screen memory with color 15 }
seg_fillchar(vgasel, 0, 64000, #15);
{ wait for a return press }
readln;
{ back to text mode }
r.eax := $3; realintr($10, r);
{ don't deallocate vgasel, that can't be done }
```

end.

54.19.51 `seg_fillword`

Synopsis: Fill segment with word value

Declaration: `procedure seg_fillword(seg: Word; ofs: LongInt; count: LongInt; w: Word)`

Visibility: default

Description: Sets a memory area to a specific value.

Parameters:

seg selector to memory area.

ofs offset to memory.

count number of words to set.

w word data which is set.

Return values: None.

Notes: No range check is done in any way.

For an example, see `allocate_ldt_descriptors` (757).

Errors: None.

See also: `seg_move` (786), `seg_fillchar` (784), `dosmemfillchar` (751), `dosmemfillword` (751), `dosmemget` (751), `dosmemput` (752), `dosmemmove` (752)

54.19.52 seg_move

Synopsis: Move data between 2 locations

Declaration: `procedure seg_move(sseg: Word; source: LongInt; dseg: Word;
dest: LongInt; count: LongInt)`

Visibility: default

Description: Copies data between two memory locations.

Parameters:

ssegsource selector.

sourcesource offset.

dsegdestination selector.

destdestination offset.

countsize in bytes to copy.

Return values: None.

Remark: Overlapping is only checked if the source selector is equal to the destination selector. No range check is done.

For an example, see `allocate_ldt_descriptors` (757).

Errors: None.

See also: `seg_fillchar` (784), `seg_fillword` (785), `dosmemfillchar` (751), `dosmemfillword` (751), `dosmemget` (751), `dosmemput` (752), `dosmemmove` (752)

54.19.53 set_descriptor_access_right

Synopsis: Set access rights to memory descriptor

Declaration: `function set_descriptor_access_right(d: Word; w: Word) : LongInt`

Visibility: default

Description: `set_descriptor_access_right` sets the access rights for descriptor `d` to `w`

54.19.54 set_exception_handler

Synopsis: Set exception handler

Declaration: `function set_exception_handler(e: Byte; const intaddr: tseginfo)
: Boolean`

Visibility: default

Description: `set_exception_handler` sets the exception handler for exception `E` to `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: `get_exception_handler` (765), `set_pm_exception_handler` (787)

54.19.55 set_page_attributes

Synopsis: ? No description available

Declaration: `function set_page_attributes(handle: DWord; offset: DWord;
pagecount: DWord; buf: pointer) : Boolean`

Visibility: default

54.19.56 set_pm_exception_handler

Synopsis: Set protected mode exception handler

Declaration: `function set_pm_exception_handler(e: Byte; const intaddr: tseginfo)
: Boolean`

Visibility: default

Description: `set_pm_exception_handler` sets the protected mode exception handler for exception `E` to `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: `set_exception_handler` (786), `get_pm_exception_handler` (768)

54.19.57 set_pm_interrupt

Synopsis: Set protected mode interrupt handler

Declaration: `function set_pm_interrupt(vector: Byte; const intaddr: tseginfo)
: Boolean`

Visibility: default

Description: Sets the address of the protected mode handler for an interrupt.

Parameters:

vector number of protected mode interrupt to set.

intaddr selector:offset address to the interrupt vector.

Return values: `True` if successful, `False` otherwise.

Remark: The address supplied must be a valid `selector:offset` protected mode address.

Errors: Check the `int31error` (756) variable.

See also: `get_pm_interrupt` (768), `set_rm_interrupt` (789), `get_rm_interrupt` (773)

Listing: `./go32ex/intpm.pp`

*{ This example shows how to redirect a software interrupt by
changing the protected mode handler of the DPMI host.*

*In more detail it hooks interrupt 1Ch which is called every
time the timer interrupt (int 08) is executed. This is the
preferred way to hook the timer, because int 1Ch is a software
interrupt which doesn't need so much initialization stuff
compared to hooking a hardware interrupt.
}*

uses


```

    crt ,
    go32;

const
    { interrupt number we want to hook }
    int1c = $1c;

var
    { 48 bit pointer to old interrupt handler }
    oldint1c : tseginfo;
    { 48 bit pointer to new interrupt handler }
    newint1c : tseginfo;

    { increased every time the interrupt is called }
    int1c_counter : Longint;

    { the current data selector }
    int1c_ds : Word; external name '___v2prt0_ds_alias';

{ the actual handler code }
procedure int1c_handler; assembler;
asm
    cli
    { save all registers }
    pushw %ds
    pushw %ax
    { prepare segment registers for FPC procedure }
    movw %cs:int1c_ds, %ax
    movw %ax, %ds
    { simply increase the counter by one }
    incl int1c_counter
    { restore registers }
    popw %ax
    popw %ds
    sti
    iret
end;

var i : Longint;

begin
    { insert right handler data into new handler variable }
    newint1c.offset := @int1c_handler;
    newint1c.segment := get_cs;
    { get the old handler }
    get_pm_interrupt(int1c, oldint1c);
    Writeln('-- Press any key to exit --');
    { set new handler }
    set_pm_interrupt(int1c, newint1c);
    { write the number of interrupts occurred }
    while (not keypressed) do begin
        gotoxy(1, wherey);
        write('Number of interrupts occurred : ', int1c_counter);
    end;
    { restore old handler }
    set_pm_interrupt(int1c, oldint1c);
end.

```

54.19.58 set_rm_interrupt

Synopsis: Set real mode interrupt handler

Declaration: `function set_rm_interrupt(vector: Byte; const intaddr: tseginfo) : Boolean`

Visibility: default

Description: Sets a real mode interrupt handler.

Parameters:

vector the interrupt vector number to set.

intaddr address of new interrupt vector.

Return values: `True` if successful, otherwise `False`.

Remark: The address supplied MUST be a real mode segment address, not a `selector:offset` address. So the interrupt handler must either reside in dos memory (below 1 Mb boundary) or the application must allocate a real mode callback address with `get_rm_callback` (769).

Errors: Check the `int31error` (756) variable.

See also: `get_rm_interrupt` (773), `set_pm_interrupt` (787), `get_pm_interrupt` (768), `get_rm_callback` (769)

54.19.59 set_segment_base_address

Synopsis: Set descriptor's base address

Declaration: `function set_segment_base_address(d: Word; s: LongInt) : Boolean`

Visibility: default

Description: Sets the 32-bit linear base address of a descriptor.

Parameters:

d selector.

s new base address of the descriptor.

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `get_segment_base_address` (775), `allocate_ldt_descriptors` (757), `set_segment_limit` (789), `get_segment_base_address` (775), `get_segment_limit` (775)

54.19.60 set_segment_limit

Synopsis: Set descriptor limit

Declaration: `function set_segment_limit(d: Word; s: LongInt) : Boolean`

Visibility: default

Description: Sets the limit of a descriptor.

Parameters:

d selector.

s new limit of the descriptor.

Return values: Returns `True` if successful, else `False`.

Remark: The new limit specified must be the byte length of the segment - 1. Segment limits bigger than or equal to 1MB must be page aligned, they must have the lower 12 bits set.

For an example, see `allocate_ldt_descriptors` (757).

Errors: Check the `int31error` (756) variable.

See also: `allocate_ldt_descriptors` (757), `set_segment_base_address` (789), `get_segment_limit` (775), `set_segment_limit` (789)

54.19.61 `tb_offset`

Synopsis: Return DOS transfer buffer offset

Declaration: `function tb_offset : LongInt`

Visibility: default

Description: `tb_offset` returns the DOS transfer buffer segment.

See also: `transfer_buffer` (791), `tb_segment` (790), `tb_size` (790)

54.19.62 `tb_segment`

Synopsis: Return DOS transfer buffer segment

Declaration: `function tb_segment : LongInt`

Visibility: default

Description: `tb_segment` returns the DOS transfer buffer segment.

See also: `transfer_buffer` (791), `tb_offset` (790), `tb_size` (790)

54.19.63 `tb_size`

Synopsis: Return DOS transfer memory buffer size

Declaration: `function tb_size : LongInt`

Visibility: default

Description: Returns the size of the pre-allocated dos memory buffer.

Return values: The size of the pre-allocated dos memory buffer. This block always seems to be 16k in size, but don't rely on this.

Errors: None.

See also: `transfer_buffer` (791), `copyfromdos` (760), `copytodos` (761)

54.19.64 transfer_buffer

Synopsis: Return offset of DOS transfer buffer

Declaration: `function transfer_buffer : LongInt`

Visibility: default

Description: `transfer_buffer` returns the offset of the transfer buffer.

Errors: None.

See also: `tb_size` (790)

54.19.65 unlock_code

Synopsis: Unlock code segment

Declaration: `function unlock_code(functionaddr: pointer; size: LongInt) : Boolean`

Visibility: default

Description: Unlocks a memory range which resides in the code segment selector.

Parameters:

functionaddr address of function to be unlocked.

size size bytes to be unlocked.

Return value: `True` if successful, `False` otherwise.

For an example, see `get_rm_callback` (769).

Errors: Check the `int31error` (756) variable.

See also: `unlock_linear_region` (792), `unlock_data` (791), `lock_linear_region` (780), `lock_data` (780), `lock_code` (780)

54.19.66 unlock_data

Synopsis: Unlock data segment

Declaration: `function unlock_data(var data; size: LongInt) : Boolean`

Visibility: default

Description: Unlocks a memory range which resides in the data segment selector.

Parameters:

data address of memory to be unlocked.

size size bytes to be unlocked.

Return values: `True` if successful, `False` otherwise.

For an example, see `get_rm_callback` (769).

Errors: Check the `int31error` (756) variable.

See also: `unlock_linear_region` (792), `unlock_code` (791), `lock_linear_region` (780), `lock_data` (780), `lock_code` (780)

54.19.67 `unlock_linear_region`

Synopsis: Unlock linear memory region

Declaration: `function unlock_linear_region(linearaddr: LongInt; size: LongInt)
: Boolean`

Visibility: default

Description: Unlocks a previously locked linear region range to allow it to be swapped out again if needed.

Parameters:

linearaddr linear address of the memory to be unlocked.

size size bytes to be unlocked.

Return values: `True` if successful, `False` otherwise.

Errors: Check the `int31error` (756) variable.

See also: `unlock_data` (791), `unlock_code` (791), `lock_linear_region` (780), `lock_data` (780), `lock_code` (780)

Chapter 55

Reference for unit 'gpm'

55.1 Used units

Table 55.1: Used units by unit 'gpm'

Name	Page
BaseUnix	128
System	1280

55.2 Overview

The GPM unit implements an interface to `libgpm`, the console program for mouse handling. This unit was created by Peter Vreman, and is only available on Linux.

When this unit is used, your program is linked to the C libraries, so you must take care of the C library version. Also, it will only work with version 1.17 or higher of the `libgpm` library.

55.3 Constants, types and variables

55.3.1 Constants

`GPM_BOT` = 2

Bottom of area.

`GPM_B_LEFT` = 4

Left mouse button identifier.

`GPM_B_MIDDLE` = 2

Middle mouse button identifier.

`GPM_B_RIGHT` = 1

Right mouse button identifier.

GPM_DOUBLE = 32

Mouse double click event.

GPM_DOWN = 4

Mouse button down event.

GPM_DRAG = 2

Mouse drag event.

GPM_ENTER = 512

Enter area event.

GPM_HARD = 256

?

GPM_LEAVE = 1024

Leave area event.

GPM_LEFT = 4

Left side of area.

GPM_MAGIC = \$47706D4C

Constant identifying GPM in Gpm_Open (801).

GPM_MFLAG = 128

Motion flag.

GPM_MOVE = 1

Mouse move event.

GPM_NODE_CTL = GPM_NODE_DEV

Control socket

GPM_NODE_DEV = '/dev/gpmctl'

Device socket filename

GPM_NODE_DIR = _PATH_VARRUN

Where to write socket.

```
GPM_NODE_DIR_MODE = 0775
```

Mode of socket.

```
GPM_NODE_FIFO = '/dev/gpmdata'
```

FIFO name

```
GPM_NODE_PID = '/var/run/gpm.pid'
```

Name of PID file.

```
GPM_RGT = 8
```

Right side of area.

```
GPM_SINGLE = 16
```

Mouse single click event.

```
GPM_TOP = 1
```

Top of area.

```
GPM_TRIPLE = 64
```

Mouse triple click event.

```
GPM_UP = 8
```

Mouse button up event.

```
_PATH_DEV = '/dev/'
```

Location of `/dev` directory.

```
_PATH_VARRUN = '/var/run/'
```

Location of run PID files directory.

55.3.2 Types

```
Pgpmconnect = Pgpm_connect
```

Pointer to TGpmConnect (796) record.

```
Pgpmevent = Pgpm_event
```


Pointer to TGpmEvent (796) record

```
Pgpmroi = Pgpm_roi
```

Pointer to TGpmRoi (796) record.

```
Pgpm_connect = ^TGpm_connect
```

Pointer to TGpm_Connect (797) record.

```
Pgpm_event = ^Tgpm_event
```

Pointer to TGpm_Event (797) record

```
Pgpm_roi = ^Tgpm_roi
```

Pointer to Tgpm_roi (797) record.

```
Tgpmconnect = Tgpm_connect
```

Alias for TGpm_Connect (797) record.

```
TGpmEtype = LongInt
```

Type for event type.

```
Tgpmevent = Tgpm_event
```

Alias for TGPM_EvEnt (797) record

```
TGpmHandler = function(var event: Tgpmevent; clientdata: pointer)
    : LongInt
```

Mouse event handler callback.

```
TGpmMargin = LongInt
```

Type to hold area margin.

```
Tgpmroi = Tgpm_roi
```

Alias for TGpm_roi (797)Record

```
Tgpm_connect = record
    eventMask : Word;
    defaultMask : Word;
    minMod : Word;
    maxMod : Word;
    pid : LongInt;
    vc : LongInt;
end
```

GPM server connection information.

```
Tgpm_event = record
  buttons : Byte;
  modifiers : Byte;
  vc : Word
  ;
  dx : Word;
  dy : Word;
  x : Word;
  y : Word;
  EventType :
  TGpmEtype;
  clicks : LongInt;
  margin : TGpmMargin;
  wdx : Word
  ;
  wdy : Word;
end
```

Tgpm_event describes the events that are reported by GPM.

```
Tgpm_roi = record
  xmin : Integer;
  xmax : Integer;
  ymin : Integer
  ;
  ymax : Integer;
  minmod : Word;
  maxmod : Word;
  eventmask
  : Word;
  owned : Word;
  handler : TGpmHandler;
  clientdata : pointer
  ;
  prev : Pgpm_roi;
  next : Pgpm_roi;
end
```

Record used to define regions of interest.

55.3.3 Variables

gpm_current_roi : Pgpm_roi

Internal gpm library variable. Do not use.

gpm_handler : TGpmHandler

Internal gpm library variable. Do not use.

gpm_roi : Pgpm_roi

Internal gpm library variable. Do not use.

`gpm_roi_data` : pointer

Internal gpm library variable. Do not use.

`gpm_roi_handler` : TGpmHandler

Internal gpm library variable. Do not use.

55.4 Procedures and functions

55.4.1 Gpm_AnyDouble

Synopsis: Check whether event has double click event.

Declaration: `function Gpm_AnyDouble(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_AnyDouble` returns True if `EventType` contains the `GPM_DOUBLE` flag, False otherwise.

Errors: None.

See also: [Gpm_StrictSingle \(803\)](#), [Gpm_AnySingle \(798\)](#), [Gpm_StrictDouble \(803\)](#), [Gpm_StrictTriple \(803\)](#), [Gpm_AnyTriple \(798\)](#)

55.4.2 Gpm_AnySingle

Synopsis: Check whether event has a single click event.

Declaration: `function Gpm_AnySingle(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_AnySingle` returns True if `EventType` contains the `GPM_SINGLE` flag, False otherwise.

Errors: None.

See also: [Gpm_StrictSingle \(803\)](#), [Gpm_AnyDouble \(798\)](#), [Gpm_StrictDouble \(803\)](#), [Gpm_StrictTriple \(803\)](#), [Gpm_AnyTriple \(798\)](#)

55.4.3 Gpm_AnyTriple

Synopsis: Check whether event has a triple click event.

Declaration: `function Gpm_AnyTriple(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_AnySingle` returns True if `EventType` contains the `GPM_TRIPLE` flag, False otherwise.

Errors: None.

See also: [Gpm_StrictSingle \(803\)](#), [Gpm_AnyDouble \(798\)](#), [Gpm_StrictDouble \(803\)](#), [Gpm_StrictTriple \(803\)](#), [Gpm_AnySingle \(798\)](#)

55.4.4 gpm_close

Synopsis: Close connection to GPM server.

Declaration: `function gpm_close : LongInt`

Visibility: default

Description: `Gpm_Close` closes the current connection, and pops the connection stack; this means that the previous connection becomes active again.

The function returns -1 if the current connection is not the last one, and it returns 0 if the current connection is the last one.

for an example, see `Gpm_GetEvent` (799).

Errors: None.

See also: `Gpm_Open` (801)

55.4.5 gpm_fitvalues

Synopsis: Change coordinates to fit physical screen.

Declaration: `function gpm_fitvalues(var x: LongInt; var y: LongInt) : LongInt`

Visibility: default

Description: `Gpm_fitValues` changes `x` and `y` so they fit in the visible screen. The actual mouse pointer is not affected by this function.

Errors: None.

See also: `Gpm_FitValuesM` (799)

55.4.6 gpm_fitvaluesM

Synopsis: Change coordinates to fit margin.

Declaration: `function gpm_fitvaluesM(var x: LongInt; var y: LongInt; margin: LongInt) : LongInt`

Visibility: default

Description: `Gpm_FitValuesM` changes `x` and `y` so they fit in the margin indicated by `margin`. If `margin` is -1, then the values are fitted to the screen. The actual mouse pointer is not affected by this function.

Errors: None.

See also: `Gpm_FitValues` (799)

55.4.7 gpm_getevent

Synopsis: Get event from event queue.

Declaration: `function gpm_getevent(var event: Tgpm_event) : LongInt`

Visibility: default

Description: `Gpm_GetEvent` Reads an event from the file descriptor `gpm_fd`. This file is only for internal use and should never be called by a client application.

It returns 1 on succes, and -1 on failue.

Errors: On error, -1 is returned.

See also: `Gpm_GetSnapshot` (801)

Listing: `./gpmex/gpmex.pp`

```

program gpmex;

{
  Example program to demonstrate the use of the gpm unit.
}

uses gpm;

var
  connect : TGPMConnect;
  event : tgpmevent;

begin
  connect.EventMask:=GPM_MOVE or GPM_DRAG or GPM_DOWN or GPM_UP;
  connect.DefaultMask:=0;
  connect.MinMod:=0;
  connect.MaxMod:=0;
  if Gpm_Open(connect,0)=-1 then
    begin
      Writeln( 'No mouse handler present.' );
      Halt(1);
    end;
  Writeln( 'Click right button to end.' );
  Repeat
    gpm_getevent(Event);
    With Event do
      begin
        Write( 'Pos = ( ',X,' ',Y,' ) Buttons : ( ' );
        if ( buttons and Gpm_b_left)<>0 then
          write( 'left ' );
        if ( buttons and Gpm_b_right)<>0 then
          write( 'right ' );
        if ( buttons and Gpm_b_middle)<>0 then
          Write( 'middle ' );
        Write( ' ) Event : ' );
        Case EventType and $F of
          GPM_MOVE: write( 'Move' );
          GPM_DRAG: write( 'Drag' );
          GPM_DOWN: write( 'Down' );
          GPM_UP: write( 'Up' );
        end;
        Writeln;
      end;
    Until (Event.Buttons and gpm_b_right)<>0;
    gpm_close;
  end.

```

55.4.8 gpm_getsnapshot

Synopsis: Return servers' current image of mouse state.

Declaration: `function gpm_getsnapshot(eptr: Pgpmevent) : LongInt`
`function gpm_getsnapshot(var eptr: Tgpmevent) : LongInt`

Visibility: default

Description: `Gpm_GetSnapshot` returns the picture that the server has of the current situation in `Event`. This call will not read the current situation from the mouse file descriptor, but returns a buffered version.

The function returns the number of mouse buttons, or -1 if this information is not available.

Errors: None.

See also: `Gpm_GetEvent` (799)

55.4.9 gpm_lowerroi

Synopsis: Lower a region of interest in the stack.

Declaration: `function gpm_lowerroi(which: Pgpm_roi; after: Pgpm_roi) : Pgpm_roi`

Visibility: default

Description: `Gpm_LowerRoi` lowers the region of interest `which` after `after`. If `after` is `Nil`, the region of interest is moved to the bottom of the stack.

The return value is the new top of the region-of-interest stack.

Errors: None.

See also: `Gpm_RaiseRoi` (802), `Gpm_PopRoi` (802), `Gpm_PushRoi` (802)

55.4.10 gpm_open

Synopsis: Open connection to GPM server.

Declaration: `function gpm_open(var conn: Tgpm_connect; flag: LongInt) : LongInt`

Visibility: default

Description: `Gpm_Open` opens a new connection to the mouse server. The connection is described by the fields of the `conn` record of type `TGPMConnect` (796).

if `Flag` is 0, then the application only receives events that come from its own terminal device. If it is negative it will receive all events. If the value is positive then it is considered a console number to which to connect.

The return value is -1 on error, or the file descriptor used to communicate with the client. Under an X-Term the return value is -2.

for an example, see `Gpm_GetEvent` (799).

Errors: On Error, the return value is -1.

See also: `Gpm_Open` (801)

55.4.11 gpm_poproi

Synopsis: Pop region of interest from the stack.

Declaration: `function gpm_poproi(which: Pgpm_roi) : Pgpm_roi`

Visibility: default

Description: `Gpm_PopRoi` pops the topmost region of interest from the stack. It returns the next element on the stack, or `Nil` if the current element was the last one.

Errors: None.

See also: [Gpm_RaiseRoi \(802\)](#), [Gpm_LowerRoi \(801\)](#), [Gpm_PushRoi \(802\)](#)

55.4.12 gpm_pushroi

Synopsis: Push region of interest on the stack.

Declaration: `function gpm_pushroi(x1: LongInt; y1: LongInt; x2: LongInt; y2: LongInt; mask: LongInt; fun: TGpmHandler; xtradata: pointer) : Pgpm_roi`

Visibility: default

Description: `Gpm_PushRoi` puts a new *region of interest* on the stack. The region of interest is defined by a rectangle described by the corners $(X1, Y1)$ and $(X2, Y2)$.

The `mask` describes which events the handler `{fun}` will handle; `ExtraData` will be put in the `xtradata` field of the `{TGPM_Roi}` record passed to the `fun` handler.

Errors: None.

See also: [Gpm_RaiseRoi \(802\)](#), [Gpm_PopRoi \(802\)](#), [Gpm_LowerRoi \(801\)](#)

55.4.13 gpm_raiseroi

Synopsis: Raise region of interest in the stack.

Declaration: `function gpm_raiseroi(which: Pgpm_roi; before: Pgpm_roi) : Pgpm_roi`

Visibility: default

Description: `Gpm_RaiseRoi` raises the *region of interest* which till it is on top of region `before`. If `before` is `nil` then the region is put on top of the stack. The returned value is the top of the stack.

Errors: None.

See also: [Gpm_PushRoi \(802\)](#), [Gpm_PopRoi \(802\)](#), [Gpm_LowerRoi \(801\)](#)

55.4.14 gpm_repeat

Synopsis: Check for presence of mouse event.

Declaration: `function gpm_repeat(millisecond: LongInt) : LongInt`

Visibility: default

Description: `Gpm_Repeat` returns 1 if no mouse event arrives in the next `millisec` milliseconds, it returns 0 otherwise.

Errors: None.

See also: [Gpm_GetEvent \(799\)](#)

55.4.15 Gpm_StrictDouble

Synopsis: Check whether event contains only a double-click event.

Declaration: `function Gpm_StrictDouble(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_StrictDouble` returns `true` if `EventType` contains only a doubleclick event, `False` otherwise.

Errors: None.

See also: [Gpm_StrictSingle \(803\)](#), [Gpm_AnyTriple \(798\)](#), [Gpm_AnyDouble \(798\)](#), [Gpm_StrictTriple \(803\)](#), [Gpm_AnySingle \(798\)](#)

55.4.16 Gpm_StrictSingle

Synopsis: Check whether event contains only a single-click event.

Declaration: `function Gpm_StrictSingle(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_StrictSingle` returns `True` if `EventType` contains only a singleclick event, `False` otherwise.

Errors: None.

See also: [Gpm_AnyTriple \(798\)](#), [Gpm_StrictDouble \(803\)](#), [Gpm_AnyDouble \(798\)](#), [Gpm_StrictTriple \(803\)](#), [Gpm_AnySingle \(798\)](#)

55.4.17 Gpm_StrictTriple

Synopsis: Check whether event contains only a triple-click event.

Declaration: `function Gpm_StrictTriple(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_StrictTriple` returns `true` if `EventType` contains only a triple click event, `False` otherwise.

Errors: None.

See also: [Gpm_AnyTriple \(798\)](#), [Gpm_StrictDouble \(803\)](#), [Gpm_AnyDouble \(798\)](#), [Gpm_StrictSingle \(803\)](#), [Gpm_AnySingle \(798\)](#)

Chapter 56

Reference for unit 'Graph'

56.1 Used units

Table 56.1: Used units by unit 'Graph'

Name	Page
System	1280

56.2 Overview

This document describes the `GRAPH` unit for Free Pascal, for all platforms. The unit was first written for dos by Florian Klaempfl, but was later completely rewritten by Carl-Eric Codere to be completely portable. The unit is provided for compatibility only: It is recommended to use more modern graphical systems. The graph unit will allow to recompile old programs. They will work to some extent, but if the application has heavy graphical needs, it's recommended to use another set of graphical routines, suited to the platform the program should work on.

56.3 Categorized functions: Text and font handling

Functions to set texts on the screen.

Table 56.2:

Name	Description
GetTextSettings (846)	Get current text settings
InstallUserFont (849)	Install a new font
OutText (850)	Write text at current cursor position
OutTextXY (837)	Write text at coordinates X,Y
RegisterBGIFont (851)	Register a new font
SetTextJustify (855)	Set text justification
SetTextStyle (855)	Set text style
SetUserCharSize (856)	Set text size
TextHeight (857)	Calculate height of text
TextWidth (857)	Calculate width of text

56.4 Categorized functions: Filled drawings

Functions for drawing filled regions.

Table 56.3:

Name	Description
Bar3D (839)	Draw a filled 3D-style bar
Bar (839)	Draw a filled rectangle
FloodFill (841)	Fill starting from coordinate
FillEllipse (840)	Draw a filled ellipse
FillPoly (841)	Draw a filled polygone
GetFillPattern (843)	Get current fill pattern
GetFillSettings (843)	Get current fill settings
SetFillPattern (853)	Set current fill pattern
SetFillStyle (853)	Set current fill settings

56.5 Categorized functions: Drawing primitives

Functions for simple drawing.

Table 56.4:

Name	Description
Arc (838)	Draw an arc
Circle (836)	Draw a complete circle
DrawPoly (840)	Draw a polygone with N points
Ellipse (840)	Draw an ellipse
GetArcCoords (841)	Get arc coordinates
GetLineSettings (844)	Get current line drawing settings
Line (837)	Draw line between 2 points
LineRel (849)	Draw line relative to current position
LineTo (849)	Draw line from current position to absolute position
MoveRel (850)	Move cursor relative to current position
MoveTo (850)	Move cursor to absolute position
PieSlice (850)	Draw a pie slice
PutPixel (837)	Draw 1 pixel
Rectangle (851)	Draw a non-filled rectangle
Sector (852)	Draw a sector
SetLineStyle (854)	Set current line drawing style

56.6 Categorized functions: Color management

All functions related to color management.

Table 56.5:

Name	Description
GetBkColor (836)	Get current background color
GetColor (842)	Get current foreground color
GetDefaultPalette (842)	Get default palette entries
GetMaxColor (844)	Get maximum valid color
GetPaletteSize (846)	Get size of palette for current mode
GetPixel (836)	Get color of selected pixel
GetPalette (845)	Get palette entry
SetAllPalette (838)	Set all colors in palette
SetBkColor (838)	Set background color
SetColor (852)	Set foreground color
SetPalette (854)	Set palette entry
SetRGBPalette (838)	Set palette entry with RGB values

56.7 Categorized functions: Screen management

General drawing screen management functions.

Table 56.6:

Name	Description
ClearViewPort (836)	Clear the current viewport
GetImage (836)	Copy image from screen to memory
GetMaxX (844)	Get maximum X coordinate
GetMaxY (845)	Get maximum Y coordinate
GetX (846)	Get current X position
GetY (847)	Get current Y position
ImageSize (837)	Get size of selected image
GetViewSettings (846)	Get current viewport settings
PutImage (837)	Copy image from memory to screen
SetActivePage (838)	Set active video page
SetAspectRatio (852)	Set aspect ratio for drawing routines
SetViewPort (856)	Set current viewport
SetVisualPage (838)	Set visual page
SetWriteMode (856)	Set write mode for screen operations

56.8 Categorized functions: Initialization

Initialization of the graphics screen.

Table 56.7:

Name	Description
ClearDevice (839)	Empty the graphics screen
CloseGraph (839)	Finish drawing session, return to text mode
DetectGraph (840)	Detect graphical modes
GetAspectRatio (842)	Get aspect ratio of screen
GetModeRange (845)	Get range of valid modes for current driver
GraphDefaults (1)	Set defaults
GetDriverName (843)	Return name of graphical driver
GetGraphMode (843)	Return current or last used graphics mode
GetMaxMode (844)	Get maximum mode for current driver
GetModeName (845)	Get name of current mode
GraphErrorMsg (1)	String representation of graphical error
GraphResult (1)	Result of last drawing operation
InitGraph (848)	Initialize graphics drivers
InstallUserDriver (848)	Install a new driver
RegisterBGIDriver (851)	Register a new driver
RestoreCRTMode (852)	Go back to text mode
SetGraphMode (854)	Set graphical mode

56.9 Target specific issues: Linux

There are several issues on Linux that need to be taken care of:

The Linux version of the Graph unit uses the libvga library. This library works on the console, not under X.

If you get an error similar to

```
/usr/bin/ld: cannot find -lvga
```

This can mean one of two things: either libvga and its development package is not installed properly, or the directory where it is installed is not in the linker path.

To remedy the former, you should install both the libvga package and libvga-devel package (or compile and install from scratch).

To remedy the latter, you should add the path to the compiler command-line using the `-F1` option.

Programs using libvga need root privileges to run. You can make them setuid root with the following command:

```
chown root.root myprogram
chmod u+s myprogram
```

The libvga library will give up the root privileges after it is initialized.

there is an experimental version of the Graphics library available that uses GGI to do all the drawing, but it is not well tested. It's called `ggigraph` and is distributed in source form only.

Do not use the CRT unit together with the Graph unit: the console may end up in an unusable state. Instead, the `ncurses` unit may function fine.

56.10 Target specific issues: DOS

VESA modes (i.e., anything but 320x200x256 and 640x480x16) do not work under most installations of Windows NT, Windows 2000 and Windows XP. They also do not work for some people under Windows 98 and Windows ME, depending on their graphics drivers. However, the graph unit cannot detect this, because no errors are returned from the system. In such cases, the screen simply turns black, or will show garbage.

Nothing can be done about this, the reason is missing or buggy support in the graphics drivers of the operating system.

56.11 A word about mode selection

The graph unit was implemented for compatibility with the old Turbo Pascal graph unit. For this reason, the mode constants as they were defined in the Turbo Pascal graph unit are retained.

However, since

1. Video cards have evolved very much
2. Free Pascal runs on multiple platforms

it was decided to implement new mode and graphic driver constants, which are more independent of the specific platform the program runs on.

In this section we give a short explanation of the new mode system. the following drivers were defined:

```
D1bit = 11;
D2bit = 12;
```

```

D4bit = 13;
D6bit = 14; { 64 colors Half-brite mode - Amiga }
D8bit = 15;
D12bit = 16; { 4096 color modes HAM mode - Amiga }
D15bit = 17;
D16bit = 18;
D24bit = 19; { not yet supported }
D32bit = 20; { not yet supported }
D64bit = 21; { not yet supported }

lowNewDriver = 11;
highNewDriver = 21;

```

Each of these drivers specifies a desired color-depth.

The following modes have been defined:

```

detectMode = 30000;
m320x200 = 30001;
m320x256 = 30002; { amiga resolution (PAL) }
m320x400 = 30003; { amiga/atari resolution }
m512x384 = 30004; { mac resolution }
m640x200 = 30005; { vga resolution }
m640x256 = 30006; { amiga resolution (PAL) }
m640x350 = 30007; { vga resolution }
m640x400 = 30008;
m640x480 = 30009;
m800x600 = 30010;
m832x624 = 30011; { mac resolution }
m1024x768 = 30012;
m1280x1024 = 30013;
m1600x1200 = 30014;
m2048x1536 = 30015;

lowNewMode = 30001;
highNewMode = 30015;

```

These modes start at 30000 because Borland specified that the mode number should be ascending with increasing X resolution, and the new constants shouldn't interfere with the old ones.

The above constants can be used to set a certain color depth and resolution, as demonstrated in the below example.

If other modes than the ones above are supported by the graphics card, you will not be able to select them with this mechanism.

For this reason, there is also a 'dynamic' mode number, which is assigned at run-time. This number increases with increasing X resolution. It can be queried with the `getmoderange` call. This call will return the range of modes which are valid for a certain graphics driver. The numbers are guaranteed to be consecutive, and can be used to search for a certain resolution, as in the second example below.

Thus, the `getmoderange` function can be used to detect all available modes and drivers, as in the third example below:

Listing: `./graphex/inigraph1.pp`

Program `inigraph1;`

```

{ Program to demonstrate static graphics mode selection }

uses graph;

const
  TheLine = 'We are now in 640 x 480 x 256 colors!'+
            ' (press <Return> to continue)';

var
  gd, gm, lo, hi, error, tw, th: integer;
  found: boolean;

begin
  { We want an 8 bit mode }
  gd := D8bit;
  gm := m640x480;
  initgraph(gd, gm, '');
  { Make sure you always check graphresult! }
  error := graphResult;
  if (error <> grOk) Then
    begin
      writeln('640x480x256 is not supported!');
      halt(1);
    end;
  { We are now in 640x480x256 }
  setColor(cyan);
  rectangle(0,0,getmaxx,getmaxy);
  { Write a nice message in the center of the screen }
  setTextStyle(defaultFont, horizDir, 1);
  tw := TextWidth(TheLine);
  th := TextHeight(TheLine);
  outTextXY((getMaxX - TW) div 2,
            (getMaxY - TH) div 2, TheLine);
  { Wait for return }
  readln;
  { Back to text mode }
  closegraph;
end.

```

Listing: ./graphex/inigraph2.pp

Program inigraph2;

```

{ Program to demonstrate dynamic graphics mode selection }

uses graph;

const
  TheLine = 'We are now in 640 x 480 x 256 colors!'+
            ' (press <Return> to continue)';

var
  th, tw, gd, gm, lo, hi, error: integer;
  found: boolean;

begin
  { We want an 8 bit mode }

```

```

gd := D8bit;
{ Get all available resolutions for this bitdepth }
getmoderange(gd, lo, hi);
{ If the highest available mode number is -1,
  no resolutions are supported for this bitdepth }
if hi = -1 then
  begin
  writeln('no 8 bit modes supported!');
  halt
  end;
found := false;
{ Search all resolutions for 640x480 }
for gm := lo to hi do
  begin
  initgraph(gd, gm, '');
  { Make sure you always check graphresult! }
  error := graphResult;
  if (error = grOk) and
    (getmaxx = 639) and (getmaxy = 479) then
    begin
    found := true;
    break;
    end;
  end;
if not found then
  CloseGraph();
  begin
  writeln('640x480x256 is not supported!');
  halt(1)
  end;
{ We are now in 640x480x256 }
setColor(cyan);
rectangle(0,0,getmaxx,getmaxy);
{ Write a nice message in the center of the screen }
setTextStyle(defaultFont, horizDir, 1);
TW:=TextWidth(TheLine);
TH:=TextHeight(TheLine);
outTextXY((getMaxX - TW) div 2,
          (getMaxY - TH) div 2, TheLine);
{ Wait for return }
readln;
{ Back to text mode }
closegraph;
end.

```

Listing: ./graphex/modrange.pp

Program GetModeRange_Example;

```
{ This program demonstrates how to find all available graph modes }
```

```
uses graph;
```

```
const
```

```

{ Currently, only 4, 8, 15 and 16 bit modes are supported
  but this may change in the future }
gdnames: array[D4bit..D16bit] of string[6] =
  ('4 bit', '6 bit', '8 bit', '12 bit', '15 bit', '16 bit');
```



```

procedure WriteRes(const depth : integer);
var
  tw, th : integer;
  v, text : String;
begin
  text := 'Current resolution is '; str(getmaxx+1, v);
  text := text + v + 'x'; str(getmaxy+1, v);
  text := text + v + 'x' + gdnames[depth];
  setTextStyle(defaultFont, horizDir, 1);
  TW:=TextWidth(text);
  TH:=TextHeight(text);
  outTextXY((getMaxX - TW) div 2,
            (getMaxY - TH) div 2, text);
end;

var
  t: text;
  line : string;
  gd, c, low, high, res: integer;
begin
  assign(t, 'modes.txt');
  rewrite(t);
  close(t);
  for gd := D4bit to D16bit do
    begin
      { Get the available mode numbers for this driver }
      getModeRange(gd, low, high);
      append(t);
      write(t, gdnames[gd]);
      writeln(t, ' : low modenr = ', low, ', high modenr = ', high);
      close(t);
      { If high is -1,
        no resolutions are supported for this bitdepth }
      if high = -1 then
        begin
          append(t);
          writeln(t, ' No modes supported!');
          writeln(t);
          close(t);
        end
      else
        { Enter all supported resolutions for this bitdepth
          and write their characteristics to the file }
        for c := low to high do
          begin
            append(t);
            writeln(t, ' testing mode nr ', c);
            close(t);
            initgraph(gd, c, '');
            res := graphresult;
            append(t);
            { An error occurred when entering the mode? }
            if res <> grok then
              writeln(t, grapherrormsg(res))
            else
              begin
                write(t, 'maxx: ', getmaxx, ', maxy: ', getmaxy);

```

```

        Writeln(t, ', maxcolor: ', getmaxcolor);
        closegraph;
    end;
    writeln(t);
    WriteRes(gd);
    close(t);
    end;
    append(t);
    writeln(t);
    close(t);
    end;
    Writeln('All supported modes are listed in modes.txt files');
end.

```

56.12 Requirements

The unit Graph exports functions and procedures for graphical output. It requires at least a VGA-compatible Card or a VGA-Card with software-driver (min. **512Kb** video memory).

56.13 Constants, types and variables

56.13.1 Constants

AndPut = 3

Draw operation: use AND

```

AnsiToASCIITransTable : TCharsetTransTable = (#$00, #$01, #$02, #
    $03, #$04, #$05, #$06, #$07, #$08, #$09, #$0a, #$0b, #$0c, #$0d,
    #$0e, #$0f, #$10, #$11, #$12, #$13, #$14, #$15, #$16, #$17, #$18,
    #$19, #$1a, #$1b, #$1c, #$1d, #$1e, #$1f, #$20, #$21, #$22, #$23
    , #$24, #$25, #$26, #$27, #$28, #$29, #$2a, #$2b, #$2c, #$2d, #$2e
    , #$2f, #$30, #$31, #$32, #$33, #$34, #$35, #$36, #$37, #$38, #$39
    , #$3a, #$3b, #$3c, #$3d, #$3e, #$3f, #$40, #$41, #$42, #$43, #$44
    , #$45, #$46, #$47, #$48, #$49, #$4a, #$4b, #$4c, #$4d, #$4e, #$4f
    , #$50, #$51, #$52, #$53, #$54, #$55, #$56, #$57, #$58, #$59, #$5a
    , #$5b, #$5c, #$5d, #$5e, #$5f, #$60, #$61, #$62, #$63, #$64, #$65
    , #$66, #$67, #$68, #$69, #$6a, #$6b, #$6c, #$6d, #$6e, #$6f, #$70
    , #$71, #$72, #$73, #$74, #$75, #$76, #$77, #$78, #$79, #$7a, #$7b
    , #$7c, #$7d, #$7e, #$7f, '?', '?', '?', '?', '?', '?', '?', '?',
    '?', '?', '?', '?', '?', '?', '?', '?', '?', '?', '?', '?', '?',
    '?', '?', '?', '?', '?', '?', '?', '?', '?', '?', '?', '?', '$ff, $ad
    , $9b, $9c, '?', $9d, '?', '?', '?', '?', $a6, $ae, $aa, '?'
    , '?', '?', $f8, $f1, $fd, '?', '?', $e6, '?', $fa, '?', '?'
    , $a7, $af, $ac, $ab, '?', $a8, '?', '?', '?', '?', $8e, $8f
    , $92, $80, '?', $90, '?', '?', '?', '?', '?', '?', '?', $a5,
    '?', '?', '?', '?', $99, '?', '?', '?', '?', '?', $9a, '?', '?'
    , $e1, $85, $a0, $83, '?', $84, $86, $91, $87, $8a, $82
    , $88, $89, $8d, $a1, $8c, $8b, '?', $a4, $95, $a2, $93
    , '?', $94, $f6, '?', $97, $a3, $96, $81, '?', '?', $98)

```

Default ansi transliteration table.

BkSlashFill = 5

Fill style: Diagonal (backslash) lines

black = 0

Color code: black.

blue = 1

Color code: blue

BoldFont = 10

Font number: Bold font.

BottomText = 0

Vertical text alignment: Align text to bottom

brown = 6

Color code: brown

CenterLn = 2

Line style: centered line

CenterText = 1

Horizontal text alignment: Center text

CGA = 1

Graphic driver for CGA cards

CGAC0 = 0

CGA Graphic driver mode C0

CGAC1 = 1

CGA Graphic driver mode C1

CGAC2 = 2

CGA Graphic driver mode C2

CGAC3 = 3

CGA Graphic driver mode C3

CGAHi = 4

CGA Graphic driver Hi-res mode

ClipOff = False

Viewport clipping off

ClipOn = True

Viewport clipping on

CloseDotFill = 11

Fill style: Closely spaced dotted lines

CopyPut = 0

Draw operation: use Copy

CurrentDriver = -128

Currently used driver

cyan = 3

Color code: Cyan

D12bit = 16

Mode: Depth 12 bit

D15bit = 17

Mode: Depth 15 bit

D16bit = 18

Mode: Depth 16 bit

D1bit = 11

Mode: Depth 1 bit

D24bit = 19

Mode: Depth 24 bit

D2bit = 12

Mode: Depth 2 bit

D32bit = 20

Mode: Depth 32 bit

D4bit = 13

Mode: Depth 4 bit

D64bit = 21

Mode: Depth 64 bit

D6bit = 14

Mode: Depth 6 bit

D8bit = 15

Mode: Depth 8 bit

darkgray = 8

Color code: Dark gray

DashedLn = 3

Line style: dashed line

Default = 0

Default mode

DefaultFont = 0

Font number: Normal font

Detect = 0

Mode: Detect mode.

detectMode = 30000

Mode: Autodetect optimal mode

DottedLn = 1

Line style: Dotted line

DrawTextBackground : Boolean = False

Should the background of texts be drawn or should it be left untouched ?

EGA = 3

Graphic driver for EGA cards

EGA64 = 4

Graphic driver for EGA 64 cards

EGA64Hi = 1

EGA64 graphic driver high resolution mode

EGA64Lo = 0

EGA64 graphic driver low resolution mode

EGABlack = 0

Color code: EGA Black

EGABlue = 1

Color code: EGA blue

EGABrown = 20

Color code: EGA brown

EGACyan = 3

Color code: EGA cyan

EGADarkgray = 56

Color code: EGA dark gray

EGAGreen = 2

Color code: EGA green

EGAHi = 1

EGA graphic driver high resolution mode

EGALightblue = 57

Color code: EGA Light blue

EGALightcyan = 59

Color code: EGA Light cyan

EGALightgray = 7

Color code: EGA Light gray

EGALightgreen = 58

Color code: EGA Light green

EGALightmagenta = 61

Color code: EGA light magenta

EGALightred = 60

Color code: EGA light red

EGALo = 0

EGA graphic driver low resolution mode

EGAMagenta = 5

Color code: EGA magenta

EGAMono = 5

Graphic driver for EGA monochrome cards

EGAMonoHi = 3

EGAMono graphic driver high resolution mode

EGARed = 4

Color code: EGA red

EGAWhite = 63

Color code: EGA white

EGAYellow = 62

Color code: EGA yellow

EmptyFill = 0

Fill style: Do not fill

EuroFont = 9

Font number: ?

```
fillpatternTable : Array[0..12] of FillPatternType = (($00, $00,
  $00, $00, $00, $00, $00, $00), ($ff, $ff, $ff, $ff, $ff, $ff, $ff
  , $ff), ($ff, $ff, $00, $00, $ff, $ff, $00, $00), ($01, $02, $04,
  $08, $10, $20, $40, $80), ($07, $0e, $1c, $38, $70, $e0, $c1, $83
  ), ($07, $83, $c1, $e0, $70, $38, $1c, $0e), ($5a, $2d, $96, $4b,
  $a5, $d2, $69, $b4), ($ff, $88, $88, $88, $ff, $88, $88, $88), (
  $18, $24, $42, $81, $81, $42, $24, $18), ($cc, $33, $cc, $33, $cc
  , $33, $cc, $33), ($80, $00, $08, $00, $80, $00, $08, $00), ($88,
  $00, $22, $00, $88, $00, $22, $00), (0, 0, 0, 0, 0, 0, 0, 0))
```

Table with standard fill patterns

G1024x768x16 = 30

Mode: Resolution 1024x768, 16 colors

G1024x768x16M = 25

Mode: Resolution 1024x768, 16M colors

G1024x768x16M32 = 36

Mode: Resolution 1024x758, 16M 32-bit colors

G1024x768x256 = 12

Mode: Resolution 1024x768, 256 colors

G1024x768x32K = 23

Mode: Resolution 1024x768, 32K colors

G1024x768x64K = 24

Mode: Resolution 1024x768, 64K colors

G1152x864x16 = 38

Mode: Resolution 1152x864, 16 colors

G1152x864x16M = 42

Mode: Resolution 1152x864, 16M colors

G1152x864x16M32 = 43

Mode: Resolution 1152x864, 16M 32-bit colors

G1152x864x256 = 39

Mode: Resolution 1152x864, 256 colors

G1152x864x32K = 40

Mode: Resolution 1152x864, 32K colors

G1152x864x64K = 41

Mode: Resolution 1152x864, 64K colors

G1280x1024x16 = 31

Mode: Resolution 1280x1024, 16 colors

G1280x1024x16M = 28

Mode: Resolution 1280x1024, 16M colors

G1280x1024x16M32 = 37

Mode: Resolution 1280x1024, 16M 32-bit colors

G1280x1024x256 = 13

Mode: Resolution 1280x1024, 256 colors

G1280x1024x32K = 26

Mode: Resolution 1280x1024, 32K colors

G1280x1024x64K = 27

Mode: Resolution 1280x1024, 64K colors

G1600x1200x16 = 44

Mode: Resolution 1600x1200, 16 colors

G1600x1200x16M = 48

Mode: Resolution 1600x1200, 16M colors

G1600x1200x16M32 = 49

Mode: Resolution 1600x1200, 16M 32-bit colors

G1600x1200x256 = 45

Mode: Resolution 1600x1200, 256 colors

G1600x1200x32K = 46

Mode: Resolution 1600x1200, 32K colors

G1600x1200x64K = 47

Mode: Resolution 1600x1200, 64K colors

G320x200x16 = 1

Mode: Resolution 320x200, 16 colors

G320x200x16M = 16

Mode: Resolution 320x200, 16M colors

G320x200x16M32 = 33

Mode: Resolution 320x200, 16M 32-bit colors

G320x200x256 = 5

Mode: Resolution 320x200, 256 colors

G320x200x32K = 14

Mode: Resolution 320x200, 32K colors

G320x200x64K = 15

Mode: Resolution 320x200, 64K colors

G320x240x256 = 6

Mode: Resolution 320x240, 256 colors

G320x400x256 = 7

Mode: Resolution 320x400, 256 colors

G360x480x256 = 8

Mode: Resolution 360x480, 256 colors

G640x200x16 = 2

Mode: Resolution x, colors

G640x350x16 = 3

Mode: Resolution x, colors

G640x480x16 = 4

Mode: Resolution x, colors

G640x480x16M = 19

Mode: Resolution 640x480, 16M colors

G640x480x16M32 = 34

Mode: Resolution 640x480, 16M 32-bit colors

G640x480x2 = 9

Mode: Resolution 640x480, 2 colors

G640x480x256 = 10

Mode: Resolution 640x480, 256 colors

G640x480x32K = 17

Mode: Resolution 640x480, 32K colors

G640x480x64K = 18

Mode: Resolution 640x480, 64K colors

G720x348x2 = 32

Mode: Resolution 720x348, 2 colors

G800x600x16 = 29

Mode: Resolution 800x600, 16 colors

G800x600x16M = 22

Mode: Resolution 800x600, 16M colors

G800x600x16M32 = 35

Mode: Resolution 800x600, 16M 32-bit colors

G800x600x256 = 11

Mode: Resolution 800x600, 256 colors

G800x600x32K = 20

Mode: Resolution 800x600, 32K colors

G800x600x64K = 21

Mode: Resolution 800x600, 64K colors

GothicFont = 4

Font number: Gothic font

GraphStringTransTable : PCharsetTransTable = Nil

Table used when transliterating strings.

green = 2

Color code: green

grError = -11

Error: Unknown error.

grFileNotFound = -3

Error: File for driver not found.

grFontNotFound = -8

Error: font description file not found.

grInvalidDriver = -4

Error: Invalid driver specified

grInvalidFont = -13

Error: Invalid font description

grInvalidFontNum = -14

Error: Invalid font number

grInvalidMode = -10

Error: Invalid mode specified.

grInvalidVersion = -18

Error: Invalid version.

grIOerror = -12

Error: Unspecified Input/Output error.

grNoFloodMem = -7

Error: Could not allocate memory for flood operation.

grNoFontMem = -9

Error: Not enough memory to load font.

grNoInitGraph = -1

Error: Graphical system not initialized

grNoLoadMem = -5

Error: Memory error.

grNoScanMem = -6

Error: Could not allocate memory for scan

grNotDetected = -2

Error: Graphics device not detected.

grOk = 0

Graphical operation went OK.

HatchFill = 7

Fill style: Hatch lines

HercMono = 7

Mode: Hercules, mono color

HercMonoHi = 0

Mode: Hercules card, monochrome, high resolution

highNewDriver = 21

Mode: highest number for new driver

highNewMode = m2048x1536

Mode: Highest possible value of the new modes.

HorizDir = 0

Text write direction: Horizontal

InterleaveFill = 9

Fill style: Interleaving lines

LCOMFont = 8

Font number: ?

LeftText = 0

Horizontal text alignment: Align text left

lightblue = 9

Color code: Light blue

lightcyan = 11

Color code: Light cyan

lightgray = 7

Color code: Light gray

lightgreen = 10

Color code: Light green

lightmagenta = 13

Color code: Light magenta

lightred = 12

Color code: Light red

LineFill = 2

Fill style: Fill using horizontal lines

lowNewDriver = 11

Mode: lowest number for new driver

lowNewMode = m320x200

Mode: Lowest possible value of the new modes.

LowRes = 6

Mode: Low resolution.

LtBkSlashFill = 6

Fill style: Light diagonal (backslash) lines

LtSlashFill = 3

Fill style: Light diagonal (slash) lines

m1024x768 = detectMode + 12

Mode: Resolution 1024x768

m1280x1024 = detectMode + 13

Mode: Resolution 1280x1024

m1600x1200 = detectMode + 14

Mode: Resolution 1600x1200

m2048x1536 = detectMode + 15

Mode: Resolution 2048x1536

m320x200 = detectMode + 1

Mode: Resolution 320x200

m320x256 = detectMode + 2

Mode: Resolution 320x256

m320x400 = detectMode + 3

Mode: Resolution 320x400

m512x384 = detectMode + 4

Mode: Resolution 512x384

m640x200 = detectMode + 5

Mode: Resolution 640x200

m640x256 = detectMode + 6

Mode: Resolution 640x256

m640x350 = detectMode + 7

Mode: Resolution 640x350

m640x400 = detectMode + 8

Mode: Resolution 640x400

m640x480 = detectMode + 9

Mode: Resolution 640x480

m800x600 = detectMode + 10

Mode: Resolution 800x600

m832x624 = detectMode + 11

Mode: Resolution 832x624

magenta = 5

Color code: Magenta

MaxColors = 255

Max amount of colors in a palette

maxsmallint = (smallint)

Maximum value for smallint type

MCGA = 2

Graphic driver for MCGA cards

MCGAC0 = 0

MCGA Graphic driver mode C0

MCGAC1 = 1

MCGA Graphic driver mode C1

MCGAC2 = 2

MCGA Graphic driver mode C2

MCGAC3 = 3

MCGA Graphic driver mode C3

MCGAHi = 5

MCGA Graphic driver high resolution mode

MCGAMed = 4

MCGA Graphic driver medium resolution mode

NormalPut = 0

Draw operation: Use Normal (copy) operation

NormWidth = 1

Line width: Normal width

NotPut = 4

Draw operation: use NOT

OrPut = 2

Draw operation: use OR

red = 4

Color code: Red

```
resolutions : Array[lowNewMode..highNewMode] of TResolutionRec =  
  ((x: 320; y: 200), (x: 320; y: 256), (x: 320; y: 400), (x: 512; y:  
   : 384), (x: 640; y: 200), (x: 640; y: 256), (x: 640; y: 350), (x:  
   640; y: 400), (x: 640; y: 480), (x: 800; y: 600), (x: 832; y: 624  
  ), (x: 1024; y: 768), (x: 1280; y: 1024), (x: 1600; y: 1200), (x:  
   2048; y: 1536))
```

Array with actual resolutions of the new modes

RightText = 2

Horizontal text alignment: Align text right

SansSerifFont = 3

Font number: Sans Serif font

ScriptFont = 5

Font number: Script font

SimpleFont = 6

Font number: Simple font

SlashFill = 4

Fill style: Diagonal (slash) lines

SmallFont = 2

Font number: Small font

SolidFill = 1

Fill style: Solid fill.

SolidLn = 0

Line style: Solid line

ThickWidth = 3

Line width: double width

TopOff = False

Top off

TopOn = True

Top on

TopText = 2

Vertical text alignment: Align text to top

TriplexFont = 1

Font number: Triplex font

TSCRFont = 7

Font number: Terminal font

UserBitLn = 4

Line style: User defined

UserCharSize = 0

User character size

UserFill = 12

Fill style: User-defined fill.

VertDir = 1

Text write direction: Vertical

VESA = 10

Mode: VESA graphics adaptor.

VGA = 9

Mode: VGA graphics adaptor.

VGAHi = 2

Mode: VGA high resolution (640x480)

VGALo = 0

Mode: VGA low resolution (640x200)

VGAMed = 1

Mode: VGA medium resolution (640x350)

white = 15

Color code: White

WideDotFill = 10

Fill style: Widely spaced dotted lines

XHatchFill = 8

Fill style: Heavy hatch lines

XORPut = 1

Draw operation: use XOR

yellow = 14

Color code: Yellow

56.13.2 Types

```
ArcCoordsType = record
  x : SmallInt;
  y : SmallInt;
  xstart :
  SmallInt;
  ystart : SmallInt;
  xend : SmallInt;
  yend : SmallInt
  ;
end
```

Describe the last arc which was drawn on screen

```
CircleProc = procedure(X: SmallInt; Y: SmallInt; Radius: Word)
```

Standard circle drawing routine prototype.

```
clrviewproc = procedure
```

Standard clearviewport routine prototype

```
defpixelproc = procedure(X: SmallInt; Y: SmallInt)
```

This is the standard putpixel routine used by all function drawing routines, it will use the viewport settings, as well as clip, and use the current foreground color to plot the desired pixel.

```
ellipseproc = procedure(X: SmallInt; Y: SmallInt; XRadius: Word;
    YRadius: Word; stAngle: Word; EndAngle: Word
    ;
    fp: patternlineproc)
```

Standard ellipse drawing routine prototype.

```
FillPatternType = Array[1..8] of Byte
```

Bit pattern used when drawing lines. Set bits are drawn.

```
FillSettingsType = record
    pattern : Word;
    color : Word;
end
```

Record describing fill mode

```
GetBkColorProc = function : Word
```

GetBkColorProc is the procedure prototype for the GetBkColor (836) method handler in TMod-Info (835). The function should return the color code of the background color.

```
getimageproc = procedure(X1: SmallInt; Y1: SmallInt; X2: SmallInt
    ;
    Y2: SmallInt; var Bitmap)
```

Standard GetImage (836) procedure prototype.

```
getpixelproc = function(X: SmallInt; Y: SmallInt) : Word
```

Standard pixel fetching routine prototype

```
getrgbpaletteproc = procedure(ColorNum: SmallInt;
    var RedValue: SmallInt;
    var GreenValue: SmallInt;
    var
    BlueValue: SmallInt)
```

This routine prototype is a hook for GetRGBPalette (836)

```
getscanlineproc = procedure(X1: SmallInt; X2: SmallInt; Y: SmallInt
;
                        var data)
```

This routine is used for FloodFill (841) It returns an entire screen scan line with a word for each pixel in the scanline. Also handy for GetImage.

```
graphfreememprc = procedure(var P: Pointer; size: Word)
```

Procedure prototype, used when heap memory is freed by the graph routines.

```
graphgetmemprc = procedure(var P: pointer; size: Word)
```

Procedure prototype, used when heap memory is needed by the graph routines.

```
graph_float = single
```

The platform's preferred floating point size for fast graph operations

```
hlineproc = procedure(x: SmallInt; x2: SmallInt; y: SmallInt)
```

Standard procedure prototype to draw a single horizontal line

```
imagesizeproc = function(X1: SmallInt; Y1: SmallInt; X2: SmallInt
;
                        Y2: SmallInt) : LongInt
```

Standard ImageSize (837) calculation procedure prototype.

```
initmodeproc = procedure
```

Standard routine prototype to initialize a mode.

```
lineproc = procedure(X1: SmallInt; Y1: SmallInt; X2: SmallInt;
Y2: SmallInt)
```

Standard line drawing routine prototype.

```
LineStyleType = record
  linestyle : Word;
  pattern : Word;
  thickness : Word;
end
```

Record describing current line drawing mode

```
OutTextXYProc = procedure(x: SmallInt; y: SmallInt;
const TextString: string)
```

This routine prototype is a hook for OutTextXY (837)

```
PaletteType = record
  Size : LongInt;
  Colors : Array[0..MaxColors
] of RGBRec;
end
```

Record describing palette.

```
patternlineproc = procedure(x1: SmallInt; x2: SmallInt; y: SmallInt
)
```

Standard procedure prototype to draw a patterned line

```
PCharsetTransTable = ^TCharsetTransTable
```

Pointer to TCharsetTransTable (834) array.

```
PModeInfo = ^TModeInfo
```

Pointer to TModeInfo (835) record

```
PointType = record
  x : SmallInt;
  y : SmallInt;
end
```

Record describing a point in a 2 dimensional plane

```
putimageproc = procedure(X: SmallInt; Y: SmallInt; var Bitmap;
  BitBlt: Word)
```

Standard PutImage (837) procedure prototype.

```
putpixelproc = procedure(X: SmallInt; Y: SmallInt; Color: Word)
```

Standard pixel drawing routine prototype

```
restorestateproc = procedure
```

Standard routine prototype to restore the graphical state at a closegraph call.

```
RGBRec = packed record
  Red : SmallInt;
  Green : SmallInt;
  Blue
  : SmallInt;
end
```

Record describing palette RGB color

```
savestateproc = procedure
```

Standard routine prototype to save the graphical state before a mode is set.

```
setactivepageproc = procedure (page: Word)
```

Standard SetActivePage (838) procedure prototype.

```
SetAllPaletteProc = procedure (const Palette: PaletteType)
```

This routine prototype is a hook for SetAllPalette (838)

```
SetBkColorProc = procedure (ColorNum: Word)
```

SetBkColorProc is the procedure prototype for the SetBkColor (838) method handler in TMod-Info (835). The procedure gets passed the color code for the color to set as background color.

```
setrgbpaletteproc = procedure (ColorNum: SmallInt; RedValue: SmallInt
;
                                GreenValue: SmallInt; BlueValue:
SmallInt)
```

This routine prototype is a hook for SetRGBPalette (838)

```
setvisualpageproc = procedure (page: Word)
```

Standard SetVisualPage (838) procedure prototype.

```
TCharsetTransTable = Array[Char] of Char
```

Character transliteration table, with entries for 256 characters

```
TextSettingsType = record
    font : Word;
    direction : Word;
    charsize
    : Word;
    horiz : Word;
    vert : Word;
end
```

Record describing how texts are drawn.

```
TModeInfo = record
    DriverNumber : SmallInt;
    ModeNumber : SmallInt
;
    internModeNumber : SmallInt;
    MaxColor : LongInt;
    PaletteSize
    : LongInt;
    XAspect : Word;
```

```

YAspect : Word;
MaxX : Word;
MaxY
: Word;
DirectColor : Boolean;
Hardwarepages : Byte;
ModeName
: string;
DirectPutPixel : defpixelproc;
GetPixel : getpixelproc
;
PutPixel : putpixelproc;
SetRGBPalette : setrgbpaletteproc;
GetRGBPalette : getrgbpaletteproc;
SetAllPalette : SetAllPaletteProc
;
SetVisualPage : setvisualpageproc;
SetActivePage : setactivepageproc
;
ClearViewPort : clrviewproc;
PutImage : putimageproc;
GetImage
: getimageproc;
ImageSize : imagesizeproc;
GetScanLine : getscanlineproc
;
Line : lineproc;
InternalEllipse : ellipseproc;
PatternLine
: patternlineproc;
HLine : hlineproc;
VLine : vlineproc;
Circle
: CircleProc;
InitMode : initmodeproc;
OutTextXY : OutTextXYProc
;
SetBKColor : SetBkColorProc;
GetBKColor : GetBkColorProc;
next : PModeInfo;
end

```

Record describing a graphical mode.

```

TResolutionRec = record
  x : LongInt;
  y : LongInt;
end

```

Record describing resolution

```

ViewPortType = record

```



```

x1 : SmallInt;
y1 : SmallInt;
x2 : SmallInt
;
y2 : SmallInt;
Clip : Boolean;
end

```

Record describing a viewport

```
vlineproc = procedure(x: SmallInt; y: SmallInt; y2: SmallInt)
```

Standard procedure prototype to draw a single vertical line

56.13.3 Variables

```
Circle : CircleProc
```

Circle draws a complete circle with center at (X, Y), radius radius.

```
ClearViewPort : clrviewproc
```

Clears the current viewport. The current background color is used as filling color. The pointer is set at (0, 0).

```
DirectPutPixel : defpixelproc
```

Hook to directly draw a pixel on the screen.

```
GetBkColor : GetBkColorProc
```

GetBkColor returns the current background color (the palette entry).

```
GetImage : getimageproc
```

GetImage Places a copy of the screen area (X1, Y1) to X2, Y2 in BitMap

```
GetPixel : getpixelproc
```

GetPixel returns the color of the point at (X, Y)

```
GetRGBPalette : getrgbpaletteproc
```

Hook to set a RGB palette entries.

```
GetScanLine : getscanlineproc
```

Hook to get a scan line from the screen.

```
GraphFreeMemPtr : graphfreememprc
```

Hook to free heap memory.

GraphGetMemPtr : graphgetmemproc

Hook to get heap memory

HLine : hlineproc

Hook to draw a solid horizontal line

ImageSize : imagesizeproc

ImageSize returns the number of bytes needed to store the image in the rectangle defined by (X1, Y1) and (X2, Y2).

InternalEllipse : ellipseproc

Hook to draw an ellipse

Line : lineproc

Line draws a line starting from (X1, Y1) to (X2, Y2), in the current line style and color. The current position is put to (X2, Y2)

OutTextXY : OutTextXYProc

OutText puts TextString on the screen, at position (X, Y), using the current font and text settings. The current position is moved to the end of the text.

PatternLine : patternlineproc

Hook to draw a patterned line

PutImage : putimageproc

PutImage Places the bitmap in Bitmap on the screen at (X1, Y1). How determines how the bitmap will be placed on the screen. Possible values are:

- CopyPut
- XORPut
- ORPut
- AndPut
- NotPut

PutPixel : putpixelproc

Puts a point at (X, Y) using color Color

RestoreVideoState : restorestateproc

Hook to restore a saved video mode

SaveVideoState : savestateproc

Hook to save the current video state

SetActivePage : setactivepageproc

Sets Page as the active page for all graphical output.

SetAllPalette : SetAllPaletteProc

Sets the current palette to Palette. Palette is an untyped variable, usually pointing to a record of type PaletteType

SetBkColor : SetBkColorProc

Sets the background color to Color.

SetRGBPalette : setrgbpaletteproc

SetRGBPalette sets the ColorNr-th entry in the palette to the color with RGB-values Red, Green Blue.

SetVisualPage : setvisualpageproc

SetVisualPage sets the video page to page number Page.

VLine : vlineproc

Hook to draw a solid vertical line

56.14 Procedures and functions

56.14.1 Arc

Synopsis: Draw part of a circle

Declaration: procedure Arc(X: SmallInt; Y: SmallInt; StartAngle: Word; EndAngle: Word;
Radius: Word)

Visibility: default

Description: Arc draws part of a circle with center at (X, Y), radius radius, starting from angle start, stopping at angle stop. These angles are measured counterclockwise.

Errors: None.

See also: Circle (836), Ellipse (840), GetArcCoords (841), PieSlice (850), Sector (852)

56.14.2 Bar

Synopsis: Draw filled rectangle

Declaration: `procedure Bar(x1: SmallInt; y1: SmallInt; x2: SmallInt; y2: SmallInt)`

Visibility: default

Description: Draws a rectangle with corners at (X1, Y1) and (X2, Y2) and fills it with the current color and fill-style.

Errors: None.

See also: Bar3D (839), Rectangle (851)

56.14.3 Bar3D

Synopsis: Draw filled 3-dimensional rectangle

Declaration: `procedure Bar3D(x1: SmallInt; y1: SmallInt; x2: SmallInt; y2: SmallInt; depth: Word; top: Boolean)`

Visibility: default

Description: Bar3d draws a 3-dimensional Bar with corners at (X1, Y1) and (X2, Y2) and fills it with the current color and fill-style. Depth specifies the number of pixels used to show the depth of the bar.

If Top is true; then a 3-dimensional top is drawn.

Errors: None.

See also: Bar (839), Rectangle (851)

56.14.4 ClearDevice

Synopsis: Clear the complete screen

Declaration: `procedure ClearDevice`

Visibility: default

Description: Clears the graphical screen (with the current background color), and sets the pointer at (0, 0).

Errors: None.

See also: ClearViewPort (836), SetBkColor (838)

56.14.5 Closegraph

Synopsis: Close graphical system.

Declaration: `procedure Closegraph`

Visibility: default

Description: Closes the graphical system, and restores the screen modus which was active before the graphical modus was activated.

Errors: None.

See also: InitGraph (848)

56.14.6 DetectGraph

Synopsis: Detect correct graphical driver to use

Declaration: `procedure DetectGraph(var GraphDriver: SmallInt;
var GraphMode: SmallInt)`

Visibility: default

Description: `DetectGraph` checks the hardware in the PC and determines the driver and screen-modus to be used. These are returned in `Driver` and `Modus`, and can be fed to `InitGraph`. See the `InitGraph` for a list of drivers and modi.

Errors: None.

See also: `InitGraph` ([848](#))

56.14.7 DrawPoly

Synopsis: Draw a polygone

Declaration: `procedure DrawPoly(NumPoints: Word; var polypoints)`

Visibility: default

Description: `DrawPoly` draws a polygone with `NumberOfPoints` corner points, using the current color and line-style. `PolyPoints` is an array of type `PointType` ([833](#)).

Errors: None.

See also: `Bar` ([839](#)), `Bar3D` ([839](#)), `Rectangle` ([851](#))

56.14.8 Ellipse

Synopsis: Draw an ellipse

Declaration: `procedure Ellipse(X: SmallInt; Y: SmallInt; stAngle: Word;
EndAngle: Word; XRadius: Word; YRadius: Word)`

Visibility: default

Description: `Ellipse` draws part of an ellipse with center at (X, Y) . `XRadius` and `Yradius` are the horizontal and vertical radii of the ellipse. `Start` and `Stop` are the starting and stopping angles of the part of the ellipse. They are measured counterclockwise from the X-axis (3 o'clock is equal to 0 degrees). Only positive angles can be specified.

Errors: None.

See also: `Arc` ([838](#)), `Circle` ([836](#)), `FillEllipse` ([840](#))

56.14.9 FillEllipse

Synopsis: Draw and fill an ellipse

Declaration: `procedure FillEllipse(X: SmallInt; Y: SmallInt; XRadius: Word;
YRadius: Word)`

Visibility: default

Description: `Ellipse` draws an ellipse with center at (X, Y) . `XRadius` and `Yradius` are the horizontal and vertical radii of the ellipse. The ellipse is filled with the current color and fill-style.

Errors: None.

See also: [Arc \(838\)](#), [Circle \(836\)](#), [GetArcCoords \(841\)](#), [PieSlice \(850\)](#), [Sector \(852\)](#)

56.14.10 FillPoly

Synopsis: Draw, close and fill a polygone

Declaration: `procedure FillPoly(NumPoints: Word; var PolyPoints)`

Visibility: default

Description: `FillPoly` draws a polygone with `NumberOfPoints` corner points and fills it using the current color and line-style. `PolyPoints` is an array of type `PointType`.

Errors: None.

See also: [Bar \(839\)](#), [Bar3D \(839\)](#), [Rectangle \(851\)](#)

56.14.11 FloodFill

Synopsis: Fill an area with a given color

Declaration: `procedure FloodFill(x: SmallInt; y: SmallInt; Border: Word)`

Visibility: default

Description: Fills the area containing the point (X, Y) , bounded by the color `BorderColor`.

Errors: None

See also: [SetColor \(852\)](#), [SetBkColor \(838\)](#)

56.14.12 GetArcCoords

Synopsis: Return coordinates of last drawn arc or ellipse.

Declaration: `procedure GetArcCoords(var ArcCoords: ArcCoordsType)`

Visibility: default

Description: `GetArcCoords` returns the coordinates of the latest `Arc` or `Ellipse` call.

Errors: None.

See also: [Arc \(838\)](#), [Ellipse \(840\)](#)

56.14.13 GetAspectRatio

Synopsis: Return screen resolution

Declaration: `procedure GetAspectRatio(var Xasp: Word; var Yasp: Word)`

Visibility: default

Description: `GetAspectRatio` determines the effective resolution of the screen. The aspect ration can then be calculated as $Xasp/Yasp$.

Errors: None.

See also: [InitGraph \(848\)](#), [SetAspectRatio \(852\)](#)

56.14.14 GetColor

Synopsis: Return current drawing color

Declaration: `function GetColor : Word`

Visibility: default

Description: `GetColor` returns the current drawing color (the palette entry).

Errors: None.

See also: [GetColor \(842\)](#), [SetBkColor \(838\)](#)

56.14.15 GetDefaultPalette

Synopsis: Return default palette

Declaration: `procedure GetDefaultPalette(var Palette: PaletteType)`

Visibility: default

Description: `GetDefaultPalette` returns the current palette in `Palette`.

Errors: None.

See also: [GetColor \(842\)](#), [GetBkColor \(836\)](#)

56.14.16 GetDirectVideo

Synopsis: Determine whether direct video mode is active.

Declaration: `function GetDirectVideo : Boolean`

Visibility: default

Description: Determine whether direct video mode is active.

56.14.17 GetDriverName

Synopsis: Return current driver name

Declaration: `function GetDriverName : string`

Visibility: default

Description: `GetDriverName` returns a string containing the name of the current driver.

Errors: None.

See also: `GetModeName` ([845](#)), `InitGraph` ([848](#))

56.14.18 GetFillPattern

Synopsis: Return current fill pattern

Declaration: `procedure GetFillPattern(var FillPattern: FillPatternType)`

Visibility: default

Description: `GetFillPattern` returns an array with the current fill-pattern in `FillPattern`

Errors: None

See also: `SetFillPattern` ([853](#))

56.14.19 GetFillSettings

Synopsis: Return current fill settings

Declaration: `procedure GetFillSettings(var FillInfo: FillSettingsType)`

Visibility: default

Description: `GetFillSettings` returns the current fill-settings in `FillInfo`

Errors: None.

See also: `SetFillPattern` ([853](#))

56.14.20 GetGraphMode

Synopsis: Get current graphical modus

Declaration: `function GetGraphMode : SmallInt`

Visibility: default

Description: `GetGraphMode` returns the current graphical modus

Errors: None.

See also: `InitGraph` ([848](#))

56.14.21 GetLineSettings

Synopsis: Get current line drawing settings

Declaration: `procedure GetLineSettings (var ActiveLineInfo: LineSettingsType)`

Visibility: default

Description: `GetLineSettings` returns the current Line settings in `LineInfo`

Errors: None.

See also: `SetLineStyle` (854)

56.14.22 GetMaxColor

Synopsis: return maximum number of colors

Declaration: `function GetMaxColor : Word`

Visibility: default

Description: `GetMaxColor` returns the maximum color-number which can be set with `SetColor`. Contrary to Turbo Pascal, this color isn't always guaranteed to be white (for instance in 256+ color modes).

Errors: None.

See also: `SetColor` (852), `GetPaletteSize` (846)

56.14.23 GetMaxMode

Synopsis: Return biggest mode for the current driver

Declaration: `function GetMaxMode : SmallInt`

Visibility: default

Description: `GetMaxMode` returns the highest modulus for the current driver.

Errors: None.

See also: `InitGraph` (848)

56.14.24 GetMaxX

Synopsis: Return maximal X coordinate

Declaration: `function GetMaxX : SmallInt`

Visibility: default

Description: `GetMaxX` returns the maximum horizontal screen length

Errors: None.

See also: `GetMaxY` (845)

56.14.25 GetMaxY

Synopsis: Return maximal Y coordinate

Declaration: `function GetMaxY : SmallInt`

Visibility: default

Description: `GetMaxY` returns the maximum number of screen lines

Errors: None.

See also: `GetMaxY` (845)

56.14.26 GetModeName

Synopsis: Return description a modus

Declaration: `function GetModeName (ModeNumber: SmallInt) : string`

Visibility: default

Description: `GetModeName` Returns a string with the name of modus Modus

Errors: None.

See also: `GetDriverName` (843), `InitGraph` (848)

56.14.27 GetModeRange

Synopsis: Return lowest and highest modus of current driver

Declaration: `procedure GetModeRange (GraphDriver: SmallInt; var LoMode: SmallInt;
var HiMode: SmallInt)`

Visibility: default

Description: `GetModeRange` returns the Lowest and Highest modus of the currently installed driver. If no modes are supported for this driver, `HiModus` will be -1.

Errors: None.

See also: `InitGraph` (848)

56.14.28 GetPalette

Synopsis: Return current palette

Declaration: `procedure GetPalette (var Palette: PaletteType)`

Visibility: default

Description: `GetPalette` returns in `Palette` the current palette.

Errors: None.

See also: `GetPaletteSize` (846), `SetPalette` (854)

56.14.29 GetPaletteSize

Synopsis: Return maximal number of entries in current palette

Declaration: `function GetPaletteSize : SmallInt`

Visibility: default

Description: `GetPaletteSize` returns the maximum number of entries in the current palette.

Errors: None.

See also: [GetPalette \(845\)](#), [SetPalette \(854\)](#)

56.14.30 GetTextSettings

Synopsis: Return current text style

Declaration: `procedure GetTextSettings (var TextInfo: TextSettingsType)`

Visibility: default

Description: `GetTextSettings` returns the current text style settings : The font, direction, size and placement as set with `SetTextStyle` and `SetTextJustify`

Errors: None.

See also: [SetTextStyle \(855\)](#), [SetTextJustify \(855\)](#)

56.14.31 GetViewSettings

Synopsis: Return current viewport

Declaration: `procedure GetViewSettings (var viewport: ViewPortType)`

Visibility: default

Description: `GetViewSettings` returns the current viewport and clipping settings in `ViewPort`.

Errors: None.

See also: [SetViewPort \(856\)](#)

56.14.32 GetX

Synopsis: Return current cursor X position

Declaration: `function GetX : SmallInt`

Visibility: default

Description: `GetX` returns the X-coordinate of the current position of the graphical pointer

Errors: None.

See also: [GetY \(847\)](#)

56.14.33 GetY

Synopsis: Return current cursor Y position

Declaration: `function GetY : SmallInt`

Visibility: default

Description: `GetY` returns the Y-coordinate of the current position of the graphical pointer

Errors: None.

See also: [GetX \(846\)](#)

56.14.34 GraphDefaults

Synopsis: Reset graphical mode to defaults

Declaration: `procedure GraphDefaults`

Visibility: default

Description: `GraphDefaults` resets all settings for viewport, palette, foreground and background pattern, line-style and pattern, filling style, filling color and pattern, font, text-placement and text size.

Errors: None.

See also: [SetViewPort \(856\)](#), [SetFillStyle \(853\)](#), [SetColor \(852\)](#), [SetBkColor \(838\)](#), [SetLineStyle \(854\)](#)

56.14.35 GraphErrorMsg

Synopsis: Return a description of an error

Declaration: `function GraphErrorMsg(ErrorCode: SmallInt) : string`

Visibility: default

Description: `GraphErrorMsg` returns a string describing the error `ErrorCode`. This string can be used to let the user know what went wrong.

Errors: None.

See also: [GraphResult \(1\)](#)

56.14.36 GraphResult

Synopsis: Result of last graphical operation

Declaration: `function GraphResult : SmallInt`

Visibility: default

Description: `GraphResult` returns an error-code for the last graphical operation. If the returned value is zero, all went well. A value different from zero means an error has occurred. besides all operations which draw something on the screen, the following procedures also can produce a `GraphResult` different from zero:

- [InstallUserFont \(849\)](#)
- [SetLineStyle \(854\)](#)

- SetWriteMode (856)
- SetFillStyle (853)
- SetTextJustify (855)
- SetGraphMode (854)
- SetTextStyle (855)

Errors: None.

See also: GraphErrorMsg (1)

56.14.37 InitGraph

Synopsis: Initialize graphical system

Declaration: `procedure InitGraph(var GraphDriver: SmallInt; var GraphMode: SmallInt; const PathToDriver: string)`

Visibility: default

Description: `InitGraph` initializes the `graph` package. `GraphDriver` has two valid values: `GraphDriver=0` which performs an auto detect and initializes the highest possible mode with the most colors. `1024x768x64K` is the highest possible resolution supported by the driver, if you need a higher resolution, you must edit `MODES.PPI`. If you need another mode, then set `GraphDriver` to a value different from zero and `graphmode` to the mode you wish (VESA modes where `640x480x256` is `101h` etc.). `PathToDriver` is only needed, if you use the BGI fonts from Borland. Free Pascal does not offer BGI fonts like Borland, these must be obtained separately.

Example code:

```
var
  gd, gm : integer;
  PathToDriver : string;
begin
  gd:=detect; { highest possible resolution }
  gm:=0; { not needed, auto detection }
  PathToDriver:='C:\PP\BGI'; { path to BGI fonts,
                             drivers aren't needed }

  InitGraph(gd, gm, PathToDriver);
  if GraphResult<>grok then
    halt; ..... { whatever you need }
  CloseGraph; { restores the old graphics mode }
end.
```

Errors: None.

See also: Modes (808), DetectGraph (840), CloseGraph (839), GraphResult (1)

56.14.38 InstallUserDriver

Synopsis: Install a user driver

Declaration: `function InstallUserDriver(Name: string; AutoDetectPtr: Pointer) : SmallInt`

Visibility: default

Description: `InstallUserDriver` adds the device-driver `DriverPath` to the list of .BGI drivers. `AutoDetectPtr` is a pointer to a possible auto-detect function.

Errors: None.

See also: `InitGraph` (848), `InstallUserFont` (849)

56.14.39 InstallUserFont

Synopsis: Install a user-defined font

Declaration: `function InstallUserFont(const FontFileName: string) : SmallInt`

Visibility: default

Description: `InstallUserFont` adds the font in `FontPath` to the list of fonts of the .BGI system.

Errors: None.

See also: `InitGraph` (848), `InstallUserDriver` (848)

56.14.40 LineRel

Synopsis: Draw a line starting from current position in given direction

Declaration: `procedure LineRel(Dx: SmallInt; Dy: SmallInt)`

Visibility: default

Description: `LineRel` draws a line starting from the current pointer position to the point (DX, DY), **relative** to the current position, in the current line style and color. The Current Position is set to the endpoint of the line.

Errors: None.

See also: `Line` (837), `LineTo` (849)

56.14.41 LineTo

Synopsis: Draw a line starting from current position to a given point

Declaration: `procedure LineTo(X: SmallInt; Y: SmallInt)`

Visibility: default

Description: `LineTo` draws a line starting from the current pointer position to the point (DX, DY), **relative** to the current position, in the current line style and color. The Current position is set to the end of the line.

Errors: None.

See also: `LineRel` (849), `Line` (837)

56.14.42 MoveRel

Synopsis: Move cursor relative to current position

Declaration: `procedure MoveRel (Dx: SmallInt; Dy: SmallInt)`

Visibility: default

Description: `MoveRel` moves the pointer to the point (DX, DY) , relative to the current pointer position

Errors: None.

See also: `MoveTo` ([850](#))

56.14.43 MoveTo

Synopsis: Move cursor to absolute position.

Declaration: `procedure MoveTo (X: SmallInt; Y: SmallInt)`

Visibility: default

Description: `MoveTo` moves the pointer to the point (X, Y) .

Errors: None.

See also: `MoveRel` ([850](#))

56.14.44 OutText

Synopsis: Write text on the screen at the current location.

Declaration: `procedure OutText (const TextString: string)`

Visibility: default

Description: `OutText` puts `TextString` on the screen, at the current pointer position, using the current font and text settings. The current position is moved to the end of the text.

Errors: None.

See also: `OutTextXY` ([837](#))

56.14.45 PieSlice

Synopsis: Draw a pie-slice

Declaration: `procedure PieSlice (X: SmallInt; Y: SmallInt; stangle: SmallInt;
endAngle: SmallInt; Radius: Word)`

Visibility: default

Description: `PieSlice` draws and fills a sector of a circle with center (X, Y) and radius `Radius`, starting at angle `Start` and ending at angle `Stop`.

Errors: None.

See also: `Arc` ([838](#)), `Circle` ([836](#)), `Sector` ([852](#))

56.14.46 queryadapterinfo

Synopsis: Function called to retrieve the current video adapter settings.

Declaration: `function queryadapterinfo : PModeInfo`

Visibility: default

56.14.47 Rectangle

Synopsis: Draw a rectangle on the screen.

Declaration: `procedure Rectangle(x1: SmallInt; y1: SmallInt; x2: SmallInt;
y2: SmallInt)`

Visibility: default

Description: Draws a rectangle with corners at (X1, Y1) and (X2, Y2), using the current color and style.

Errors: None.

See also: [Bar \(839\)](#), [Bar3D \(839\)](#)

56.14.48 RegisterBGIDriver

Synopsis: Register a new BGI driver.

Declaration: `function RegisterBGIDriver(driver: pointer) : SmallInt`

Visibility: default

Description: Registers a user-defined BGI driver

Errors: None.

See also: [InstallUserDriver \(848\)](#), [RegisterBGIFont \(851\)](#)

56.14.49 RegisterBGIfont

Synopsis: Register a new BGI font

Declaration: `function RegisterBGIfont(font: pointer) : SmallInt`

Visibility: default

Description: Registers a user-defined BGI driver

Errors: None.

See also: [InstallUserFont \(849\)](#), [RegisterBGIDriver \(851\)](#)

56.14.50 RestoreCrtMode

Synopsis: Restore text screen

Declaration: `procedure RestoreCrtMode`

Visibility: default

Description: Restores the screen modus which was active before the graphical modus was started.

To get back to the graph mode you were last in, you can use `SetGraphMode (GetGraphMode)`

Errors: None.

See also: [InitGraph \(848\)](#)

56.14.51 Sector

Synopsis: Draw and fill a sector of an ellipse

Declaration: `procedure Sector(x: SmallInt; y: SmallInt; StAngle: Word;
EndAngle: Word; XRadius: Word; YRadius: Word)`

Visibility: default

Description: `Sector` draws and fills a sector of an ellipse with center `(X, Y)` and radii `XRadius` and `YRadius`, starting at angle `Start` and ending at angle `Stop`.

Errors: None.

See also: [Arc \(838\)](#), [Circle \(836\)](#), [PieSlice \(850\)](#)

56.14.52 SetAspectRatio

Synopsis: Set aspect ration of the screen

Declaration: `procedure SetAspectRatio(Xasp: Word; Yasp: Word)`

Visibility: default

Description: Sets the aspect ratio of the current screen to `Xasp/Yasp`.

Errors: None

See also: [InitGraph \(848\)](#), [GetAspectRatio \(842\)](#)

56.14.53 SetColor

Synopsis: Set foreground drawing color

Declaration: `procedure SetColor(Color: Word)`

Visibility: default

Description: Sets the foreground color to `Color`.

Errors: None.

See also: [GetColor \(842\)](#), [SetBkColor \(838\)](#), [SetWriteMode \(856\)](#)

56.14.54 SetDirectVideo

Synopsis: Attempt to enter direct video mode.

Declaration: `procedure SetDirectVideo(DirectAccess: Boolean)`

Visibility: default

Description: `SetDirectVideo` attempts to enter direct video mode. In that mode, everything is drawn straight in the video buffer.

56.14.55 SetFillPattern

Synopsis: Set drawing fill pattern

Declaration: `procedure SetFillPattern(Pattern: FillPatternType; Color: Word)`

Visibility: default

Description: `SetFillPattern` sets the current fill-pattern to `FillPattern`, and the filling color to `Color`. The pattern is an 8x8 raster, corresponding to the 64 bits in `FillPattern`.

Errors: None

See also: [GetFillPattern \(843\)](#), [SetFillStyle \(853\)](#), [SetWriteMode \(856\)](#)

56.14.56 SetFillStyle

Synopsis: Set drawing fill style

Declaration: `procedure SetFillStyle(Pattern: Word; Color: Word)`

Visibility: default

Description: `SetFillStyle` sets the filling pattern and color to one of the predefined filling patterns. `Pattern` can be one of the following predefined constants :

EmptyFill Uses backgroundcolor.

SolidFill Uses filling color

LineFill Fills with horizontal lines.

LtSlashFill Fills with lines from left-under to top-right.

SlashFill Idem as previous, thick lines.

BkSlashFill Fills with thick lines from left-Top to bottom-right.

LtBkSlashFill Idem as previous, normal lines.

HatchFill Fills with a hatch-like pattern.

XHatchFill Fills with a hatch pattern, rotated 45 degrees.

InterLeaveFill

WideDotFill Fills with dots, wide spacing.

CloseDotFill Fills with dots, narrow spacing.

UserFill Fills with a user-defined pattern.

Errors: None.

See also: [SetFillPattern \(853\)](#), [SetWriteMode \(856\)](#)

56.14.57 SetGraphMode

Synopsis: Set graphical mode

Declaration: `procedure SetGraphMode (Mode: SmallInt)`

Visibility: default

Description: `SetGraphMode` sets the graphical mode and clears the screen.

Errors: None.

See also: `InitGraph` (848)

56.14.58 SetLineStyle

Synopsis: Set line drawing style

Declaration: `procedure SetLineStyle (LineStyle: Word; Pattern: Word; Thickness: Word)`

Visibility: default

Description: `SetLineStyle` sets the drawing style for lines. You can specify a `LineStyle` which is one of the following pre-defined constants:

SolidIn draws a solid line.

DottedIn draws a dotted line.

CenterIn draws a non-broken centered line.

DashedIn draws a dashed line.

UserBitIn draws a User-defined bit pattern.

If `UserBitIn` is specified then `Pattern` contains the bit pattern. In all another cases, `Pattern` is ignored. The parameter `Width` indicates how thick the line should be. You can specify one of the following pre-defined constants:

NormWidth Normal line width

ThickWidth Double line width

Errors: None.

See also: `GetLineSettings` (844), `SetWriteMode` (856)

56.14.59 SetPalette

Synopsis: Set palette entry using color constant

Declaration: `procedure SetPalette (ColorNum: Word; Color: ShortInt)`

Visibility: default

Description: `SetPalette` changes the `ColorNr`-th entry in the palette to `NewColor`

Errors: None.

See also: `SetAllPalette` (838), `SetRGBPalette` (838)

56.14.60 SetTextJustify

Synopsis: Set text placement style

Declaration: `procedure SetTextJustify(horiz: Word; vert: Word)`

Visibility: default

Description: `SetTextJustify` controls the placement of new text, relative to the (graphical) cursor position. `Horizontal` controls horizontal placement, and can be one of the following pre-defined constants:

LeftTextText is set left of the pointer.

CenterTextText is set centered horizontally on the pointer.

RightTextText is set to the right of the pointer.

`Vertical` controls the vertical placement of the text, relative to the (graphical) cursor position. Its value can be one of the following pre-defined constants :

BottomTextText is placed under the pointer.

CenterTextText is placed centered vertically on the pointer.

TopTextText is placed above the pointer.

Errors: None.

See also: `OutText` (850), `OutTextXY` (837)

56.14.61 SetTextStyle

Synopsis: Set text style

Declaration: `procedure SetTextStyle(font: Word; direction: Word; charsize: Word)`

Visibility: default

Description: `SetTextStyle` controls the style of text to be put on the screen. pre-defined constants for `Font` are:

DefaultFontThe default font

TriplexFontA special font

SmallFontA smaller font

SansSerifFontA sans-serif font (like Arial)

GothicFontA gothic font

ScriptFontA script font

SimpleFontA simple font

TSCRFONTTerminal screen font

LCOMFont?

EuroFont?

BoldFontA bold typeface font

Pre-defined constants for `Direction` are :

HorizDirWrite horizontal

VertDirWrite vertical

Errors: None.

See also: `GetTextSettings` (846)

56.14.62 SetUserCharSize

Synopsis: Set user character size for vector font

Declaration: `procedure SetUserCharSize(Multx: Word; Divx: Word; Multy: Word; Divy: Word)`

Visibility: default

Description: Sets the width and height of vector-fonts. The horizontal size is given by `Xasp1/Xasp2`, and the vertical size by `Yasp1/Yasp2`.

Errors: None.

See also: [SetTextStyle \(855\)](#)

56.14.63 SetViewPort

Synopsis: Set the graphical drawing window

Declaration: `procedure SetViewPort(X1: SmallInt; Y1: SmallInt; X2: SmallInt; Y2: SmallInt; Clip: Boolean)`

Visibility: default

Description: Sets the current graphical viewport (window) to the rectangle defined by the top-left corner `(X1, Y1)` and the bottom-right corner `(X2, Y2)`. If `Clip` is true, anything drawn outside the viewport (window) will be clipped (i.e. not drawn). Coordinates specified after this call are relative to the top-left corner of the viewport.

Errors: None.

See also: [GetViewSettings \(846\)](#)

56.14.64 SetWriteMode

Synopsis: Specify binary operation to perform when drawing on screen

Declaration: `procedure SetWriteMode(WriteMode: SmallInt)`

Visibility: default

Description: `SetWriteMode` controls the drawing of lines on the screen. It controls the binary operation used when drawing lines on the screen. `Mode` can be one of the following pre-defined constants:

CopyPutDraw as specified using current bitmask and color

XORPutDraw XOR-ing current bitmask and color

Errors: None.

See also: [SetColor \(852\)](#), [SetBkColor \(838\)](#), [SetLineStyle \(854\)](#), [SetFillStyle \(853\)](#)

56.14.65 TextHeight

Synopsis: Return height (in pixels) of the given string

Declaration: `function TextHeight(const TextString: string) : Word`

Visibility: default

Description: `TextHeight` returns the height (in pixels) of the string `S` in the current font and text-size.

Errors: None.

See also: `TextWidth` ([857](#))

56.14.66 TextWidth

Synopsis: Return width (in pixels) of the given string

Declaration: `function TextWidth(const TextString: string) : Word`

Visibility: default

Description: `TextWidth` returns the width (in pixels) of the string `S` in the current font and text-size.

Errors: None.

See also: `TextHeight` ([857](#))

Chapter 57

Reference for unit 'heaptrc'

57.1 Used units

Table 57.1: Used units by unit 'heaptrc'

Name	Page
System	1280

57.2 Overview

This document describes the HEAPTRC unit for Free Pascal. It was written by Pierre Muller. It is system independent, and works on all supported systems.

The HEAPTRC unit can be used to debug your memory allocation/deallocation. It keeps track of the calls to `getmem/freemem`, and, implicitly, of `New/Dispose` statements.

When the program exits, or when you request it explicitly. It displays the total memory used, and then dumps a list of blocks that were allocated but not freed. It also displays where the memory was allocated.

If there are any inconsistencies, such as memory blocks being allocated or freed twice, or a memory block that is released but with wrong size, this will be displayed also.

The information that is stored/displayed can be customized using some constants.

Do not use this unit directly, instead use the `-gh` switch, to let the compiler insert the unit in the `uses` clause.

57.3 Controlling HeapTrc with environment variables

The `HeapTrc` unit can be controlled with the `HEAPTRC` environment variable. The contents of this variable controls the initial setting of some constants in the unit. `HEAPTRC` consists of one or more of the following strings, separated by spaces:

keepreleased If this string occurs, then the `KeepReleased` ([860](#)) variable is set to `True`

disabled If this string occurs, then the `UseHeapTrace` ([861](#)) variable is set to `False` and the heap trace is disabled. It does not make sense to combine this value with other values.

nohalt If this string occurs, then the `HaltOnError` (860) variable is set to `False`, so the program continues executing even in case of a heap error.

log=filename If this string occurs, then the output of `heaptrc` is sent to the specified `Filename`. (see also `SetHeapTraceOutput` (864))

The following are valid values for the `HEAPTRC` variable:

```
HEAPTRC=disabled
HEAPTRC="keepreleased log=heap.log"
HEAPTRC="log=myheap.log nohalt"
```

Note that these strings are case sensitive, and the name of the variable too.

57.4 HeapTrc Usage

You must use the `-gh` switch, to let the compiler insert the unit by itself, so you don't have to include it in your `uses` clause. In fact, as of version 3.0.0 you may no longer do so.

The below example shows how to use the `heaptrc` unit.

This is the memory dump shown when running this program in a standard way:

```
Marked memory at 0040FA50 invalid
Wrong size : 128 allocated 64 freed
  0x00408708
  0x0040CB49
  0x0040C481
Call trace for block 0x0040FA50 size 128
  0x0040CB3D
  0x0040C481
```

If you use the `lineinfo` unit (or use the `-gl` switch) as well, then `heaptrc` will also give you the filenames and line-numbers of the procedures in the backtrace:

```
Marked memory at 00410DA0 invalid
Wrong size : 128 allocated 64 freed
  0x004094B8
  0x0040D8F9 main, line 25 of heapex.pp
  0x0040D231
Call trace for block 0x00410DA0 size 128
  0x0040D8ED main, line 23 of heapex.pp
  0x0040D231
```

If lines without filename/line-number occur, this means there is a unit which has no debug info included.

Listing: `./heapex/heapex.pp`

Program `heapex`;

{ Program used to demonstrate the usage of heaptrc unit }

Uses `heaptrc`;


```

Var P1 : ^ Longint;
      P2 : Pointer;
      I : longint;

begin
  New(P1);
  // causes previous allocation not to be de-allocated
  New(P1);
  Dispose(P1);
  For I:=1 to 10 do
    begin
      GetMem (P2,128);
      // When I is even, deallocate block. We loose 5 times 128
      // bytes this way.
      If (I mod 2) = 0 Then FreeMem(P2,128);
    end;
    GetMem(P2,128);
    // This will provoke an error and a memory dump
    FreeMem (P2,64);
  end.

```

57.5 Constants, types and variables

57.5.1 Constants

```
add_tail : Boolean = True
```

If `add_tail` is `True` (the default) then a check is also performed on the memory location just behind the allocated memory.

```
GlobalSkipIfNoLeaks : Boolean = False
```

`GlobalSkipIfNoLeaks` will, when set to `true`, disable the output of the `heaptrc` unit if no memory leaks will be detected, i.e. there will only be output if there were actual memory leaks.

```
HaltOnError : Boolean = True
```

If `HaltOnError` is set to `True` then an illegal call to `FreeMem` will cause the memory manager to execute a `halt(1)` instruction, causing a memory dump. By Default it is set to `True`.

```
HaltOnNotReleased : Boolean = False
```

`HaltOnNotReleased` can be set to `True` to make the `DumpHeap` (862) procedure halt (exit code 203) the program if any memory was not released when the dump is made. If it is `False` (the default) then `DumpHeap` just returns.

```
keepreleased : Boolean = False
```

If `keepreleased` is set to `true`, then a list of freed memory blocks is kept. This is useful if you suspect that the same memory block is released twice. However, this option is very memory intensive, so use it sparingly, and only when it's really necessary.

```
maxprintedblocklength : Integer = 128
```

`maxprintedblocklength` determines the maximum number of bytes written by a memory block dump, as produced when `printleakedblock` (861) or `printfaultyblock` (861) are true. If the size of the memory block is larger than this size, then only the first `maxprintedblocklength` will be included in the dump.

```
printfaultyblock : Boolean = False
```

`printleakedblock` can be set to `True` to print a memory dump of faulty memory blocks (in case a memory override occurs) The block is printed as a series of hexadecimal numbers, representing the bytes in the memory block. At most `maxprintedblocklength` (861) bytes of the memory block will be printed.

```
printleakedblock : Boolean = False
```

`printleakedblock` can be set to `True` to print a memory dump of unreleased blocks when the `heaptrc` unit produces a summary of memory leaks. The block is printed as a series of hexadecimal numbers, representing the bytes in the memory block. At most `maxprintedblocklength` (861) bytes of the memory block will be printed.

```
quicktrace : Boolean = True
```

`Quicktrace` determines whether the memory manager checks whether a block that is about to be released is allocated correctly. This is a rather time consuming search, and slows program execution significantly, so by default it is set to `True`.

```
tracesize = 8
```

`Tracesize` specifies how many levels of calls are displayed of the call stack during the memory dump. If you specify `keepreleased:=True` then half the `TraceSize` is reserved for the `GetMem` call stack, and the other half is reserved for the `FreeMem` call stack. For example, the default value of 8 will cause eight levels of call frames to be dumped for the `getmem` call if `keepreleased` is `False`. If `KeepReleased` is `true`, then 4 levels of call frames will be dumped for the `GetMem` call and 4 frames will be dumped for the `FreeMem` call. If you want to change this value, you must recode the `heaptrc` unit.

```
usecrc : Boolean = True
```

If `usecrc` is `True` (the default) then a `crc` check is performed on locations before and after the allocated memory. This is useful to detect memory overwrites.

```
useheaptrace : Boolean = True
```

This variable must be set at program startup, through the help of an environment variable.

57.5.2 Types

```
tDisplayExtraInfoProc = procedure(var ptext: text; p: pointer)
```

The `TDisplayExtraInfoType` is a procedural type used in the `SetHeapExtraInfo` (862) call to display a memory location which was previously filled with `TFillExtraInfoProc` (861)

```
tFillExtraInfoProc = procedure(p: pointer)
```

The `TFillExtraInfoProc` is a procedural type used in the `SetHeapExtraInfo` (862) call to fill a memory location with extra data for displaying.

57.6 Procedures and functions

57.6.1 CheckPointer

Synopsis: Check if a pointer is in the address range of the application

Declaration: `procedure CheckPointer(p: pointer)`

Visibility: default

Description: `CheckPointer` checks if the pointer is in the address range of the application, more specifically, if it is in the heap. If not, it prints an error and stops the program with runtime error 204.

57.6.2 DumpHeap

Synopsis: Dump memory usage report to stderr.

Declaration: `procedure DumpHeap`
`procedure DumpHeap(SkipIfNoLeaks: Boolean)`

Visibility: default

Description: `DumpHeap` dumps to standard output a summary of memory usage. It is called automatically by the `heaptrc` unit when your program exits (by installing an exit procedure), but it can be called at any time.

Errors: None.

57.6.3 SetHeapExtraInfo

Synopsis: Store extra information in blocks.

Declaration: `procedure SetHeapExtraInfo(size: PtrUInt; fillproc: tFillExtraInfoProc;`
`displayproc: tdisplayextrainfoProc)`

Visibility: default

Description: You can use `SetHeapExtraInfo` to store extra info in the blocks that the `heaptrc` unit reserves when tracing `getmem` calls. `Size` indicates the size (in bytes) that the trace mechanism should reserve for your extra information. For each call to `getmem`, `FillProc` will be called, and passed a pointer to the memory reserved.

When dumping the memory summary, the extra info is shown by calling `displayproc` and passing it the memory location which was filled by `fillproc`. It should write the information in readable form to the text file provided in the call to `displayproc`.

Errors: You can only call `SetHeapExtraInfo` if no memory has been allocated yet. If memory was already allocated prior to the call to `SetHeapExtraInfo`, then an error will be displayed on standard error output, and a `DumpHeap` (862) is executed.

See also: `DumpHeap` (862), `SetHeapTraceOutput` (864)

Listing: `./heapex/setinfo.pp`

Program `heapex`;

{ Program used to demonstrate the usage of heaptrc unit }

Uses heaptrc;

Var P1 : ^Longint;
 P2 : Pointer;
 I : longint;
 Marker : Longint;

Procedure SetMarker (P : pointer);

Type PLongint = ^Longint;

begin
 PLongint(P)^:=Marker;
end;

Procedure Part1;

begin
// Blocks allocated here are marked with \$FFAAFFAA = -5570646
 Marker := \$FFAAFFAA;
 New(P1);
 New(P1);
 Dispose(P1);
 For I:=1 to 10 do
 begin
 GetMem (P2,128);
 If (I mod 2) = 0 Then FreeMem(P2,128);
 end;
 GetMem(P2,128);
end;

Procedure Part2;

begin
// Blocks allocated here are marked with \$FAFAFAFA = -84215046
 Marker := \$FAFAFAFA;
 New(P1);
 New(P1);
 Dispose(P1);
 For I:=1 to 10 do
 begin
 GetMem (P2,128);
 If (I mod 2) = 0 Then FreeMem(P2,128);
 end;
 GetMem(P2,128);
end;

begin
 SetExtraInfo (SizeOf (Marker) ,@SetMarker);
 Writeln ('Part 1');
 part1;
 Writeln ('Part 2');
 part2;
end.

57.6.4 SetHeapTraceOutput

Synopsis: Specify filename for heap trace output.

Declaration: `procedure SetHeapTraceOutput(const name: string); Overload`
`procedure SetHeapTraceOutput(var ATextOutput: Text); Overload`

Visibility: default

Description: `SetHeapTraceOutput` sets the filename into which heap trace info will be written. By default information is written to standard output, this function allows you to redirect the information to a file with full filename `name`.

Errors: If the file cannot be written to, errors will occur when writing the trace.

See also: `SetHeapExtraInfo` ([862](#))

Chapter 58

Reference for unit 'ipc'

58.1 Used units

Table 58.1: Used units by unit 'ipc'

Name	Page
BaseUnix	128
System	1280
unixtype	1966

58.2 Overview

This document describes the IPC unit for Free Pascal. It was written for Linux by Michael Van Canneyt. It gives all the functionality of System V Inter-Process Communication: shared memory, semaphores and messages. It works only on the Linux operating system.

Many constants here are provided for completeness only, and should under normal circumstances not be used by the programmer.

58.3 Constants, types and variables

58.3.1 Constants

`IPC_CREAT = 1 shl 9`

Create if key is nonexistent

`IPC_EXCL = 2 shl 9`

fail if key exists

`IPC_INFO = 3`

For ipcs call

IPC_NOWAIT = 4 shl 9

return error on wait

IPC_RMID = 0

Remove resource

IPC_SET = 1

set ipc_perm options

IPC_STAT = 2

get ipc_perm options

MSG_NOERROR = 1 shl 12

Internal Message control code. Do not use

SEM_A = 2 shl 6

Constant to describe alter permissions on Semaphores

SEM_R = 4 shl 6

Constant to describe read permissions on Semaphores

SEM_UNDO = 1 shl 12

Constant for use in semop (880)

SHM_LOCK = 11

This constant is used in the shmctl (881) call.

SHM_R = IPC_R

This constant is used in the shmctl (881) call.

SHM_RDONLY = 1 shl 12

This constant is used in the shmctl (881) call.

SHM_RND = 2 shl 12

This constant is used in the shmctl (881) call.

SHM_UNLOCK = 12

This constant is used in the shmctl (881) call.

SHM_W = IPC_W

This constant is used in the shmctl (881) call.

58.3.2 Types

`key_t = TKey`

Alias for TKey (868) type

`msglen_t = culong`

Message length type

`msgqnum_t = culong`

Message queue number type

`PIPC_Perm = ^TIPC_Perm`

Pointer to TIPC_Perm (868) record.

`PMSG = ^TMSG`

Pointer to TMSG (868) record

`PMSGbuf = ^TMSGbuf`

Pointer to TMsgBuf (868) record

`PMSQid_ds = ^TMSQid_ds`

Pointer to TMSQid_ds (869)

`PSEM = ^TSEM`

Pointer to TSEM

`PSEMbuf = ^TSEMbuf`

Pointer to Tsembuf (869) record.

`PSEMid_ds = ^TSEMid_ds`

Pointer to TSEMid_ds (869) record.

`PSEMinfo = ^TSEMinfo`

Pointer to TSEMinfo (??) record.

`PSEMun = ^TSEMun`

Pointer to TSEMun (870) record

`PShmid_DS = ^TShmid_ds`

Pointer to TSHMid_ds (865) record.

```
TIPC_Perm = record
  key : TKey;
  uid : kernel_uid_t;
  gid : kernel_gid_t
  ;
  cuid : kernel_uid_t;
  cgid : kernel_gid_t;
  mode : kernel_mode_t
  ;
  seq : cushort;
end
```

TIPC_Perm is used in all IPC systems to specify the permissions. It should never be used directly.

```
TKey = cint
```

Type returned by the ftok (870) key generating function.

```
TMSG = record
end
```

Record used in the handling of message queues. Do not use directly.

```
TMSGbuf = record
  mtype : clong;
  mtext : Array[0..0] of Char;
end
```

The TMSGbuf record is a record containing the data of a record. you should never use this record directly, instead you should make your own record that follows the structure of the TMSGbuf record, but that has a size that is big enough to accomodate your messages. The mtype field should always be present, and should always be filled.

```
TMSQid_ds = record
  msg_perm : TIPC_Perm;
  msg_first : PMSG;
  msg_last
  : PMSG;
  msg_cbytes : msglen_t;
  msg_qnum : msgqnum_t;
  msg_qbytes
  : msglen_t;
  msg_lspid : pid_t;
  msg_lrpid : pid_t;
  msg_stime
  : time_t;
  msg_padl : clong;
  msg_rtime : time_t;
```

```

msg_pad2 :
  clong;
msg_ctime : time_t;
msg_pad3 : clong;
msg_pad4 : Array
  [0..3] of clong;
end

```

This record should never be used directly, it is an internal kernel record. It's fields may change at any time.

```

TSEM = record
end

```

TSEM is a semaphore description record. It should be considered opaque, it's structure is highly OS and CPU dependent.

```

TSEMbuf = record
  sem_num : cushort;
  sem_op : cshort;
  sem_flg
    : cshort;
end

```

The TSEMbuf record is used in the `semop` (880) call, and is used to specify which operations you want to do.

```

TSEMids = record
  sem_perm : TIPC_Perm;
  sem_base : PSEM;
  sem_nsems
    : cushort;
  sem_otime : time_t;
  sem_pad1 : cint;
  sem_ctime
    : time_t;
  sem_pad2 : cint;
  sem_pad3 : Array[0..3] of cint;
end

```

Structure returned by the `semctl` (874) call, contains all data of a semaphore

```

TSEMun = record
  case cint of
  0: (
    val : cint;
  );
  1: (
    buf : PSEMids
    ;
  );
end

```

```

2: (
   arr : PWord;
);
end

```

Record used in `semctl` (874) call.

```

TSHMinfo = record
   shmmax : cint;
   shmmin : cint;
   shmmni : cint
   ;
   shmseg : cint;
   shmall : cint;
end

```

Record used by the shared memory system, Do not use directly.

58.4 Procedures and functions

58.4.1 `ftok`

Synopsis: Create token from filename

Declaration: `function ftok(Path: PChar; ID: cint) : TKey`

Visibility: default

Description: `ftok` returns a key that can be used in a `semget` (879), `shmget` (883) or `msgget` (873) call to access a new or existing IPC resource.

`Path` is the name of a file in the file system, `ID` is a character of your choice. The `ftok` call does the same as it's C counterpart, so a pascal program and a C program will access the same resource if they use the same `Path` and `ID`

For an example, see `msgctl` (870), `semctl` (874) or `shmctl` (881).

Errors: `ftok` returns -1 if the file in `Path` doesn't exist.

See also: `semget` (879), `shmget` (883), `msgget` (873)

58.4.2 `msgctl`

Synopsis: Perform various operations on a message queue

Declaration: `function msgctl(msqid: cint; cmd: cint; buf: PMSQid_ds) : cint`

Visibility: default

Description: `msgctl` performs various operations on the message queue with id `ID`. Which operation is performed, depends on the `cmd` parameter, which can have one of the following values:

IPC_STAT In this case, the `msgctl` call fills the `TMSQid_ds` structure with information about the message queue.

IPC_SET In this case, the `msgctl` call sets the permissions of the queue as specified in the `ipc_perm` record inside `buf`.

IPC_RMIDIf this is specified, the message queue will be removed from the system.

`buf` contains the data that are needed by the call. It can be `Nil` in case the message queue should be removed.

The function returns `True` if successful, `False` otherwise.

Errors: On error, `False` is returned, and `IPCError` is set accordingly.

See also: `msgget` (873), `msgsnd` (874), `msgrcv` (873)

Listing: `./ipcex/msgtool.pp`

```

program msgtool;

Uses ipc , baseunix;

Type
  PMyMsgBuf = ^TMyMsgBuf;
  TMyMsgBuf = record
    mtype : Longint;
    mtext : string[255];
  end;

Procedure DoError (Const Msg : string);

begin
  Writeln (msg, ' returned an error : ', fpgeterrno);
  halt(1);
end;

Procedure SendMessage (Id : Longint;
                        Var Buf : TMyMsgBuf;
                        MType : Longint;
                        Const MText : String);

begin
  Writeln ( 'Sending message. ');
  Buf.mtype:=mtype;
  Buf.Mtext:=mtext;
  If msgsnd( Id , PMsgBuf(@Buf),256,0)=-1 then
    DoError( 'msgsnd' );
end;

Procedure ReadMessage (ID : Longint;
                       Var Buf : TMyMsgBuf;
                       MType : longint);

begin
  Writeln ( 'Reading message. ');
  Buf.MType:=MType;
  If msgrcv( ID , PMSGBuf(@Buf),256,mtype,0)<>-1 then
    Writeln ( 'Type : ', buf.mtype, ' Text : ', buf.mtext)
  else
    DoError ( 'msgrcv' );
end;

Procedure RemoveQueue ( ID : Longint);

begin

```

```

If msgctl (id,IPC_RMID,Nil)<>-1 then
  Writeln ( 'Removed Queue with id ',Id);
end;

Procedure ChangeQueueMode (ID,mode : longint);

Var QueueDS : TMSQid_ds;

begin
  If msgctl (Id,IPC_STAT,@QueueDS)=-1 then
    DoError ( 'msgctl : stat');
  Writeln ( 'Old permissions : ',QueueDS.msg_perm.mode);
  QueueDS.msg_perm.mode:=Mode;
  if msgctl (ID,IPC_SET,@QueueDS)=0 then
    Writeln ( 'New permissions : ',QueueDS.msg_perm.mode)
  else
    DoError ( 'msgctl : IPC_SET');
end;

procedure usage;

begin
  Writeln ( 'Usage : msgtool s(end) <type> <text> (max 255 characters)');
  Writeln ( '          r(eceive) <type>');
  Writeln ( '          d(elete)');
  Writeln ( '          m(ode) <decimal mode>');
  halt(1);
end;

Function StrToInt (S : String): longint;

Var M : longint;
    C : Integer;

begin
  val (S,M,C);
  If C<>0 Then DoError ( 'StrToInt : '+S);
  StrToInt:=M;
end;

Var
  Key : TKey;
  ID : longint;
  Buf : TMyMsgBuf;

const ipckey = '.'#0;

begin
  If ParamCount<1 then Usage;
  key := Ftok (@ipckey[1],ord('M'));
  ID:=msgget(key,IPC_CREAT or 438);
  If ID<0 then DoError ( 'MsgGet');
  Case upCase(Paramstr(1)[1]) of
    'S' : If ParamCount<>3 then
      Usage
    else
      SendMessage (id,Buf,StrToInt(Paramstr(2)),paramstr(3));
    'R' : If ParamCount<>2 then

```

```

        Usage
    else
        ReadMessage (id, buf, strtoint(Paramstr(2)));
'D' : If ParamCount<>1 then
    Usage
    else
        RemoveQueue (ID);
'M' : If ParamCount<>2 then
    Usage
    else
        ChangeQueueMode (id, strtoint(paramstr(2)));
else
    Usage
end;
end.

```

58.4.3 msgget

Synopsis: Return message queue ID, possibly creating the queue

Declaration: `function msgget(key: TKey; msgflg: cint) : cint`

Visibility: default

Description: `msgget` returns the ID of the message queue described by `key`. Depending on the flags in `msgflg`, a new queue is created.

`msgflg` can have one or more of the following values (combined by ORs):

IPC_CREATThe queue is created if it doesn't already exist.

IPC_EXCLIf used in combination with `IPC_CREAT`, causes the call to fail if the queue already exists. It cannot be used by itself.

Optionally, the flags can be ORed with a permission mode, which is the same mode that can be used in the file system.

For an example, see `msgctl` (870).

Errors: On error, -1 is returned, and `IPCError` is set.

See also: `ftok` (870), `msgsnd` (874), `msgrev` (873), `msgctl` (870)

58.4.4 msgrcv

Synopsis: Retrieve a message from the queue

Declaration: `function msgrcv(msqid: cint; msgp: PMSGbuf; msgsz: size_t; msgtyp: clong; msgflg: cint) : cint`

Visibility: default

Description: `msgrcv` retrieves a message of type `msgtyp` from the message queue with ID `msqid`. `msgtyp` corresponds to the `mtype` field of the `TMSGbuf` record. The message is stored in the `MSGbuf` structure pointed to by `msgp`.

The `msgflg` parameter can be used to control the behaviour of the `msgrcv` call. It consists of an ORed combination of the following flags:

0No special meaning.

IPC_NOWAITIf no messages are available, then the call returns immediately, with the `ENOMSG` error.

MSG_NOERRORIf the message size is wrong (too large), no error is generated, instead the message is truncated. Normally, in such cases, the call returns an error (`E2BIG`)

The function returns `True` if the message was received correctly, `False` otherwise.

For an example, see `msgctl` (870).

Errors: In case of error, `False` is returned, and `IPCError` is set.

See also: `msgget` (873), `msgsnd` (874), `msgctl` (870)

58.4.5 msgsnd

Synopsis: Send a message to the message queue

Declaration: `function msgsnd(msqid: cint; msgp: PMSGbuf; msgsz: size_t; msgflg: cint) : cint`

Visibility: default

Description: `msgsnd` sends a message to a message queue with ID `msqid`. `msgp` is a pointer to a message buffer, that should be based on the `TMsgBuf` type. `msgsz` is the size of the message (NOT of the message buffer record !)

The `msgflg` can have a combination of the following values (ORed together):

0No special meaning. The message will be written to the queue. If the queue is full, then the process is blocked.

IPC_NOWAITIf the queue is full, then no message is written, and the call returns immediately.

The function returns `True` if the message was sent successfully, `False` otherwise.

For an example, see `msgctl` (870).

Errors: In case of error, the call returns `False`, and `IPCError` is set.

See also: `msgget` (873), `msgrcv` (873), `msgctl` (870)

58.4.6 semctl

Synopsis: Perform various control operations on a semaphore set

Declaration: `function semctl(semid: cint; semnum: cint; cmd: cint; var arg: TSEMun) : cint`

Visibility: default

Description: `semctl` performs various operations on the semaphore `semnum` with semaphore set id `ID`.

The `arg` parameter supplies the data needed for each call. This is a variant record that should be filled differently, according to the command:

Type

```
TSEMun = record
  case longint of
    0 : ( val : longint );
    1 : ( buf : PSEMid_ds );
    2 : ( arr : PWord );
    3 : ( padbuf : PSeminfo );
    4 : ( padpad : pointer );
  end;
```

Which operation is performed, depends on the `cmd` parameter, which can have one of the following values:

IPC_STATIn this case, the `arg` record should have its `buf` field set to the address of a `TSEMid_ds` record. The `semctl` call fills this `TSEMid_ds` structure with information about the semaphore set.

IPC_SETIn this case, the `arg` record should have its `buf` field set to the address of a `TSEMid_ds` record. The `semctl` call sets the permissions of the queue as specified in the `ipc_perm` record.

IPC_RMIDIf this is specified, the semaphore set is removed from from the system.

GETALLIn this case, the `arr` field of `arg` should point to a memory area where the values of the semaphores will be stored. The size of this memory area is `\var{SizeOf(Word)* Number of semaphores in the set}`. This call will then fill the memory array with all the values of the semaphores.

GETNCNTThis will fill the `val` field of the `arg` union with the number of processes waiting for resources.

GETPID`semctl` returns the process ID of the process that performed the last `semop` (880) call.

GETVAL`semctl` returns the value of the semaphore with number `semnum`.

GETZCNT`semctl` returns the number of processes waiting for semaphores that reach value zero.

SETALLIn this case, the `arr` field of `arg` should point to a memory area where the values of the semaphores will be retrieved from. The size of this memory area is `\var{SizeOf(Word)* Number of semaphores in the set}`. This call will then set the values of the semaphores from the memory array.

SETVALThis will set the value of semaphore `semnum` to the value in the `val` field of the `arg` parameter.

The function returns -1 on error.

Errors: The function returns -1 on error, and `IPCError` is set accordingly.

See also: `semget` (879), `semop` (880)

Listing: `./ipcx/semtool.pp`

Program `semtool`;

{ Program to demonstrate the use of semaphores }

Uses `ipc,baseunix`;

Const `MaxSemValue = 5`;

Procedure `DoError (Const Msg : String)`;


```

var
  error: cint;
begin
  error:=fpgeterrno;
  Writeln ('Error : ',msg,' Code : ',error);
  Halt(1);
end;

Function getsemval (ID,Member : longint) : longint;

Var S : TSEMun;

begin
  GetSemVal:=SemCtl(id ,member,SEM_GETVAL,S);
end;

Procedure DispVal (ID,member : longint);

begin
  writeln ('Value for member ',member,' is ',GetSemVal(ID,Member));
end;

Function GetMemberCount (ID : Longint) : longint;

Var opts : TSEMun;
      semds : TSEMids;

begin
  opts.buf:=@semds;
  If semctl(Id,0,IPC_STAT,opts)<>-1 then
    GetMemberCount:=semds.sem_nsems
  else
    GetMemberCount:=-1;
end;

Function OpenSem (Key : TKey) : Longint;

begin
  OpenSem:=semget(Key,0,438);
  If OpenSem=-1 then
    DoError ('OpenSem');
end;

Function CreateSem (Key : TKey; Members : Longint) : Longint;

Var Count : Longint;
      Semopts : TSemun;

begin
  // the semmsl constant seems kernel specific
  { If members>semmsl then
    DoError ('Sorry, maximum number of semaphores in set exceeded');
  }
  Writeln ('Trying to create a new semaphore set with ',members,' members. ');
  CreateSem:=semget(key,members,IPC_CREAT or IPC_Excl or 438);
  If CreateSem=-1 then
    DoError ('Semaphore set already exists. ');
  Semopts.val:=MaxSemValue; { Initial value of semaphores }

```

```

    For Count:=0 to Members-1 do
        semctl(CreateSem, count, SEM_SETVAL, semopts);
end;

Procedure lockSem (ID, Member: Longint);

Var lock : TSEMbuf;

begin
    With lock do
        begin
            sem_num:=0;
            sem_op:=-1;
            sem_flg:=IPC_NOWAIT;
        end;
        if (member<0) or (member>GetMemberCount(ID)-1) then
            DoError ('semaphore member out of range');
        if getsemval(ID, member)=0 then
            DoError ('Semaphore resources exhausted (no lock)');
        lock.sem_num:=member;
        Writeln ('Attempting to lock member ', member, ' of semaphore ', ID);
        if semop(Id, @lock, 1)=-1 then
            DoError ('Lock failed')
        else
            Writeln ('Semaphore resources decremented by one');
            dispval(ID, Member);
        end;
end;

Procedure UnlockSem (ID, Member: Longint);

Var Unlock : TSEMbuf;

begin
    With Unlock do
        begin
            sem_num:=0;
            sem_op:=1;
            sem_flg:=IPC_NOWAIT;
        end;
        if (member<0) or (member>GetMemberCount(ID)-1) then
            DoError ('semaphore member out of range');
        if getsemval(ID, member)=MaxSemValue then
            DoError ('Semaphore not locked');
        Unlock.sem_num:=member;
        Writeln ('Attempting to unlock member ', member, ' of semaphore ', ID);
        if semop(Id, @unlock, 1)=-1 then
            DoError ('Unlock failed')
        else
            Writeln ('Semaphore resources incremented by one');
            dispval(ID, Member);
        end;
end;

Procedure RemoveSem (ID : longint);

var S : TSemun;

begin
    If semctl(Id, 0, IPC_RMID, s)<>-1 then

```

```

    Writeln ( 'Semaphore removed' )
  else
    DoError ( 'Couldn't remove semaphore' );
end;

Procedure ChangeMode (ID,Mode : longint);

Var rc : longint;
    opts : TSEMun;
    semds : TSEMids;

begin
  opts.buf := @semds;
  If not semctl (Id,0,IPC_STAT,opts) <> -1 then
    DoError ( 'Couldn't stat semaphore' );
  Writeln ( 'Old permissions were : ', semds.sem_perm.mode );
  semds.sem_perm.mode := mode;
  If semctl (id,0,IPC_SET,opts) <> -1 then
    Writeln ( 'Set permissions to ', mode )
  else
    DoError ( 'Couldn't set permissions' );
end;

Procedure PrintSem (ID : longint);

Var l,cnt : longint;

begin
  cnt := getmembercount (ID);
  Writeln ( 'Semaphore ', ID, ' has ', cnt, ' Members' );
  For l := 0 to cnt - 1 Do
    DispVal (id, l);
end;

Procedure USage;

begin
  Writeln ( 'Usage : semtool c(reate) <count>' );
  Writeln ( '          l(ock) <member>' );
  Writeln ( '          u(nlock) <member>' );
  Writeln ( '          d(etele)' );
  Writeln ( '          m(ode) <mode>' );
  Writeln ( '          p(rint)' );
  halt (1);
end;

Function StrToInt (S : String): longint;

Var M : longint;
    C : Integer;

begin
  val (S,M,C);
  If C <> 0 Then DoError ( 'StrToInt : '+S );
  StrToInt := M;
end;

```

```

Var Key : TKey;
      ID : Longint;

const ipckey='.'#0;

begin
  If ParamCount<1 then Usage;
  key:=ftok (@ipckey[1],ORD('s'));
  Case UpCase(Paramstr(1)[1]) of
    'C' : begin
      if paramcount<>2 then usage;
      CreateSem (key, strtoint(paramstr(2)));
      end;
    'L' : begin
      if paramcount<>2 then usage;
      ID:=OpenSem (key);
      LockSem (ID, strtoint(paramstr(2)));
      end;
    'U' : begin
      if paramcount<>2 then usage;
      ID:=OpenSem (key);
      UnLockSem (ID, strtoint(paramstr(2)));
      end;
    'M' : begin
      if paramcount<>2 then usage;
      ID:=OpenSem (key);
      ChangeMode (ID, strtoint(paramstr(2)));
      end;
    'D' : Begin
      ID:=OpenSem(Key);
      RemoveSem(Id);
      end;
    'P' : begin
      ID:=OpenSem(Key);
      PrintSem (Id);
      end;
  else
    Usage
  end;
end.

```

58.4.7 semget

Synopsis: Return the ID of a semaphore set, possibly creating the set

Declaration: function semget(key: TKey; nsems: cint; semflg: cint) : cint

Visibility: default

Description: msgget returns the ID of the semaphore set described by key. Depending on the flags in semflg, a new queue is created.

semflg can have one or more of the following values (combined by ORs):

IPC_CREATThe queue is created if it doesn't already exist.

IPC_EXCLIf used in combination with IPC_CREAT, causes the call to fail if the set already exists. It cannot be used by itself.

Optionally, the flags can be ORed with a permission mode, which is the same mode that can be used in the file system.

if a new set of semaphores is created, then there will be `nsems` semaphores in it.

Errors: On error, -1 is returned, and `IPCError` is set.

See also: `ftok` (870), `semop` (880), `semctl` (874)

58.4.8 `semop`

Synopsis: Perform semaphore operation.

Declaration: `function semop(semid: cint; sops: PSEMbuf; nsops: cuint) : cint`

Visibility: default

Description: `semop` performs a set of operations on a message queue. `sops` points to an array of type `TSEMbuf`. The array should contain `nsops` elements.

The fields of the `TSEMbuf` (869) structure

```
TSEMbuf = record
  sem_num : word;
  sem_op  : integer;
  sem_flg : integer;
```

should be filled as follows:

sem_numThe number of the semaphore in the set on which the operation must be performed.

sem_opThe operation to be performed. The operation depends on the sign of `sem_op`: A positive number is simply added to the current value of the semaphore. If 0 (zero) is specified, then the process is suspended until the specified semaphore reaches zero. If a negative number is specified, it is subtracted from the current value of the semaphore. If the value would become negative then the process is suspended until the value becomes big enough, unless `IPC_NOWAIT` is specified in the `sem_flg`.

sem_flgOptional flags: if `IPC_NOWAIT` is specified, then the calling process will never be suspended.

The function returns `True` if the operations were successful, `False` otherwise.

Errors: In case of error, `False` is returned, and `IPCError` is set.

See also: `semget` (879), `semctl` (874)

58.4.9 `shmat`

Synopsis: Attach a shared memory block.

Declaration: `function shmat(shmid: cint; shmaddr: pointer; shmflg: cint) : pointer`

Visibility: default

Description: `shmat` attaches a shared memory block with identified `shmid` to the current process. The function returns a pointer to the shared memory block.

If `shaddr` is `Nil`, then the system chooses a free unmapped memory region, as high up in memory space as possible.

If `shaddr` is non-nil, and `SHM_RND` is in `shmflg`, then the returned address is `shaddr`, rounded down to `SHMLBA`. If `SHM_RND` is not specified, then `shaddr` must be a page-aligned address.

The parameter `shmflg` can be used to control the behaviour of the `shmat` call. It consists of a ORed combination of the following constants:

SHM_RNDThe suggested address in `shaddr` is rounded down to `SHMLBA`.

SHM_RDONLYthe shared memory is attached for read access only. Otherwise the memory is attached for read-write. The process then needs read-write permissions to access the shared memory.

For an example, see `shmctl` (881).

Errors: If an error occurs, -1 is returned, and `IPCError` is set.

See also: `shmget` (883), `shmdt` (883), `shmctl` (881)

58.4.10 shmctl

Synopsis: Perform control operations on a shared memory block.

Declaration: `function shmctl(shmid: cint; cmd: cint; buf: PShmid_DS) : cint`

Visibility: default

Description: `shmctl` performs various operations on the shared memory block identified by identifier `shmid`.

The `buf` parameter points to a `TSHMid_ds` record. The `cmd` parameter is used to pass which operation is to be performed. It can have one of the following values :

IPC_STAT`shmctl` fills the `TSHMid_ds` record that `buf` points to with the available information about the shared memory block.

IPC_SETapplies the values in the `ipc_perm` record that `buf` points to, to the shared memory block.

IPC_RMIDthe shared memory block is destroyed (after all processes to which the block is attached, have detached from it).

If successful, the function returns `True`, `False` otherwise.

Errors: If an error occurs, the function returns `False`, and `IPCError` is set.

See also: `shmget` (883), `shmat` (880), `shmdt` (883)

Listing: `./ipcex/shmtool.pp`

```

Program shmtool;

uses ipc , strings , Baseunix;

Const SegSize = 100;

var key : Tkey;
```

```

    shmid,cntr : longint;
    segptr : pchar;

```

Procedure USage;

```

begin
    Writeln ( 'Usage : shmtool w(rite) text' );
    writeln ( '           r(ead)' );
    writeln ( '           d(elete)' );
    writeln ( '           m(ode change) mode' );
    halt(1);
end;

```

Procedure Writeshm (ID : Longint; ptr : pchar; S : **string**);

```

begin
    strcpy ( ptr ,s);
end;

```

Procedure Readshm(ID : longint; ptr : pchar);

```

begin
    Writeln ( 'Read : ',ptr);
end;

```

Procedure removeshm (ID : Longint);

```

begin
    shmctl (ID,IPC_RMID,Nil);
    writeln ( 'Shared memory marked for deletion' );
end;

```

Procedure CHangeMode (ID : longint; mode : **String**);

```

Var m : word;
    code : integer;
    data : TSHMid_ds;

```

```

begin
    val (mode,m,code);
    if code<>0 then
        usage;
    If shmctl (shmid,IPC_STAT,@data)=-1 then
        begin
            writeln ( 'Error : shmctl : ',fpgeterrno);
            halt(1);
        end;
    writeln ( 'Old permissions : ',data.shm_perm.mode);
    data.shm_perm.mode:=m;
    If shmctl (shmid,IPC_SET,@data)=-1 then
        begin
            writeln ( 'Error : shmctl : ',fpgeterrno);
            halt(1);
        end;
    writeln ( 'New permissions : ',data.shm_perm.mode);
end;

```

const ftokpath = '.'#0;

```

begin
  if paramcount<1 then usage;
  key := ftok (pchar(@ftokpath[1]),ord('S'));
  shmId := shmget(key,segsz,IPC_CREAT or IPC_EXCL or 438);
  If shmId=-1 then
    begin
      WriteLn ('Shared memory exists. Opening as client');
      shmId := shmget(key,segsz,0);
      If shmId = -1 then
        begin
          WriteLn ('shmget : Error !',fpgeterrno);
          halt(1);
        end
      end
    else
      WriteLn ('Creating new shared memory segment. ');
      segptr:=shmat(shmId,nil,0);
      if longint(segptr)=-1 then
        begin
          WriteLn ('Shmat : error !',fpgeterrno);
          halt(1);
        end;
      case upcase(paramstr(1)[1]) of
        'W' : writeshm (shmId,segptr,paramstr(2));
        'R' : readshm (shmId,segptr);
        'D' : removeshm(shmId);
        'M' : changemode (shmId,paramstr(2));
      else
        begin
          writeln (paramstr(1));
          usage;
        end;
      end;
    end;
  end.

```

58.4.11 shmdt

Synopsis: Detach shared memory block.

Declaration: function shmdt(shmaddr: pointer) : cint

Visibility: default

Description: shmdt detaches the shared memory at address shmaddr. This shared memory block is unavailable to the current process, until it is attached again by a call to shmat (880).

The function returns True if the memory block was detached successfully, False otherwise.

Errors: On error, False is returned, and IPCError is set.

See also: shmget (883), shmat (880), shmctl (881)

58.4.12 shmget

Synopsis: Return the ID of a shared memory block, possibly creating it

Declaration: function shmget(key: TKey; size: size_t; flag: cint) : cint

Visibility: default

Description: `shmget` returns the ID of a shared memory block, described by `key`. Depending on the flags in `flag`, a new memory block is created.

`flag` can have one or more of the following values (combined by ORs):

IPC_CREATThe queue is created if it doesn't already exist.

IPC_EXCLIf used in combination with `IPC_CREAT`, causes the call to fail if the queue already exists. It cannot be used by itself.

Optionally, the flags can be ORed with a permission mode, which is the same mode that can be used in the file system.

if a new memory block is created, then it will have size `Size` bytes in it.

Errors: On error, -1 is returned, and `IPCError` is set.

Chapter 59

Reference for unit 'keyboard'

59.1 Used units

Table 59.1: Used units by unit 'keyboard'

Name	Page
System	1280

59.2 Overview

The `Keyboard` unit implements a keyboard access layer which is system independent. It can be used to poll the keyboard state and wait for certain events. Waiting for a keyboard event can be done with the `GetKeyEvent` ([899](#)) function, which will return a driver-dependent key event. This key event can be translated to a interpretable event by the `TranslateKeyEvent` ([908](#)) function. The result of this function can be used in the other event examining functions.

A custom keyboard driver can be installed using the `SetKeyboardDriver` ([907](#)) function. The current keyboard driver can be retrieved using the `GetKeyboardDriver` ([899](#)) function. The last section of this chapter demonstrates how to make a keyboard driver.

59.3 Unix specific notes

On Unix, applications run on a "terminal", and the application writes to the screen and reads from the keyboard by communicating with the terminal. Unix keyboard handling is mostly backward compatible with the DEC vt100 and vt220 terminals from tens of years ago. The vt100 and vt220 had very different keyboards than today's PC's and this is where the problems start. To make it worse the protocol of both terminals has not been very well designed.

Because of this, the keyboard unit on Unix operating systems does a best effort to provide keyboard functionality. An implementation with full keyboard facilities like on other operating systems is not possible.

The exception is the Linux kernel. The terminal emulation of the Linux kernel is from a PC keyboard viewpoint hopeless as well, but unlike other terminal emulators it is configurable. On the Linux console, the Free Pascal keyboard unit tries to implement full functionality.

Users of applications using the keyboard unit should expect the following:

- Full functionality on the Linux console. It must be the bare console, SSH into another machine will kill the full functionality.
- Limited functionality otherwise.

Notes about Linux full functionality:

- The keyboard is reprogrammed. If the keyboard is for whatever reason not restored in its original state, please load your keymap to reinitialize it.
- Alt+function keys generate keycodes for those keys. To switch virtual consoles, use ctrl+alt+function key.
- Unlike what you're used to with other Unix software, escape works as you intuitively expect, it generates the keycode for an escape key **without a delay**.

The limited functionality does include these quirks:

- Escape must be pressed two times before it has effect.
- On the Linux console, when the users runs the program by logging into another machine:
 - Shift+F1 and Shift+F12 will generate keycodes for F11 and F12.
 - Shift+arrow keys, shift+ins, shift+del, shift+home, shift+end do not work. The same is true about the control and alt combinations.
 - Alt+function keys will switch virtual consoles instead of generating the right key sequences.
 - Ctrl+function keys will generate the keycodes for the function keys without ctrl
- In Xterm:
 - Shift+insert pastes the x clipboard, no keycode will be generated.
- In Konsole:
 - Shift+insert pastes the x clipboard, no keycode will be generated.
 - Shift+arrow keys doesn't work, nor does ctrl+arrow keys

If you have a non-standard terminal, some keys may not work at all. When in limited functionality mode, the user can work around using an escape prefix:

- Esc+1 = F1, Esc+2 = F2.
- Esc before another key is equal to alt+key.

In such cases, if the terminal does output an escape sequence for those keys, please submit a bug report so we can add them.

59.4 Writing a keyboard driver

Writing a keyboard driver means that hooks must be created for most of the keyboard unit functions. The `TKeyboardDriver` record contains a field for each of the possible hooks:

```
TKeyboardDriver = Record
  InitDriver : Procedure;
  DoneDriver : Procedure;
  GetKeyEvent : Function : TKeyEvent;
  PollKeyEvent : Function : TKeyEvent;
  GetShiftState : Function : Byte;
  TranslateKeyEvent : Function (KeyEvent: TKeyEvent): TKeyEvent;
  TranslateKeyEventUnicode: Function (KeyEvent: TKeyEvent): TKeyEvent;
end;
```

The meaning of these hooks is explained below:

InitDriver Called to initialize and enable the driver. Guaranteed to be called only once. This should initialize all needed things for the driver.

DoneDriver Called to disable and clean up the driver. Guaranteed to be called after a call to `initDriver`. This should clean up all things initialized by `InitDriver`.

GetKeyEvent Called by `GetKeyEvent` (899). Must wait for and return the next key event. It should NOT store keys.

PollKeyEvent Called by `PollKeyEvent` (904). It must return the next key event if there is one. Should not store keys.

GetShiftState Called by `PollShiftStateEvent` (905). Must return the current shift state.

TranslateKeyEvent Should translate a raw key event to a correct key event, i.e. should fill in the shiftstate and convert function key scancodes to function key keycodes. If the `TranslateKeyEvent` is not filled in, a default translation function will be called which converts the known scancodes from the tables in the previous section to a correct keyevent.

TranslateKeyEventUnicode Should translate a key event to a unicode key representation.

Strictly speaking, only the `GetKeyEvent` and `PollKeyEvent` hooks must be implemented for the driver to function correctly.

The example unit demonstrates how a keyboard driver can be installed. It takes the installed driver, and hooks into the `GetKeyEvent` function to register and log the key events in a file. This driver can work on top of any other driver, as long as it is inserted in the `uses` clause *after* the real driver unit, and the real driver unit should set the driver record in its initialization section.

Note that with a simple extension of this unit could be used to make a driver that is capable of recording and storing a set of keyboard strokes, and replaying them at a later time, so a 'keyboard macro' capable driver. This driver could sit on top of any other driver.

Listing: `./kbdex/logkeys.pp`

```
unit logkeys;
```

```
interface
```

```
Procedure StartKeyLogging;
```

```
Procedure StopKeyLogging;
```

```

Function IsKeyLogging : Boolean;
Procedure SetKeyLogFileName (FileName : String);

implementation

uses sysutils , keyboard;

var
    NewKeyBoardDriver ,
    OldKeyBoardDriver : TKeyboardDriver;
    Active , Logging : Boolean;
    LogFileName : String;
    KeyLog : Text;

Function TimeStamp : String;

begin
    TimeStamp:=FormatDateTime( 'hh:nn:ss' , Time ());
end;

Procedure StartKeyLogging;

begin
    Logging:=True;
    WriteLn(KeyLog, 'Start logging keystrokes at: ', TimeStamp);
end;

Procedure StopKeyLogging;

begin
    WriteLn(KeyLog, 'Stop logging keystrokes at: ', TimeStamp);
    Logging:=False;
end;

Function IsKeyLogging : Boolean;

begin
    IsKeyLogging:=Logging;
end;

Function LogGetKeyEvent : TKeyEvent;

Var
    K : TKeyEvent;

begin
    K:=OldkeyboardDriver . GetKeyEvent ();
    If Logging then
        begin
            Write (KeyLog, TimeStamp, ' : Key event: ');
            WriteLn (KeyLog, KeyEventToString ( TranslateKeyEvent (K)));
        end;
    LogGetKeyEvent:=K;
end;

Procedure LogInitKeyBoard;

```

```

begin
  OldKeyboardDriver . InitDriver ();
  Assign (KeyLog , logFileName );
  Rewrite (KeyLog);
  Active := True;
  StartKeyLogging;
end;

Procedure LogDoneKeyBoard;

begin
  StopKeyLogging;
  Close (KeyLog);
  Active := False;
  OldKeyboardDriver . DoneDriver ();
end;

Procedure SetKeyLogFileName (FileName : String);

begin
  If Not Active then
    LogFileName := FileName;
end;

Initialization
  GetKeyboardDriver (OldKeyboardDriver);
  NewKeyboardDriver := OldKeyboardDriver;
  NewKeyboardDriver . GetKeyEvent := @LogGetKeyEvent;
  NewKeyboardDriver . InitDriver := @LogInitKeyboard;
  NewKeyboardDriver . DoneDriver := @LogDoneKeyboard;
  LogFileName := 'keyboard.log';
  Logging := False;
  SetKeyboardDriver (NewKeyboardDriver);
end .

```

Listing: ./kbdex/ex9.pp

```

program example9;

{ This program demonstrates the logkeys unit }

uses keyboard , logkeys;

Var
  K : TKeyEvent;

begin
  InitKeyboard;
  Writeln ('Press keys , press "q" to end , "s" toggles logging. ');
  Repeat
    K := GetKeyEvent;
    K := TranslateKeyEvent (K);
    Writeln ('Got key : ', KeyEventToString (K));
    if GetKeyEventChar (K) = 's' then
      if IsKeyLogging then
        StopKeyLogging
      else
        StartKeyLogging;
  Until ( GetKeyEventChar (K) = 'q' );

```

```
DoneKeyBoard ;  
end .
```

59.5 Keyboard scan codes

Special physical keys are encoded with the DOS scan codes for these keys in the second byte of the TKeyEvent (897) type. A complete list of scan codes can be found in the below table. This is the list of keys that is used by the default key event translation mechanism. When writing a keyboard driver, either these constants should be returned by the various key event functions, or the TranslateKeyEvent hook should be implemented by the driver.

Table 59.2: Key Scancodes

Code	Key	Code	Key	Code	Key
00	NoKey	3D	F3	70	ALT-F9
01	ALT-Esc	3E	F4	71	ALT-F10
02	ALT-Space	3F	F5	72	CTRL-PrtSc
04	CTRL-Ins	40	F6	73	CTRL-Left
05	SHIFT-Ins	41	F7	74	CTRL-Right
06	CTRL-Del	42	F8	75	CTRL-end
07	SHIFT-Del	43	F9	76	CTRL-PgDn
08	ALT-Back	44	F10	77	CTRL-Home
09	ALT-SHIFT-Back	47	Home	78	ALT-1
0F	SHIFT-Tab	48	Up	79	ALT-2
10	ALT-Q	49	PgUp	7A	ALT-3
11	ALT-W	4B	Left	7B	ALT-4
12	ALT-E	4C	Center	7C	ALT-5
13	ALT-R	4D	Right	7D	ALT-6
14	ALT-T	4E	ALT-GrayPlus	7E	ALT-7
15	ALT-Y	4F	end	7F	ALT-8
16	ALT-U	50	Down	80	ALT-9
17	ALT-I	51	PgDn	81	ALT-0
18	ALT-O	52	Ins	82	ALT-Minus
19	ALT-P	53	Del	83	ALT-Equal
1A	ALT-LftBrack	54	SHIFT-F1	84	CTRL-PgUp
1B	ALT-RgtBrack	55	SHIFT-F2	85	F11
1E	ALT-A	56	SHIFT-F3	86	F12
1F	ALT-S	57	SHIFT-F4	87	SHIFT-F11
20	ALT-D	58	SHIFT-F5	88	SHIFT-F12
21	ALT-F	59	SHIFT-F6	89	CTRL-F11
22	ALT-G	5A	SHIFT-F7	8A	CTRL-F12
23	ALT-H	5B	SHIFT-F8	8B	ALT-F11
24	ALT-J	5C	SHIFT-F9	8C	ALT-F12
25	ALT-K	5D	SHIFT-F10	8D	CTRL-Up
26	ALT-L	5E	CTRL-F1	8E	CTRL-Minus
27	ALT-SemiCol	5F	CTRL-F2	8F	CTRL-Center
28	ALT-Quote	60	CTRL-F3	90	CTRL-GreyPlus
29	ALT-OpQuote	61	CTRL-F4	91	CTRL-Down
2B	ALT-BkSlash	62	CTRL-F5	94	CTRL-Tab
2C	ALT-Z	63	CTRL-F6	97	ALT-Home
2D	ALT-X	64	CTRL-F7	98	ALT-Up
2E	ALT-C	65	CTRL-F8	99	ALT-PgUp
2F	ALT-V	66	CTRL-F9	9B	ALT-Left
30	ALT-B	67	CTRL-F10	9D	ALT-Right
31	ALT-N	68	ALT-F1	9F	ALT-end
32	ALT-M	69	ALT-F2	A0	ALT-Down
33	ALT-Comma	6A	ALT-F3	A1	ALT-PgDn
34	ALT-Period	6B	ALT-F4	A2	ALT-Ins
35	ALT-Slash	6C	ALT-F5	A3	ALT-Del
37	ALT-GreyAst	6D	ALT-F6	A5	ALT-Tab
3B	F1	6E	ALT-F7		
3C	F2	6F	ALT-F8		

A list of scan codes for special keys and combinations with the SHIFT, ALT and CTRL keys can be found in the following table: They are for quick reference only.

Table 59.3: Special keys scan codes

Key	Code	SHIFT-Key	CTRL-Key	Alt-Key
NoKey	00			
F1	3B	54	5E	68
F2	3C	55	5F	69
F3	3D	56	60	6A
F4	3E	57	61	6B
F5	3F	58	62	6C
F6	40	59	63	6D
F7	41	5A	64	6E
F8	42	5B	65	6F
F9	43	5C	66	70
F10	44	5D	67	71
F11	85	87	89	8B
F12	86	88	8A	8C
Home	47		77	97
Up	48		8D	98
PgUp	49		84	99
Left	4B		73	9B
Center	4C		8F	
Right	4D		74	9D
end	4F		75	9F
Down	50		91	A0
PgDn	51		76	A1
Ins	52	05	04	A2
Del	53	07	06	A3
Tab	8	0F	94	A5
GreyPlus			90	4E

59.6 Constants, types and variables

59.6.1 Constants

`AltPrefix : Byte = 0`

Keycode for alternate prefix key for Alt key. Unix Only

`CtrlPrefix : Byte = 0`

Keycode for alternate prefix key for Ctrl key. Unix only

`errKbdBase = 1010`

Base of keyboard routine error reporting constants.

`errKbdInitError = errKbdBase + 0`

Failed to initialize keyboard driver

```
errKbdNotImplemented = errKbdBase + 1
```

Keyboard driver not implemented.

```
kbAlt = 8
```

Alt key modifier

```
kbASCII = $00
```

Ascii code key event

```
kbCtrl = 4
```

Control key modifier

```
kbdApps = $FF17
```

Application key (popup-menu) pressed.

```
kbdDelete = $FF2A
```

Delete key pressed

```
kbdDown = $FF27
```

Arrow down key pressed

```
kbdEnd = $FF26
```

End key pressed

```
kbdF1 = $FF01
```

F1 function key pressed.

```
kbdF10 = $FF0A
```

F10 function key pressed.

```
kbdF11 = $FF0B
```

F12 function key pressed.

```
kbdF12 = $FF0C
```

F12 function key pressed.

```
kbdF13 = $FF0D
```

F13 function key pressed.

kbdF14 = \$FF0E

F14 function key pressed.

kbdF15 = \$FF0F

F15 function key pressed.

kbdF16 = \$FF10

F16 function key pressed.

kbdF17 = \$FF11

F17 function key pressed.

kbdF18 = \$FF12

F18 function key pressed.

kbdF19 = \$FF13

F19 function key pressed.

kbdF2 = \$FF02

F2 function key pressed.

kbdF20 = \$FF14

F20 function key pressed.

kbdF3 = \$FF03

F3 function key pressed.

kbdF4 = \$FF04

F4 function key pressed.

kbdF5 = \$FF05

F5 function key pressed.

kbdF6 = \$FF06

F6 function key pressed.

kbdF7 = \$FF07

F7 function key pressed.

kbdF8 = \$FF08

F8 function key pressed.

kbdF9 = \$FF09

F9 function key pressed.

kbdHome = \$FF20

Home key pressed

kbdInsert = \$FF29

Insert key pressed

kbdLeft = \$FF23

Arrow left key pressed

kbdLWin = \$FF15

Left windows key pressed.

kbdMiddle = \$FF24

Middle key pad key pressed (numerical 5)

kbdPgDn = \$FF28

Page down key pressed

kbdPgUp = \$FF22

Page Up key pressed

kbdRight = \$FF25

Arrow right key pressed

kbdRWin = \$FF16

Right windows key pressed.

kbdUp = \$FF21

Arrow up key pressed

kbFnKey = \$02

function key pressed.

```
kbLeftShift = 1
```

Left shift key modifier

```
kbPhys = $03
```

Physical key code event

```
kbReleased = $04
```

Key release event (not implemented in FPC)

```
kbRightShift = 2
```

Right shift key modifier

```
kbShift = kbLeftShift or kbRightShift
```

Shift key modifier

```
kbUniCode = $01
```

Unicode code key event

```
SAnd : string = 'AND'
```

This constant is used as the 'And' word in key descriptions. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

```
ShiftPrefix : Byte = 0
```

Keycode for alternate prefix key for Shift key. Unix Only

```
SKeyPad : Array[0..($FF2F-kbdHome)] of string = ('Home', 'Up', 'PgUp',
  , 'Left', 'Middle', 'Right', 'End', 'Down', 'PgDn', 'Insert', 'Delete',
  , '', '', '', '', '')
```

This constant describes all keypad keys. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

```
SLeftRight : Array[1..2] of string = ('LEFT', 'RIGHT')
```

This constant contains strings to describe left and right keys. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

```
SScanCode : string = 'Key with scancode '
```

This constant contains a string to denote a scancode key event. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

```
SShift : Array[1..3] of string = ('SHIFT', 'CTRL', 'ALT')
```

This constant describes the various modifier keys. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

```
SUnicodeChar : string = 'Unicode character '
```

This constant contains a string to denote a unicode key event. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

```
SUnknownFunctionKey : string = 'Unknown function key : '
```

This constant contains a string to denote that an unknown function key was found. This constant is used by the key event description routines. It can be changed to localize the key descriptions when needed.

59.6.2 Types

```
PTreeElement = ^TTreeElement
```

Pointer to TTreeElement (??) record

```
TKeyboardDriver = record
  InitDriver : procedure;
  DoneDriver :
  procedure;
  GetKeyEvent : function : TKeyEvent;
  PollKeyEvent
  : function : TKeyEvent;
  GetShiftState : function : Byte;
  TranslateKeyEvent
  : function(KeyEvent: TKeyEvent) : TKeyEvent;
  TranslateKeyEventUniCode
  : function(KeyEvent: TKeyEvent) : TKeyEvent;
end
```

The TKeyboardDriver record can be used to install a custom keyboard driver with the SetKeyboardDriver (907) function.

The various fields correspond to the different functions of the keyboard unit interface. For more information about this record see kbddriver (887)

```
TKeyEvent = Cardinal
```

The TKeyEvent type is the base type for all keyboard events.

The key stroke is encoded in the 4 bytes of the TKeyEvent type. The various fields of the key stroke encoding can be obtained by typecasting the TKeyEvent type to the TKeyRecord (898) type.

```
TKeyRecord = packed record
  Flags : Byte;
  ShiftState : Byte;
  KeyCode : Word;
end
```

The structure of a `TKeyRecord` structure is explained in the following table:

Table 59.4: Structure of `TKeyRecord`

Field	Meaning
<code>KeyCode</code>	Depending on <code>flags</code> either the physical representation of a key (under DOS scancode, ascii code pair), or the t
<code>ShiftState</code>	Shift-state when this key was pressed (or shortly after)
<code>Flags</code>	Determine how to interpret <code>KeyCode</code>

The shift-state can be checked using the various shift-state constants, and the flags in the last byte can be checked using one of the `kbASCII`, `kbUnicode`, `kbFnKey`, `kbPhys`, `kbReleased` constants.

If there are two keys returning the same char-code, there's no way to find out which one was pressed (`Gray+` and `Simple+`). If it needs to be known which was pressed, the untranslated keycodes must be used, but these are system dependent. System dependent constants may be defined to cover those, with possibly having the same name (but different value).

```
Tprocedure = procedure
```

Procedure prototype

59.7 Procedures and functions

59.7.1 DoneKeyboard

Synopsis: Deactivate keyboard driver.

Declaration: `procedure DoneKeyboard`

Visibility: default

Description: `DoneKeyboard` de-initializes the keyboard interface if the keyboard driver is active. If the keyboard driver is not active, the function does nothing.

This will cause the keyboard driver to clear up any allocated memory, or restores the console or terminal the program was running in to its initial state before the call to `InitKeyBoard` (903). This function should be called on program exit. Failing to do so may leave the terminal or console window in an unusable state. Its exact action depends on the platform on which the program is running.

On Unix the default keyboard driver restores the line ending of `system.output` to `#10`.

For an example, see most other functions.

Errors: None.

See also: `InitKeyBoard` (903)

59.7.2 FunctionKeyName

Synopsis: Return string representation of a function key code.

Declaration: `function FunctionKeyName(KeyCode: Word) : string`

Visibility: default

Description: `FunctionKeyName` returns a string representation of the function key with code `KeyCode`. This can be an actual function key, or one of the cursor movement keys.

Errors: In case `KeyCode` does not contain a function code, the `SUnknownFunctionKey` string is returned, appended with the `KeyCode`.

See also: `ShiftStateToString` (907), `KeyEventToString` (904)

Listing: `./kbdex/ex8.pp`

Program `Example8`;

{ Program to demonstrate the FunctionKeyName function. }

Uses `keyboard`;

Var

`K : TKeyEvent`;

begin

`InitKeyboard`;

WriteIn ('Press function keys , press "q" to end.');

Repeat

`K:=GetKeyEvent`;

`K:=TranslateKeyEvent(K)`;

If `IsFunctionKey(k)` **then**

begin

Write ('Got function key : ');

WriteIn (`FunctionKeyName(TKeyRecord(K).KeyCode)`);

end;

Until (`GetKeyEventChar(K)='q'`);

`DoneKeyboard`;

end.

59.7.3 GetKeyboardDriver

Synopsis: Return the current keyboard driver record.

Declaration: `procedure GetKeyboardDriver(var Driver: TKeyboardDriver)`

Visibility: `default`

Description: `GetKeyboardDriver` returns in `Driver` the currently active keyboard driver. This function can be used to enhance an existing keyboarddriver.

For more information on getting and setting the keyboard driver `kbdriver` (887).

Errors: None.

See also: `SetKeyboardDriver` (907)

59.7.4 GetKeyEvent

Synopsis: Get the next raw key event, wait if needed.

Declaration: `function GetKeyEvent : TKeyEvent`

Visibility: `default`

Description: `GetKeyEvent` returns the last keyevent if it is available, or waits for one if none is available. A non-blocking version is available in `PollKeyEvent` (904).

The returned key is encoded as a `TKeyEvent` type variable, and is normally the physical key scan code, (the scan code is driver dependent) which can be translated with one of the translation functions `TranslateKeyEvent` (908) or `TranslateKeyEventUnicode` (908). See the types section for a description of how the key is described.

Errors: If no key became available (e.g. when the driver does not support it), 0 is returned.

See also: `PutKeyEvent` (906), `PollKeyEvent` (904), `TranslateKeyEvent` (908), `TranslateKeyEventUnicode` (908)

Listing: `./kbdex/ex1.pp`

```

program example1;

{ This program demonstrates the GetKeyEvent function }

uses keyboard;

Var
  K : TKeyEvent;

begin
  InitKeyboard;
  Writeln ('Press keys , press "q" to end. ');
  Repeat
    K:=GetKeyEvent;
    K:=TranslateKeyEvent(K);
    Write ('Got key event with ');
    Case GetKeyEventFlags(K) of
      kbASCII    : Writeln ('ASCII key ');
      kbUnicode  : Writeln ('Unicode key ');
      kbFnKey    : Writeln ('Function key ');
      kbPhys     : Writeln ('Physical key ');
      kbReleased : Writeln ('Released key event ');
    end;
    Writeln ('Got key : ', KeyEventToString(K));
  Until ( GetKeyEventChar(K)='q' );
  DoneKeyboard;
end.

```

59.7.5 GetKeyEventChar

Synopsis: Get the character key part of a key event.

Declaration: `function GetKeyEventChar(KeyEvent: TKeyEvent) : Char`

Visibility: default

Description: `GetKeyEventChar` returns the charcode part of the given `KeyEvent`, if it contains a translated character key keycode. The charcode is simply the ascii code of the character key that was pressed.

It returns the null character if the key was not a character key, but e.g. a function key.

For an example, see `GetKeyEvent` (899)

Errors: None.

See also: `GetKeyEventUnicode` (902), `GetKeyEventShiftState` (902), `GetKeyEventFlags` (901), `GetKeyEventCode` (901), `GetKeyEvent` (899)

59.7.6 GetKeyEventCode

Synopsis: Translate function key part of a key event code.

Declaration: `function GetKeyEventCode(KeyEvent: TKeyEvent) : Word`

Visibility: default

Description: `GetKeyEventCode` returns the translated function keycode part of the given `KeyEvent`, if it contains a translated function key.

If the key pressed was not a function key, the null character is returned.

Errors: None.

See also: `GetKeyEventUnicode` (902), `GetKeyEventShiftState` (902), `GetKeyEventFlags` (901), `GetKeyEventChar` (900), `GetKeyEvent` (899)

Listing: `./kbdex/ex2.pp`

Program Example2;

{ Program to demonstrate the GetKeyEventCode function. }

Uses keyboard;

Var

K : TKeyEvent;

begin

InitKeyBoard;

WriteIn ('Press function keys , or press "q" to end.');

Repeat

K:=GetKeyEvent;

K:=TranslateKeyEvent(K);

If (GetKeyEventFlags(K)<>KbfnKey) **then**

WriteIn ('Not a function key')

else

begin

Write ('Got key (',GetKeyEventCode(K));

WriteIn (') : ',KeyEventToString(K));

end;

Until (GetKeyEventChar(K)= 'q');

DoneKeyboard;

end.

59.7.7 GetKeyEventFlags

Synopsis: Extract the flags from a key event.

Declaration: `function GetKeyEventFlags(KeyEvent: TKeyEvent) : Byte`

Visibility: default

Description: `GetKeyEventFlags` returns the flags part of the given `KeyEvent`.

For an example, see `GetKeyEvent` (899)

Errors: None.

See also: `GetKeyEventUnicode` (902), `GetKeyEventShiftState` (902), `GetKeyEventCode` (901), `GetKeyEventChar` (900), `GetKeyEvent` (899)

59.7.8 GetKeyEventShiftState

Synopsis: Return the current state of the shift keys.

Declaration: `function GetKeyEventShiftState(KeyEvent: TKeyEvent) : Byte`

Visibility: default

Description: `GetKeyEventShiftState` returns the shift-state values of the given `KeyEvent`. This can be used to detect which of the modifier keys `Shift`, `Alt` or `Ctrl` were pressed. If none were pressed, zero is returned.

Note that this function does not always return expected results; In a unix X-Term, the modifier keys do not always work.

Errors: None.

See also: [GetKeyEventUnicode \(902\)](#), [GetKeyEventFlags \(901\)](#), [GetKeyEventCode \(901\)](#), [GetKeyEventChar \(900\)](#), [GetKeyEvent \(899\)](#)

Listing: `./kbdex/ex3.pp`

Program Example3;

{ Program to demonstrate the GetKeyEventShiftState function. }

Uses keyboard;

Var

K : TKeyEvent;
S : Byte;

begin

InitKeyboard;

Write ('Press keys combined with CTRL/SHIFT/ALT');

WriteLn (' , or press "q" to end.');

Repeat

K:=GetKeyEvent;

K:=TranslateKeyEvent(K);

S:=GetKeyEventShiftState(K);

If (S=0) **then**

WriteLn ('No special keys pressed')

else

begin

WriteLn ('Detected special keys : ', ShiftStateToString(K, False));

WriteLn ('Got key : ', KeyEventToString(K));

end;

Until (GetKeyEventChar(K)='q');

DoneKeyboard;

end.

59.7.9 GetKeyEventUnicode

Synopsis: Return the unicode key event.

Declaration: `function GetKeyEventUnicode(KeyEvent: TKeyEvent) : Word`

Visibility: default

Description: `GetKeyEventUnicode` returns the unicode part of the given `KeyEvent` if it contains a translated unicode character.

Errors: None.

See also: `GetKeyEventShiftState` (902), `GetKeyEventFlags` (901), `GetKeyEventCode` (901), `GetKeyEventChar` (900), `GetKeyEvent` (899)

59.7.10 InitKeyboard

Synopsis: Initialize the keyboard driver.

Declaration: `procedure InitKeyboard`

Visibility: default

Description: `InitKeyboard` initializes the keyboard driver. If the driver is already active, it does nothing. When the driver is initialized, it will do everything necessary to ensure the functioning of the keyboard, including allocating memory, initializing the terminal etc.

This function should be called once, before using any of the keyboard functions. When it is called, the `DoneKeyboard` (898) function should also be called before exiting the program or changing the keyboard driver with `SetKeyboardDriver` (907).

On Unix, the default keyboard driver sets terminal in raw mode. In raw mode the line feed behaves as an actual linefeed, i.e. the cursor is moved down one line. while the x coordinate does not change. To compensate, the default keyboard sets driver line ending of `system.output` to `#13#10`.

For an example, see most other functions.

Errors: None.

See also: `DoneKeyboard` (898), `SetKeyboardDriver` (907)

59.7.11 IsFunctionKey

Synopsis: Check whether a given event is a function key event.

Declaration: `function IsFunctionKey(KeyEvent: TKeyEvent) : Boolean`

Visibility: default

Description: `IsFunctionKey` returns `True` if the given key event in `KeyEvent` was a function key or not.

Errors: None.

See also: `GetKeyEvent` (899)

Listing: `./kbdex/ex7.pp`

```

program example1;

  { This program demonstrates the GetKeyEvent function }

uses keyboard;

Var
  K : TKeyEvent;

begin
```

```

InitKeyBoard ;
WriteIn ('Press keys , press "q" to end. ');
Repeat
  K:=GetKeyEvent ;
  K:=TranslateKeyEvent(K);
  If IsFunctionKey(K) then
    WriteIn ('Got function key : ',KeyEventToString(K))
  else
    WriteIn ('not a function key. ');
  Until (GetKeyEventChar(K)= 'q ');
DoneKeyBoard ;
end .

```

59.7.12 KeyEventToString

Synopsis: Return a string describing the key event.

Declaration: `function KeyEventToString(KeyEvent: TKeyEvent) : string`

Visibility: default

Description: `KeyEventToString` translates the key event in `KeyEvent` to a human-readable description of the pressed key. It will use the constants described in the constants section to do so.

For an example, see most other functions.

Errors: If an unknown key is passed, the scancode is returned, prefixed with the `SScanCode` string.

See also: [FunctionKeyName \(898\)](#), [ShiftStateToString \(907\)](#)

59.7.13 KeyPressed

Synopsis: Check event queue for key press

Declaration: `function KeyPressed : Boolean`

Visibility: default

Description: `KeyPressed` checks the keyboard event queue to see whether a key event is present, and returns `True` if a key event is available. This function simply calls [PollKeyEvent \(904\)](#) and checks for a valid result.

Errors: None.

See also: [PollKeyEvent \(904\)](#), [GetKeyEvent \(899\)](#)

59.7.14 PollKeyEvent

Synopsis: Get next key event, but does not wait.

Declaration: `function PollKeyEvent : TKeyEvent`

Visibility: default

Description: `PollKeyEvent` checks whether a key event is available, and returns it if one is found. If no event is pending, it returns 0.

Note that this does not remove the key from the pending keys. The key should still be retrieved from the pending key events list with the [GetKeyEvent \(899\)](#) function.

Errors: None.

See also: [PutKeyEvent \(906\)](#), [GetKeyEvent \(899\)](#)

Listing: ./kbdex/ex4.pp

```

program example4;

{ This program demonstrates the PollKeyEvent function }

uses keyboard;

Var
  K : TKeyEvent;

begin
  InitKeyBoard;
  WriteLn ('Press keys , press "q" to end. ');
  Repeat
    K:=PollKeyEvent;
    If k<>0 then
      begin
        K:=GetKeyEvent;
        K:=TranslateKeyEvent(K);
        writeln;
        WriteLn ('Got key : ',KeyEventToString(K));
      end
    else
      write ('. ');
    Until ( GetKeyEventChar (K)= 'q ' );
  DoneKeyBoard;
end.

```

59.7.15 PollShiftStateEvent

Synopsis: Check current shift state.

Declaration: `function PollShiftStateEvent : TKeyEvent`

Visibility: default

Description: `PollShiftStateEvent` returns the current shiftstate in a keyevent. This will return 0 if there is no key event pending.

Errors: None.

See also: [PollKeyEvent \(904\)](#), [GetKeyEvent \(899\)](#)

Listing: ./kbdex/ex6.pp

```

program example6;

{ This program demonstrates the PollShiftStateEvent function }

uses keyboard;

Var
  K : TKeyEvent;

```

```

begin
  InitKeyBoard;
  WriteLn('Press keys, press "q" to end. ');
  Repeat
    K:=PollKeyEvent;
    If k<>0 then
      begin
        K:=PollShiftStateEvent;
        WriteLn('Got shift state : ', ShiftStateToString(K, False));
        // Consume the key.
        K:=GetKeyEvent;
        K:=TranslateKeyEvent(K);
      end
    { else
      write(' ');
    }
    Until (GetKeyEventChar(K)='q');
  DoneKeyBoard;
end.

```

59.7.16 PutKeyEvent

Synopsis: Put a key event in the event queue.

Declaration: `procedure PutKeyEvent (KeyEvent: TKeyEvent)`

Visibility: default

Description: `PutKeyEvent` adds the given `KeyEvent` to the input queue. Please note that depending on the implementation this can hold only one value, i.e. when calling `PutKeyEvent` multiple times, only the last pushed key will be remembered.

Errors: None

See also: `PollKeyEvent` (904), `GetKeyEvent` (899)

Listing: `./kbdex/ex5.pp`

```

program example5;

{ This program demonstrates the PutKeyEvent function }

uses keyboard;

Var
  K, k2 : TKeyEvent;

begin
  InitKeyBoard;
  WriteLn('Press keys, press "q" to end. ');
  K2:=0;
  Repeat
    K:=GetKeyEvent;
    If k<>0 then
      begin
        if (k2 mod 2)=0 then
          K2:=K+1
        else

```

```

    K2:=0;
    K:=TranslateKeyEvent(K);
    WriteLn('Got key : ',KeyEventToString(K));
    if (K2<>0) then
        begin
            PutKeyEvent(k2);
            K2:=TranslateKeyEvent(K2);
            WriteLn('Put key : ',KeyEventToString(K2))
        end
    end
    Until (GetKeyEventChar(K)='q');
    DoneKeyBoard;
end.
```

59.7.17 SetKeyboardDriver

Synopsis: Set a new keyboard driver.

Declaration: `function SetKeyboardDriver(const Driver: TKeyboardDriver) : Boolean`

Visibility: default

Description: `SetKeyBoardDriver` sets the keyboard driver to `Driver`, if the current keyboard driver is not yet initialized. If the current keyboard driver is initialized, then `SetKeyboardDriver` does nothing. Before setting the driver, the currently active driver should be disabled with a call to `DoneKeyboard` (898).

The function returns `True` if the driver was set, `False` if not.

For more information on setting the keyboard driver, see `kbddriver` (887).

Errors: None.

See also: `GetKeyboardDriver` (899), `DoneKeyboard` (898)

59.7.18 ShiftStateToString

Synopsis: Return description of key event shift state

Declaration: `function ShiftStateToString(KeyEvent: TKeyEvent; UseLeftRight: Boolean) : string`

Visibility: default

Description: `ShiftStateToString` returns a string description of the shift state of the key event `KeyEvent`. This can be an empty string.

The shift state is described using the strings in the `SShift` constant.

For an example, see `PollShiftStateEvent` (905).

Errors: None.

See also: `FunctionKeyName` (898), `KeyEventToString` (904)

59.7.19 TranslateKeyEvent

Synopsis: Translate raw event to ascii key event

Declaration: `function TranslateKeyEvent (KeyEvent: TKeyEvent) : TKeyEvent`

Visibility: default

Description: `TranslateKeyEvent` performs ASCII translation of the `KeyEvent`. It translates a physical key to a function key if the key is a function key, and translates the physical key to the ordinal of the ascii character if there is an equivalent character key.

For an example, see `GetKeyEvent` (899)

Errors: None.

See also: `TranslateKeyEventUnicode` (908)

59.7.20 TranslateKeyEventUnicode

Synopsis: Translate raw event to UNICODE key event

Declaration: `function TranslateKeyEventUnicode (KeyEvent: TKeyEvent) : TKeyEvent`

Visibility: default

Description: `TranslateKeyEventUnicode` performs Unicode translation of the `KeyEvent`. It is not yet implemented for all platforms.

Errors: If the function is not yet implemented, then the `ErrorCode` of the `system` unit will be set to `errKbdNotImplemented`

See also: `TranslateKeyEvent` (908)

Chapter 60

Reference for unit 'lineinfo'

60.1 Used units

Table 60.1: Used units by unit 'lineinfo'

Name	Page
System	1280

60.2 Overview

The `lineinfo` provides a routine that reads the debug information of an executable (if any exists) and returns source code information about this address. It works with `Stabs` debug information. Note that this unit is not thread-safe, and that its behaviour is undefined if multiple threads try to write a backtrace at the same time.

For DWARF debug information, the `Infodwrf` ([938](#)) unit must be used.

60.3 Constants, types and variables

60.3.1 Variables

`AllowReuseOfLineInfoData` : Boolean = True

`AllowReuseOfLineInfoData` can be set to `True` to keep the last opened file open. When regularly creating backtraces (e.g. in a program log), this will significantly speed up operations.

60.4 Procedures and functions

60.4.1 CloseStabs

Synopsis: Close stabs info file descriptor

Declaration: `procedure CloseStabs`

Visibility: default

Description: `CloseStabs` will close the file descriptor that was used to read STABS debug information. This is useful if `AllowReuseOfLineInfoData` (909) is used to cache STABS information.

Errors: None.

See also: `AllowReuseOfLineInfoData` (909)

60.4.2 `GetLineInfo`

Synopsis: Return source line information about an address.

Declaration:

```
function GetLineInfo(addr: PtrUInt; var func: string;
                    var source: string; var line: LongInt) : Boolean
```

Visibility: default

Description: `GetLineInfo` returns source line information about the address `addr`. It searches this information in the stabs debugging information found in the binary: If the file was compiled without debug information, nothing will be returned. Upon successful retrieval of the debug information, `True` is returned, and the `func` parameter is filled with the name of the function in which the address is located. The `source` parameter contains the name of the file in which the function was implemented, and `line` contains the line number in the source file for `addr`.

Errors: If no debug information is found, `False` is returned.

60.4.3 `StabBackTraceStr`

Synopsis: Get a backtrace from an address

Declaration:

```
function StabBackTraceStr(addr: CodePointer) : string
```

Visibility: default

Description: `StabBackTraceStr` returns a backtrace from a memory address `Addr`.

This is the actual callback for the backtrace handler `System.BackTraceStrFunc` (909).

Errors: None.

See also: `GetLineInfo` (910)

Chapter 61

Reference for unit 'Linux'

61.1 Used units

Table 61.1: Used units by unit 'Linux'

Name	Page
BaseUnix	128
System	1280
unixtype	1966

61.2 Overview

The linux unit contains Linux specific operating system calls.

The platform independent functionality of the FPC 1.0.X version of the linux unit has been split out over the unix ([1927](#)), baseunix ([128](#)) and unixutil ([1981](#)) units.

The X86-specific parts have been moved to the X86 ([2017](#)) unit.

61.3 Constants, types and variables

61.3.1 Constants

`CAP_AUDIT_CONTROL` = 30

Allow manipulation of kernel auditing features

`CAP_AUDIT_WRITE` = 29

Allow writing to kernel audit log

`CAP_CHOWN` = 0

Perform chown operation

CAP_DAC_OVERRIDE = 1

Bypass file operation (rwx) checks

CAP_DAC_READ_SEARCH = 2

Bypass file read-only operation checks

CAP_FOWNER = 3

Bypass owner ID checks

CAP_FSETID = 4

Do not clear SUID/GUID bits on modified files

CAP_FS_MASK = 0xf

?

CAP_IPC_LOCK = 14

Allow memory locking calls

CAP_IPC_OWNER = 15

Bypass permission checks on IPC operations

CAP_KILL = 5

Bypass permission checks for sending signals

CAP_LEASE = 28

Allow file leases

CAP_LINUX_IMMUTABLE = 9

Allow setting ext2 file attributes

CAP_MKNOD = 27

Allow creation of special files through mknod calls

CAP_NET_ADMIN = 12

Allow network operations (e.g. setting socket options)

CAP_NET_BIND_SERVICE = 10

Allow binding to ports less than 1024

CAP_NET_BROADCAST = 11

Allow socket broadcast operations

CAP_NET_RAW = 13

Allow use of RAW and PACKET sockets

CAP_SETGID = 6

Allow GID manipulations

CAP_SETPCAP = 8

Allow to set other process' capabilities

CAP_SETUID = 7

Allow process ID manipulations

CAP_SYS_ADMIN = 21

Allow various system administration calls

CAP_SYS_BOOT = 22

Allow reboot calls

CAP_SYS_CHROOT = 18

Allow chroot calls.

CAP_SYS_MODULE = 16

Allow loading/unloading of kernel modules

CAP_SYS_NICE = 23

Allowing raising process and thread priorities

CAP_SYS_PACCT = 20

Allow acct calls

CAP_SYS_PTRACE = 19

Allow ptrace calls

CAP_SYS_RAWIO = 17

Allow raw I/O port operations

`CAP_SYS_RESOURCE = 24`

Allow use of special resources or raising of resource limits

`CAP_SYS_TIME = 25`

Allow system or real-time clock modification

`CAP_SYS_TTY_CONFIG = 26`

Allow vhangup calls

`CLOCKS_MASK = CLOCK_REALTIME or CLOCK_MONOTONIC`

Mask for supported clocks

`CLOCKS_MONO = CLOCK_MONOTONIC`

Monotonic clocks mask

`CLOCK_MONOTONIC = 1`

Monotonic system time since some undetermined start point. Can change if time is set.

`CLOCK_MONOTONIC_COARSE = 6`

Less precise (but faster) version of `CLOCK_MONOTONIC`

`CLOCK_MONOTONIC_RAW = 4`

Like `CLOCK_MONOTONIC`, not subject to NTP adjustments

`CLOCK_PROCESS_CPUTIME_ID = 2`

Process-specific high-resolution timer from the CPU.

`CLOCK_REALTIME = 0`

System wide real-time clock. Can only be set by root.

`CLOCK_REALTIME_COARSE = 5`

Less precise (but faster) version of `CLOCK_REALTIME`

`CLOCK_SGI_CYCLE = 10`

High resolution timer

`CLOCK_THREAD_CPUTIME_ID = 3`

Thread-specific high-resolution timer from the CPU.

CLONE_CHILD_CLEARTID = \$00200000

Clone option: Erase child thread ID in child memory space when child exits.

CLONE_CHILD_SETTID = \$01000000

Clone option: Store child thread ID in child memory.

CLONE_DETACHED = \$00400000

Clone option: Start clone detached.

CLONE_FILES = \$00000400

Clone (929) option: open files shared between processes

CLONE_FS = \$00000200

Clone (929) option: fs info shared between processes

CLONE_NEWNS = \$00020000

Clone options: Start child in new (filesystem) namespace.

CLONE_PARENT = \$00008000

Clone options: Set child parent to parent of calling process.

CLONE_PARENT_SETTID = \$00100000

Clone option: Store child thread ID in memory in both parent and child.

CLONE_PID = \$00001000

Clone (929) option: PID shared between processes

CLONE_PTRACE = \$00002000

Clone options: if parent is traced, trace child also

CLONE_SETTLS = \$00080000

Clone option: The newtls parameter is the TLS descriptor of the child

CLONE_SIGHAND = \$00000800

Clone (929) option: signal handlers shared between processes

CLONE_STOPPED = \$02000000

Clone option: Start child in stopped state.

CLONE_SYSVSEM = \$00040000

Clone option: Caller and child share the same semaphore undo values

CLONE_THREAD = \$00010000

Clone options: Set child in thread group of calling process.

CLONE_UNTRACED = \$00800000

Clone option: Do not allow a ptrace call on this clone.

CLONE_VFORK = \$00004000

Clone options: suspend parent till child execs

CLONE_VM = \$00000100

Clone (929) option: VM shared between processes

CSIGNAL = \$000000ff

Clone (929) option: Signal mask to be sent at exit

EPOLLERR = \$08

event_wait error condition on file descriptor

EPOLLET = \$80000000

Set event_wait edge trigger behaviour on file descriptor

EPOLLHUP = \$10

event_wait hang up event

EPOLLIN = \$01

event_wait input file descriptor ready event

EPOLLONESHOT = \$40000000

Set single-shot behaviour on epoll_wait.

EPOLLOUT = \$04

event_wait output file descriptor ready event

EPOLLPRI = \$02

event_wait high priority data available on input file descriptor

EPOLL_CTL_ADD = 1

Add filedescriptor to list of events

EPOLL_CTL_DEL = 2

Delete event for filedescriptor

EPOLL_CTL_MOD = 3

Modify event for filedescriptor

FUTEX_CMP_REQUEUE = 4

Futex option: requeue waiting processes on other futex, but check it's value first

FUTEX_FD = 2

Futex option: Associate file descriptor with futex.

FUTEX_LOCK_PI = 6

Futex option: Undocumented

FUTEX_OP_ADD = 1

Futex operation: Undocumented

FUTEX_OP_ANDN = 3

Futex operation: Undocumented

FUTEX_OP_CMP_EQ = 0

Futex operation: Undocumented

FUTEX_OP_CMP_GE = 5

Futex operation: Undocumented

FUTEX_OP_CMP_GT = 4

Futex operation: Undocumented

FUTEX_OP_CMP_LE = 3

Futex operation: Undocumented

FUTEX_OP_CMP_LT = 2

Futex operation: Undocumented

FUTEX_OP_CMP_NE = 1

Futex operation: Undocumented

FUTEX_OP_OPARG_SHIFT = 8

Futex operation: Undocumented

FUTEX_OP_OR = 2

Futex operation: Undocumented

FUTEX_OP_SET = 0

Futex operation: Undocumented

FUTEX_OP_XOR = 4

Futex operation: Undocumented

FUTEX_REQUEUE = 3

Futex option: requeue waiting processes on other futex.

FUTEX_TRYLOCK_PI = 8

Futex option: Undocumented

FUTEX_UNLOCK_PI = 7

Futex option: Undocumented

FUTEX_WAIT = 0

Futex option: Wait on futex till wake call arrives.

FUTEX_WAKE = 1

Futex option: wakes any waiting processes on this futex

FUTEX_WAKE_OP = 5

Futex option: Undocumented

GIO_CMAP = \$4B70

IOCTL: Get colour palette on VGA+

GIO_FONT = \$4B60

IOCTL: Get font in expanded form.

GIO_FONTX = \$4B6B

IOCTL: Get font in consolefontdesc record.

GIO_SCRNMAP = \$4B40

IOCTL: get screen mapping from kernel

GIO_UNIMAP = \$4B66

IOCTL: get unicode-to-font mapping from kernel

GIO_UNISCRNMAP = \$4B69

IOCTL: get full Unicode screen mapping

IN_ACCESS = \$00000001

Data was read from file.

IN_ALL_EVENTS = IN_ACCESS or IN_MODIFY or IN_ATTRIB or IN_CLOSE or
IN_OPEN or IN_MOVE or IN_CREATE or IN_DELETE or IN_DELETE_SELF or
IN_MOVE_SELF

All possible events OR-ed together.

IN_ATTRIB = \$00000004

File attributes changed.

IN_CLOEXEC = &02000000

IN_CLOEXEC can be set to indicate that the inotify file handle must be closed on exec.

IN_CLOSE = IN_CLOSE_WRITE or IN_CLOSE_NOWRITE

File was closed (read or write)

IN_CLOSE_NOWRITE = \$00000010

File opened for read was closed

IN_CLOSE_WRITE = \$00000008

File opened for write was closed

IN_CREATE = \$00000100

A file was created in the directory.

IN_DELETE = \$00000200

A file was deleted from the directory.

IN_DELETE_SELF = \$00000400

Directory or file under observation was deleted.

IN_DONT_FOLLOW = \$02000000

Do not follow symlinks

IN_IGNORED = \$00008000

Watch was ignored (removed). Only reported.

IN_ISDIR = \$40000000

Event subject is a directory (reported only)

IN_MASK_ADD = \$20000000

Add events to existing watch (OR-ing the sets) if one exists.

IN_MODIFY = \$00000002

Data was written to file.

IN_MOVE = IN_MOVED_FROM or IN_MOVED_TO

File was moved (in or out of directory)

IN_MOVED_FROM = \$00000040

File was moved away from watched directory

IN_MOVED_TO = \$00000080

File was moved into watched directory

IN_MOVE_SELF = \$00000800

Directory or file under observation was moved.

IN_NONBLOCK = &00004000

IN_NONBLOCK can be set to indicate that the inotify file handle should not block read operations.

IN_ONESHOT = \$80000000

Only report one event, then remove the watch.

IN_ONLYDIR = \$01000000

Only watch filename if it is a directory.

IN_OPEN = \$00000020

File was opened

IN_Q_OVERFLOW = \$00004000

Queue overflowed. Only reported.

IN_UNMOUNT = \$00002000

File system on which file resides was unmounted. Only reported.

KB_101 = 2

IOCTL: Keyboard types: 101 keys

KB_84 = 1

IOCTL: Keyboard types: 84 keys

KB_OTHER = 3

IOCTL: Keyboard types: other type

KDADDIO = \$4B34

IOCTL: add i/o port as valid

KDDELIO = \$4B35

IOCTL: delete i/o port as valid

KDDISABIO = \$4B37

IOCTL: disable i/o to video board

KDENABIO = \$4B36

IOCTL: enable i/o to video board

KDFONTOP = \$4B72

IOCTL: font operations

KDGETKEYCODE = \$4B4C

IOCTL: read kernel keycode table entry

KDGETLED = \$4B31

IOCTL: return current led state

KDGETMODE = \$4B3B

IOCTL: get current mode

KDGKBDIACR = \$4B4A

IOCTL: read kernel accent table

KDGKBTYPE = \$4B33

IOCTL: get keyboard type

KDMAPDISP = \$4B3C

IOCTL: map display into address space

KDMKTONE = \$4B30

IOCTL: generate tone

KDSETKEYCODE = \$4B4D

IOCTL: write kernel keycode table entry

KDSETLED = \$4B32

IOCTL: set led state

KDSETMODE = \$4B3A

IOCTL: set text/graphics mode

KDSIGACCEPT = \$4B4E

IOCTL: accept kbd generated signals

KDSKBDIACR = \$4B4B

IOCTL: write kernel accent table

KDUNMAPDISP = \$4B3D

IOCTL: unmap display from address space

KD_GRAPHICS = 1

IOCTL: Tty modes: graphics mode

KD_TEXT = 0

IOCTL: Tty modes: Text mode

KD_TEXT0 = 2

IOCTL: Tty modes: Text mode (obsolete)

KD_TEXT1 = 3

IOCTL: Tty modes: Text mode (obsolete)

KIOCSOUND = \$4B2F

IOCTL: start/stop sound generation (0 for off)

LED_CAP = 4

IOCTL: LED_CAP : caps lock led

LED_NUM = 2

IOCTL: LED_SCR : Num lock led

LED_SCR = 1

IOCTL: LED_SCR : scroll lock led

LINUX_CAPABILITY_VERSION = \$19980330

Current capability version in use by kernel

MAP_DENYWRITE = \$800

Read-only

MAP_EXECUTABLE = \$1000

Memory area is marked as executable

MAP_GROWSDOWN = \$100

Memory map grows down, like stack

MAP_LOCKED = \$2000

Memory pages are locked

MAP_NORESERVE = \$4000

Do not check for reservations

MAX_CLOCKS = 16

Maximum number of clocks in the system

PIO_CMAP = \$4B71

IOCTL: Set colour palette on VGA+

PIO_FONT = \$4B61

IOCTL: Use font in expanded form.

PIO_FONTRESET = \$4B6D

IOCTL: Reset to default font

PIO_FONTX = \$4B6C

IOCTL: Set font in `consolefontdesc` record.

PIO_SCRNMAP = \$4B41

IOCTL: put screen mapping table in kernel

PIO_UNIMAP = \$4B67

IOCTL: put unicode-to-font mapping in kernel

PIO_UNIMAPCLR = \$4B68

IOCTL: clear table, possibly advise hash algorithm

PIO_UNISCRNMAP = \$4B6A

IOCTL: set full Unicode screen mapping

POLLMSG = \$0400

Unused in Linux

POLLRDHUP = \$2000

Peer Shutdown/closed writing half of connection

POLLREMOVE = \$1000

Undocumented Linux extension of Poll

SPLICE_F_GIFT = 8

Pages spliced in are a gift

SPLICE_F_MORE = 4

Expect more data

```
SPLICE_F_MOVE = 1
```

Move pages instead of copying

```
SPLICE_F_NONBLOCK = 2
```

Don't block on pipe splicing operations

```
SYNC_FILE_RANGE_WAIT_AFTER = 4
```

Wait upon write-out of specified pages in the range after performing any write.

```
SYNC_FILE_RANGE_WAIT_BEFORE = 1
```

Wait for write-out of previously-submitted specified pages before writing more data.

```
SYNC_FILE_RANGE_WRITE = 2
```

Initiate write of all dirty pages in the specified range.

61.3.2 Types

```
clockid_t = cint
```

Clock id type

```
EPoll_Data = record
case Integer of
0: (
  ptr : pointer;
);
1: (
  fd : cint;
);
2: (
  u32 : cuint;
);
3: (
  u64 : cuint64;
);
end
```

Data structure used in EPOLL IOCTL call.

```
EPoll_Event = record
  Events : cuint32;
  Data : TEPoll_Data;
end
```

Structure used in `epoll_ctl` (931) call.

```
inotify_event = record
  wd : cint;
  mask : cuint32;
  cookie : cuint32
  ;
  len : cuint32;
  name : Char;
end
```

`inotify_event` is the structure used to report changes in a directory. When reading a `inotify` file descriptor, one or more `inotify_event` records can be read from the file descriptor.

```
PEPoll_Data = ^EPoll_Data
```

Pointer to `EPoll_Data` (925) record

```
PEpoll_Event = ^EPoll_Event
```

Pointer to `EPoll_Event` (926) type

```
Pinotify_event = ^inotify_event
```

Pointer to `inotify_event` (926) structure.

```
PSysInfo = ^TSysInfo
```

Pointer to `TSysInfo` (927) record.

```
Puser_cap_data = ^user_cap_data
```

Pointer to `user_cap_data` (927) record

```
Puser_cap_header = ^user_cap_header
```

Pointer to `user_cap_header` (927) record

```
TCloneFunc = function(args: pointer) : LongInt
```

Clone function prototype.

```
TEPoll_Data = EPoll_Data
```

Alias for `EPoll_Data` (925) type

```
TEPoll_Event = EPoll_Event
```

Alias for `EPoll_Event` (926) type

```

TSysInfo = record
  uptime : clong;
  loads : Array[0..2] of culong
  ;
  totalram : culong;
  freeram : culong;
  sharedram : culong;
  bufferram : culong;
  totalswap : culong;
  freeswap : culong;
  procs : cushort;
  pad : cushort;
  totalhigh : culong;
  freehigh
  : culong;
  mem_unit : cuint;
  _f : Array[0..19-2*sizeof(clong)
  -sizeof(cint)] of cchar;
end

```

Record with system information, used by the SysInfo (936) call.

```

user_cap_data = record
  effective : cuint32;
  permitted : cuint32
  ;
  inheritable : cuint32;
end

```

user_cap_data describes the set of capabilities for the indicated thread.

```

user_cap_header = record
  version : cuint32;
  pid : cint;
end

```

user_cap_header describes the root user capabilities for the current thread, as set by capget (927) and capset (928)

61.4 Procedures and functions

61.4.1 capget

Synopsis: Return the capabilities for the indicated thread

Declaration: function capget(header: Puser_cap_header; data: Puser_cap_data) : cint

Visibility: default

Description: capget returns the capabilities of the indicated thread in header. The thread is identified by the process ID, or -1 for all caller (and child) process ID's.

Refer to the Linux man pages (7 capabilities) for more info.

Errors: On success, zero is returned, on error -1 is returned, and `fperrno` is set to the error.

See also: [capset \(928\)](#)

61.4.2 capset

Synopsis: Set the capabilities for the indicated thread

Declaration: `function capset(header: Puser_cap_header; data: Puser_cap_data) : cint`

Visibility: default

Description: `capset` sets the capabilities of the indicated thread in `header`. The thread is identified by the process ID, or -1 for all caller (and child) process ID's.

Refer to the Linux man pages (7 capabilities) for more info.

Errors: On success, zero is returned, on error -1 is returned, and `fperrno` is set to the error.

See also: [capget \(927\)](#)

61.4.3 clock_getres

Synopsis: Get clock resolution

Declaration: `function clock_getres(clk_id: clockid_t; res: ptimespec) : cint`

Visibility: default

Description: `clock_getres` returns the resolution of the clock specified in `clk_id` in the `res` structure. It can be `Nil`. if the clock exists and the resolution can be retrieved, 0 is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: [clock_gettime \(928\)](#), [clock_settime \(929\)](#)

61.4.4 clock_gettime

Synopsis: Get the time of a clock

Declaration: `function clock_gettime(clk_id: clockid_t; tp: ptimespec) : cint`

Visibility: default

Description: `clock_gettime` returns the current time of the clock specified in `clk_id` in the `tp` structure. If the clock exists and the time can be retrieved, 0 is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: [clock_getres \(928\)](#), [clock_settime \(929\)](#)

61.4.5 clock_settime

Synopsis: Set the time of a clock

Declaration: `function clock_settime(clk_id: clockid_t; tp: timespec) : cint`

Visibility: default

Description: `clock_settime` sets the current time of the clock specified in `clk_id`. The time is specified in the `tp` structure. If the clock exists and the time can be retrieved, 0 is returned. The resolution is truncated to the resolution supported by the specified clock. Note that not all clocks can be set.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `clock_getres` (928), `clock_gettime` (928)

61.4.6 clone

Synopsis: Clone current process (create new thread)

Declaration: `function clone(func: TCloneFunc; sp: pointer; flags: LongInt; args: pointer) : LongInt`

Visibility: default

Description: `Clone` creates a child process which is a copy of the parent process, just like `FpFork` (182) does. In difference with `Fork`, however, the child process shares some parts of its execution context with its parent, so it is suitable for the implementation of threads: many instances of a program that share the same memory.

When the child process is created, it starts executing the function `Func`, and passes it `Args`. The return value of `Func` is either the explicit return value of the function, or the exit code of the child process.

The `sp` pointer points to the memory reserved as stack space for the child process. This address should be the top of the memory block to be used as stack.

The `Flags` determine the behaviour of the `Clone` call. The low byte of the `Flags` contains the number of the signal that will be sent to the parent when the child dies. This may be bitwise OR'ed with the following constants:

CLONE_VMParent and child share the same memory space, including memory (un)mapped with subsequent `mmap` calls.

CLONE_FSParent and child have the same view of the filesystem; the `chroot`, `chdir` and `umask` calls affect both processes.

CLONE_FILESthe file descriptor table of parent and child is shared.

CLONE_SIGHANDthe parent and child share the same table of signal handlers. The signal masks are different, though.

CLONE_PIDParent and child have the same process ID.

`Clone` returns the process ID in the parent process, and -1 if an error occurred.

Errors: On error, -1 is returned to the parent, and no child is created.

sys_eagainToo many processes are running.

sys_enomemNot enough memory to create child process.

See also: `#rtl.baseunix.FpFork` (182)

Listing: ./linuxex/ex71.pp

```

program TestC{!one};

{ $ifdef Linux }
// close is very Linux specific. 1.9.x threading is done via pthreads.

uses
  Linux , Errors , crt;

const
  Ready : Boolean = false;
  aChar : Char    = 'a';

function CloneProc( Arg : Pointer ): LongInt; Cdecl;
begin
  WriteLn( 'Hello from the clone ', PChar(Arg));
  repeat
    Write( aChar );
    Select( 0,0,0,0,600 );
  until Ready;
  WriteLn( 'Clone finished.' );
  CloneProc := 1;
end;

var
  PID : LongInt;

procedure MainProc;
begin
  WriteLn( 'cloned process PID: ', PID );
  WriteLn( 'Press <ESC> to kill ... ' );
  repeat
    Write( '.' );
    Select( 0,0,0,0,300 );
    if KeyPressed then
      case ReadKey of
        #27: Ready := true;
        'a': aChar := 'A';
        'A': aChar := 'a';
        'b': aChar := 'b';
        'B': aChar := 'B';
      end;
    until Ready;
  WriteLn( 'Ready.' );
end;

const
  StackSize = 16384;
  theFlags = CLONE_VM+CLONE_FS+CLONE_FILES+CLONE_SIGHAND;
  aMsg      : PChar = 'Oops !';

var
  theStack : Pointer;
  ExitStat : LongInt;

begin
  GetMem( theStack , StackSize );
  PID := Clone( @CloneProc ,

```

```

        Pointer ( LongInt (theStack)+StackSize),
        theFlags,
        aMsg);
if PID < 0 then
  WriteLn('Error : ', LinuxError, ' when cloning.')
else
  begin
    MainProc;
    case WaitPID(0,@ExitStat,Wait_Untraced or wait_clone) of
      -1: WriteLn('error:',LinuxError,','; ', StrError(LinuxError));
      0: WriteLn('error:',LinuxError,','; ', StrError(LinuxError));
    else
      WriteLn('Clone exited with: ',ExitStat shr 8);
    end;
  end;
  FreeMem( theStack, StackSize );
{$else}
begin
{$endif}
end.

```

61.4.7 epoll_create

Synopsis: Create new epoll file descriptor

Declaration: `function epoll_create(size: cint) : cint`

Visibility: default

Description: `epoll_create` creates a new epoll file descriptor. The `size` argument indicates to the kernel approximately how many structures should be allocated, but is by no means an upper limit.

On success, a file descriptor is returned that can be used in subsequent `epoll_ctl` (931) or `epoll_wait` (932) calls, and should be closed using the `fpClose` (175) call.

Errors: On error, -1 is returned, and `errno` (185) is set.

See also: `epoll_ctl` (931), `epoll_wait` (932), `fpClose` (175)

61.4.8 epoll_ctl

Synopsis: Modify an epoll file descriptor

Declaration: `function epoll_ctl(epfd: cint; op: cint; fd: cint; event: PEPoll_Event) : cint`

Visibility: default

Description: `epoll_ctl` performs the `op` operation on epoll file descriptor `epfd`. The operation will be monitored on file descriptor `fd`, and is optionally controlled by `event`.

`op` can be one of the following values:

EPOLL_CTL_ADDAdd filedescriptor to list of events

EPOLL_CTL_MODModify event for filedescriptor

EPOLL_CTL_DELDelete event for filedescriptor

The `events` field in `event_data` is a bitmask of one or more of the following values:

EPOLLINThe file is ready for read operations

EPOLLOUTThe file is ready for write operations.

EPOLLPRIUrgent data is available for read operations.

EPOLLERRAn error condition is signaled on the file descriptor.

EPOLLHUPA Hang up happened on the file descriptor.

EPOLLETSet the Edge Triggered behaviour for the file descriptor.

EPOLLONESHOTSet One-Shot behaviour for the file descriptor. The event will be triggered only once.

Errors: On error -1 is returned, and `errno` is set accordingly.

See also: [epoll_create \(931\)](#), [epoll_wait \(932\)](#), [fpClose \(175\)](#)

61.4.9 `epoll_wait`

Synopsis: Wait for an event on an `epoll` file descriptor.

Declaration:

```
function epoll_wait(epfd: cint; events: PEpoll_Event; maxevents: cint;
                    timeout: cint) : cint
```

Visibility: default

Description: `epoll_wait` waits for `timeout` milliseconds for an event to occur on `epoll` file descriptor `epfd`. If `timeout` is -1, it waits indefinitely, if `timeour` is zero, it does not wait, but returns immediately, even if no events were detected.

On return, data for at most `maxevents` will be returned in the memory pointed to by `events`. The function returns the number of file descriptors for which events were reported. This can be zero if the timeout was reached.

Errors: On error -1 is returned, and `errno` is set accordingly.

See also: [epoll_create \(931\)](#), [epoll_ctl \(931\)](#), [fpClose \(175\)](#)

61.4.10 `fdatasync`

Synopsis: Synchronize the data in memory with the data on storage device

Declaration:

```
function fdatasync(fd: cint) : cint
```

Visibility: default

Description: `fdatasync` does the same as `fpfsync` but does not flush the metadata, unless it is vital to the correct reading/writing of the file. In practice, this means that unless the file size changed, the file metadata will not be synced.

See also: [#rtl.unix.fsync \(1927\)](#)

61.4.11 `futex`

Synopsis: Perform a `futex` operation

```

Declaration: function futex(uaddr: pcint; op: cint; val: cint; timeout: ptimespec;
                        addr2: pcint; val3: cint) : cint
function futex(var uaddr; op: cint; val: cint; timeout: ptimespec;
                var addr2; val3: cint) : cint
function futex(var uaddr; op: cint; val: cint; var timeout: TTimeSpec;
                var addr2; val3: cint) : cint
function futex(uaddr: pcint; op: cint; val: cint; timeout: ptimespec)
                : cint
function futex(var uaddr; op: cint; val: cint; timeout: ptimespec)
                : cint
function futex(var uaddr; op: cint; val: cint; var timeout: TTimeSpec)
                : cint

```

Visibility: default

Description: `futex` performs an operation on a memory `futex` as described in the kernel manual page for `futex`. The mutex is located at `uaddr`, the operation `op` is one of the following constants:

FUTEX_WAITFutex option: Wait on `futex` till wake call arrives.

FUTEX_WAKEFutex option: Wait on `futex` till wake call arrives.

FUTEX_FDFutex option: Associate file descriptor with `futex`.

FUTEX_REQUEUEFutex option: requeue waiting processes on other `futex`.

FUTEX_CMP_REQUEUEFutex option: requeue waiting processes on other `futex`, but check it's value first

The value to check for is indicated in `val`, and a timeout can be specified in `timeout`. The optional arguments `addr2` and `val3` are used only with the `FUTEX_REQUEUE` and `FUTEX_CMP_REQUEUE` operations.

In case of an error, -1 is return. All other return values must be interpreted according to the operation performed.

This call directly interfaces with the Linux kernel, more information can be found in the kernel manual pages.

Errors: On error, -1 is returned. Use `#rtl.baseunix.fpgeterno` (185) to get the error code.

61.4.12 futex_op

Synopsis: Futex operation:

```

Declaration: function futex_op(op: cint; oparg: cint; cmp: cint; cmparg: cint) : cint

```

Visibility: default

Description: `FUTEX_OP` Performs an operation on a `futex`:

```

FUTEX_OP := ((op and $F) shl 28) or
              ((cmp and $F) shl 24) or
              ((oparg and $FFF) shl 12)
              or (cmparg and $FFF);

```

61.4.13 inotify_add_watch

Synopsis: Add a watch to a notify file descriptor

Declaration: `function inotify_add_watch(fd: cint; name: PChar; mask: cuint32) : cint`

Visibility: default

Description: `inotify_add_watch` can be used to add a watch to an initialized inotify file descriptor (`fd`). The file or directory to watch can be specified in the `name` parameter, and the events that must be reported can be specified in `mask`. The following flags can be specified:

IN_ACCESSData was read from file.
IN_MODIFYData was written to file.
IN_ATTRIBFile attributes changed.
IN_CLOSE_WRITEFile opened for write was closed
IN_CLOSE_NOWRITEFile opened for read was closed
IN_CLOSEFile was closed (read or write)
IN_OPENFile was opened
IN_MOVED_FROMFile was moved away from watched directory
IN_MOVED_TOFile was moved into watched directory
IN_MOVEFile was moved (in or out of directory)
IN_CREATEA file was created in the directory.
IN_DELETEA file was deleted from the directory.
IN_DELETE_SELFDirectory or file under observation was deleted.
IN_MOVE_SELFDirectory or file under observation was moved.
IN_ALL_EVENTSAll possible events OR-ed together.

These events can be OR-ed with some flags, controlling the behaviour of the watch:

IN_ONLYDIROnly watch filename if it is a directory.
IN_ISDIREvent occurred against directory.
IN_DONT_FOLLOWDo not follow symlinks
IN_MASK_ADDAdd events to existing watch (OR-ing the sets) if one exists.
IN_ONESHOTOnly report one event, then remove the watch.

On return, the function returns a watch descriptor, which will be reported in the `inotify_event` (926) structure's `wd`.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `inotify_init` (934), `inotify_init1` (935), `inotify_rm_watch` (935), `inotify_event` (926)

61.4.14 inotify_init

Synopsis: Initialize a new inotify file descriptor

Declaration: `function inotify_init : cint`

Visibility: default

Description: `inotify_init` initializes a new `INotify` file descriptor. No options can be specified. On return, the file descriptor is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information

See also: `inotify_init1` (935), `inotify_add_watch` (934), `inotify_rm_watch` (935)

61.4.15 inotify_init1

Synopsis: Initialize a new inotify file descriptor with extra options.

Declaration: `function inotify_init1(flags: cint) : cint`

Visibility: default

Description: `inotify_init1` initializes a new `INotify` file descriptor. The following options can be OR-ed and passed in flags:

IN_NONBLOCK Do not block on read

IN_CLOEXEC Inotify close on exec flag.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: [inotify_init \(934\)](#), [inotify_add_watch \(934\)](#), [inotify_rm_watch \(935\)](#)

61.4.16 inotify_rm_watch

Synopsis: Remove watch from Inotify file descriptor.

Declaration: `function inotify_rm_watch(fd: cint; wd: cint) : cint`

Visibility: default

Description: `inotify_rm_watch` removes watch descriptor `wd` from inotify descriptor `fd`. On success, 0 is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: [inotify_init \(934\)](#), [inotify_init1 \(935\)](#), [inotify_add_watch \(934\)](#), [inotify_event \(926\)](#)

61.4.17 sched_yield

Synopsis: Yield the processor to another thread.

Declaration: `procedure sched_yield`

Visibility: default

Description: `sched_yield` yields the processor to another thread. The current thread is put at the back of its queue. If there is only 1 thread in the application, the thread continues to run. The call always returns zero.

61.4.18 setregid

Synopsis: Set Real and Effective Group ID

Declaration: `function setregid(rgid: uid_t; egid: uid_t) : cint`

Visibility: default

Description: `setregid` sets the real group ID to `rgid` and the effective group ID to `egid`. Passing a value of -1 tells the system not to change that value.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: [setreuid \(936\)](#)

61.4.19 `setreuid`

Declaration: `function setreuid(ruid: uid_t; euid: uid_t) : cint`

Visibility: `default`

Description: `setreuid` sets the real user ID to `ruid` and the effective user ID to `euid`. Passing a value of `-1` tells the system not to change that value.

Errors: On Error, `-1` is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `setregid` (935)

61.4.20 `sync_file_range`

Synopsis: Force committing of data to disk

Declaration: `function sync_file_range(fd: cint; offset: off64_t; nbytes: off64_t; flags: cuint) : cint`

Visibility: `default`

Description: `sync_file_range` forces the Linux kernel to write any data pages of a specified file (file descriptor `fd`) to disk. The range of the file is specified by the offset `offset` and the number of bytes `nbytes`. `Options` is an OR-ed combination of

`SYNC_FILE_RANGE_WAIT_BEFORE`Wait for write-out of previously-submitted specified pages before writing more data.

`SYNC_FILE_RANGE_WRITE`Initiate write of all dirty pages in the specified range.

`SYNC_FILE_RANGE_WAIT_AFTER`Wait upon write-out of specified pages in the range after performing any write.

If none is specified, the operation does nothing.

Errors: On return `-1` is returned and `fperrno` is set to the actual error code. See the Linux man page for more on the error codes.

See also: `fdatasync` (932)

61.4.21 `Sysinfo`

Synopsis: Return kernel system information

Declaration: `function Sysinfo(Info: PSysInfo) : cint`

Visibility: `default`

Description: `SysInfo` returns system information in `Info`. Returned information in `Info` includes:

`uptime`Number of seconds since boot.

`loads`1, 5 and 15 minute load averages.

`totalram`total amount of main memory.

`freeram`amount of free memory.

`sharedram`amount of shared memory.

`bufferram`amount of memory used by buffers.

`totalswapt`total amount of swap space.

freeswap amount of free swap space.

procs number of current processes.

Errors: None.

See also: #rtl.baseunix.fpUname ([220](#))

Listing: ./linuxex/ex64.pp

program Example64;

```
{ Example to demonstrate the SysInfo function.
  Sysinfo is Linux-only. }
```

```
{ $ifdef Linux }
```

```
Uses Linux;
```

```
Function Mb(L : Longint) : longint;
```

```
begin
```

```
  Mb:=L div (1024*1024);
```

```
end;
```

```
Var Info : TSysInfo;
```

```
  D,M,Secs,H : longint;
```

```
{ $endif }
```

```
begin
```

```
  { $ifdef Linux }
```

```
  If Not SysInfo(Info) then
```

```
    Halt(1);
```

```
  With Info do
```

```
    begin
```

```
      D:=Uptime div (3600*24);
```

```
      UpTime:=UpTime mod (3600*24);
```

```
      h:=uptime div 3600;
```

```
      uptime:=uptime mod 3600;
```

```
      m:=uptime div 60;
```

```
      secs:=uptime mod 60;
```

```
      Writeln('Uptime : ',d,'days, ',h,' hours, ',m,' min, ',secs,' s.');
```

```
      Writeln('Loads : ',Loads[1],'/',Loads[2],'/',Loads[3]);
```

```
      Writeln('Total Ram : ',Mb(totalram),'Mb.');
```

```
      Writeln('Free Ram : ',Mb(freeram),'Mb.');
```

```
      Writeln('Shared Ram : ',Mb(sharedram),'Mb.');
```

```
      Writeln('Buffer Ram : ',Mb(bufferram),'Mb.');
```

```
      Writeln('Total Swap : ',Mb(totalswap),'Mb.');
```

```
      Writeln('Free Swap : ',Mb(freeswap),'Mb.');
```

```
    end;
```

```
  { $endif }
```

```
end.
```

Chapter 62

Reference for unit 'Infodwrf'

62.1 Used units

Table 62.1: Used units by unit 'Infodwrf'

Name	Page
System	1280

62.2 Overview

The `Infodwrf` provides a routine that reads the debug information of an executable (if any exists) and returns source code information about this address. It works with DWARF debug information. Note that this unit is not thread-safe, and that its behaviour is undefined if multiple threads try to write a backtrace at the same time.

For stabs debug information, the `lineinfo` ([909](#)) unit must be used.

62.3 Constants, types and variables

62.3.1 Variables

```
AllowReuseOfLineInfoData : Boolean = True
```

`AllowReuseOfLineInfoData` can be set to `True` to keep the last opened file open. When regularly creating backtraces (e.g. in a program log), this will significantly speed up operations.

62.4 Procedures and functions

62.4.1 CloseDwarf

Synopsis: Close DWARF info file descriptor

Declaration: `procedure CloseDwarf`

Visibility: `default`

Description: `CloseDwarf` will close the file descriptor that was used to read DWARF debug information. This is useful if `AllowReuseOfLineInfoData` (938) is used to cache DWARF information.

Errors: None.

See also: `AllowReuseOfLineInfoData` (938)

62.4.2 DwarfBackTraceStr

Synopsis: Get a backtrace from an address

Declaration: `function DwarfBackTraceStr(addr: CodePointer) : string`

Visibility: default

Description: `DwarfBackTraceStr` returns a backtrace from a memory address `Addr`.

This is the actual callback for the backtrace handler `System.BackTraceStrFunc` (938).

Errors: None.

See also: `GetLineInfo` (939)

62.4.3 GetLineInfo

Synopsis: Return source line information about an address.

Declaration: `function GetLineInfo(addr: PtrUInt; var func: string;
var source: string; var line: LongInt) : Boolean`

Visibility: default

Description: `GetLineInfo` returns source line information about the address `addr`. It searches this information in the DWARF debugging information found in the binary: If the file was compiled without debug information, nothing will be returned. Upon succesful retrieval of the debug information, `True` is returned, and the `func` parameter is filled with the name of the function in which the address is located. The `source` parameter contains the name of the file in which the function was implemented, and `line` contains the line number in the source file for `addr`.

Errors: If no debug information is found, `False` is returned.

Chapter 63

Reference for unit 'math'

63.1 Used units

Table 63.1: Used units by unit 'math'

Name	Page
System	1280
sysutils	1538

63.2 Overview

This document describes the `math` unit. The `math` unit was initially written by Florian Klaempfl. It provides mathematical functions which aren't covered by the system unit.

This chapter starts out with a definition of all types and constants that are defined, after which an overview is presented of the available functions, grouped by category, and the last part contains a complete explanation of each function.

The following things must be taken into account when using this unit:

1. This unit is compiled in Object Pascal mode so all `integers` are 32 bit.
2. Some overloaded functions exist for data arrays of integers and floats. When using the address operator (`@`) to pass an array of data to such a function, make sure the address is typecasted to the right type, or turn on the 'typed address operator' feature. failing to do so, will cause the compiler not be able to decide which function you want to call.

63.3 Cash flow functions

The cash flow functions in the `math` unit resolve the following equation:

$$FV + PV * q^n + PMT (q^n - 1) / (q - 1) = 0$$

In this formula, the following variables are present:

FV Future value

PV Present value

PMT Payment per period

n Number of payments (number of periods)

q> Interest Rate (return rate)

The financial functions FutureValue (958), NumberOfPeriods (973), Payment (973), PresentValue (976) and InterestRate (961) solve this equation for one of the variables, when the other variables are known.

See also: FutureValue (958), NumberOfPeriods (973), Payment (973), PresentValue (976), TPaymentTime (946)

63.4 Geometrical functions

Table 63.2:

Name	Description
hypot (959)	Hypotenuse of triangle
norm (972)	Euclidian norm

63.5 Statistical functions

Table 63.3:

Name	Description
mean (967)	Mean of values
meanandstddev (968)	Mean and standard deviation of values
momentskewkurtosis (971)	Moments, skew and kurtosis
popnstddev (974)	Population standard deviation
popnvariance (975)	Population variance
randg (978)	Gaussian distributed random value
stddev (983)	Standard deviation
sum (984)	Sum of values
sumofsquares (985)	Sum of squared values
sumsandsquares (986)	Sum of values and squared values
totalvariance (988)	Total variance of values
variance (989)	variance of values

63.6 Number converting

Table 63.4:

Name	Description
ceil (950)	Round to infinity
floor (956)	Round to minus infinity
frexp (957)	Return mantissa and exponent

63.7 Exponential and logarithmic functions

Table 63.5:

Name	Description
intpower (961)	Raise float to integer power
ldexp (962)	Calculate $2^x \times \text{float}$
lnxp1 (963)	calculate $\log(x+1)$
log10 (963)	calculate 10-base log
log2 (964)	calculate 2-base log
logn (964)	calculate N-base log
power (975)	raise float to arbitrary power

63.8 Hyperbolic functions

Table 63.6:

Name	Description
arcosh (947)	calculate reverse hyperbolic cosine
arsinh (949)	calculate reverse hyperbolic sine
artanh (950)	calculate reverse hyperbolic tangent
cosh (952)	calculate hyperbolic cosine
sinh (983)	calculate hyperbolic sine
tanh (988)	calculate hyperbolic tangent

63.9 Trigonometric functions

Table 63.7:

Name	Description
<code>arccos</code> (946)	calculate reverse cosine
<code>arcsin</code> (948)	calculate reverse sine
<code>arctan2</code> (949)	calculate reverse tangent
<code>cotan</code> (953)	calculate cotangent
<code>sincos</code> (982)	calculate sine and cosine
<code>tan</code> (987)	calculate tangent

63.10 Angle unit conversion

Routines to convert angles between different angle units.

Table 63.8:

Name	Description
<code>cycleto rad</code> (954)	convert cycles to radians
<code>degtograd</code> (954)	convert degrees to grads
<code>degtorad</code> (955)	convert degrees to radians
<code>gradtodeg</code> (958)	convert grads to degrees
<code>gradtorad</code> (959)	convert grads to radians
<code>radto cycle</code> (977)	convert radians to cycles
<code>radtodeg</code> (977)	convert radians to degrees
<code>radto grad</code> (978)	convert radians to grads

63.11 Min/max determination

Functions to determine the minimum or maximum of numbers:

Table 63.9:

Name	Description
<code>max</code> (965)	Maximum of 2 values
<code>maxIntValue</code> (966)	Maximum of an array of integer values
<code>maxvalue</code> (966)	Maximum of an array of values
<code>min</code> (969)	Minimum of 2 values
<code>minIntValue</code> (970)	Minimum of an array of integer values
<code>minvalue</code> (970)	Minimum of an array of values

63.12 Constants, types and variables

63.12.1 Constants

`EqualsValue = 0`

Values are the same

`GreaterThanValue = (TValueRelationship)`

First values is greater than second value

`Infinity = 1.0 / 0.0`

Value is infinity

`LessThanValue = (TValueRelationship)`

First value is less than second value

`MaxComp = 9.223372036854775807e + 18`

`MaxComp` is the largest value for comp-type variables.

`MaxDouble = 1.7e + 308`

`MaxDouble` is the largest value for double-type variables.

`MaxExtended = 1.1e + 4932`

Maximum value of extended type

`MaxFloat = 0`

Maximum value of float type

`MaxSingle = 3.4e + 38`

`MaxSingle` is the largest value for single-type variables.

`MinComp = -9.223372036854775807e + 18`

`MinComp` is the smallest value for comp-type variables.

`MinDouble = 5.0e - 324`

`MinDouble` is the smallest value for double-type variables.

`MinExtended = 3.4e - 4932`

Minimum value (closest to zero) of extended type

`MinFloat = 0`

Minimum value (closest to zero) of float type

`MinSingle = 1.5e - 45`

`MinSingle` is the smallest value for single-type variables.

`NaN = 0.0 / 0.0`

Value is Not a Number

`NegativeValue = (TValueSign)`

Value is negative

`NegInfinity = (-1.0) / 0.0`

Value is negative (minus) infinity

`PositiveValue = (TValueSign)`

Value is positive

`ZeroValue = 0`

Value is zero

63.12.2 Types

`Float = MaxFloatType`

All calculations are done with the `Float` type which is the largest float type available for the current CPU. This allows to recompile the unit with a different float type to obtain a desired precision. The pointer type `PFloat` (945) is used in functions that accept an array of values of arbitrary length.

`PFloat = ^Float`

Pointer to `Float` (945) type.

`PInteger = ObjPas.PInteger`

Pointer to integer type

`TFPUException = system.TFPUException`

Type describing Floating Point processor exceptions.

`TFPUExceptionMask = system.TFPUExceptionMask`

Type to set the Floating Point Unit exception mask.

`TFPUPrecisionMode = system.TFPUPrecisionMode`

Type describing the default precision for the Floating Point processor.

`TFPURoundingMode = system.TFPURoundingMode`

Type describing the rounding mode for the Floating Point processor.

`tpaymenttime = (ptendofperiod,ptstartofperiod)`

Table 63.10: Enumeration values for type `tpaymenttime`

Value	Explanation
<code>ptendofperiod</code>	End of period.
<code>ptstartofperiod</code>	Start of period.

Type used in financial (interest) calculations.

`TRoundToRange = -37..37`

`TRoundToRange` is the range of valid digits to be used in the `RoundTo` (980) function.

`TValueRelationship = -1..1`

Type to describe relational order between values

`TValueSign = -1..1`

Type indicating sign of a valuea

63.13 Procedures and functions

63.13.1 arccos

Synopsis: Return inverse cosine

Declaration: `function arccos(x: Float) : Float`

Visibility: default

Description: `Arccos` returns the inverse cosine of its argument `x`. The argument `x` should lie between -1 and 1 (borders included).

Errors: If the argument `x` is not in the allowed range, an `EInvalidArgument` exception is raised.

See also: `arcsin` (948), `arcosh` (947), `arsinh` (949), `artanh` (950)

Listing: `./mathex/ex1.pp`

```

Program Example1;

{ Program to demonstrate the arccos function. }

Uses math;

Procedure WriteRadDeg(X : float);

begin
  WriteLn(X:8:5, ' rad = ', radtodeg(x):8:5, ' degrees. ')
end;

begin
  WriteRadDeg ( arccos (1));
  WriteRadDeg ( arccos (sqrt (3)/2));
  WriteRadDeg ( arccos (sqrt (2)/2));
  WriteRadDeg ( arccos (1/2));
  WriteRadDeg ( arccos (0));
  WriteRadDeg ( arccos (-1));
end.

```

63.13.2 arccosh

Synopsis: Return inverse hyperbolic cosine

Declaration: `function arccosh(x: Float) : Float`

Visibility: default

Description: `arccosh` returns the inverse hyperbolic cosine of its argument `x`.

This function is an alias for `arcosh` (947), provided for Delphi compatibility.

See also: `arcosh` (947)

63.13.3 arcosh

Synopsis: Return inverse hyperbolic cosine

Declaration: `function arcosh(x: Float) : Float`

Visibility: default

Description: `Arcosh` returns the inverse hyperbolic cosine of its argument `x`. The argument `x` should be larger than 1. The `arccosh` variant of this function is supplied for Delphi compatibility.

Errors: If the argument `x` is not in the allowed range, an `EInvalidArgument` exception is raised.

See also: `cosh` (952), `sinh` (983), `arcsin` (948), `arsinh` (949), `artanh` (950), `tanh` (988)

Listing: `./mathex/ex3.pp`

```

Program Example3;

{ Program to demonstrate the arcosh function. }

Uses math;

```

```

begin
  WriteLn ( arcosh ( 1 ) );
  WriteLn ( arcosh ( 2 ) );
end.

```

63.13.4 arcsin

Synopsis: Return inverse sine

Declaration: `function arcsin(x: Float) : Float`

Visibility: default

Description: `Arcsin` returns the inverse sine of its argument `x`. The argument `x` should lie between -1 and 1.

Errors: If the argument `x` is not in the allowed range, an `EInvalidArgument` exception is raised.

See also: `arccos` (946), `arcosh` (947), `arsinh` (949), `artanh` (950)

Listing: `./mathex/ex2.pp`

Program Example1;

{ Program to demonstrate the arcsin function. }

Uses math;

Procedure WriteRadDeg(X : float);

begin

 WriteLn(X:8:5, ' rad = ', radtodeg(x):8:5, ' degrees.')

end;

begin

 WriteRadDeg (arcsin (1));
 WriteRadDeg (arcsin (**sqrt** (3) / 2));
 WriteRadDeg (arcsin (**sqrt** (2) / 2));
 WriteRadDeg (arcsin (1 / 2));
 WriteRadDeg (arcsin (0));
 WriteRadDeg (arcsin (- 1));

end.

63.13.5 arcsinh

Synopsis: Return inverse hyperbolic sine

Declaration: `function arcsinh(x: Float) : Float`

Visibility: default

Description: `arcsinh` returns the inverse hyperbolic sine of its argument `x`.

This function is an alias for `arsinh` (949), provided for Delphi compatibility.

See also: `arsinh` (949)

63.13.6 arctan2

Synopsis: Return arctangent of (y/x)

Declaration: `function arctan2(y: Float; x: Float) : Float`

Visibility: default

Description: `arctan2` calculates `arctan(y/x)`, and returns an angle in the correct quadrant. The returned angle will be in the range $-\pi$ to π radians. The values of `x` and `y` must be between -2^{64} and 2^{64} , moreover `x` should be different from zero. On Intel systems this function is implemented with the native intel `fpatan` instruction.

See also: `arccos` (946), `arcosh` (947), `arsinh` (949), `artanh` (950)

Listing: `./mathex/ex6.pp`

Program Example6;

{ Program to demonstrate the arctan2 function. }

Uses math;

Procedure WriteRadDeg(X : float);

begin

`WriteLn(X:8:5, ' rad = ', radtodeg(x):8:5, ' degrees.')`

end;

begin

`WriteRadDeg (arctan2(2,1));`

end.

63.13.7 arctanh

Synopsis: Return inverse hyperbolic tangent

Declaration: `function arctanh(x: Float) : Float`

Visibility: default

Description: `arcsinh` returns the inverse hyperbolic tangent of its argument `x`.

This function is an alias for `artanh` (950), provided for Delphi compatibility.

See also: `artanh` (950)

63.13.8 arsinh

Synopsis: Return inverse hyperbolic sine

Declaration: `function arsinh(x: Float) : Float`

Visibility: default

Description: `arsinh` returns the inverse hyperbolic sine of its argument `x`. The `arcsinh` variant of this function is supplied for Delphi compatibility.

Errors: None.

See also: [arcosh \(947\)](#), [arccos \(946\)](#), [arcsin \(948\)](#), [artanh \(950\)](#)

Listing: ./mathex/ex4.pp

```

Program Example4;

{ Program to demonstrate the arsinh function. }

Uses math;

begin
  Writeln( arsinh (0));
  Writeln( arsinh (1));
end.

```

63.13.9 artanh

Synopsis: Return inverse hyperbolic tangent

Declaration: `function artanh(x: Float) : Float`

Visibility: default

Description: `artanh` returns the inverse hyperbolic tangent of its argument `x`, where `x` should lie in the interval `[-1,1]`, borders included. The `arctanh` variant of this function is supplied for Delphi compatibility.

Errors: In case `x` is not in the interval `[-1,1]`, an `EInvalidArgument` exception is raised.

See also: [arcosh \(947\)](#), [arccos \(946\)](#), [arcsin \(948\)](#), [artanh \(950\)](#)

Listing: ./mathex/ex5.pp

```

Program Example5;

{ Program to demonstrate the artanh function. }

Uses math;

begin
  Writeln( artanh (0));
  Writeln( artanh (0.5));
end.

```

63.13.10 ceil

Synopsis: Return the lowest integer number greater than or equal to argument

Declaration: `function ceil(x: Float) : Integer`

Visibility: default

Description: `Ceil` returns the lowest integer number greater than or equal to `x`. The absolute value of `x` should be less than `maxint`.

Errors: If the absolute value of `x` is larger than `maxint`, an overflow error will occur.

See also: [floor \(956\)](#)

Listing: ./mathex/ex7.pp

```

Program Example7;

{ Program to demonstrate the Ceil function. }

Uses math;

begin
  WriteLn(Ceil(-3.7)); // should be -3
  WriteLn(Ceil(3.7)); // should be 4
  WriteLn(Ceil(-4.0)); // should be -4
end.

```

63.13.11 ceil64

Synopsis: Round to the nearest bigger int64 value

Declaration: function ceil64(x: Float) : Int64

Visibility: default

Description: Ceil64 rounds the value X to the nearest bigger int64 value. The result is always bigger than X.

Errors: None.

See also: ceil ([950](#)), floor64 ([957](#))

63.13.12 ClearExceptions

Synopsis: Clear Floating Point Unit exceptions

Declaration: procedure ClearExceptions(RaisePending: Boolean)

Visibility: default

Description: Clear Floating Point Unit exceptions

63.13.13 CompareValue

Synopsis: Compare 2 values

Declaration: function CompareValue(const A: Integer; const B: Integer)
: TValueRelationship
function CompareValue(const A: Int64; const B: Int64)
: TValueRelationship
function CompareValue(const A: QWord; const B: QWord)
: TValueRelationship
function CompareValue(const A: Single; const B: Single; delta: Single)
: TValueRelationship
function CompareValue(const A: Double; const B: Double; delta: Double)
: TValueRelationship
function CompareValue(const A: Extended; const B: Extended;
delta: Extended) : TValueRelationship

Visibility: default

Description: CompareValue compares 2 integer or floating point values A and B and returns one of the following values:

-1if A<B

0if A=B

1if A>B

See also: TValueRelationship (946)

63.13.14 cosecant

Synopsis: Calculate cosecant

Declaration: function cosecant(x: Float) : Float

Visibility: default

Description: cosecant calculates the cosecant ($1/\sin(x)$) of its argument x.

Errors: If 0 or 180 degrees is specified, an exception will be raised.

See also: secant (981)

63.13.15 cosh

Synopsis: Return hyperbolic cosine

Declaration: function cosh(x: Float) : Float

Visibility: default

Description: Cosh returns the hyperbolic cosine of it's argument {x}.

Errors: None.

See also: arcosh (947), sinh (983), arsinh (949)

Listing: ./mathex/ex8.pp

Program Example8;

{ Program to demonstrate the cosh function. }

Uses math;

begin

Writeln (Cosh (0));

Writeln (Cosh (1));

end.

63.13.16 cot

Synopsis: Alias for `Cotan`

Declaration: `function cot(x: Float) : Float`

Visibility: default

Description: `cot` is an alias for the `cotan` (953) function.

See also: `cotan` (953)

63.13.17 cotan

Synopsis: Return cotangent

Declaration: `function cotan(x: Float) : Float`

Visibility: default

Description: `Cotan` returns the cotangent of it's argument `x`. The argument `x` must be in radians. `x` should be different from zero.

Errors: If `x` is zero then a overflow error will occur.

See also: `tanh` (988)

Listing: `./mathex/ex9.pp`

Program `Example9`;

{ Program to demonstrate the cotan function. }

Uses `math`;

begin

writeln(`cotan(pi/2)`);

Writeln(`cotan(pi/3)`);

Writeln(`cotan(pi/4)`);

end.

63.13.18 csc

Synopsis: Alias for `cosecant`

Declaration: `function csc(x: Float) : Float`

Visibility: default

Description: `csc` is an alias for the `cosecant` (952) function.

See also: `cosecant` (952)

63.13.19 cycletorad

Synopsis: Convert cycle angle to radians angle

Declaration: `function cycletorad(cycle: Float) : Float`

Visibility: default

Description: `Cycletorad` transforms it's argument `cycle` (an angle expressed in cycles) to radians. (1 cycle is 2π radians).

Errors: None.

See also: `degtograd` (954), `degtorad` (955), `radtoDeg` (977), `radtoGrad` (978), `radtoCycle` (977)

Listing: `./mathex/ex10.pp`

Program `Example10;`

`{ Program to demonstrate the cycletorad function. }`

Uses `math;`

begin

`writeln(cos(cycletorad(1/6))); // Should print 1/2`

`writeln(cos(cycletorad(1/8))); // should be sqrt(2)/2`

end.

63.13.20 DegNormalize

Synopsis: Normalize an angle measured in degrees

Declaration: `function DegNormalize(deg: single) : single`
`function DegNormalize(deg: Double) : Double`
`function DegNormalize(deg: extended) : extended`

Visibility: default

Description: `DegNormalize` returns the angle `deg` as a positive angle between 0 and 360 degrees.

63.13.21 degtoGrad

Synopsis: Convert degree angle to grads angle

Declaration: `function degtoGrad(deg: Float) : Float`

Visibility: default

Description: `DegtoGrad` transforms it's argument `deg` (an angle in degrees) to grads. (90 degrees is 100 grad.)

Errors: None.

See also: `cycletorad` (954), `degtorad` (955), `radtoDeg` (977), `radtoGrad` (978), `radtoCycle` (977)

Listing: `./mathex/ex11.pp`

```

Program Example11;

{ Program to demonstrate the degtograd function. }

Uses math;

begin
  writeln (deltograd (90));
  writeln (deltograd (180));
  writeln (deltograd (270))
end.

```

63.13.22 degtorad

Synopsis: Convert degree angle to radians angle.

Declaration: `function degtorad(deg: Float) : Float`

Visibility: default

Description: Deltograd converts it's argument deg (an angle in degrees) to radians. (pi radians is 180 degrees)

Errors: None.

See also: cycletorad ([954](#)), degtograd ([954](#)), radto deg ([977](#)), radto grad ([978](#)), radto cycle ([977](#))

Listing: ./mathex/ex12.pp

```

Program Example12;

{ Program to demonstrate the degtorad function. }

Uses math;

begin
  writeln (deltorad (45));
  writeln (deltorad (90));
  writeln (deltorad (180));
  writeln (deltorad (270));
  writeln (deltorad (360));
end.

```

63.13.23 DivMod

Synopsis: Return DIV and MOD of arguments

Declaration: `procedure DivMod(Dividend: LongInt; Divisor: Word; var Result: Word; var Remainder: Word)`
`procedure DivMod(Dividend: LongInt; Divisor: Word; var Result: SmallInt; var Remainder: SmallInt)`
`procedure DivMod(Dividend: DWord; Divisor: DWord; var Result: DWord; var Remainder: DWord)`
`procedure DivMod(Dividend: LongInt; Divisor: LongInt; var Result: LongInt; var Remainder: LongInt)`

Visibility: default

Description: `DivMod` returns Dividend `DIV` Divisor in Result, and Dividend `MOD` Divisor in Remainder

63.13.24 EnsureRange

Synopsis: Change value to it falls in specified range.

Declaration:

```
function EnsureRange(const AValue: Integer; const AMin: Integer;
                    const AMax: Integer) : Integer; Overload
function EnsureRange(const AValue: Int64; const AMin: Int64;
                    const AMax: Int64) : Int64; Overload
function EnsureRange(const AValue: Double; const AMin: Double;
                    const AMax: Double) : Double; Overload
```

Visibility: default

Description: `EnsureRange` returns Value if AValue is in the range AMin..AMax. It returns AMin if the value is less than AMin, or AMax if the value is larger than AMax.

See also: [InRange \(960\)](#)

63.13.25 floor

Synopsis: Return the largest integer smaller than or equal to argument

Declaration:

```
function floor(x: Float) : Integer
```

Visibility: default

Description: `Floor` returns the largest integer smaller than or equal to `x`. The absolute value of `x` should be less than `maxint`.

Errors: If `x` is larger than `maxint`, an overflow will occur.

See also: [ceil \(950\)](#)

Listing: `./mathex/ex13.pp`

Program Example13;

{ Program to demonstrate the floor function. }

Uses math;

begin

WriteLn (Ceil(-3.7)); *// should be -4*

WriteLn (Ceil(3.7)); *// should be 3*

WriteLn (Ceil(-4.0)); *// should be -4*

end.

63.13.26 floor64

Synopsis: Round to the nearest smaller int64 value

Declaration: `function floor64(x: Float) : Int64`

Visibility: default

Description: `Floor64` rounds the value `X` to the nearest smaller int64 value. The result is always smaller than `X`.

Errors: None.

See also: `floor` (956), `ceil64` (951)

63.13.27 Frexp

Synopsis: Return mantissa and exponent.

Declaration: `procedure Frexp(X: Float; var Mantissa: Float; var Exponent: Integer)`

Visibility: default

Description: `Frexp` returns the mantissa and exponent of its argument `x` in mantissa and exponent.

Errors: None

Listing: `./mathex/ex14.pp`

Program Example14;

{ Program to demonstrate the frexp function. }

Uses math;

Procedure dofexp(**Const** X : extended);

var man : extended;
 exp: longint;

begin

```

man:=0;
exp:=0;
fexp(x,man,exp);
write(x,' has ');
Writeln('mantissa ',man,' and exponent ',exp);
end;
```

begin

```

// dofexp(1.00);
dofexp(1.02e-1);
dofexp(1.03e-2);
dofexp(1.02e1);
dofexp(1.03e2);
end.
```

63.13.28 FutureValue

Synopsis: Calculate the future value of an investment.

Declaration: `function FutureValue(ARate: Float; NPeriods: Integer; APayment: Float; APresentValue: Float; APaymentTime: tpaymenttime) : Float`

Visibility: default

Description: `FutureValue` calculates the future value of an investment (FV) in the cash flow formula (see `CashFlowFunctions` (940)) The function result is the future value of an investment of `APresentValue` (PV), where `APayment` (PMT) is invested for `NPeriods` (n) at the rate of `ARate` (q) per period.

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `InterestRate` (961), `NumberOfPeriods` (973), `Payment` (973), `PresentValue` (976), `TPaymentTime` (946), `CashFlowFunctions` (940)

63.13.29 GetExceptionMask

Synopsis: Get the Floating Point Unit exception mask.

Declaration: `function GetExceptionMask : TFPUExceptionMask`

Visibility: default

Description: Get the Floating Point Unit exception mask.

63.13.30 GetPrecisionMode

Synopsis: Return the Floating Point Unit precision mode.

Declaration: `function GetPrecisionMode : TFPUPrecisionMode`

Visibility: default

Description: Return the Floating Point Unit precision mode.

63.13.31 GetRoundMode

Synopsis: Return the Floating Point Unit rounding mode.

Declaration: `function GetRoundMode : TFPURoundingMode`

Visibility: default

Description: Return the Floating Point Unit rounding mode.

63.13.32 gradtodeg

Synopsis: Convert grads angle to degrees angle

Declaration: `function gradtodeg(grad: Float) : Float`

Visibility: default

Description: `gradtodeg` converts its argument `grad` (an angle in grads) to degrees. (100 grad is 90 degrees)

Errors: None.

See also: `cycletorad` (954), `degtograd` (954), `radtodeg` (977), `radtograd` (978), `radtcycle` (977), `gradtorad` (959)

Listing: `./mathex/ex15.pp`

Program `Example15`;

{ Program to demonstrate the gradtodeg function. }

Uses `math`;

```
begin
  writeln(gradtodeg(100));
  writeln(gradtodeg(200));
  writeln(gradtodeg(300));
end.
```

63.13.33 gradtorad

Synopsis: Convert grads angle to radians angle

Declaration: `function gradtorad(grad: Float) : Float`

Visibility: `default`

Description: `gradtorad` converts its argument `grad` (an angle in grads) to radians. (200 grad is pi degrees).

Errors: None.

See also: `cycletorad` (954), `degtograd` (954), `radtodeg` (977), `radtograd` (978), `radtcycle` (977), `gradtodeg` (958)

Listing: `./mathex/ex16.pp`

Program `Example16`;

{ Program to demonstrate the gradtorad function. }

Uses `math`;

```
begin
  writeln(gradtorad(100));
  writeln(gradtorad(200));
  writeln(gradtorad(300));
end.
```

63.13.34 hypot

Synopsis: Return hypotenuse of triangle

Declaration: `function hypot(x: Float; y: Float) : Float`

Visibility: `default`

Description: `Hypot` returns the hypotenuse of the triangle where the sides adjacent to the square angle have lengths x and y . The function uses Pythagoras' rule for this.

Errors: None.

Listing: `./mathex/ex17.pp`

Program `Example17`;

{ Program to demonstrate the hypot function. }

Uses `math`;

```
begin
  WriteLn(hypot(3,4)); // should be 5
end.
```

63.13.35 `ifthen`

Synopsis: Return one of two values, depending on a boolean condition

Declaration:

```
function ifthen(val: Boolean; const iftrue: Integer;
               const iffalse: Integer) : Integer; Overload
function ifthen(val: Boolean; const iftrue: Int64; const iffalse: Int64)
               : Int64; Overload
function ifthen(val: Boolean; const iftrue: Double;
               const iffalse: Double) : Double; Overload
```

Visibility: `default`

Description: `ifthen` returns `iftrue` if `val` is `True`, and `iffalse` if `val` is `False`.

This function can be used in expressions.

63.13.36 `InRange`

Synopsis: Check whether value is in range.

Declaration:

```
function InRange(const AValue: Integer; const AMin: Integer;
                const AMax: Integer) : Boolean; Overload
function InRange(const AValue: Int64; const AMin: Int64;
                const AMax: Int64) : Boolean; Overload
function InRange(const AValue: Double; const AMin: Double;
                const AMax: Double) : Boolean; Overload
```

Visibility: `default`

Description: `InRange` returns `True` if `AValue` is in the range `AMin..AMax`. It returns `False` if `Value` lies outside the specified range.

See also: [EnsureRange \(956\)](#)

63.13.37 InterestRate

Synopsis: Calculate the interest rate value of an investment

Declaration: `function InterestRate(NPeriods: Integer; APayment: Float;
APresentValue: Float; AFutureValue: Float;
APaymentTime: tpaymenttime) : Float`

Visibility: default

Description: `InterestRate` calculates the future value of an investment (q) in the cash flow formula (see [CashFlowFunctions \(940\)](#)). The function result is the interest rate value in case of a future value `AFutureValue` for an investment of a start value `APresentValue` (PV), where `APayment` (PMT) is invested for `NPeriods` (n).

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: [FutureValue \(958\)](#), [NumberOfPeriods \(973\)](#), [Payment \(973\)](#), [PresentValue \(976\)](#), [TPaymentTime \(946\)](#), [CashFlowFunctions \(940\)](#)

63.13.38 intpower

Synopsis: Return integer power.

Declaration: `function intpower(base: Float; const exponent: Integer) : Float`

Visibility: default

Description: `Intpower` returns `base` to the power `exponent`, where `exponent` is an integer value.

Errors: If `base` is zero and the `exponent` is negative, then an overflow error will occur.

See also: [power \(975\)](#)

Listing: `./mathex/ex18.pp`

Program Example18;

{ Program to demonstrate the intpower function. }

Uses math;

Procedure DoIntpower (X : extended; Pow : Integer);

begin

writeln(X:8:4, '^', Pow:2, ' = ', intpower(X, pow):8:4);

end;

begin

 dointpower(0.0, 0);
 dointpower(1.0, 0);
 dointpower(2.0, 5);
 dointpower(4.0, 3);
 dointpower(2.0, -1);
 dointpower(2.0, -2);
 dointpower(-2.0, 4);
 dointpower(-4.0, 3);

end.

63.13.39 IsInfinite

Synopsis: Check whether value is infinite

Declaration: `function IsInfinite(const d: Double) : Boolean`

Visibility: default

Description: `IsInfinite` returns `True` if the double `d` contains the infinite value.

See also: `IsZero` (962), `IsInfinite` (962)

63.13.40 IsNan

Synopsis: Check whether value is Not a Number

Declaration: `function IsNan(const d: Single) : Boolean; Overload`
`function IsNan(const d: Double) : Boolean; Overload`
`function IsNan(const d: Extended) : Boolean; Overload`

Visibility: default

Description: `IsNan` returns `True` if the double `d` contains Not A Number (a value which cannot be represented correctly in double format).

See also: `IsZero` (962), `IsInfinite` (962)

63.13.41 IsZero

Synopsis: Check whether value is zero

Declaration: `function IsZero(const A: Single; Epsilon: Single) : Boolean; Overload`
`function IsZero(const A: Single) : Boolean; Overload`
`function IsZero(const A: Double; Epsilon: Double) : Boolean; Overload`
`function IsZero(const A: Double) : Boolean; Overload`
`function IsZero(const A: Extended; Epsilon: Extended) : Boolean`
`; Overload`
`function IsZero(const A: Extended) : Boolean; Overload`

Visibility: default

Description: `IsZero` checks whether the float value `A` is zero, up to a precision of `Epsilon`. It returns `True` if `Abs(A)` is less than `Epsilon`.

The default value for `Epsilon` depends on the type of the argument: it is 1E-4 for `Single`, 1E-12 for `Double` and 1E-16 for extended.

See also: `IsNan` (962), `IsInfinite` (962), `SameValue` (980)

63.13.42 Ldexp

Synopsis: Return (2 to the power `p`) times `x`

Declaration: `function Ldexp(x: Float; const p: Integer) : Float`

Visibility: default

Description: `Ldexp` returns (2 to the power `p`) times `x`.

Errors: None.

See also: [lnxp1 \(963\)](#), [log10 \(963\)](#), [log2 \(964\)](#), [logn \(964\)](#)

Listing: ./mathex/ex19.pp

Program Example19;

{ Program to demonstrate the ldexp function. }

Uses math;

```
begin
  writeln(ldexp(2,4):8:4);
  writeln(ldexp(0.5,3):8:4);
end.
```

63.13.43 lnxp1

Synopsis: Return natural logarithm of 1+X

Declaration: `function lnxp1(x: Float) : Float`

Visibility: default

Description: `lnxp1` returns the natural logarithm of 1+X. The result is more precise for small values of x. x should be larger than -1.

Errors: If $x \leq -1$ then an `EInvalidArgument` exception will be raised.

See also: [ldexp \(962\)](#), [log10 \(963\)](#), [log2 \(964\)](#), [logn \(964\)](#)

Listing: ./mathex/ex20.pp

Program Example20;

{ Program to demonstrate the lnxp1 function. }

Uses math;

```
begin
  writeln(lnxp1(0));
  writeln(lnxp1(0.5));
  writeln(lnxp1(1));
end.
```

63.13.44 log10

Synopsis: Return 10-Based logarithm.

Declaration: `function log10(x: Float) : Float`

Visibility: default

Description: `Log10` returns the 10-base logarithm of X.

Errors: If x is less than or equal to 0 an 'invalid fpu operation' error will occur.

See also: [ldexp \(962\)](#), [lnxp1 \(963\)](#), [log2 \(964\)](#), [logn \(964\)](#)

Listing: ./mathex/ex21.pp

```

Program Example21 ;

{ Program to demonstrate the log10 function. }

Uses math ;

begin
  Writeln (Log10 (10):8:4);
  Writeln (Log10 (100):8:4);
  Writeln (Log10 (1000):8:4);
  Writeln (Log10 (1):8:4);
  Writeln (Log10 (0.1):8:4);
  Writeln (Log10 (0.01):8:4);
  Writeln (Log10 (0.001):8:4);
end.

```

63.13.45 log2

Synopsis: Return 2-based logarithm

Declaration: `function log2(x: Float) : Float`

Visibility: default

Description: `Log2` returns the 2-base logarithm of X.

Errors: If x is less than or equal to 0 an 'invalid fpu operation' error will occur.

See also: [ldexp \(962\)](#), [lnxp1 \(963\)](#), [log10 \(963\)](#), [logn \(964\)](#)

Listing: ./mathex/ex22.pp

```

Program Example22 ;

{ Program to demonstrate the log2 function. }

Uses math ;

begin
  Writeln (Log2 (2):8:4);
  Writeln (Log2 (4):8:4);
  Writeln (Log2 (8):8:4);
  Writeln (Log2 (1):8:4);
  Writeln (Log2 (0.5):8:4);
  Writeln (Log2 (0.25):8:4);
  Writeln (Log2 (0.125):8:4);
end.

```

63.13.46 logn

Synopsis: Return N-based logarithm.

Declaration: `function logn(n: Float; x: Float) : Float`

Visibility: default

Description: Logn returns the n-base logarithm of X.

Errors: If x is less than or equal to 0 an 'invalid fpu operation' error will occur.

See also: ldexp (962), lnxp1 (963), log10 (963), log2 (964)

Listing: ./mathex/ex23.pp

```

Program Example23;

{ Program to demonstrate the logn function. }

Uses math;

begin
  Writeln(Logn(3,4):8:4);
  Writeln(Logn(2,4):8:4);
  Writeln(Logn(6,9):8:4);
  Writeln(Logn(exp(1),exp(1)):8:4);
  Writeln(Logn(0.5,1):8:4);
  Writeln(Logn(0.25,3):8:4);
  Writeln(Logn(0.125,5):8:4);
end.

```

63.13.47 Max

Synopsis: Return largest of 2 values

Declaration: function Max(a: Integer; b: Integer) : Integer; Overload
 function Max(a: Int64; b: Int64) : Int64; Overload
 function Max(a: Single; b: Single) : Single; Overload
 function Max(a: Double; b: Double) : Double; Overload
 function Max(a: Extended; b: Extended) : Extended; Overload

Visibility: default

Description: Max returns the maximum of Int1 and Int2.

Errors: None.

See also: min (969), maxIntValue (966), maxvalue (966)

Listing: ./mathex/ex24.pp

```

Program Example24;

{ Program to demonstrate the max function. }

Uses math;

Var
  A,B : Cardinal;

begin
  A:=1;b:=2;
  writeln(max(a,b));
end.

```

63.13.48 MaxIntValue

Synopsis: Return largest element in integer array

Declaration: `function MaxIntValue(const Data: Array of Integer) : Integer`

Visibility: default

Description: `MaxIntValue` returns the largest integer out of the `Data` array.

This function is provided for Delphi compatibility, use the `maxvalue` (966) function instead.

Errors: None.

See also: `maxvalue` (966), `minvalue` (970), `minIntValue` (970)

Listing: `./mathex/ex25.pp`

Program Example25;

```
{ Program to demonstrate the MaxIntValue function. }

{ Make sure integer is 32 bit }
{$mode objfpc}
```

Uses math;

Type

`TExArray = Array[1..100] of Integer;`

Var

`l : Integer;`
`ExArray : TExArray;`

begin

```
  Randomize;
  for l:=low(exarray) to high(exarray) do
    ExArray[l]:=Random(l)-Random(100);
  WriteLn(MaxIntValue(ExArray));
```

end.

63.13.49 maxvalue

Synopsis: Return largest value in array

Declaration: `function maxvalue(const data: Array of Single) : Single`
`function maxvalue(const data: PSingle; const N: Integer) : Single`
`function maxvalue(const data: Array of Double) : Double`
`function maxvalue(const data: PDouble; const N: Integer) : Double`
`function maxvalue(const data: Array of Extended) : Extended`
`function maxvalue(const data: PExtended; const N: Integer) : Extended`
`function maxvalue(const data: Array of Integer) : Integer`
`function maxvalue(const data: PInteger; const N: Integer) : Integer`

Visibility: default

Description: `Maxvalue` returns the largest value in the `data` array with integer or float values. The return value has the same type as the elements of the array.

The third and fourth forms accept a pointer to an array of `N` integer or float values.

Errors: None.

See also: [maxIntValue \(966\)](#), [minvalue \(970\)](#), [minIntValue \(970\)](#)

Listing: ./mathex/ex26.pp

```

program Example26;

  { Program to demonstrate the MaxValue function. }

  { Make sure integer is 32 bit }
  {$mode objfpc}

uses math;

var i:1..100;
    f_array:array[1..100] of Float;
    i_array:array[1..100] of Integer;
    Pf_array:Pfloat;
    Pi_array:Pinteger;

begin
  randomize;

  Pf_array:=@f_array[1];
  Pi_array:=@i_array[1];

  for i:=low(f_array) to high(f_array) do
    f_array[i]:=(random-random)*100;
  for i:=low(i_array) to high(i_array) do
    i_array[i]:=random(1)-random(100);

  Writeln ('Max Float      : ',MaxValue(f_array):8:4);
  Writeln ('Max Float (b) : ',MaxValue(Pf_array,100):8:4);
  Writeln ('Max Integer     : ',MaxValue(i_array):8);
  Writeln ('Max Integer (b) : ',MaxValue(Pi_array,100):8);
end.

```

63.13.50 mean

Synopsis: Return mean value of array

Declaration: function mean(const data: Array of Single) : Float
 function mean(const data: PSingle; const N: LongInt) : Float
 function mean(const data: Array of Double) : Float
 function mean(const data: PDouble; const N: LongInt) : Float
 function mean(const data: Array of Extended) : Float
 function mean(const data: PExtended; const N: LongInt) : Float

Visibility: default

Description: Mean returns the average value of data. The second form accepts a pointer to an array of N values.

Errors: None.

See also: [meanandstddev \(968\)](#), [momentskewkurtosis \(971\)](#), [sum \(984\)](#)

Listing: ./mathex/ex27.pp

```

Program Example27;

{ Program to demonstrate the Mean function. }

Uses math;

Type
  TExArray = Array[1..100] of Float;

Var
  I : Integer;
  ExArray : TExArray;

begin
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:=(Random-Random)*100;
  WriteLn ('Max      : ',MaxValue(ExArray):8:4);
  WriteLn ('Min      : ',MinValue(ExArray):8:4);
  WriteLn ('Mean     : ',Mean(ExArray):8:4);
  WriteLn ('Mean (b) : ',Mean(@ExArray[1],100):8:4);
end.

```

63.13.51 meanandstddev

Synopsis: Return mean and standard deviation of array

```

Declaration: procedure meanandstddev(const data: Array of Single; var mean: Float;
                                     var stddev: Float)
  procedure meanandstddev(const data: PSingle; const N: LongInt;
                          var mean: Float; var stddev: Float)
  procedure meanandstddev(const data: Array of Double; var mean: Float;
                          var stddev: Float)
  procedure meanandstddev(const data: PDouble; const N: LongInt;
                          var mean: Float; var stddev: Float)
  procedure meanandstddev(const data: Array of Extended; var mean: Float;
                          var stddev: Float)
  procedure meanandstddev(const data: PExtended; const N: LongInt;
                          var mean: Float; var stddev: Float)

```

Visibility: default

Description: meanandstddev calculates the mean and standard deviation of data and returns the result in mean and stddev, respectively. Stddev is zero if there is only one value. The second form accepts a pointer to an array of N values.

Errors: None.

See also: mean (967), sum (984), sumofsquares (985), momentskewkurtosis (971)

Listing: ./mathex/ex28.pp

```

Program Example28;

{ Program to demonstrate the Meanandstddev function. }

```

Uses math;

Type

TExArray = **Array**[1..100] of Extended;

Var

I : Integer;
ExArray : TExArray;
Mean, stddev : Extended;

begin

Randomize;
for I:=**low**(ExArray) **to high**(ExArray) **do**
 ExArray[I]:= (**Random**-**Random**)*100;
 MeanAndStdDev(ExArray, Mean, StdDev);
 WriteIn('Mean : ', Mean:8:4);
 WriteIn('StdDev : ', StdDev:8:4);
 MeanAndStdDev(@ExArray[1], 100, Mean, StdDev);
 WriteIn('Mean (b) : ', Mean:8:4);
 WriteIn('StdDev (b) : ', StdDev:8:4);

end.

63.13.52 Min

Synopsis: Return smallest of two values.

Declaration: function Min(a: Integer; b: Integer) : Integer; Overload
function Min(a: Int64; b: Int64) : Int64; Overload
function Min(a: Single; b: Single) : Single; Overload
function Min(a: Double; b: Double) : Double; Overload
function Min(a: Extended; b: Extended) : Extended; Overload

Visibility: default

Description: min returns the smallest value of Int1 and Int2;

Errors: None.

See also: max ([965](#))

Listing: ./mathex/ex29.pp

Program Example29;

{ Program to demonstrate the min function. }

Uses math;

Var

A,B : Cardinal;

begin

A:=1;b:=2;
writeln(min(a,b));

end.

63.13.53 MinIntValue

Synopsis: Return smallest value in integer array

Declaration: `function MinIntValue(const Data: Array of Integer) : Integer`

Visibility: default

Description: `MinIntvalue` returns the smallest value in the `Data` array.

This function is provided for Delphi compatibility, use `minvalue` instead.

Errors: None

See also: `minvalue` (970), `maxIntValue` (966), `maxvalue` (966)

Listing: `./mathex/ex30.pp`

Program Example30;

```
{ Program to demonstrate the MinIntValue function. }

{ Make sure integer is 32 bit }
{$mode objfpc}
```

Uses math;

Type

`TExArray = Array[1..100] of Integer;`

Var

`I : Integer;`
`ExArray : TExArray;`

begin

```
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[i]:=Random(I)-Random(100);
  WriteLn(MinIntValue(ExArray));
```

end.

63.13.54 minvalue

Synopsis: Return smallest value in array

Declaration: `function minvalue(const data: Array of Single) : Single`
`function minvalue(const data: PSingle; const N: Integer) : Single`
`function minvalue(const data: Array of Double) : Double`
`function minvalue(const data: PDouble; const N: Integer) : Double`
`function minvalue(const data: Array of Extended) : Extended`
`function minvalue(const data: PExtended; const N: Integer) : Extended`
`function minvalue(const data: Array of Integer) : Integer`
`function MinValue(const Data: PInteger; const N: Integer) : Integer`

Visibility: default

Description: `Minvalue` returns the smallest value in the `data` array with integer or float values. The return value has the same type as the elements of the array.

The third and fourth forms accept a pointer to an array of `N` integer or float values.

Errors: None.

See also: `maxIntValue` (966), `maxvalue` (966), `minIntValue` (970)

Listing: `./mathex/ex31.pp`

```

program Example31;

  { Program to demonstrate the MinValue function. }

  { Make sure integer is 32 bit}
  {$mode objfpc}

uses math;

var i:1..100;
    f_array:array[1..100] of Float;
    i_array:array[1..100] of Integer;
    Pf_array:Pfloat;
    Pi_array:Pinteger;

begin
  randomize;

  Pf_array:=@f_array[1];
  Pi_array:=@i_array[1];

  for i:=low(f_array) to high(f_array) do
    f_array[i]:=(random-random)*100;
  for i:=low(i_array) to high(i_array) do
    i_array[i]:=random(1)-random(100);

  Writeln( 'Min Float      : ',MinValue(f_array):8:4);
  Writeln( 'Min Float   (b) : ',MinValue(Pf_array,100):8:4);
  Writeln( 'Min Integer   : ',MinValue(i_array):8);
  Writeln( 'Min Integer (b) : ',MinValue(Pi_array,100):8);
end.

```

63.13.55 momentskewkurtosis

Synopsis: Return 4 first moments of distribution

```

Declaration:procedure momentskewkurtosis(const data: Array of Single;
                                         out m1: Float; out m2: Float;
                                         out m3: Float; out m4: Float;
                                         out skew: Float; out kurtosis: Float)
procedure momentskewkurtosis(const data: PSingle; const N: Integer;
                              out m1: Float; out m2: Float;
                              out m3: Float; out m4: Float;
                              out skew: Float; out kurtosis: Float)
procedure momentskewkurtosis(const data: Array of Double;
                              out m1: Float; out m2: Float;
                              out m3: Float; out m4: Float;
                              out skew: Float; out kurtosis: Float)
procedure momentskewkurtosis(const data: PDouble; const N: Integer;
                              out m1: Float; out m2: Float;

```



```

        out m3: Float; out m4: Float;
        out skew: Float; out kurtosis: Float)
procedure momentskewkurtosis(const data: Array of Extended;
        out m1: Float; out m2: Float;
        out m3: Float; out m4: Float;
        out skew: Float; out kurtosis: Float)
procedure momentskewkurtosis(const data: PExtended; const N: Integer;
        out m1: Float; out m2: Float;
        out m3: Float; out m4: Float;
        out skew: Float; out kurtosis: Float)

```

Visibility: default

Description: `momentskewkurtosis` calculates the 4 first moments of the distribution of values in data and returns them in `m1,m2,m3` and `m4`, as well as the `skew` and `kurtosis`.

Errors: None.

See also: `mean` (967), `meanandstddev` (968)

Listing: `./mathex/ex32.pp`

```

program Example32;

{ Program to demonstrate the momentskewkurtosis function. }

uses math;

var distarray: array[1..1000] of float;
    l: longint;
    m1,m2,m3,m4,skew,kurtosis: float;

begin
    randomize;
    for l:=low(distarray) to high(distarray) do
        distarray[l]:=random;
    momentskewkurtosis(DistArray,m1,m2,m3,m4,skew,kurtosis);

    Writeln ('1st moment : ',m1:8:6);
    Writeln ('2nd moment : ',m2:8:6);
    Writeln ('3rd moment : ',m3:8:6);
    Writeln ('4th moment : ',m4:8:6);
    Writeln ('Skew      : ',skew:8:6);
    Writeln ('kurtosis   : ',kurtosis:8:6);
end.

```

63.13.56 norm

Synopsis: Return Euclidian norm

Declaration: `function norm(const data: Array of Single) : Float`
`function norm(const data: PSingle; const N: Integer) : Float`
`function norm(const data: Array of Double) : Float`
`function norm(const data: PDouble; const N: Integer) : Float`
`function norm(const data: Array of Extended) : Float`
`function norm(const data: PExtended; const N: Integer) : Float`

Visibility: default

Description: `Norm` calculates the Euclidian norm of the array of data. This equals `sqrt (sumofsquares (data))`.
The second form accepts a pointer to an array of N values.

Errors: None.

See also: `sumofsquares` (985)

Listing: `./mathex/ex33.pp`

```

program Example33;

  { Program to demonstrate the norm function. }

uses math;

var v:array [1..10] of Float;
      l:1..10;

begin
  for l:=low(v) to high(v) do
    v[l]:=random;
    writeln (norm(v));
end.
```

63.13.57 NumberOfPeriods

Synopsis: Calculate the number of periods for an investment

Declaration: `function NumberOfPeriods (ARate: Float; APayment: Float;
APresentValue: Float; AFutureValue: Float;
APaymentTime: tpaymenttime) : Float`

Visibility: default

Description: `NumberOfPeriods` calculates the number of periods (n) needed to obtain future value of an investment in the cash flow formula (see `CashFlowFunctions` (940)). The function result is the number of periods a payment `APayment` (PMT) must be paid in order to obtain a future value `AFutureValue` for an investment of a start value `APresentValue` (PV), where `APayment` (PMT) is invested at a rate `ARate` (q).

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` `NumberOfPeriods` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` (958), `InterestRate` (961), `Payment` (973), `PresentValue` (976), `TPaymentTime` (946), `CashFlowFunctions` (940)

63.13.58 Payment

Synopsis: Calculate the payment for an investment

Declaration: `function Payment (ARate: Float; NPeriods: Integer; APresentValue: Float;
AFutureValue: Float; APaymentTime: tpaymenttime) : Float`

Visibility: default

Description: `Payment` calculates the amount that must be paid (PMT) during number of periods (n) needed to obtain future value of an investment in the cash flow formula (see `CashFlowFunctions` (940)). The function result is the amount (PMT) that must be paid in order to obtain a future value `AFutureValue` for an investment of a start value `APresentValue` (PV), where the amount must be paid `NPeriods` (PMT) and the interest rate is `ARate` (q).

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` `NumberOfPeriods` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` (958), `InterestRate` (961), `NumberOfPeriods` (973), `PresentValue` (976), `TPaymentTime` (946), `CashFlowFunctions` (940)

63.13.59 popnstddev

Synopsis: Return population variance

Declaration:

```
function popnstddev(const data: Array of Single) : Float
function popnstddev(const data: PSingle; const N: Integer) : Float
function popnstddev(const data: Array of Double) : Float
function popnstddev(const data: PDouble; const N: Integer) : Float
function popnstddev(const data: Array of Extended) : Float
function popnstddev(const data: PExtended; const N: Integer) : Float
```

Visibility: default

Description: `Popnstddev` returns the square root of the population variance of the values in the `Data` array. It returns zero if there is only one value.

The second form of this function accepts a pointer to an array of N values.

Errors: None.

See also: `popnvariance` (975), `mean` (967), `meanandstddev` (968), `stddev` (983), `momentskewkurtosis` (971)

Listing: `./mathex/ex35.pp`

Program `Example35`;

```
{ Program to demonstrate the PopnStdDev function. }
```

Uses `Math`;

Type

```
TExArray = Array[1..100] of Float;
```

Var

```
I : Integer;
ExArray : TExArray;
```

begin

```
Randomize;
```

```
for I:=low(ExArray) to high(ExArray) do
```

```
  ExArray[I]:= (Random-Random)*100;
```

```
WriteLn ( 'Max           : ', MaxValue(ExArray):8:4);
```

```
WriteLn ( 'Min           : ', MinValue(ExArray):8:4);
```

```

WriteIn ( 'Pop. stddev.      : ', PopnStdDev( ExArray ):8:4);
WriteIn ( 'Pop. stddev. (b) : ', PopnStdDev( @ExArray[1], 100 ):8:4);
end.

```

63.13.60 popnvariance

Synopsis: Return population variance

Declaration: `function popnvariance(const data: PSingle; const N: Integer) : Float`
`function popnvariance(const data: Array of Single) : Float`
`function popnvariance(const data: PDouble; const N: Integer) : Float`
`function popnvariance(const data: Array of Double) : Float`
`function popnvariance(const data: PExtended; const N: Integer) : Float`
`function popnvariance(const data: Array of Extended) : Float`

Visibility: default

Description: `Popnvariance` the population variance of the values in the `Data` array. It returns zero if there is only one value.

The second form of this function accepts a pointer to an array of `N` values.

Errors: None.

See also: `popnstddev` (974), `mean` (967), `meanandstddev` (968), `stddev` (983), `momentskewkurtosis` (971)

Listing: `./mathex/ex36.pp`

Program `Example36`;

{ Program to demonstrate the PopnVariance function. }

Uses `math`;

Var

`l : Integer;`
`ExArray : Array[1..100] of Float;`

begin

Randomize;

for `l:=low(ExArray) to high(ExArray) do`

`ExArray[l]:= (Random-Random)*100;`

WriteIn ('Max : ', `MaxValue(ExArray):8:4`);

WriteIn ('Min : ', `MinValue(ExArray):8:4`);

WriteIn ('Pop. var. : ', `PopnVariance(ExArray):8:4`);

WriteIn ('Pop. var. (b) : ', `PopnVariance(@ExArray[1], 100):8:4`);

end.

63.13.61 power

Synopsis: Return real power.

Declaration: `function power(base: Float; exponent: Float) : Float`

Visibility: default

Description: `power` raises `base` to the power `power`. This is equivalent to `exp (power*ln (base))`. Therefore `base` should be non-negative.

Errors: Any number of floating point math exceptions may be raised, if they are not masked by `SetExceptionMask` (981).

See also: `intpower` (961)

Listing: `./mathex/ex34.pp`

Program `Example34`;

{ Program to demonstrate the power function. }

Uses `Math`;

procedure `dopower(x,y : float)`;

begin
 `writeln (x:8:6, '^', y:8:6, ' = ', power(x,y):8:6)`
end;

begin
 `dopower (2,2);`
 `dopower (2,-2);`
 `dopower (2,0.0);`
end.

63.13.62 `power(Float,Float):Float`

Synopsis: Raise base to the power exponent

Declaration: `operator ** (bas: Float; expo: Float) : Float`

Visibility: `default`

Description: `Power` raises `base` to the power `exponent`, i.e., it calculates `baseexponent`.

63.13.63 `power(Int64,Int64):Int64`

Synopsis: Raise base to the power exponent

Declaration: `operator ** (bas: Int64; expo: Int64) : Int64`

Visibility: `default`

Description: `Power` raises `base` to the power `exponent`, i.e., it calculates `baseexponent`.

63.13.64 `PresentValue`

Synopsis: Calculate the present value given the future value of an investment.

Declaration: `function PresentValue (ARate: Float; NPeriods: Integer; APayment: Float;
 AFutureValue: Float; APaymentTime: tpaymenttime)
 : Float`

Visibility: `default`

Description: `PresentValue` calculates the present (start) value of an investment (PV) in the cash flow formula (see `CashFlowFunctions` (940)) The function result is the start value of an investment, when the future value is `AFutureValue` (FV) and `APayment` (PMT) is invested for `NPeriods` (n) at the rate of `ARate` (q) per period.

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` (958), `InterestRate` (961), `NumberOfPeriods` (973), `Payment` (973), `TPaymentTime` (946), `CashFlowFunctions` (940)

63.13.65 `radto cycle`

Synopsis: Convert radians angle to cycle angle

Declaration: `function radto cycle(rad: Float) : Float`

Visibility: default

Description: `Radto cycle` converts its argument `rad` (an angle expressed in radians) to an angle in cycles. (1 cycle equals 2 pi radians)

Errors: None.

See also: `degtograd` (954), `degtorad` (955), `radto deg` (977), `radto grad` (978), `cycleto rad` (954)

Listing: `./mathex/ex37.pp`

Program `Example37`;

{ Program to demonstrate the radto cycle function. }

Uses `math`;

begin

`writeln (radto cycle (2 * pi) : 8 : 6);`

`writeln (radto cycle (pi) : 8 : 6);`

`writeln (radto cycle (pi / 2) : 8 : 6);`

end.

63.13.66 `radto deg`

Synopsis: Convert radians angle to degrees angle

Declaration: `function radto deg(rad: Float) : Float`

Visibility: default

Description: `Radto deg` converts its argument `rad` (an angle expressed in radians) to an angle in degrees. (180 degrees equals pi radians)

Errors: None.

See also: `degtograd` (954), `degtorad` (955), `radto cycle` (977), `radto grad` (978), `cycleto rad` (954)

Listing: `./mathex/ex38.pp`

Program Example38;

{ Program to demonstrate the radtodeg function. }

Uses math;

```
begin
  writeln (radtodeg (2*pi):8:6);
  writeln (radtodeg (pi):8:6);
  writeln (radtodeg (pi/2):8:6);
end.
```

63.13.67 radtograd

Synopsis: Convert radians angle to grads angle

Declaration: `function radtograd(rad: Float) : Float`

Visibility: default

Description: `Radtodeg` converts its argument `rad` (an angle expressed in radians) to an angle in grads.
(200 grads equals pi radians)

Errors: None.

See also: `degtograd` (954), `degtorad` (955), `radto cycle` (977), `radto deg` (977), `cycletorad` (954)

Listing: `./mathex/ex39.pp`

Program Example39;

{ Program to demonstrate the radtograd function. }

Uses math;

```
begin
  writeln (radtograd (2*pi):8:6);
  writeln (radtograd (pi):8:6);
  writeln (radtograd (pi/2):8:6);
end.
```

63.13.68 randg

Synopsis: Return gaussian distributed random number.

Declaration: `function randg(mean: Float; stddev: Float) : Float`

Visibility: default

Description: `randg` returns a random number which - when produced in large quantities - has a Gaussian distribution with mean `mean` and standarddeviation `stddev`.

Errors: None.

See also: `mean` (967), `stddev` (983), `meanandstddev` (968)

Listing: ./mathex/ex40.pp

```

Program Example40;

{ Program to demonstrate the randg function. }

Uses Math;

Var
  I : Integer;
  ExArray : Array[1..10000] of Float;;
  Mean, stddev : Float;

begin
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:=Randg(1,0.2);
  MeanAndStdDev(ExArray, Mean, StdDev);
  WriteIn( 'Mean      : ', Mean:8:4);
  WriteIn( 'StdDev   : ', StdDev:8:4);
end.

```

63.13.69 RandomFrom

Synopsis: Return a random element of an array of numbers

Declaration: function RandomFrom(const AValues: Array of Double) : Double; Overload
function RandomFrom(const AValues: Array of Integer) : Integer
; Overload
function RandomFrom(const AValues: Array of Int64) : Int64; Overload

Visibility: default

Description: RandomFrom returns a random element from the array AValues. The return value has the same type as the type of the array elements.

See also: #rtl.system.Random ([1459](#)), RandomRange ([979](#))

63.13.70 RandomRange

Synopsis: Return a random number in a range

Declaration: function RandomRange(const aFrom: Integer; const aTo: Integer) : Integer
function RandomRange(const aFrom: Int64; const aTo: Int64) : Int64

Visibility: default

Description: RandomRange returns a random value in the range AFrom to ATo. AFrom and ATo do not need to be in increasing order. The upper border is not included in the generated value, but the lower border is.

See also: #rtl.system.Random ([1459](#)), RandomFrom ([979](#))

63.13.71 RoundTo

Synopsis: Round to the specified number of digits

```
Declaration: function RoundTo(const AValue: Double; const Digits: TRoundToRange)
              : Double
function RoundTo(const AValue: Extended; const Digits: TRoundToRange)
              : Extended
function RoundTo(const AValue: Single; const Digits: TRoundToRange)
              : Single
```

Visibility: default

Description: RoundTo rounds the specified float AValue to the specified number of digits and returns the result. This result is accurate to "10 to the power Digits". It uses the standard Round function for this.

Errors: An exception may occur if the value AValue is not inside a valid integer (or Int64) range.

See also: TRoundToRange (946), SimpleRoundTo (982), SetRoundMode (981), TFPURoundingMode (946)

63.13.72 SameValue

Synopsis: Check whether 2 float values are the same

```
Declaration: function SameValue(const A: Extended; const B: Extended) : Boolean
              ; Overload
function SameValue(const A: Double; const B: Double) : Boolean
              ; Overload
function SameValue(const A: Single; const B: Single) : Boolean
              ; Overload
function SameValue(const A: Extended; const B: Extended;
                  Epsilon: Extended) : Boolean; Overload
function SameValue(const A: Double; const B: Double; Epsilon: Double)
              : Boolean; Overload
function SameValue(const A: Single; const B: Single; Epsilon: Single)
              : Boolean; Overload
```

Visibility: default

Description: SameValue returns True if the floating-point values A and B are the same, i.e. whether the absolute value of their their difference is smaller than Epsilon. If their difference is larger, then False is returned.

If unspecified, the default value for Epsilon is 0.0.

See also: MinFloat (945), IsZero (962)

63.13.73 sec

Synopsis: Alias for secant

```
Declaration: function sec(x: Float) : Float
```

Visibility: default

Description: sec is an alias for the secant (981) function.

See also: secant (981)

63.13.74 secant

Synopsis: Calculate secant

Declaration: `function secant(x: Float) : Float`

Visibility: default

Description: `Secant` calculates the secant ($1/\cos(x)$) of its argument `x`.

Errors: If 90 or 270 degrees is specified, an exception will be raised.

See also: `cosecant` (952)

63.13.75 SetExceptionMask

Synopsis: Set the Floating Point Unit exception mask.

Declaration: `function SetExceptionMask(const Mask: TFPUExceptionMask) : TFPUExceptionMask`

Visibility: default

Description: Set the Floating Point Unit exception mask.

63.13.76 SetPrecisionMode

Synopsis: Set the Floating Point Unit precision mode.

Declaration: `function SetPrecisionMode(const Precision: TFPUPrecisionMode) : TFPUPrecisionMode`

Visibility: default

Description: Set the Floating Point Unit precision mode.

63.13.77 SetRoundMode

Synopsis: Set the Floating Point Unit rounding mode.

Declaration: `function SetRoundMode(const RoundMode: TFPURoundingMode) : TFPURoundingMode`

Visibility: default

Description: `SetRoundMode` sets the floating point unit rounding mode.

`rmNearest#ShortDescr:#rtl.system.TFPURoundingMode.TFPURoundingMode.rmNearest`

`rmDown#ShortDescr:#rtl.system.TFPURoundingMode.TFPURoundingMode.rmDown`

`rmUp#ShortDescr:#rtl.system.TFPURoundingMode.TFPURoundingMode.rmUp`

`rmTruncate#ShortDescr:#rtl.system.TFPURoundingMode.TFPURoundingMode.rmTruncate`

See also: `GetRoundMode` (958), `TFPURoundingMode` (946)

63.13.78 Sign

Synopsis: Return sign of argument

Declaration: `function Sign(const AValue: Integer) : TValueSign; Overload`
`function Sign(const AValue: Int64) : TValueSign; Overload`
`function Sign(const AValue: Single) : TValueSign; Overload`
`function Sign(const AValue: Double) : TValueSign; Overload`
`function Sign(const AValue: Extended) : TValueSign; Overload`

Visibility: default

Description: `Sign` returns the sign of it's argument, which can be an Integer, 64 bit integer, or a double. The returned value is an integer which is -1, 0 or 1, and can be used to do further calculations with.

63.13.79 SimpleRoundTo

Synopsis: Round to the specified number of digits (rounding up if needed)

Declaration: `function SimpleRoundTo(const AValue: Single;`
`const Digits: TRoundToRange) : Single`
`function SimpleRoundTo(const AValue: Double;`
`const Digits: TRoundToRange) : Double`
`function SimpleRoundTo(const AValue: Extended;`
`const Digits: TRoundToRange) : Extended`

Visibility: default

Description: `SimpleRoundTo` rounds the specified float `AValue` to the specified number of digits, but rounds up, and returns the result. This result is accurate to "10 to the power Digits". It uses the standard `Round` function for this.

Errors: An exception may occur if the value `AValue` is not inside a valid integer (or `Int64`) range.

See also: `TRoundToRange` (946), `RoundTo` (980)

63.13.80 sincos

Synopsis: Return sine and cosine of argument

Declaration: `procedure sincos(theta: single; out sinus: single; out cosinus: single)`
`procedure sincos(theta: Double; out sinus: Double; out cosinus: Double)`
`procedure sincos(theta: extended; out sinus: extended;`
`out cosinus: extended)`

Visibility: default

Description: `Sincos` calculates the sine and cosine of the angle `theta`, and returns the result in `sinus` and `cosinus`.

On Intel hardware, This calculation will be faster than making 2 calls to calculate the sine and cosine separately.

Errors: None.

See also: `arcsin` (948), `arccos` (946)

Listing: `./mathex/ex41.pp`

```

Program Example41;

{ Program to demonstrate the sincos function. }

Uses math;

Procedure dosincos(Angle : Float);

Var
  Sine , Cosine : Float;

begin
  sincos (angle , sine , cosine );
  Write ( ' Angle : ' , Angle : 8 : 6 );
  Write ( ' Sine : ' , sine : 8 : 6 );
  Write ( ' Cosine : ' , cosine : 8 : 6 );
end;

begin
  dosincos (pi);
  dosincos (pi/2);
  dosincos (pi/3);
  dosincos (pi/4);
  dosincos (pi/6);
end.

```

63.13.81 sinh

Synopsis: Return hyperbolic sine

Declaration: `function sinh(x: Float) : Float`

Visibility: default

Description: Sinh returns the hyperbolic sine of its argument x.

See also: cosh ([952](#)), arsinh ([949](#)), tanh ([988](#)), artanh ([950](#))

Listing: ./mathex/ex42.pp

```

Program Example42;

{ Program to demonstrate the sinh function. }

Uses math;

begin
  writeln (sinh (0));
  writeln (sinh (1));
  writeln (sinh (-1));
end.

```

63.13.82 stddev

Synopsis: Return standard deviation of data

Declaration: `function stddev(const data: Array of Single) : Float`
`function stddev(const data: PSingle; const N: Integer) : Float`
`function stddev(const data: Array of Double) : Float`
`function stddev(const data: PDouble; const N: Integer) : Float`
`function stddev(const data: Array of Extended) : Float`
`function stddev(const data: PExtended; const N: Integer) : Float`

Visibility: default

Description: Stddev returns the standard deviation of the values in Data. It returns zero if there is only one value.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: mean (967), meanandstddev (968), variance (989), totalvariance (988)

Listing: ./mathex/ex43.pp

Program Example40;

{ Program to demonstrate the stddev function. }

Uses Math;

Var

 I : Integer;
 ExArray : **Array**[1..10000] of Float;

begin

Randomize;
 for I:=**low**(ExArray) **to high**(ExArray) **do**
 ExArray[I]:=Randg(1,0.2);
 WriteIn('StdDev : ',StdDev(ExArray):8:4);
 WriteIn('StdDev (b) : ',StdDev(@ExArray[0],10000):8:4);
end.

63.13.83 sum

Synopsis: Return sum of values

Declaration: `function sum(const data: Array of Single) : Float`
`function sum(const data: PSingle; const N: LongInt) : Float`
`function sum(const data: Array of Double) : Float`
`function sum(const data: PDouble; const N: LongInt) : Float`
`function sum(const data: Array of Extended) : Float`
`function sum(const data: PExtended; const N: LongInt) : Float`

Visibility: default

Description: Sum returns the sum of the values in the data array.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: sumofsquares (985), sumsandsquares (986), totalvariance (988), variance (989)

Listing: ./mathex/ex44.pp

Program Example44;

```
{ Program to demonstrate the Sum function. }
```

Uses math;

Var

```
l : 1..100;
ExArray : Array[1..100] of Float;
```

begin

```
Randomize;
```

```
for l:=low(ExArray) to high(ExArray) do
```

```
  ExArray[l]:=(Random-Random)*100;
```

```
WriteIn ('Max      : ',MaxValue(ExArray):8:4);
```

```
WriteIn ('Min      : ',MinValue(ExArray):8:4);
```

```
WriteIn ('Sum      : ',Sum(ExArray):8:4);
```

```
WriteIn ('Sum (b) : ',Sum(@ExArray[1],100):8:4);
```

```
end.
```

63.13.84 sumInt

Synopsis: Return the sum of an array of integers

```
Declaration: function sumInt(const data: PInt64; const N: LongInt) : Int64
function sumInt(const data: Array of Int64) : Int64
```

Visibility: default

Description: SumInt returns the sum of the N integers in the Data array, where this can be an open array or a pointer to an array.

Errors: An overflow may occur.

63.13.85 sumofsquares

Synopsis: Return sum of squares of values

```
Declaration: function sumofsquares(const data: Array of Single) : Float
function sumofsquares(const data: PSingle; const N: Integer) : Float
function sumofsquares(const data: Array of Double) : Float
function sumofsquares(const data: PDouble; const N: Integer) : Float
function sumofsquares(const data: Array of Extended) : Float
function sumofsquares(const data: PExtended; const N: Integer) : Float
```

Visibility: default

Description: Sumofsquares returns the sum of the squares of the values in the data array.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: sum (984), sumsandsquares (986), totalvariance (988), variance (989)

Listing: ./mathex/ex45.pp

```

Program Example45;

{ Program to demonstrate the SumOfSquares function. }

Uses math;

Var
  I : 1..100;
  ExArray : Array[1..100] of Float;

begin
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:= (Random-Random)*100;
  Writeln ('Max           : ',MaxValue(ExArray):8:4);
  Writeln ('Min           : ',MinValue(ExArray):8:4);
  Writeln ('Sum squares   : ',SumOfSquares(ExArray):8:4);
  Writeln ('Sum squares (b) : ',SumOfSquares(@ExArray[1],100):8:4);
end.

```

63.13.86 sumsandsquares

Synopsis: Return sum and sum of squares of values.

Declaration:

```

procedure sumsandsquares(const data: Array of Single; var sum: Float;
                          var sumofsquares: Float)
procedure sumsandsquares(const data: PSingle; const N: Integer;
                          var sum: Float; var sumofsquares: Float)
procedure sumsandsquares(const data: Array of Double; var sum: Float;
                          var sumofsquares: Float)
procedure sumsandsquares(const data: PDouble; const N: Integer;
                          var sum: Float; var sumofsquares: Float)
procedure sumsandsquares(const data: Array of Extended; var sum: Float;
                          var sumofsquares: Float)
procedure sumsandsquares(const data: PExtended; const N: Integer;
                          var sum: Float; var sumofsquares: Float)

```

Visibility: default

Description: sumsandsquares calculates the sum of the values and the sum of the squares of the values in the data array and returns the results in sum and sumofsquares.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: sum (984), sumofsquares (985), totalvariance (988), variance (989)

Listing: ./mathex/ex46.pp

```

Program Example45;

{ Program to demonstrate the SumOfSquares function. }

Uses math;

Var

```

```

l : 1..100;
ExArray : Array[1..100] of Float
s,ss : float;

begin
  Randomize;
  for l:=low(ExArray) to high(ExArray) do
    ExArray[l]:= (Random-Random)*100;
  WriteIn ( 'Max           : ',MaxValue(ExArray):8:4);
  WriteIn ( 'Min           : ',MinValue(ExArray):8:4);
  SumsAndSquares( ExArray ,S,SS);
  WriteIn ( 'Sum           : ',S:8:4);
  WriteIn ( 'Sum squares   : ',SS:8:4);
  SumsAndSquares(@ExArray[1],100,S,SS);
  WriteIn ( 'Sum (b)       : ',S:8:4);
  WriteIn ( 'Sum squares (b) : ',SS:8:4);
end.

```

63.13.87 tan

Synopsis: Return tangent

Declaration: `function tan(x: Float) : Float`

Visibility: default

Description: Tan returns the tangent of x . The argument x must be in radians.

Errors: If x (normalized) is $\pi/2$ or $3\pi/2$ then an overflow will occur.

See also: [tanh \(988\)](#), [arcsin \(948\)](#), [sincos \(982\)](#), [arccos \(946\)](#)

Listing: ./mathex/ex47.pp

```

Program Example47;

{ Program to demonstrate the Tan function. }

Uses math;

Procedure DoTan(Angle : Float);

begin
  Write ( 'Angle : ',RadToDeg(Angle):8:6);
  WriteIn ( 'Tangent : ',Tan(Angle):8:6);
end;

begin
  DoTan(0);
  DoTan(Pi);
  DoTan(Pi/3);
  DoTan(Pi/4);
  DoTan(Pi/6);
end.

```

63.13.88 tanh

Synopsis: Return hyperbolic tangent

Declaration: `function tanh(x: Float) : Float`

Visibility: default

Description: Tanh returns the hyperbolic tangent of x.

Errors: None.

See also: [arcsin \(948\)](#), [sincos \(982\)](#), [arccos \(946\)](#)

Listing: `./mathex/ex48.pp`

Program Example48;

{ Program to demonstrate the Tanh function. }

Uses math;

```
begin
  writeln(tanh(0));
  writeln(tanh(1));
  writeln(tanh(-1));
end.
```

63.13.89 totalvariance

Synopsis: Return total varians of values

Declaration: `function totalvariance(const data: Array of Single) : Float`
`function totalvariance(const data: PSingle; const N: Integer) : Float`
`function totalvariance(const data: Array of Double) : Float`
`function totalvariance(const data: PDouble; const N: Integer) : Float`
`function totalvariance(const data: Array of Extended) : Float`
`function totalvariance(const data: PExtended; const N: Integer) : Float`

Visibility: default

Description: TotalVariance returns the total variance of the values in the data array. It returns zero if there is only one value.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: [variance \(989\)](#), [stddev \(983\)](#), [mean \(967\)](#)

Listing: `./mathex/ex49.pp`

Program Example49;

{ Program to demonstrate the TotalVariance function. }

Uses math;

Type

```

TExArray = Array[1..100] of Float;

Var
  I : Integer;
  ExArray : TExArray;
  TV : float;

begin
  Randomize;
  for I:=1 to 100 do
    ExArray[I]:= (Random-Random)*100;
  TV:=TotalVariance(ExArray);
  WriteIn('Total variance      : ',TV:8:4);
  TV:=TotalVariance(@ExArray[1],100);
  WriteIn('Total Variance (b) : ',TV:8:4);
end.

```

63.13.90 variance

Synopsis: Return variance of values

Declaration: `function variance(const data: Array of Single) : Float`
`function variance(const data: PSingle; const N: Integer) : Float`
`function variance(const data: Array of Double) : Float`
`function variance(const data: PDouble; const N: Integer) : Float`
`function variance(const data: Array of Extended) : Float`
`function variance(const data: PExtended; const N: Integer) : Float`

Visibility: default

Description: `Variance` returns the variance of the values in the `data` array. It returns zero if there is only one value.

The second form of the function accepts a pointer to an array of `N` values.

Errors: None.

See also: `totalvariance` (988), `stddev` (983), `mean` (967)

Listing: `./mathex/ex50.pp`

Program Example50;

{ Program to demonstrate the Variance function. }

Uses math;

Var

```

  I : 1..100;
  ExArray : Array[1..100] of Float;
  V : float;

```

begin

```

  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:= (Random-Random)*100;
  V:=Variance(ExArray);
  WriteIn('Variance      : ',V:8:4);

```

```
V:=Variance(@ExArray[1],100);  
WriteLn('Variance (b) : ',V:8:4);  
end.
```

63.14 EInvalidArgument

63.14.1 Description

Exception raised when invalid arguments are passed to a function.

Chapter 64

Reference for unit 'matrix'

64.1 Used units

Table 64.1: Used units by unit 'matrix'

Name	Page
System	1280

64.2 Overview

The unit `matrix` is a unit that provides objects for the common two, three and four dimensional vectors matrixes. These vectors and matrixes are very common in computer graphics and are often implemented from scratch by programmers while every implementation provides exactly the same functionality.

It makes therefore sense to provide this functionality in the runtime library. This eliminates the need for programmers to reinvent the wheel and also allows libraries that use matrix operations to become more compatible.

The matrix unit does not provide n-dimensional matrixes. The functionality needs of a general matrix unit varies from application to application; one can think of reduced memory usage tricks for matrixes that only have data around the diagonal etc., desire for parallelization etc. etc. It is believed that programmers that do use n-dimensional matrices would not necessarily benefit from such a unit in the runtime library.

Design goals:

- Provide common dimensions, two three and four.
- Provide multiple floating point precisions, single, double, extended.
- Simple trivial binary representation; it is possible to typecast vectors into other implementations that use the same trivial representation.
- No dynamic memory management in the background. It must be possible to write expressions like `matrix A * B * C` without worrying about memory management.

Design decisions:

- Class object model is ruled out. The objects object model, without virtual methods, is suitable.
- Operator overloading is a good way to allow programmers to write matrix expressions.
- 3 dimensions * 3 precision means 9 vector and 9 matrix objects. Macro's have been used in the source to take care of this.

64.3 Constants, types and variables

64.3.1 Types

```
Tmatrix2_double_data = Array[0..1,0..1] of Double
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix2_extended_data = Array[0..1,0..1] of extended
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix2_single_data = Array[0..1,0..1] of single
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix3_double_data = Array[0..2,0..2] of Double
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix3_extended_data = Array[0..2,0..2] of extended
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix3_single_data = Array[0..2,0..2] of single
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix4_double_data = Array[0..3,0..3] of Double
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix4_extended_data = Array[0..3,0..3] of extended
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix4_single_data = Array[0..3,0..3] of single
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector2_double_data = Array[0..1] of Double
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector2_extended_data = Array[0..1] of extended
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector2_single_data = Array[0..1] of single
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector3_double_data = Array[0..2] of Double
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector3_extended_data = Array[0..2] of extended
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector3_single_data = Array[0..2] of single
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector4_double_data = Array[0..3] of Double
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector4_extended_data = Array[0..3] of extended
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector4_single_data = Array[0..3] of single
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

64.4 Procedures and functions

64.4.1 add(Tmatrix2_double,Double):Tmatrix2_double

Synopsis: Add scalar to two-dimensional double precision matrix

Declaration: `operator +(const m: Tmatrix2_double; const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.2 add(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double

Synopsis: Add two two-dimensional double precision matrices together.

Declaration: `operator +(const m1: Tmatrix2_double; const m2: Tmatrix2_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to add two two-dimensional double precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.3 add(Tmatrix2_extended,extended):Tmatrix2_extended

Synopsis: Add scalar to two-dimensional extended precision matrix

Declaration: `operator +(const m: Tmatrix2_extended; const x: extended)
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.4 add(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended

Synopsis: Add two two-dimensional extended precision matrices together.

Declaration: `operator +(const m1: Tmatrix2_extended; const m2: Tmatrix2_extended)
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to add two two-dimensional extended precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.5 add(Tmatrix2_single,single):Tmatrix2_single

Synopsis: Add scalar to two-dimensional single precision matrix

Declaration: `operator +(const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.6 add(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single

Synopsis: Add two two-dimensional single precision matrices together.

Declaration: `operator +(const m1: Tmatrix2_single; const m2: Tmatrix2_single)
: Tmatrix2_single`

Visibility: default

Description: This operator allows you to add two two-dimensional single precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.7 add(Tmatrix3_double,Double):Tmatrix3_double

Synopsis: Add scalar to three-dimensional double precision matrix

Declaration: `operator +(const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.8 add(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double

Synopsis: Add two three-dimensional double precision matrices together.

Declaration: `operator +(const m1: Tmatrix3_double; const m2: Tmatrix3_double)
: Tmatrix3_double`

Visibility: default

Description: This operator allows you to add two three-dimensional double precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.9 add(Tmatrix3_extended,extended):Tmatrix3_extended

Synopsis: Add scalar to three-dimensional extended precision matrix

Declaration: `operator +(const m: Tmatrix3_extended; const x: extended)
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.10 add(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended

Synopsis: Add two three-dimensional extended precision matrices together.

Declaration: `operator +(const m1: Tmatrix3_extended; const m2: Tmatrix3_extended)
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to add two three-dimensional extended precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.11 add(Tmatrix3_single,single):Tmatrix3_single

Synopsis: Add scalar to three-dimensional single precision matrix

Declaration: `operator +(const m: Tmatrix3_single; const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.12 add(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single

Synopsis: Add two three-dimensional single precision matrices together.

Declaration: `operator +(const m1: Tmatrix3_single; const m2: Tmatrix3_single)
: Tmatrix3_single`

Visibility: default

Description: This operator allows you to add two three-dimensional single precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.13 add(Tmatrix4_double,Double):Tmatrix4_double

Synopsis: Add scalar to four-dimensional double precision matrix

Declaration: `operator +(const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.14 add(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double

Synopsis: Add two four-dimensional double precision matrices together.

Declaration: `operator +(const m1: Tmatrix4_double; const m2: Tmatrix4_double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to add two four-dimensional double precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.15 add(Tmatrix4_extended,extended):Tmatrix4_extended

Synopsis: Add scalar to four-dimensional extended precision matrix

Declaration: `operator +(const m: Tmatrix4_extended; const x: extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.16 add(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended

Synopsis: Add two four-dimensional extended precision matrices together.

Declaration: `operator +(const m1: Tmatrix4_extended; const m2: Tmatrix4_extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to add two four-dimensional extended precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.17 add(Tmatrix4_single,single):Tmatrix4_single

Synopsis: Add scalar to four-dimensional single precision matrix

Declaration: `operator +(const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

64.4.18 add(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single

Synopsis: Add two four-dimensional single precision matrices together.

Declaration: `operator +(const m1: Tmatrix4_single; const m2: Tmatrix4_single)
: Tmatrix4_single`

Visibility: default

Description: This operator allows you to add two four-dimensional single precision matrices together. A new matrix is returned with all elements of the two matrices added together.

64.4.19 add(Tvector2_double,Double):Tvector2_double

Synopsis: Add scalar to two-dimensional double precision vector

Declaration: `operator +(const x: Tvector2_double; y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.20 add(Tvector2_double,Tvector2_double):Tvector2_double

Synopsis: Add two-dimensional double precision vectors together

Declaration: `operator +(const x: Tvector2_double; const y: Tvector2_double)
: Tvector2_double`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with double precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.21 add(Tvector2_extended,extended):Tvector2_extended

Synopsis: Add scalar to two-dimensional extended precision vector

Declaration: `operator +(const x: Tvector2_extended; y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.22 add(Tvector2_extended,Tvector2_extended):Tvector2_extended

Synopsis: Add two-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector2_extended; const y: Tvector2_extended)
: Tvector2_extended`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with extended precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.23 add(Tvector2_single,single):Tvector2_single

Synopsis: Add scalar to two-dimensional single precision vector

Declaration: `operator +(const x: Tvector2_single; y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.24 add(Tvector2_single,Tvector2_single):Tvector2_single

Synopsis: Add two-dimensional single precision vectors together

Declaration: `operator +(const x: Tvector2_single; const y: Tvector2_single)
: Tvector2_single`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.25 add(Tvector3_double,Double):Tvector3_double

Synopsis: Add scalar to three-dimensional double precision vector

Declaration: `operator +(const x: Tvector3_double; y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.26 add(Tvector3_double,Tvector3_double):Tvector3_double

Synopsis: Add three-dimensional double precision vectors together

Declaration: `operator +(const x: Tvector3_double; const y: Tvector3_double)
: Tvector3_double`

Visibility: default

Description: This operator allows you to add two three-dimensional vectors with double precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.27 add(Tvector3_extended,extended):Tvector3_extended

Synopsis: Add scalar to three-dimensional extended precision vector

Declaration: `operator +(const x: Tvector3_extended; y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.28 add(Tvector3_extended,Tvector3_extended):Tvector3_extended

Synopsis: Add three-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector3_extended; const y: Tvector3_extended)
: Tvector3_extended`

Visibility: default

Description: This operator allows you to add two three-dimensional vectors with extended precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.29 add(Tvector3_single,single):Tvector3_single

Synopsis: Add scalar to three-dimensional single precision vector

Declaration: `operator +(const x: Tvector3_single; y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.30 add(Tvector3_single,Tvector3_single):Tvector3_single

Synopsis: Add three-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector3_single; const y: Tvector3_single)
: Tvector3_single`

Visibility: default

Description: This operator allows you to add two three-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.31 add(Tvector4_double,Double):Tvector4_double

Synopsis: Add scalar to four-dimensional double precision vector

Declaration: `operator +(const x: Tvector4_double; y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.32 add(Tvector4_double,Tvector4_double):Tvector4_double

Synopsis: Add four-dimensional double precision vectors together

Declaration: `operator +(const x: Tvector4_double; const y: Tvector4_double)
: Tvector4_double`

Visibility: default

Description: This operator allows you to add two four-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.33 add(Tvector4_extended,extended):Tvector4_extended

Synopsis: Add scalar to four-dimensional extended precision vector

Declaration: `operator +(const x: Tvector4_extended; y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.34 add(Tvector4_extended,Tvector4_extended):Tvector4_extended

Synopsis: Add four-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector4_extended; const y: Tvector4_extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with extended precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.35 add(Tvector4_single,single):Tvector4_single

Synopsis: Add scalar to four-dimensional single precision vector

Declaration: `operator +(const x: Tvector4_single; y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

64.4.36 add(Tvector4_single,Tvector4_single):Tvector4_single

Synopsis: Add four-dimensional single precision vectors together

Declaration: `operator +(const x: Tvector4_single; const y: Tvector4_single) : Tvector4_single`

Visibility: default

Description: This operator allows you to add two four-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

64.4.37 assign(Tmatrix2_double):Tmatrix2_extended

Synopsis: Allow assignment of two-dimensional double precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a two-dimensional matrix with extended precision is expected.

64.4.38 assign(Tmatrix2_double):Tmatrix2_single

Synopsis: Allow assignment of two-dimensional double precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a two-dimensional matrix with single precision is expected. Some accuracy is lost because of the conversion.

64.4.39 assign(Tmatrix2_double):Tmatrix3_double

Synopsis: Allow assignment of two-dimensional double precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a three-dimensional matrix with double precision is expected. The extra fields are set to 0.

64.4.40 assign(Tmatrix2_double):Tmatrix3_extended

Synopsis: Allow assignment of two-dimensional double precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a three-dimensional matrix with extended precision is expected. The extra fields are set to 0.

64.4.41 assign(Tmatrix2_double):Tmatrix3_single

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with single precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

64.4.42 assign(Tmatrix2_double):Tmatrix4_double

Synopsis: Allow assignment of two-dimensional double precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a four-dimensional matrix with double precision is expected. The extra fields are set to 0.

64.4.43 `assign(Tmatrix2_double):Tmatrix4_extended`

Synopsis: Allow assignment of two-dimensional double precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a four-dimensional matrix with extended precision is expected. The extra fields are set to 0.

64.4.44 `assign(Tmatrix2_double):Tmatrix4_single`

Synopsis: Allow assignment of two-dimensional double precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0 and some precision is lost because of the conversion.

64.4.45 `assign(Tmatrix2_extended):Tmatrix2_double`

Synopsis: Allow assignment of two-dimensional extended precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a two-dimensional two with extended precision values wherever a two-dimensional matrix with double precision is expected. Some accuracy is lost because of the conversion.

64.4.46 `assign(Tmatrix2_extended):Tmatrix2_single`

Synopsis: Allow assignment of two-dimensional extended precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a two-dimensional matrix with single precision is expected. Some accuracy is lost because of the conversion.

64.4.47 assign(Tmatrix2_extended):Tmatrix3_double

Synopsis: Allow assignment of two-dimensional extended precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

64.4.48 assign(Tmatrix2_extended):Tmatrix3_extended

Synopsis: Allow assignment of two-dimensional extended precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a three-dimensional matrix with extended precision is expected. The extra fields are set to 0.

64.4.49 assign(Tmatrix2_extended):Tmatrix3_single

Synopsis: Allow assignment of two-dimensional extended precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a three-dimensional matrix with single precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

64.4.50 assign(Tmatrix2_extended):Tmatrix4_double

Synopsis: Allow assignment of two-dimensional extended precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a four-dimensional matrix with double precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

64.4.51 assign(Tmatrix2_extended):Tmatrix4_extended

Synopsis: Allow assignment of two-dimensional extended precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0.

64.4.52 assign(Tmatrix2_extended):Tmatrix4_single

Synopsis: Allow assignment of two-dimensional extended precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0 and some precision is lost because of the conversion.

64.4.53 assign(Tmatrix2_single):Tmatrix2_double

Synopsis: Allow assignment of two-dimensional single precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a two-dimensional matrix with double precision is expected.

64.4.54 assign(Tmatrix2_single):Tmatrix2_extended

Synopsis: Allow assignment of two-dimensional single precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a two-dimensional matrix with extended precision is expected.

64.4.55 assign(Tmatrix2_single):Tmatrix3_double

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with double precision is expected. The extra fields are set to 0.

64.4.56 assign(Tmatrix2_single):Tmatrix3_extended

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with extended precision is expected. The extra fields are set to 0.

64.4.57 assign(Tmatrix2_single):Tmatrix3_single

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with single precision is expected. The extra fields are set to 0.

64.4.58 assign(Tmatrix2_single):Tmatrix4_double

Synopsis: Allow assignment of two-dimensional single precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with double precision is expected. The extra fields are set to 0.

64.4.59 assign(Tmatrix2_single):Tmatrix4_extended

Synopsis: Allow assignment of two-dimensional single precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with extended precision is expected. The extra fields are set to 0.

64.4.60 assign(Tmatrix2_single):Tmatrix4_single

Synopsis: Allow assignment of two-dimensional single precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0.

64.4.61 assign(Tmatrix3_double):Tmatrix2_double

Synopsis: Allow assignment of three-dimensional double precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.62 assign(Tmatrix3_double):Tmatrix2_extended

Synopsis: Allow assignment of three-dimensional double precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.63 assign(Tmatrix3_double):Tmatrix2_single

Synopsis: Allow assignment of three-dimensional double precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some accuracy is lost because of the conversion.

64.4.64 assign(Tmatrix3_double):Tmatrix3_extended

Synopsis: Allow assignment of three-dimensional double precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a three-dimensional matrix with extended precision is expected.

64.4.65 assign(Tmatrix3_double):Tmatrix3_single

Synopsis: Allow assignment of three-dimensional double precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a three-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

64.4.66 `assign(Tmatrix3_double):Tmatrix4_double`

Synopsis: Allow assignment of three-dimensional double precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a four-dimensional matrix with double precision is expected.

64.4.67 `assign(Tmatrix3_double):Tmatrix4_extended`

Synopsis: Allow assignment of three-dimensional double precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a four-dimensional matrix with extended precision is expected.

64.4.68 `assign(Tmatrix3_double):Tmatrix4_single`

Synopsis: Allow assignment of three-dimensional double precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

64.4.69 `assign(Tmatrix3_extended):Tmatrix2_double`

Synopsis: Allow assignment of three-dimensional extended precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away and some accuracy is lost because of the conversion.

64.4.70 assign(Tmatrix3_extended):Tmatrix2_extended

Synopsis: Allow assignment of three-dimensional extended precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.71 assign(Tmatrix3_extended):Tmatrix2_single

Synopsis: Allow assignment of three-dimensional extended precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost because of the conversion.

64.4.72 assign(Tmatrix3_extended):Tmatrix3_double

Synopsis: Allow assignment of three-dimensional extended precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. Some precision is lost because of the conversion.

64.4.73 assign(Tmatrix3_extended):Tmatrix3_single

Synopsis: Allow assignment of three-dimensional extended precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a three-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

64.4.74 assign(Tmatrix3_extended):Tmatrix4_double

Synopsis: Allow assignment of three-dimensional extended precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a four-dimensional matrix with double precision is expected. Some precision is lost because of the conversion.

64.4.75 assign(Tmatrix3_extended):Tmatrix4_extended

Synopsis: Allow assignment of three-dimensional extended precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a four-dimensional matrix with extended precision is expected.

64.4.76 assign(Tmatrix3_extended):Tmatrix4_single

Synopsis: Allow assignment of three-dimensional extended precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

64.4.77 assign(Tmatrix3_single):Tmatrix2_double

Synopsis: Allow assignment of three-dimensional single precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.78 assign(Tmatrix3_single):Tmatrix2_extended

Synopsis: Allow assignment of three-dimensional single precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.79 `assign(Tmatrix3_single):Tmatrix2_single`

Synopsis: Allow assignment of three-dimensional single precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away.

64.4.80 `assign(Tmatrix3_single):Tmatrix3_double`

Synopsis: Allow assignment of three-dimensional single precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a three-dimensional matrix with double precision is expected.

64.4.81 `assign(Tmatrix3_single):Tmatrix3_extended`

Synopsis: Allow assignment of three-dimensional single precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a three-dimensional matrix with extended precision is expected.

64.4.82 `assign(Tmatrix3_single):Tmatrix4_double`

Synopsis: Allow assignment of three-dimensional single precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a four-dimensional matrix with double precision is expected.

64.4.83 assign(Tmatrix3_single):Tmatrix4_extended

Synopsis: Allow assignment of three-dimensional single precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a four-dimensional matrix with extended precision is expected.

64.4.84 assign(Tmatrix3_single):Tmatrix4_single

Synopsis: Allow assignment of three-dimensional single precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a four-dimensional matrix with single precision is expected.

64.4.85 assign(Tmatrix4_double):Tmatrix2_double

Synopsis: Allow assignment of four-dimensional double precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.86 assign(Tmatrix4_double):Tmatrix2_extended

Synopsis: Allow assignment of four-dimensional double precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.87 assign(Tmatrix4_double):Tmatrix2_single

Synopsis: Allow assignment of four-dimensional double precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost in the conversion.

64.4.88 assign(Tmatrix4_double):Tmatrix3_double

Synopsis: Allow assignment of four-dimensional double precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.89 assign(Tmatrix4_double):Tmatrix3_extended

Synopsis: Allow assignment of four-dimensional double precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a three-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.90 assign(Tmatrix4_double):Tmatrix3_single

Synopsis: Allow assignment of four-dimensional double precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a three-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost because of the conversion.

64.4.91 assign(Tmatrix4_double):Tmatrix4_extended

Synopsis: Allow assignment of four-dimensional double precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a four-dimensional matrix with extended precision is expected.

64.4.92 assign(Tmatrix4_double):Tmatrix4_single

Synopsis: Allow assignment of four-dimensional single precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

64.4.93 `assign(Tmatrix4_extended):Tmatrix2_double`

Synopsis: Allow assignment of four-dimensional extended precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away and some precision is lost in the conversion.

64.4.94 `assign(Tmatrix4_extended):Tmatrix2_extended`

Synopsis: Allow assignment of four-dimensional extended precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away.

64.4.95 `assign(Tmatrix4_extended):Tmatrix2_single`

Synopsis: Allow assignment of four-dimensional extended precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost in the conversion.

64.4.96 `assign(Tmatrix4_extended):Tmatrix3_double`

Synopsis: Allow assignment of four-dimensional extended precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.97 assign(Tmatrix4_extended):Tmatrix3_extended

Synopsis: Allow assignment of four-dimensional extended precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.98 assign(Tmatrix4_extended):Tmatrix3_single

Synopsis: Allow assignment of four-dimensional extended precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a three-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost because of the conversion.

64.4.99 assign(Tmatrix4_extended):Tmatrix4_double

Synopsis: Allow assignment of four-dimensional extended precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a four-dimensional matrix with double precision is expected.

64.4.100 assign(Tmatrix4_extended):Tmatrix4_single

Synopsis: Allow assignment of four-dimensional extended precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

64.4.101 assign(Tmatrix4_single):Tmatrix2_double

Synopsis: Allow assignment of four-dimensional single precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.102 `assign(Tmatrix4_single):Tmatrix2_extended`

Synopsis: Allow assignment of four-dimensional single precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.103 `assign(Tmatrix4_single):Tmatrix2_single`

Synopsis: Allow assignment of four-dimensional single precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away.

64.4.104 `assign(Tmatrix4_single):Tmatrix3_double`

Synopsis: Allow assignment of four-dimensional single precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

64.4.105 `assign(Tmatrix4_single):Tmatrix3_extended`

Synopsis: Allow assignment of four-dimensional single precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a three-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

64.4.106 assign(Tmatrix4_single):Tmatrix3_single

Synopsis: Allow assignment of four-dimensional single precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a three-dimensional matrix with single precision is expected. The surplus fields are thrown away.

64.4.107 assign(Tmatrix4_single):Tmatrix4_double

Synopsis: Allow assignment of four-dimensional single precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a four-dimensional matrix with double precision is expected.

64.4.108 assign(Tmatrix4_single):Tmatrix4_extended

Synopsis: Allow assignment of four-dimensional single precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a four-dimensional matrix with extended precision is expected.

64.4.109 assign(Tvector2_double):Tvector2_extended

Synopsis: Allow assignment of double precision vector to extended precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a vector with double precision values wherever an extended precision vector is expected.

64.4.110 assign(Tvector2_double):Tvector2_single

Synopsis: Allow assignment of double precision vector to single precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a vector with double precision values wherever a single precision vector is expected, at the cost of losing some precision.

64.4.111 assign(Tvector2_double):Tvector3_double

Synopsis: Allow assignment of two-dimensional double precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a three-dimensional vector with double precision is expected. The third dimension is set to 0.0.

64.4.112 assign(Tvector2_double):Tvector3_extended

Synopsis: Allow assignment of two-dimensional double precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a three-dimensional vector with extended precision is expected. The third dimension is set to 0.0.

64.4.113 assign(Tvector2_double):Tvector3_single

Synopsis: Allow assignment of two-dimensional double precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a three-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third dimension is set to 0.0.

64.4.114 assign(Tvector2_double):Tvector4_double

Synopsis: Allow assignment of two-dimensional double precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a four-dimensional vector with double precision is expected. The third and fourth dimensions are set to 0.0.

64.4.115 assign(Tvector2_double):Tvector4_extended

Synopsis: Allow assignment of two-dimensional double precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected. The third and fourth dimensions are set to 0.0.

64.4.116 `assign(Tvector2_double):Tvector4_single`

Synopsis: Allow assignment of two-dimensional double precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third and fourth dimensions are set to 0.0.

64.4.117 `assign(Tvector2_extended):Tvector2_double`

Synopsis: Allow assignment of extended precision vector to double precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a vector with extended precision values wherever a double precision vector is expected, at the cost of losing some precision.

64.4.118 `assign(Tvector2_extended):Tvector2_single`

Synopsis: Allow assignment of extended precision vector to single precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a vector with extended precision values wherever a single precision vector is expected, at the cost of losing some precision.

64.4.119 `assign(Tvector2_extended):Tvector3_double`

Synopsis: Allow assignment of two-dimensional extended precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a three-dimensional vector with double precision is expected. Some accuracy is lost because of the conversion and the third dimension is set to 0.0.

64.4.120 assign(Tvector2_extended):Tvector3_extended

Synopsis: Allow assignment of two-dimensional extended precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a three-dimensional vector with extended precision is expected. The third dimension is set to 0.0.

64.4.121 assign(Tvector2_extended):Tvector3_single

Synopsis: Allow assignment of two-dimensional extended precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a three-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third dimension is set to 0.0.

64.4.122 assign(Tvector2_extended):Tvector4_double

Synopsis: Allow assignment of two-dimensional extended precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a four-dimensional vector with double precision is expected. Some accuracy is lost because of the conversion and the third and fourth dimensions are set to 0.0.

64.4.123 assign(Tvector2_extended):Tvector4_extended

Synopsis: Allow assignment of two-dimensional extended precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a four-dimensional vector with extended precision is expected. The third and fourth dimensions are set to 0.0.

64.4.124 assign(Tvector2_extended):Tvector4_single

Synopsis: Allow assignment of two-dimensional extended precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third and fourth dimensions are set to 0.0.

64.4.125 assign(Tvector2_single):Tvector2_double

Synopsis: Allow assignment of single precision vector to double precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a vector with single precision values wherever a double precision vector is expected.

64.4.126 assign(Tvector2_single):Tvector2_extended

Synopsis: Allow assignment of single precision vector to extended precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a vector with single precision values wherever an extended precision vector is expected.

64.4.127 assign(Tvector2_single):Tvector3_double

Synopsis: Allow assignment of two-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected. The third dimension is set to 0.0.

64.4.128 assign(Tvector2_single):Tvector3_extended

Synopsis: Allow assignment of two-dimensional single precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a three-dimensional vector with extended precision is expected. The third dimension is set to 0.0.

64.4.129 assign(Tvector2_single):Tvector3_single

Synopsis: Allow assignment of two-dimensional single precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a three-dimensional vector with single precision is expected. The third dimension is set to 0.0.

64.4.130 assign(Tvector2_single):Tvector4_double

Synopsis: Allow assignment of two-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected. The third and fourth dimensions are set to 0.0.

64.4.131 assign(Tvector2_single):Tvector4_extended

Synopsis: Allow assignment of two-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected. The third and fourth dimensions are set to 0.0.

64.4.132 assign(Tvector2_single):Tvector4_single

Synopsis: Allow assignment of two-dimensional single precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with single precision is expected. The third and fourth dimensions are set to 0.0.

64.4.133 assign(Tvector3_double):Tvector2_double

Synopsis: Allow assignment of three-dimensional double precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a two-dimensional vector with double precision is expected. The third dimension is thrown away.

64.4.134 assign(Tvector3_double):Tvector2_extended

Synopsis: Allow assignment of three-dimensional double precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a two-dimensional vector with extended precision is expected. The third dimension is thrown away.

64.4.135 assign(Tvector3_double):Tvector2_single

Synopsis: Allow assignment of three-dimensional double precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a two-dimensional vector with single precision is expected. The third dimension is thrown away and some precision is lost because of the conversion.

64.4.136 assign(Tvector3_double):Tvector3_extended

Synopsis: Allow assignment of three-dimensional double precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a three-dimensional vector with extended precision is expected.

64.4.137 assign(Tvector3_double):Tvector3_single

Synopsis: Allow assignment of three-dimensional double precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a three-dimensional vector with single precision is expected. Some precision is lost because of the conversion.

64.4.138 `assign(Tvector3_double):Tvector4_double`

Synopsis: Allow assignment of three-dimensional double precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0.

64.4.139 `assign(Tvector3_double):Tvector4_extended`

Synopsis: Allow assignment of three-dimensional double precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a four-dimensional vector with extended precision is expected. The fourth dimension is set to 0.

64.4.140 `assign(Tvector3_double):Tvector4_single`

Synopsis: Allow assignment of three-dimensional double precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0 and some precision is lost because of the conversion.

64.4.141 `assign(Tvector3_extended):Tvector2_double`

Synopsis: Allow assignment of three-dimensional extended precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a two-dimensional vector with double precision is expected. The third dimension is thrown away and some precision is lost because of the conversion.

64.4.142 assign(Tvector3_extended):Tvector2_extended

Synopsis: Allow assignment of three-dimensional extended precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a two-dimensional vector with extended precision is expected. The third dimension is thrown away.

64.4.143 assign(Tvector3_extended):Tvector2_single

Synopsis: Allow assignment of three-dimensional extended precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a two-dimensional vector with single precision is expected. The third dimension is thrown away and some precision is lost because of the conversion.

64.4.144 assign(Tvector3_extended):Tvector3_double

Synopsis: Allow assignment of three-dimensional extended precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a three-dimensional vector with double precision is expected. Some precision is lost because of the conversion.

64.4.145 assign(Tvector3_extended):Tvector3_single

Synopsis: Allow assignment of three-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected. Some precision is lost because of the conversion.

64.4.146 assign(Tvector3_extended):Tvector4_double

Synopsis: Allow assignment of three-dimensional extended precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0 and some accuracy is lost because of the conversion.

64.4.147 assign(Tvector3_extended):Tvector4_extended

Synopsis: Allow assignment of three-dimensional extended precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a four-dimensional vector with extended precision is expected. The fourth dimension is set to 0.

64.4.148 assign(Tvector3_extended):Tvector4_single

Synopsis: Allow assignment of three-dimensional extended precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a four-dimensional vector with single precision is expected. The fourth dimension is set to 0 and some accuracy is lost because of the conversion.

64.4.149 assign(Tvector3_single):Tvector2_double

Synopsis: Allow assignment of three-dimensional single precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a two-dimensional vector with double precision is expected. The third dimension is thrown away.

64.4.150 assign(Tvector3_single):Tvector2_extended

Synopsis: Allow assignment of three-dimensional single precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a two-dimensional vector with extended precision is expected. The third dimension is thrown away.

64.4.151 `assign(Tvector3_single):Tvector2_single`

Synopsis: Allow assignment of three-dimensional single precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a two-dimensional vector with single precision is expected. The third dimension is thrown away.

64.4.152 `assign(Tvector3_single):Tvector3_double`

Synopsis: Allow assignment of three-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected.

64.4.153 `assign(Tvector3_single):Tvector3_extended`

Synopsis: Allow assignment of three-dimensional single precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a three-dimensional vector with extended precision is expected.

64.4.154 `assign(Tvector3_single):Tvector4_double`

Synopsis: Allow assignment of three-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0.

64.4.155 assign(Tvector3_single):Tvector4_extended

Synopsis: Allow assignment of three-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected. The fourth dimension is set to 0.

64.4.156 assign(Tvector3_single):Tvector4_single

Synopsis: Allow assignment of three-dimensional single precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with single precision is expected. The fourth dimension is set to 0.

64.4.157 assign(Tvector4_double):Tvector2_double

Synopsis: Allow assignment of four-dimensional double precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a two-dimensional vector with double precision is expected. The third and fourth dimensions are thrown away.

64.4.158 assign(Tvector4_double):Tvector2_extended

Synopsis: Allow assignment of four-dimensional double precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a two-dimensional vector with extended precision is expected. The third and fourth dimensions are thrown away.

64.4.159 assign(Tvector4_double):Tvector2_single

Synopsis: Allow assignment of four-dimensional double precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a two-dimensional vector with single precision is expected. The third and fourth dimensions are thrown away and some accuracy is lost because of the conversion.

64.4.160 `assign(Tvector4_double):Tvector3_double`

Synopsis: Allow assignment of four-dimensional double precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a three-dimensional vector with double precision is expected. The fourth dimension is thrown away.

64.4.161 `assign(Tvector4_double):Tvector3_extended`

Synopsis: Allow assignment of four-dimensional double precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a three-dimensional vector with extended precision is expected. The fourth dimension is thrown away.

64.4.162 `assign(Tvector4_double):Tvector3_single`

Synopsis: Allow assignment of four-dimensional double precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a three-dimensional vector with single precision is expected. The fourth dimension is thrown away and some accuracy is lost because of the conversion.

64.4.163 `assign(Tvector4_double):Tvector4_extended`

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a four-dimensional vector with extended precision is expected.

64.4.164 assign(Tvector4_double):Tvector4_single

Synopsis: Allow assignment of four-dimensional double precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion.

64.4.165 assign(Tvector4_extended):Tvector2_double

Synopsis: Allow assignment of four-dimensional extended precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a two-dimensional vector with double precision is expected. The third and fourth dimensions are thrown away and some accuracy is lost because of the conversion.

64.4.166 assign(Tvector4_extended):Tvector2_extended

Synopsis: Allow assignment of four-dimensional extended precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a two-dimensional vector with extended precision is expected. The third and fourth dimensions are thrown away.

64.4.167 assign(Tvector4_extended):Tvector2_single

Synopsis: Allow assignment of four-dimensional extended precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a two-dimensional vector with single precision is expected. The third and fourth dimensions are thrown away and some accuracy is lost because of the conversion.

64.4.168 assign(Tvector4_extended):Tvector3_double

Synopsis: Allow assignment of four-dimensional extended precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a three-dimensional vector with double precision is expected. The fourth dimension is thrown away and some accuracy is lost because of the conversion.

64.4.169 assign(Tvector4_extended):Tvector3_extended

Synopsis: Allow assignment of four-dimensional extended precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a three-dimensional vector with extended precision is expected. The fourth dimensions are thrown away.

64.4.170 assign(Tvector4_extended):Tvector3_single

Synopsis: Allow assignment of four-dimensional extended precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a three-dimensional vector with single precision is expected. The fourth dimension is thrown away and some accuracy is lost because of the conversion.

64.4.171 assign(Tvector4_extended):Tvector4_double

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a four-dimensional vector with double precision is expected. Some accuracy is lost because of the conversion.

64.4.172 assign(Tvector4_extended):Tvector4_single

Synopsis: Allow assignment of four-dimensional extended precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion.

64.4.173 assign(Tvector4_single):Tvector2_double

Synopsis: Allow assignment of four-dimensional single precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a two-dimensional vector with double precision is expected. The third and fourth dimensions are thrown away.

64.4.174 assign(Tvector4_single):Tvector2_extended

Synopsis: Allow assignment of four-dimensional single precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a two-dimensional vector with extended precision is expected. The third and fourth dimensions are thrown away.

64.4.175 assign(Tvector4_single):Tvector2_single

Synopsis: Allow assignment of four-dimensional single precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a two-dimensional vector with single precision is expected. The third and fourth dimensions are thrown away.

64.4.176 assign(Tvector4_single):Tvector3_double

Synopsis: Allow assignment of four-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected. The fourth dimension is thrown away.

64.4.177 assign(Tvector4_single):Tvector3_extended

Synopsis: Allow assignment of four-dimensional single precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a three-dimensional vector with extended precision is expected. The fourth dimension is thrown away.

64.4.178 assign(Tvector4_single):Tvector3_single

Synopsis: Allow assignment of four-dimensional single precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a three-dimensional vector with single precision is expected. The fourth dimension is thrown away.

64.4.179 assign(Tvector4_single):Tvector4_double

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected.

64.4.180 assign(Tvector4_single):Tvector4_extended

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected.

64.4.181 divide(Tmatrix2_double,Double):Tmatrix2_double

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix2_double; const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.182 divide(Tmatrix2_extended,extended):Tmatrix2_extended

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix2_extended; const x: extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.183 divide(Tmatrix2_single,single):Tmatrix2_single

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.184 divide(Tmatrix3_double,Double):Tmatrix3_double

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.185 divide(Tmatrix3_extended,extended):Tmatrix3_extended

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix3_extended; const x: extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.186 divide(Tmatrix3_single,single):Tmatrix3_single

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix3_single; const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.187 divide(Tmatrix4_double,Double):Tmatrix4_double

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.188 divide(Tmatrix4_extended,extended):Tmatrix4_extended

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix4_extended; const x: extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.189 divide(Tmatrix4_single,single):Tmatrix4_single

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

64.4.190 divide(Tvector2_double,Double):Tvector2_double

Synopsis: Divide a two-dimensional double precision vector by a scalar

Declaration: `operator / (const x: Tvector2_double; y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.191 divide(Tvector2_extended,extended):Tvector2_extended

Synopsis: Divide a two-dimensional extended precision vector by a scalar

Declaration: `operator / (const x: Tvector2_extended; y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.192 divide(Tvector2_single,single):Tvector2_single

Synopsis: Divide a two-dimensional single precision vector by a scalar

Declaration: `operator / (const x: Tvector2_single; y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.193 divide(Tvector3_double,Double):Tvector3_double

Synopsis: Divide a three-dimensional double precision vector by a scalar

Declaration: `operator / (const x: Tvector3_double; y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.194 divide(Tvector3_extended,extended):Tvector3_extended

Synopsis: Divide a three-dimensional extended precision vector by a scalar

Declaration: `operator / (const x: Tvector3_extended; y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.195 divide(Tvector3_single,single):Tvector3_single

Synopsis: Divide a three-dimensional single precision vector by a scalar

Declaration: `operator / (const x: Tvector3_single; y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.196 divide(Tvector4_double,Double):Tvector4_double

Synopsis: Divide a four-dimensional double precision vector by a scalar

Declaration: `operator / (const x: Tvector4_double; y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.197 divide(Tvector4_extended,extended):Tvector4_extended

Synopsis: Divide a four-dimensional extended precision vector by a scalar

Declaration: `operator / (const x: Tvector4_extended; y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.198 divide(Tvector4_single,single):Tvector4_single

Synopsis: Divide a four-dimensional single precision vector by a scalar

Declaration: `operator / (const x: Tvector4_single; y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

64.4.199 multiply(Tmatrix2_double,Double):Tmatrix2_double

Synopsis: Multiply a two-dimensional double precision matrix by a scalar

Declaration: `operator * (const m: Tmatrix2_double; const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.200 multiply(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double

Synopsis: Give product of two two-dimensional double precision matrices

Declaration: `operator * (const m1: Tmatrix2_double; const m2: Tmatrix2_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.201 multiply(Tmatrix2_double,Tvector2_double):Tvector2_double

Synopsis: Give product of a two-dimensional double precision matrix and vector

Declaration: `operator *(const m: Tmatrix2_double; const v: Tvector2_double)
: Tvector2_double`

Visibility: default

Description: This operator allows you to multiply a two-dimensional double precision matrices with a two dimensional double precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.202 multiply(Tmatrix2_extended,extended):Tmatrix2_extended

Synopsis: Multiply a two-dimensional extended precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix2_extended; const x: extended)
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.203 multiply(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended

Synopsis: Give product of two two-dimensional extended precision matrices

Declaration: `operator *(const m1: Tmatrix2_extended; const m2: Tmatrix2_extended)
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.204 multiply(Tmatrix2_extended,Tvector2_extended):Tvector2_extended

Synopsis: Give product of a two-dimensional extended precision matrix and vector

Declaration: `operator *(const m: Tmatrix2_extended; const v: Tvector2_extended)
: Tvector2_extended`

Visibility: default

Description: This operator allows you to multiply a two-dimensional extended precision matrices with a two dimensional extended precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.205 multiply(Tmatrix2_single,single):Tmatrix2_single

Synopsis: Multiply a two-dimensional single precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.206 multiply(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single

Synopsis: Give product of two two-dimensional single precision matrices

Declaration: `operator *(const m1: Tmatrix2_single; const m2: Tmatrix2_single)
: Tmatrix2_single`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.207 multiply(Tmatrix2_single,Tvector2_single):Tvector2_single

Synopsis: Give product of a two-dimensional single precision matrix and vector

Declaration: `operator *(const m: Tmatrix2_single; const v: Tvector2_single)
: Tvector2_single`

Visibility: default

Description: This operator allows you to multiply a two-dimensional single precision matrices with a two dimensional single precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.208 multiply(Tmatrix3_double,Double):Tmatrix3_double

Synopsis: Multiply a three-dimensional double precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.209 multiply(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double

Synopsis: Give product of two three-dimensional double precision matrices

Declaration: `operator *(const m1: Tmatrix3_double; const m2: Tmatrix3_double)
: Tmatrix3_double`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.210 multiply(Tmatrix3_double,Tvector3_double):Tvector3_double

Synopsis: Give product of a three-dimensional double precision matrix and vector

Declaration: `operator *(const m: Tmatrix3_double; const v: Tvector3_double)
: Tvector3_double`

Visibility: default

Description: This operator allows you to multiply a three-dimensional double precision matrices with a three dimensional double precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.211 multiply(Tmatrix3_extended,extended):Tmatrix3_extended

Synopsis: Multiply a three-dimensional extended precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix3_extended; const x: extended)
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.212 multiply(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended

Synopsis: Give product of two three-dimensional extended precision matrices

Declaration: `operator *(const m1: Tmatrix3_extended; const m2: Tmatrix3_extended)
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.213 multiply(Tmatrix3_extended,Tvector3_extended):Tvector3_extended

Synopsis: Give product of a three-dimensional extended precision matrix and vector

Declaration: `operator *(const m: Tmatrix3_extended; const v: Tvector3_extended)
: Tvector3_extended`

Visibility: default

Description: This operator allows you to multiply a three-dimensional extended precision matrices with a three dimensional extended precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.214 multiply(Tmatrix3_single,single):Tmatrix3_single

Synopsis: Multiply a three-dimensional single precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix3_single; const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.215 multiply(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single

Synopsis: Give product of two three-dimensional single precision matrices

Declaration: `operator *(const m1: Tmatrix3_single; const m2: Tmatrix3_single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.216 multiply(Tmatrix3_single,Tvector3_single):Tvector3_single

Synopsis: Give product of a three-dimensional single precision matrix and vector

Declaration: `operator *(const m: Tmatrix3_single; const v: Tvector3_single) : Tvector3_single`

Visibility: default

Description: This operator allows you to multiply a three-dimensional single precision matrices with a three dimensional single precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.217 multiply(Tmatrix4_double,Double):Tmatrix4_double

Synopsis: Multiply a four-dimensional double precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.218 multiply(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double

Synopsis: Give product of two four-dimensional double precision matrices

Declaration: `operator *(const m1: Tmatrix4_double; const m2: Tmatrix4_double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.219 multiply(Tmatrix4_double,Tvector4_double):Tvector4_double

Synopsis: Give product of a four-dimensional double precision matrix and vector

Declaration: `operator *(const m: Tmatrix4_double; const v: Tvector4_double)
: Tvector4_double`

Visibility: default

Description: This operator allows you to multiply a four-dimensional double precision matrices with a four dimensional double precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.220 multiply(Tmatrix4_extended,extended):Tmatrix4_extended

Synopsis: Multiply a four-dimensional extended precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix4_extended; const x: extended)
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.221 multiply(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended

Synopsis: Give product of two four-dimensional extended precision matrices

Declaration: `operator *(const m1: Tmatrix4_extended; const m2: Tmatrix4_extended)
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.222 multiply(Tmatrix4_extended,Tvector4_extended):Tvector4_extended

Synopsis: Give product of a four-dimensional extended precision matrix and vector

Declaration: `operator *(const m: Tmatrix4_extended; const v: Tvector4_extended)
: Tvector4_extended`

Visibility: default

Description: This operator allows you to multiply a four-dimensional extended precision matrices with a four dimensional extended precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.223 multiply(Tmatrix4_single,single):Tmatrix4_single

Synopsis: Multiply a four-dimensional single precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

64.4.224 multiply(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single

Synopsis: Give product of two four-dimensional single precision matrices

Declaration: `operator *(const m1: Tmatrix4_single; const m2: Tmatrix4_single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

64.4.225 multiply(Tmatrix4_single,Tvector4_single):Tvector4_single

Synopsis: Give product of a four-dimensional single precision matrix and vector

Declaration: `operator *(const m: Tmatrix4_single; const v: Tvector4_single) : Tvector4_single`

Visibility: default

Description: This operator allows you to multiply a four-dimensional single precision matrices with a four dimensional single precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

64.4.226 multiply(Tvector2_double,Double):Tvector2_double

Synopsis: Multiply a two-dimensional double precision vector by a scalar

Declaration: `operator *(const x: Tvector2_double; y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.227 multiply(Tvector2_double,Tvector2_double):Tvector2_double

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector2_double; const y: Tvector2_double) : Tvector2_double`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.228 multiply(Tvector2_extended,extended):Tvector2_extended

Synopsis: Multiply a two-dimensional extended precision vector by a scalar

Declaration: `operator *(const x: Tvector2_extended; y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.229 multiply(Tvector2_extended,Tvector2_extended):Tvector2_extended

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector2_extended; const y: Tvector2_extended) : Tvector2_extended`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.230 multiply(Tvector2_single,single):Tvector2_single

Synopsis: Multiply a two-dimensional single precision vector by a scalar

Declaration: `operator *(const x: Tvector2_single; y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.231 multiply(Tvector2_single,Tvector2_single):Tvector2_single

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector2_single; const y: Tvector2_single) : Tvector2_single`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.232 multiply(Tvector3_double,Double):Tvector3_double

Synopsis: Multiply a three-dimensional double precision vector by a scalar

Declaration: `operator *(const x: Tvector3_double; y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.233 multiply(Tvector3_double,Tvector3_double):Tvector3_double

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector3_double; const y: Tvector3_double)
: Tvector3_double`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.234 multiply(Tvector3_extended,extended):Tvector3_extended

Synopsis: Multiply a three-dimensional extended precision vector by a scalar

Declaration: `operator *(const x: Tvector3_extended; y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.235 multiply(Tvector3_extended,Tvector3_extended):Tvector3_extended

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector3_extended; const y: Tvector3_extended)
: Tvector3_extended`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.236 multiply(Tvector3_single,single):Tvector3_single

Synopsis: Multiply a three-dimensional single precision vector by a scalar

Declaration: `operator *(const x: Tvector3_single; y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.237 multiply(Tvector3_single,Tvector3_single):Tvector3_single

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector3_single; const y: Tvector3_single)
: Tvector3_single`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.238 multiply(Tvector4_double,Double):Tvector4_double

Synopsis: Multiply a four-dimensional double precision vector by a scalar

Declaration: `operator *(const x: Tvector4_double; y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.239 multiply(Tvector4_double,Tvector4_double):Tvector4_double

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector4_double; const y: Tvector4_double) : Tvector4_double`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.240 multiply(Tvector4_extended,extended):Tvector4_extended

Synopsis: Multiply a four-dimensional extended precision vector by a scalar

Declaration: `operator *(const x: Tvector4_extended; y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.241 multiply(Tvector4_extended,Tvector4_extended):Tvector4_extended

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector4_extended; const y: Tvector4_extended) : Tvector4_extended`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.242 multiply(Tvector4_single,single):Tvector4_single

Synopsis: Multiply a four-dimensional single precision vector by a scalar

Declaration: `operator *(const x: Tvector4_single; y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

64.4.243 multiply(Tvector4_single,Tvector4_single):Tvector4_single

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector4_single; const y: Tvector4_single)
: Tvector4_single`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

64.4.244 negative(Tmatrix2_double):Tmatrix2_double

Synopsis: Negate two-dimensional double precision matrix.

Declaration: `operator -(const m1: Tmatrix2_double) : Tmatrix2_double`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.245 negative(Tmatrix2_extended):Tmatrix2_extended

Synopsis: Negate two-dimensional extended precision matrix.

Declaration: `operator -(const m1: Tmatrix2_extended) : Tmatrix2_extended`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.246 negative(Tmatrix2_single):Tmatrix2_single

Synopsis: Negate two-dimensional single precision matrix.

Declaration: `operator -(const m1: Tmatrix2_single) : Tmatrix2_single`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.247 negative(Tmatrix3_double):Tmatrix3_double

Synopsis: Negate three-dimensional double precision matrix.

Declaration: `operator -(const m1: Tmatrix3_double) : Tmatrix3_double`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.248 negative(Tmatrix3_extended):Tmatrix3_extended

Synopsis: Negate three-dimensional extended precision matrix.

Declaration: `operator -(const m1: Tmatrix3_extended) : Tmatrix3_extended`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.249 negative(Tmatrix3_single):Tmatrix3_single

Synopsis: Negate three-dimensional single precision matrix.

Declaration: `operator -(const m1: Tmatrix3_single) : Tmatrix3_single`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.250 negative(Tmatrix4_double):Tmatrix4_double

Synopsis: Negate four-dimensional double precision matrix.

Declaration: `operator -(const m1: Tmatrix4_double) : Tmatrix4_double`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.251 negative(Tmatrix4_extended):Tmatrix4_extended

Synopsis: Negate four-dimensional extended precision matrix.

Declaration: `operator -(const m1: Tmatrix4_extended) : Tmatrix4_extended`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.252 negative(Tmatrix4_single):Tmatrix4_single

Synopsis: Negate four-dimensional single precision matrix.

Declaration: `operator -(const m1: Tmatrix4_single) : Tmatrix4_single`

Visibility: default

Description: This operation returns a matrix with all elements negated.

64.4.253 negative(Tvector2_double):Tvector2_double

Synopsis: Negate two-dimensional vector.

Declaration: `operator -(const x: Tvector2_double) : Tvector2_double`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.254 negative(Tvector2_extended):Tvector2_extended

Synopsis: Negate two-dimensional vector.

Declaration: `operator -(const x: Tvector2_extended) : Tvector2_extended`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.255 negative(Tvector2_single):Tvector2_single

Synopsis: Negate two-dimensional vector.

Declaration: `operator -(const x: Tvector2_single) : Tvector2_single`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.256 negative(Tvector3_double):Tvector3_double

Synopsis: Negate three-dimensional vector.

Declaration: `operator -(const x: Tvector3_double) : Tvector3_double`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.257 negative(Tvector3_extended):Tvector3_extended

Synopsis: Negate three-dimensional vector.

Declaration: `operator -(const x: Tvector3_extended) : Tvector3_extended`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.258 negative(Tvector3_single):Tvector3_single

Synopsis: Negate three-dimensional vector.

Declaration: `operator -(const x: Tvector3_single) : Tvector3_single`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.259 negative(Tvector4_double):Tvector4_double

Synopsis: Negate four-dimensional vector.

Declaration: `operator -(const x: Tvector4_double) : Tvector4_double`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.260 negative(Tvector4_extended):Tvector4_extended

Synopsis: Negate four-dimensional vector.

Declaration: `operator -(const x: Tvector4_extended) : Tvector4_extended`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.261 negative(Tvector4_single):Tvector4_single

Synopsis: Negate four-dimensional vector.

Declaration: `operator -(const x: Tvector4_single) : Tvector4_single`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

64.4.262 power(Tvector2_double,Tvector2_double):Double

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator **(const x: Tvector2_double; const y: Tvector2_double) : Double`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.263 power(Tvector2_extended,Tvector2_extended):extended

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator **(const x: Tvector2_extended; const y: Tvector2_extended)
: extended`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.264 power(Tvector2_single,Tvector2_single):single

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector2_single; const y: Tvector2_single) : single`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.265 power(Tvector3_double,Tvector3_double):Double

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector3_double; const y: Tvector3_double) : Double`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.266 power(Tvector3_extended,Tvector3_extended):extended

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector3_extended; const y: Tvector3_extended) : extended`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.267 power(Tvector3_single,Tvector3_single):single

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector3_single; const y: Tvector3_single) : single`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.268 power(Tvector4_double,Tvector4_double):Double

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector4_double; const y: Tvector4_double) : Double`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.269 power(Tvector4_extended,Tvector4_extended):extended

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector4_extended; const y: Tvector4_extended) : extended`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.270 power(Tvector4_single,Tvector4_single):single

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector4_single; const y: Tvector4_single) : single`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

64.4.271 subtract(Tmatrix2_double,Double):Tmatrix2_double

Synopsis: Subtract scalar to two-dimensional double precision matrix

Declaration: `operator - (const m: Tmatrix2_double; const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.272 subtract(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double

Synopsis: Subtract a two-dimensional double precision matrix from another.

Declaration: `operator - (const m1: Tmatrix2_double; const m2: Tmatrix2_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to subtract a two-dimensional double precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.273 subtract(Tmatrix2_extended,extended):Tmatrix2_extended

Synopsis: Add scalar to two-dimensional extended precision matrix

Declaration: `operator - (const m: Tmatrix2_extended; const x: extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.274 subtract(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended

Synopsis: Subtract a two-dimensional extended precision matrix from another.

Declaration: `operator -(const m1: Tmatrix2_extended; const m2: Tmatrix2_extended)
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to subtract a two-dimensional extended precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.275 subtract(Tmatrix2_single,single):Tmatrix2_single

Synopsis: Subtract scalar to two-dimensional single precision matrix

Declaration: `operator -(const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.276 subtract(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single

Synopsis: Subtract a two-dimensional single precision matrix from another.

Declaration: `operator -(const m1: Tmatrix2_single; const m2: Tmatrix2_single)
: Tmatrix2_single`

Visibility: default

Description: This operator allows you to subtract a two-dimensional single precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.277 subtract(Tmatrix3_double,Double):Tmatrix3_double

Synopsis: Add scalar to three-dimensional double precision matrix

Declaration: `operator -(const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.278 subtract(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double

Synopsis: Subtract a three-dimensional double precision matrix from another.

Declaration: `operator -(const m1: Tmatrix3_double; const m2: Tmatrix3_double)
: Tmatrix3_double`

Visibility: default

Description: This operator allows you to subtract a three-dimensional double precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.279 subtract(Tmatrix3_extended,extended):Tmatrix3_extended

Synopsis: Add scalar to three-dimensional extended precision matrix

Declaration: `operator -(const m: Tmatrix3_extended; const x: extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.280 subtract(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended

Synopsis: Subtract a three-dimensional extended precision matrix from another.

Declaration: `operator -(const m1: Tmatrix3_extended; const m2: Tmatrix3_extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to subtract a three-dimensional extended precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.281 subtract(Tmatrix3_single,single):Tmatrix3_single

Synopsis: Add scalar to three-dimensional single precision matrix

Declaration: `operator -(const m: Tmatrix3_single; const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.282 subtract(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single

Synopsis: Subtract a three-dimensional single precision matrix from another.

Declaration: `operator -(const m1: Tmatrix3_single; const m2: Tmatrix3_single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to subtract a three-dimensional single precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.283 subtract(Tmatrix4_double,Double):Tmatrix4_double

Synopsis: Add scalar to four-dimensional double precision matrix

Declaration: `operator -(const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.284 subtract(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double

Synopsis: Subtract a four-dimensional double precision matrix from another.

Declaration: `operator -(const m1: Tmatrix4_double; const m2: Tmatrix4_double)
: Tmatrix4_double`

Visibility: default

Description: This operator allows you to subtract a four-dimensional double precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.285 subtract(Tmatrix4_extended,extended):Tmatrix4_extended

Synopsis: Add scalar to four-dimensional extended precision matrix

Declaration: `operator -(const m: Tmatrix4_extended; const x: extended)
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.286 subtract(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended

Synopsis: Subtract a four-dimensional extended precision matrix from another.

Declaration: `operator -(const m1: Tmatrix4_extended; const m2: Tmatrix4_extended)
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to subtract a four-dimensional extended precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.287 subtract(Tmatrix4_single,single):Tmatrix4_single

Synopsis: Add scalar to four-dimensional single precision matrix

Declaration: `operator -(const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

64.4.288 subtract(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single

Synopsis: Subtract a four-dimensional single precision matrix from another.

Declaration: `operator -(const m1: Tmatrix4_single; const m2: Tmatrix4_single)
: Tmatrix4_single`

Visibility: default

Description: This operator allows you to subtract a four-dimensional single precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

64.4.289 subtract(Tvector2_double,Double):Tvector2_double

Synopsis: Subtract scalar from two-dimensional double precision vector

Declaration: `operator -(const x: Tvector2_double; y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.290 subtract(Tvector2_double,Tvector2_double):Tvector2_double

Synopsis: Subtract two-dimensional double precision vectors from each other

Declaration: `operator -(const x: Tvector2_double; const y: Tvector2_double)
: Tvector2_double`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with double precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.291 subtract(Tvector2_extended,extended):Tvector2_extended

Synopsis: Subtract scalar from two-dimensional extended precision vector

Declaration: `operator -(const x: Tvector2_extended; y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.292 subtract(Tvector2_extended,Tvector2_extended):Tvector2_extended

Synopsis: Subtract two-dimensional extended precision vectors from each other

Declaration: `operator -(const x: Tvector2_extended; const y: Tvector2_extended)
: Tvector2_extended`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with extended precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.293 subtract(Tvector2_single,single):Tvector2_single

Synopsis: Subtract scalar from two-dimensional single precision vector

Declaration: `operator -(const x: Tvector2_single; y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.294 subtract(Tvector2_single,Tvector2_single):Tvector2_single

Synopsis: Subtract two-dimensional single precision vectors from each other

Declaration: `operator -(const x: Tvector2_single; const y: Tvector2_single)
: Tvector2_single`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with single precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.295 subtract(Tvector3_double,Double):Tvector3_double

Synopsis: Subtract scalar from three-dimensional double precision vector

Declaration: `operator -(const x: Tvector3_double; y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.296 subtract(Tvector3_double,Tvector3_double):Tvector3_double

Synopsis: Subtract three-dimensional double precision vectors from each other

Declaration: `operator -(const x: Tvector3_double; const y: Tvector3_double)
: Tvector3_double`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with double precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.297 subtract(Tvector3_extended,extended):Tvector3_extended

Synopsis: Subtract scalar from three-dimensional extended precision vector

Declaration: `operator -(const x: Tvector3_extended; y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.298 subtract(Tvector3_extended,Tvector3_extended):Tvector3_extended

Synopsis: Subtract three-dimensional extended precision vectors from each other

Declaration: `operator -(const x: Tvector3_extended; const y: Tvector3_extended)
: Tvector3_extended`

Visibility: default

Description: This operator allows you to subtract two three-dimensional vectors with extended precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.299 subtract(Tvector3_single,single):Tvector3_single

Synopsis: Subtract scalar from three-dimensional single precision vector

Declaration: `operator -(const x: Tvector3_single; y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.300 subtract(Tvector3_single,Tvector3_single):Tvector3_single

Synopsis: Subtract three-dimensional single precision vectors from each other

Declaration: `operator -(const x: Tvector3_single; const y: Tvector3_single)
: Tvector3_single`

Visibility: default

Description: This operator allows you to subtract two three-dimensional vectors with single precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.301 subtract(Tvector4_double,Double):Tvector4_double

Synopsis: Subtract scalar from four-dimensional double precision vector

Declaration: `operator -(const x: Tvector4_double; y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.302 subtract(Tvector4_double,Tvector4_double):Tvector4_double

Synopsis: Subtract four-dimensional double precision vectors from each other

Declaration: `operator -(const x: Tvector4_double; const y: Tvector4_double)
: Tvector4_double`

Visibility: default

Description: This operator allows you to subtract two four-dimensional vectors with double precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.303 subtract(Tvector4_extended,extended):Tvector4_extended

Synopsis: Subtract scalar from four-dimensional extended precision vector

Declaration: `operator -(const x: Tvector4_extended; y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.304 subtract(Tvector4_extended,Tvector4_extended):Tvector4_extended

Synopsis: Subtract four-dimensional extended precision vectors from each other

Declaration: `operator -(const x: Tvector4_extended; const y: Tvector4_extended)
: Tvector4_extended`

Visibility: default

Description: This operator allows you to subtract two four-dimensional vectors with extended precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.305 subtract(Tvector4_single,single):Tvector4_single

Synopsis: Subtract scalar from four-dimensional single precision vector

Declaration: `operator -(const x: Tvector4_single; y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

64.4.306 subtract(Tvector4_single,Tvector4_single):Tvector4_single

Synopsis: Subtract four-dimensional single precision vectors from each other

Declaration: `operator -(const x: Tvector4_single; const y: Tvector4_single)
: Tvector4_single`

Visibility: default

Description: This operator allows you to subtract two four-dimensional vectors with single precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

64.4.307 symmetricaldifference(Tvector3_double,Tvector3_double):Tvector3_double

Synopsis: Calculate the external product of two three-dimensional vectors

Declaration: `operator ><(const x: Tvector3_double; const y: Tvector3_double)
: Tvector3_double`

Visibility: default

Description: This operator returns the external product of two three dimensional vector. It is a vector orthonormal to the two multiplied vectors. The length of that vector is equal to the surface area of a parallelogram with the two vectors as sides.

The external product is often used to get a vector orthonormal to two other vectors, but of a predefined length. In order to do so, the result vector from the external product, is divided by its length, and then multiplied by the desired size.

64.4.308 symmetricaldifference(Tvector3_extended,Tvector3_extended):Tvector3_exten

Synopsis: Calculate the external product of two three-dimensional vectors

Declaration: `operator >>(const x: Tvector3_extended; const y: Tvector3_extended)
: Tvector3_extended`

Visibility: default

Description: This operator returns the external product of two three dimensional vector. It is a vector orthonormal to the two multiplied vectors. The length of that vector is equal to the surface area of a parallelogram with the two vectors as sides.

The external product is often used to get a vector orthonormal to two other vectors, but of a predefined length. In order to do so, the result vector from the external product, is divided by its length, and then multiplied by the desired size.

64.4.309 symmetricaldifference(Tvector3_single,Tvector3_single):Tvector3_single

Synopsis: Calculate the external product of two three-dimensional vectors

Declaration: `operator >>(const x: Tvector3_single; const y: Tvector3_single)
: Tvector3_single`

Visibility: default

Description: This operator returns the external product of two three dimensional vector. It is a vector orthonormal to the two multiplied vectors. The length of that vector is equal to the surface area of a parallelogram with the two vectors as sides.

The external product is often used to get a vector orthonormal to two other vectors, but of a predefined length. In order to do so, the result vector from the external product, is divided by its length, and then multiplied by the desired size.

64.5 Tmatrix2_double**64.5.1 Description**

The `Tmatrix2_double` object provides a matrix of 2*2 double precision scalars.

64.5.2 Method overview

Page	Method	Description
1062	determinant	Calculates the determinant of the matrix.
1061	get_column	Returns the c-th column of the matrix as vector.
1061	get_row	Returns the r-th row of the matrix as vector.
1061	init	Initializes the matrix, setting its elements to the values passed to the constructor.
1061	init_identity	Initializes the matrix and sets its elements to the identity matrix.
1061	init_zero	Initializes the matrix and sets its elements to zero
1062	inverse	Calculates the inverse of the matrix.
1061	set_column	Sets c-th column of the matrix with a vector.
1062	set_row	Sets r-th row of the matrix with a vector.
1062	transpose	Returns the transposition of the matrix.

64.5.3 Tmatrix2_double.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.5.4 Tmatrix2_double.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.5.5 Tmatrix2_double.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: Double; ab: Double; ba: Double; bb: Double)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.5.6 Tmatrix2_double.get_column

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector2_double`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

64.5.7 Tmatrix2_double.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector2_double`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.5.8 Tmatrix2_double.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector2_double)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.5.9 Tmatrix2_double.set_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector2_double)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

64.5.10 Tmatrix2_double.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : Double`

Visibility: default

Description: Returns the determinant of the matrix.

64.5.11 Tmatrix2_double.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A:determinant: Double) : Tmatrix2_double`

Visibility: default

Description: `Tmatrix2_double.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

64.5.12 Tmatrix2_double.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix2_double`

Visibility: default

Description: `Tmatrix2_double.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.6 Tmatrix2_extended

64.6.1 Description

The `Tmatrix2_extended` object provides a matrix of 2*2 extended precision scalars.

64.6.2 Method overview

Page	Method	Description
1064	determinant	Calculates the determinant of the matrix.
1063	get_column	Returns the c-th column of the matrix as vector.
1064	get_row	Returns the r-th row of the matrix as vector.
1063	init	Initializes the matrix, setting its elements to the values passed to the constructor.
1063	init_identity	Initializes the matrix and sets its elements to the identity matrix.
1063	init_zero	Initializes the matrix and sets its elements to zero
1064	inverse	Calculates the inverse of the matrix.
1064	set_column	Sets c-th column of the matrix with a vector.
1064	set_row	Sets r-th row of the matrix with a vector.
1064	transpose	Returns the transposition of the matrix.

64.6.3 Tmatrix2_extended.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.6.4 Tmatrix2_extended.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.6.5 Tmatrix2_extended.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: extended; ab: extended; ba: extended; bb: extended)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.6.6 Tmatrix2_extended.get_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector2_extended`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

64.6.7 Tmatrix2_extended.get_row

Synopsis: Returns the r -th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector2_extended`

Visibility: default

Description: Returns the r -th row of the matrix as vector. The row numbering starts at 0.

64.6.8 Tmatrix2_extended.set_column

Synopsis: Sets c -th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector2_extended)`

Visibility: default

Description: Replaces the c -th column of the matrix with vector v . The column numbering starts at 0.

64.6.9 Tmatrix2_extended.set_row

Synopsis: Sets r -th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector2_extended)`

Visibility: default

Description: Replaces the r -th row of the matrix with vector v . The row numbering starts at 0.

64.6.10 Tmatrix2_extended.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : extended`

Visibility: default

Description: Returns the determinant of the matrix.

64.6.11 Tmatrix2_extended.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A:determinant: extended) : Tmatrix2_extended`

Visibility: default

Description: `Tmatrix2_extended.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

64.6.12 Tmatrix2_extended.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix2_extended`

Visibility: default

Description: `Tmatrix2_extended.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.7 Tmatrix2_single

64.7.1 Description

The `Tmatrix2_single` object provides a matrix of 2*2 single precision scalars.

64.7.2 Method overview

Page	Method	Description
1066	<code>determinant</code>	Calculates the determinant of the matrix.
1066	<code>get_column</code>	Returns the c-th column of the matrix as vector.
1066	<code>get_row</code>	Returns the r-th row of the matrix as vector.
1065	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
1065	<code>init_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
1065	<code>init_zero</code>	Initializes the matrix and sets its elements to zero
1066	<code>inverse</code>	Calculates the inverse of the matrix.
1066	<code>set_column</code>	Sets c-th column of the matrix with a vector.
1066	<code>set_row</code>	Sets r-th row of the matrix with a vector.
1067	<code>transpose</code>	Returns the transposition of the matrix.

64.7.3 Tmatrix2_single.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.7.4 Tmatrix2_single.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.7.5 Tmatrix2_single.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: single; ab: single; ba: single; bb: single)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.7.6 Tmatrix2_single.get_column

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector2_single`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

64.7.7 Tmatrix2_single.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector2_single`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.7.8 Tmatrix2_single.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector2_single)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.7.9 Tmatrix2_single.set_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector2_single)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

64.7.10 Tmatrix2_single.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : single`

Visibility: default

Description: Returns the determinant of the matrix.

64.7.11 Tmatrix2_single.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A:determinant: single) : Tmatrix2_single`

Visibility: default

Description: `Tmatrix2_single.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

64.7.12 Tmatrix2_single.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix2_single`

Visibility: default

Description: `Tmatrix2_single.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.8 Tmatrix3_double

64.8.1 Description

The `Tmatrix3_double` object provides a matrix of 3*3 double precision scalars.

64.8.2 Method overview

Page	Method	Description
1069	<code>determinant</code>	Calculates the determinant of the matrix.
1068	<code>get_column</code>	Returns the c-th column of the matrix as vector.
1068	<code>get_row</code>	Returns the r-th row of the matrix as vector.
1068	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
1067	<code>init_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
1067	<code>init_zero</code>	Initializes the matrix and sets its elements to zero
1069	<code>inverse</code>	Calculates the inverse of the matrix.
1068	<code>set_column</code>	Sets c-th column of the matrix with a vector.
1068	<code>set_row</code>	Sets r-th row of the matrix with a vector.
1069	<code>transpose</code>	Returns the transposition of the matrix.

64.8.3 Tmatrix3_double.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.8.4 Tmatrix3_double.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.8.5 Tmatrix3_double.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: Double; ab: Double; ac: Double; ba: Double;
bb: Double; bc: Double; ca: Double; cb: Double;
cc: Double)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.8.6 Tmatrix3_double.get_column

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector3_double`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

64.8.7 Tmatrix3_double.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector3_double`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.8.8 Tmatrix3_double.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector3_double)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.8.9 Tmatrix3_double.set_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector3_double)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

64.8.10 Tmatrix3_double.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : Double`

Visibility: default

Description: Returns the determinant of the matrix.

64.8.11 Tmatrix3_double.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: Double) : Tmatrix3_double`

Visibility: default

Description: `Tmatrix3_double.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

64.8.12 Tmatrix3_double.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix3_double`

Visibility: default

Description: `Tmatrix2_double.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.9 Tmatrix3_extended

64.9.1 Description

The `Tmatrix3_extended` object provides a matrix of 3*3 extended precision scalars.

64.9.2 Method overview

Page	Method	Description
1071	<code>determinant</code>	Calculates the determinant of the matrix.
1070	<code>get_column</code>	Returns the c-th column of the matrix as vector.
1070	<code>get_row</code>	Returns the r-th row of the matrix as vector.
1070	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
1070	<code>init_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
1070	<code>init_zero</code>	Initializes the matrix and sets its elements to zero
1071	<code>inverse</code>	Calculates the inverse of the matrix.
1071	<code>set_column</code>	Sets r-th column of the matrix with a vector.
1071	<code>set_row</code>	Sets r-th row of the matrix with a vector.
1071	<code>transpose</code>	Returns the transposition of the matrix.

64.9.3 Tmatrix3_extended.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.9.4 Tmatrix3_extended.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.9.5 Tmatrix3_extended.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: extended; ab: extended; ac: extended;
ba: extended; bb: extended; bc: extended; ca: extended;
cb: extended; cc: extended)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.9.6 Tmatrix3_extended.get_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector3_extended`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

64.9.7 Tmatrix3_extended.get_row

Synopsis: Returns the r-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector3_extended`

Visibility: default

Description: Returns the r-th row of the matrix as vector. The row numbering starts at 0.

64.9.8 Tmatrix3_extended.set_column

Synopsis: Sets r-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector3_extended)`

Visibility: default

Description: Replaces the c-th column of the matrix with vector v. The column numbering starts at 0.

64.9.9 Tmatrix3_extended.set_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector3_extended)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

64.9.10 Tmatrix3_extended.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : extended`

Visibility: default

Description: Returns the determinant of the matrix.

64.9.11 Tmatrix3_extended.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A:determinant: extended) : Tmatrix3_extended`

Visibility: default

Description: Tmatrix3_extended.inverse returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

64.9.12 Tmatrix3_extended.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix3_extended`

Visibility: default

Description: Tmatrix2_extended.transpose returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.10 Tmatrix3_single

64.10.1 Description

The Tmatrix3_single object provides a matrix of 3*3 single precision scalars.

64.10.2 Method overview

Page	Method	Description
1073	determinant	Calculates the determinant of the matrix.
1072	get_column	Returns the c-th column of the matrix as vector.
1073	get_row	Returns the r-th row of the matrix as vector.
1072	init	Initializes the matrix, setting its elements to the values passed to the constructor.
1072	init_identity	Initializes the matrix and sets its elements to the identity matrix.
1072	init_zero	Initializes the matrix and sets its elements to zero
1073	inverse	Calculates the inverse of the matrix.
1073	set_column	Sets c-th column of the matrix with a vector.
1073	set_row	Sets r-th row of the matrix with a vector.
1073	transpose	Returns the transposition of the matrix.

64.10.3 Tmatrix3_single.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.10.4 Tmatrix3_single.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.10.5 Tmatrix3_single.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: single; ab: single; ac: single; ba: single; bb: single; bc: single; ca: single; cb: single; cc: single)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.10.6 Tmatrix3_single.get_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector3_single`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

64.10.7 Tmatrix3_single.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector3_single`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.10.8 Tmatrix3_single.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector3_single)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.10.9 Tmatrix3_single.set_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector3_single)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

64.10.10 Tmatrix3_single.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : single`

Visibility: default

Description: Returns the determinant of the matrix.

64.10.11 Tmatrix3_single.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A:determinant: single) : Tmatrix3_single`

Visibility: default

Description: `Tmatrix3_single.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

64.10.12 Tmatrix3_single.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix3_single`

Visibility: default

Description: `Tmatrix2_single.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the *x* and *y* coordinates of the values swapped.

64.11 Tmatrix4_double

64.11.1 Description

The `Tmatrix4_double` object provides a matrix of 4*4 double precision scalars.

64.11.2 Method overview

Page	Method	Description
1075	<code>determinant</code>	Calculates the determinant of the matrix.
1075	<code>get_column</code>	Returns the c-th column of the matrix as vector.
1075	<code>get_row</code>	Returns the r-th row of the matrix as vector.
1074	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
1074	<code>init_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
1074	<code>init_zero</code>	Initializes the matrix and sets its elements to zero
1076	<code>inverse</code>	Calculates the inverse of the matrix.
1075	<code>set_column</code>	Sets c-th column of the matrix with a vector.
1075	<code>set_row</code>	Sets r-th row of the matrix with a vector.
1076	<code>transpose</code>	Returns the transposition of the matrix.

64.11.3 Tmatrix4_double.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.11.4 Tmatrix4_double.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.11.5 Tmatrix4_double.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: Double; ab: Double; ac: Double; ad: Double;
ba: Double; bb: Double; bc: Double; bd: Double;
ca: Double; cb: Double; cc: Double; cd: Double;
da: Double; db: Double; dc: Double; dd: Double)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.11.6 Tmatrix4_double.get_column

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector4_double`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

64.11.7 Tmatrix4_double.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector4_double`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.11.8 Tmatrix4_double.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector4_double)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.11.9 Tmatrix4_double.set_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector4_double)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

64.11.10 Tmatrix4_double.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : Double`

Visibility: default

Description: Returns the determinant of the matrix. Note: Calculating the determinant of a 4*4 matrix requires quite a few operations.

64.11.11 Tmatrix4_double.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: Double) : Tmatrix4_double`

Visibility: default

Description: `Tmatrix4_double.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter. Note: Calculating the inverse of a 4*4 matrix requires quite a few operations.

64.11.12 Tmatrix4_double.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix4_double`

Visibility: default

Description: `Tmatrix2_double.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.12 Tmatrix4_extended

64.12.1 Description

The `Tmatrix4_extended` object provides a matrix of 4*4 extended precision scalars.

64.12.2 Method overview

Page	Method	Description
1078	<code>determinant</code>	Calculates the determinant of the matrix.
1077	<code>get_column</code>	Returns the c-th column of the matrix as vector.
1077	<code>get_row</code>	Returns the r-th row of the matrix as vector.
1077	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
1077	<code>init_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
1076	<code>init_zero</code>	Initializes the matrix and sets its elements to zero
1078	<code>inverse</code>	Calculates the inverse of the matrix.
1077	<code>set_column</code>	Sets c-th column of the matrix with a vector.
1078	<code>set_row</code>	Sets r-th row of the matrix with a vector.
1078	<code>transpose</code>	Returns the transposition of the matrix.

64.12.3 Tmatrix4_extended.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.12.4 Tmatrix4_extended.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.12.5 Tmatrix4_extended.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: extended; ab: extended; ac: extended; ad: extended; ba: extended; bb: extended; bc: extended; bd: extended; ca: extended; cb: extended; cc: extended; cd: extended; da: extended; db: extended; dc: extended; dd: extended)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.12.6 Tmatrix4_extended.get_column

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector4_extended`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

64.12.7 Tmatrix4_extended.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector4_extended`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.12.8 Tmatrix4_extended.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector4_extended)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.12.9 Tmatrix4_extended.set_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector4_extended)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

64.12.10 Tmatrix4_extended.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : extended`

Visibility: default

Description: Returns the determinant of the matrix. Note: Calculating the determinant of a 4*4 matrix requires quite a few operations.

64.12.11 Tmatrix4_extended.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: extended) : Tmatrix4_extended`

Visibility: default

Description: `Tmatrix4_extended.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter. Note: Calculating the inverse of a 4*4 matrix requires quite a few operations.

64.12.12 Tmatrix4_extended.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix4_extended`

Visibility: default

Description: `Tmatrix2_extended.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.13 Tmatrix4_single**64.13.1 Description**

The `Tmatrix4_single` object provides a matrix of 4*4 single precision scalars.

64.13.2 Method overview

Page	Method	Description
1080	determinant	Calculates the determinant of the matrix.
1079	get_column	Returns the c-th column of the matrix as vector.
1080	get_row	Returns the r-th row of the matrix as vector.
1079	init	Initializes the matrix, setting its elements to the values passed to the constructor.
1079	init_identity	Initializes the matrix and sets its elements to the identity matrix.
1079	init_zero	Initializes the matrix and sets its elements to zero
1080	inverse	Calculates the inverse of the matrix.
1080	set_column	Sets c-th column of the matrix with a vector.
1080	set_row	Sets r-th row of the matrix with a vector.
1081	transpose	Returns the transposition of the matrix.

64.13.3 Tmatrix4_single.init_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.13.4 Tmatrix4_single.init_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

64.13.5 Tmatrix4_single.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: single; ab: single; ac: single; ad: single; ba: single; bb: single; bc: single; bd: single; ca: single; cb: single; cc: single; cd: single; da: single; db: single; dc: single; dd: single)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

64.13.6 Tmatrix4_single.get_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector4_single`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

64.13.7 Tmatrix4_single.get_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector4_single`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

64.13.8 Tmatrix4_single.set_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector4_single)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

64.13.9 Tmatrix4_single.set_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector4_single)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

64.13.10 Tmatrix4_single.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : single`

Visibility: default

Description: Returns the determinant of the matrix. Note: Calculating the determinant of a 4*4 matrix requires quite a few operations.

64.13.11 Tmatrix4_single.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A:determinant: single) : Tmatrix4_single`

Visibility: default

Description: `Tmatrix4_single.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter. Note: Calculating the inverse of a 4*4 matrix requires quite a few operations.

64.13.12 Tmatrix4_single.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix4_single`

Visibility: default

Description: `Tmatrix2_single.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

64.14 Tvector2_double

64.14.1 Description

The `Tvector2_double` object provides a vector of two double precision scalars.

64.14.2 Method overview

Page	Method	Description
1081	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1081	<code>init_one</code>	Initializes the vector and sets its elements to one
1081	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1082	<code>length</code>	Calculates the length of the vector.
1082	<code>squared_length</code>	Calculates the squared length of the vector.

64.14.3 Tvector2_double.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.14.4 Tvector2_double.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.14.5 Tvector2_double.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: Double; b: Double)`

Visibility: default

64.14.6 Tvector2_double.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : Double`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2)`. Try to use `squared_length` (1082) if you are able to, as it is faster.

64.14.7 Tvector2_double.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : Double`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2`.

64.15 Tvector2_extended

64.15.1 Description

The `Tvector2_extended` object provides a vector of two extended precision scalars.

64.15.2 Method overview

Page	Method	Description
1083	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1082	<code>init_one</code>	Initializes the vector and sets its elements to one
1082	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1083	<code>length</code>	Calculates the length of the vector.
1083	<code>squared_length</code>	Calculates the squared length of the vector.

64.15.3 Tvector2_extended.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.15.4 Tvector2_extended.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.15.5 Tvector2_extended.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: extended; b: extended)`

Visibility: default

64.15.6 Tvector2_extended.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : extended`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2)`. Try to use `squared_length` (1083) if you are able to, as it is faster.

64.15.7 Tvector2_extended.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : extended`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2`.

64.16 Tvector2_single

64.16.1 Description

The `Tvector2_single` object provides a vector of two single precision scalars.

64.16.2 Method overview

Page	Method	Description
1084	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1084	<code>init_one</code>	Initializes the vector and sets its elements to one
1083	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1084	<code>length</code>	Calculates the length of the vector.
1084	<code>squared_length</code>	Calculates the squared length of the vector.

64.16.3 Tvector2_single.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.16.4 Tvector2_single.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.16.5 Tvector2_single.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: single; b: single)`

Visibility: default

64.16.6 Tvector2_single.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : single`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2)`. Try to use `squared_length` (1084) if you are able to, as it is faster.

64.16.7 Tvector2_single.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : single`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2`.

64.17 Tvector3_double

64.17.1 Description

The `Tvector3_double` object provides a vector of three double precision scalars.

64.17.2 Method overview

Page	Method	Description
1085	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1085	<code>init_one</code>	Initializes the vector and sets its elements to one
1085	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1085	<code>length</code>	Calculates the length of the vector.
1085	<code>squared_length</code>	Calculates the squared length of the vector.

64.17.3 Tvector3_double.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.17.4 Tvector3_double.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.17.5 Tvector3_double.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: Double; b: Double; c: Double)`

Visibility: default

64.17.6 Tvector3_double.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : Double`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2)`. Try to use `squared_length` (1085) if you are able to, as it is faster.

64.17.7 Tvector3_double.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : Double`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2`.

64.18 Tvector3_extended

64.18.1 Description

The `Tvector3_extended` object provides a vector of three extended precision scalars.

64.18.2 Method overview

Page	Method	Description
1086	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1086	<code>init_one</code>	Initializes the vector and sets its elements to one
1086	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1086	<code>length</code>	Calculates the length of the vector.
1086	<code>squared_length</code>	Calculates the squared length of the vector.

64.18.3 Tvector3_extended.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.18.4 Tvector3_extended.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.18.5 Tvector3_extended.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: extended; b: extended; c: extended)`

Visibility: default

64.18.6 Tvector3_extended.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : extended`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2)`. Try to use `squared_length` ([1086](#)) if you are able to, as it is faster.

64.18.7 Tvector3_extended.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : extended`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2`.

64.19 Tvector3_single

64.19.1 Description

The `Tvector3_single` object provides a vector of three single precision scalars.

64.19.2 Method overview

Page	Method	Description
1087	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1087	<code>init_one</code>	Initializes the vector and sets its elements to one
1087	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1087	<code>length</code>	Calculates the length of the vector.
1088	<code>squared_length</code>	Calculates the squared length of the vector.

64.19.3 Tvector3_single.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.19.4 Tvector3_single.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.19.5 Tvector3_single.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: single; b: single; c: single)`

Visibility: default

64.19.6 Tvector3_single.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : single`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2)`. Try to use `squared_length` (1088) if you are able to, as it is faster.

64.19.7 Tvector3_single.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : single`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2`.

64.20 Tvector4_double

64.20.1 Description

The `Tvector4_double` object provides a vector of four double precision scalars.

64.20.2 Method overview

Page	Method	Description
1088	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1088	<code>init_one</code>	Initializes the vector and sets its elements to one
1088	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1089	<code>length</code>	Calculates the length of the vector.
1089	<code>squared_length</code>	Calculates the squared length of the vector.

64.20.3 Tvector4_double.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.20.4 Tvector4_double.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.20.5 Tvector4_double.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: Double; b: Double; c: Double; d: Double)`

Visibility: default

64.20.6 Tvector4_double.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : Double`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2+data[3]**2)`. Try to use `squared_length` (1089) if you are able to, as it is faster.

64.20.7 Tvector4_double.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : Double`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2+data[3]**2`.

64.21 Tvector4_extended

64.21.1 Description

The `Tvector4_extended` object provides a vector of four extended precision scalars.

64.21.2 Method overview

Page	Method	Description
1090	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1089	<code>init_one</code>	Initializes the vector and sets its elements to one
1089	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1090	<code>length</code>	Calculates the length of the vector.
1090	<code>squared_length</code>	Calculates the squared length of the vector.

64.21.3 Tvector4_extended.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

64.21.4 Tvector4_extended.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.21.5 Tvector4_extended.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: constructor `init(a: extended; b: extended; c: extended; d: extended)`

Visibility: default

64.21.6 Tvector4_extended.length

Synopsis: Calculates the length of the vector.

Declaration: function `length : extended`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2+data[3]**2)`. Try to use `squared_length` (1090) if you are able to, as it is faster.

64.21.7 Tvector4_extended.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: function `squared_length : extended`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2+data[3]**2`.

64.22 Tvector4_single

64.22.1 Description

The `Tvector4_single` object provides a vector of four single precision scalars.

64.22.2 Method overview

Page	Method	Description
1091	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
1091	<code>init_one</code>	Initializes the vector and sets its elements to one
1090	<code>init_zero</code>	Initializes the vector and sets its elements to zero
1091	<code>length</code>	Calculates the length of the vector.
1091	<code>squared_length</code>	Calculates the squared length of the vector.

64.22.3 Tvector4_single.init_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: constructor `init_zero`

Visibility: default

64.22.4 Tvector4_single.init_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

64.22.5 Tvector4_single.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: single; b: single; c: single; d: single)`

Visibility: default

64.22.6 Tvector4_single.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : single`

Visibility: default

Description: Calculate the length of the vector: $\text{length}=\sqrt{\text{data}[0]**2+\text{data}[1]**2+\text{data}[2]**2+\text{data}[3]**2}$. Try to use `squared_length` ([1091](#)) if you are able to, as it is faster.

64.22.7 Tvector4_single.squared_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : single`

Visibility: default

Description: Calculate the squared length of the vector: $\text{squared_length}=\text{data}[0]**2+\text{data}[1]**2+\text{data}[2]**2+\text{data}[3]**2$.

Chapter 65

Reference for unit 'mmx'

65.1 Used units

Table 65.1: Used units by unit 'mmx'

Name	Page
System	1280

65.2 Overview

This document describes the MMX unit. This unit allows you to use the MMX capabilities of the Free Pascal compiler. It was written by Florian Klaempfl for the I386 processor. It should work on all platforms that use the Intel processor.

65.3 Constants, types and variables

65.3.1 Constants

```
is_amd_3d_cpu : Boolean = False
```

The `is_amd_3d_cpu` initialized constant allows you to determine if the computer has the AMD 3D extensions. It is set correctly in the unit's initialization code.

```
is_amd_3d_dsp_cpu : Boolean = False
```

The `is_amd_3d_dsp_cpu` initialized constant allows you to determine if the computer has the AMD 3D DSP extensions. It is set correctly in the unit's initialization code.

```
is_amd_3d_mmx_cpu : Boolean = False
```

The `is_amd_3d_mmx_cpu` initialized constant allows you to determine if the computer has the AMD 3D MMX extensions. It is set correctly in the unit's initialization code.

```
is_mmx_cpu : Boolean = False
```

The `is_mmx_cpu` initialized constant allows you to determine if the computer has MMX extensions. It is set correctly in the unit's initialization code.

```
is_sse2_cpu : Boolean = False
```

The `is_sse2_cpu` initialized constant allows you to determine if the computer has the SSE2 extensions. It is set correctly in the unit's initialization code.

```
is_sse_cpu : Boolean = False
```

The `is_sse_cpu` initialized constant allows you to determine if the computer has the SSE extensions. It is set correctly in the unit's initialization code.

65.3.2 Types

```
pmmxbyte = ^tmmxbyte
```

Pointer to `tmmxbyte` (1093) array type

```
pmmxcardinal = ^tmmxcardinal
```

Pointer to `tmmxcardinal` (1093) array type

```
pmmxinteger = ^tmmxinteger
```

Pointer to `tmmxinteger` (1094) array type

```
pmmxlongint = ^tmmxlongint
```

Pointer to `tmmxlongint` (1094) array type

```
pmmxshortint = ^tmmxshortint
```

Pointer to `tmmxshortint` (1094) array type

```
pmmxsingle = ^tmmxsingle
```

Pointer to `tmmxsingle` (1094) array type

```
pmmxword = ^tmmxword
```

Pointer to `tmmxword` (1094) array type

```
tmmxbyte = Array[0..7] of Byte
```

Array of bytes, 64 bits in size

```
tmmxcardinal = Array[0..1] of Cardinal
```

Array of cardinals, 64 bits in size

```
tmmxinteger = Array[0..3] of Integer
```

Array of integers, 64 bits in size

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

Array of longint, 64 bits in size

```
tmmxshortint = Array[0..7] of ShortInt
```

Array of shortints, 64 bits in size

```
tmmxsingle = Array[0..1] of single
```

Array of singles, 64 bits in size

```
tmmxword = Array[0..3] of Word
```

Array of words, 64 bits in size

65.4 Procedures and functions

65.4.1 emms

Synopsis: Reset floating point registers

Declaration: procedure emms

Visibility: default

Description: Emms sets all floating point registers to empty. This procedure must be called after you have used any MMX instructions, if you want to use floating point arithmetic. If you just want to move floating point data around, it isn't necessary to call this function, the compiler doesn't use the FPU registers when moving data. Only when doing calculations, you should use this function. The following code demonstrates this:

```
Program MMXDemo;
uses mmx;
var
  d1 : double;
  a : array[0..10000] of double;
  i : longint;
begin
  d1:=1.0;
  {$mmx+}
  { floating point data is used, but we do _no_ arithmetic }
  for i:=0 to 10000 do
    a[i]:=d2; { this is done with 64 bit moves }
  {$mmx-}
  emms; { clear fpu }
  { now we can do floating point arithmetic again }
end.
```

See also: femms ([1095](#))

65.4.2 femms

Synopsis: Reset floating point registers - AMD version

Declaration: `procedure femms`

Visibility: `default`

Description: `femms` executes the `femms` assembler instruction for AMD processors. it is not supported by all assemblers, hence it is coded as byte codes.

See also: `emms` ([1094](#))

Chapter 66

Reference for unit 'Mouse'

66.1 Used units

Table 66.1: Used units by unit 'Mouse'

Name	Page
System	1280

66.2 Overview

The `Mouse` unit implements a platform independent mouse handling interface. It is implemented identically on all platforms supported by Free Pascal and can be enhanced with custom drivers, should this be needed. It is intended to be used only in text-based screens, for instance in conjunction with the keyboard and video unit. No support for graphical screens is implemented, and there are (currently) no plans to implement this.

66.3 Writing a custom mouse driver

The mouse unit has support for adding a custom mouse driver. This can be used to add support for mouses not supported by the standard Free Pascal driver, but also to enhance an existing driver for instance to log mouse events or to implement a record and playback function.

The following unit shows how a mouse driver can be enhanced by adding some logging capabilities to the driver.

Listing: `./mouseex/logmouse.pp`

```
unit logmouse ;
```

```
interface
```

```
Procedure StartMouseLogging ;
```

```
Procedure StopMouseLogging ;
```

```
Function IsMouseLogging : Boolean ;
```

```
Procedure SetMouseLogFileName ( FileName : String ) ;
```

implementation

```
uses sysutils ,Mouse;
```

var

```
NewMouseDriver ,
OldMouseDriver : TMouseDriver;
Active ,Logging : Boolean;
LogFileName : String;
MouseLog : Text;
```

```
Function TimeStamp : String;
```

begin

```
TimeStamp:=FormatDateTime( 'hh:nn:ss' ,Time());
end;
```

```
Procedure StartMouseLogging;
```

begin

```
Logging:=True;
WriteIn(MouseLog,'Start logging mouse events at: ',TimeStamp);
end;
```

```
Procedure StopMouseLogging;
```

begin

```
WriteIn(MouseLog,'Stop logging mouse events at: ',TimeStamp);
Logging:=False;
end;
```

```
Function IsMouseLogging : Boolean;
```

begin

```
IsMouseLogging:=Logging;
end;
```

```
Procedure LogGetMouseEvent(Var Event : TMouseEvent);
```

Var

```
M : TMouseEvent;
```

begin

```
OldMouseDriver.GetMouseEvent(M);
If Logging then
  begin
    Write (MouseLog,TimeStamp, ' : Mouse ');
    With M do
      begin
        Case Action of
          MouseActionDown : Write (MouseLog, 'down ');
          MouseActionUp : Write (MouseLog, 'up ');
          MouseActionMove : Write (MouseLog, 'move ');
        end;
      Write(MouseLog,' event at ',X,',',',Y);
      If (Buttons <>0) then
        begin
```

```

    Write(MouseLog, ' for buttons: ');
    If (Buttons and MouseLeftbutton)<>0 then
        Write(MouseLog, 'Left ');
    If (Buttons and MouseRightbutton)<>0 then
        Write(MouseLog, 'Right ');
    If (Buttons and MouseMiddlebutton)<>0 then
        Write(MouseLog, 'Middle ');
    end;
    WriteLn(MouseLog);
end;
end;
end;

Procedure LogInitMouse;

begin
    OldMouseDriver.InitDriver();
    Assign(MouseLog, logFileName);
    Rewrite(MouseLog);
    Active := True;
    StartMouseLogging;
end;

Procedure LogDoneMouse;

begin
    StopMouseLogging;
    Close(MouseLog);
    Active := False;
    OldMouseDriver.DoneDriver();
end;

Procedure SetMouseLogFileName(FileName : String);

begin
    If Not Active then
        LogFileName := FileName;
end;

Initialization
    GetMouseDriver(OldMouseDriver);
    NewMouseDriver := OldMouseDriver;
    NewMouseDriver.GetMouseEvent := @LogGetMouseEvent;
    NewMouseDriver.InitDriver := @LogInitMouse;
    NewMouseDriver.DoneDriver := @LogDoneMouse;
    LogFileName := 'Mouse.log';
    Logging := False;
    SetMouseDriver(NewMouseDriver);
end.

```

66.4 Constants, types and variables

66.4.1 Constants

```
errMouseBase = 1030
```

Base for mouse error codes.

`errMouseInitError = errMouseBase + 0`

Mouse initialization error

`errMouseNotImplemented = errMouseBase + 1`

Mouse driver not implemented.

`MouseActionDown = $0001`

Mouse button down event signal.

`MouseActionMove = $0004`

Mouse cursor move event signal.

`MouseActionUp = $0002`

Mouse button up event signal.

`MouseButton4 = $08`

4th mouse button event

`MouseButton5 = $10`

5th mouse button event

`MouseEventBufSize = 16`

The mouse unit has a mechanism to buffer mouse events. This constant defines the size of the event buffer.

`MouseLeftButton = $01`

Left mouse button event.

`MouseMiddleButton = $04`

Middle mouse button event.

`MouseRightButton = $02`

Right mouse button event.

66.4.2 Types

```
PMouseEvent = ^TMouseEvent
```

Pointer to TMouseEvent (1100) record.

```

TMouseDriver = record
  UseDefaultQueue : Boolean;
  InitDriver :
  procedure;
  DoneDriver : procedure;
  DetectMouse : function : Byte
  ;
  ShowMouse : procedure;
  HideMouse : procedure;
  GetMouseX :
  function : Word;
  GetMouseY : function : Word;
  GetMouseButtons
  : function : Word;
  SetMouseXY : procedure(x: Word; y: Word);
  GetMouseEvent : procedure(var MouseEvent: TMouseEvent);
  PollMouseEvent
  : function(var MouseEvent: TMouseEvent) : Boolean;
  PutMouseEvent
  : procedure(const MouseEvent: TMouseEvent);
end

```

The TMouseDriver record is used to implement a mouse driver in the SetMouseDriver (1106) function. Its fields must be filled in before calling the SetMouseDriver (1106) function.

```

TMouseEvent = packed record
  buttons : Word;
  x : Word;
  y : Word
  ;
  Action : Word;
end

```

The TMouseEvent is the central type of the mouse unit, it is used to describe all mouse events.

The Buttons field describes which buttons were down when the event occurred. The x, y fields describe where the event occurred on the screen. The Action describes what action was going on when the event occurred. The Buttons and Action field can be examined using the constants defined in the unit interface.

66.4.3 Variables

```
MouseButtons : Byte
```

This variable keeps track of the last known mouse button state. Do not use.

```
MouseIntFlag : Byte
```

This variable keeps track of the last known internal mouse state. Do not use.

MouseWhereX : Word

This variable keeps track of the last known cursor position. Do not use.

MouseWhereY : Word

This variable keeps track of the last known cursor position. Do not use.

66.5 Procedures and functions

66.5.1 DetectMouse

Synopsis: Detect the presence of a mouse.

Declaration: `function DetectMouse : Byte`

Visibility: default

Description: `DetectMouse` detects whether a mouse is attached to the system or not. If there is no mouse, then zero is returned. If a mouse is attached, then the number of mouse buttons is returned.

This function should be called after the mouse driver was initialized.

Errors: None.

See also: `InitMouse` (1105), `DoneMouse` (1101)

Listing: `./mouseex/ex1.pp`

Program Example1;

{ Program to demonstrate the DetectMouse function. }

Uses mouse;

Var

Buttons : Byte;

begin

InitMouse;

Buttons := DetectMouse;

If Buttons = 0 **then**

WriteLn('No mouse present. ')

else

WriteLn('Found mouse with ', Buttons, ' buttons. ');

DoneMouse;

end.

66.5.2 DoneMouse

Synopsis: Deinitialize mouse driver.

Declaration: `procedure DoneMouse`

Visibility: default

Description: `DoneMouse` De-initializes the mouse driver. It cleans up any memory allocated when the mouse was initialized, or removes possible mouse hooks from memory. The mouse functions will not work after `DoneMouse` was called. If `DoneMouse` is called a second time, it will exit at once. `InitMouse` should be called before `DoneMouse` can be called again.

For an example, see most other mouse functions.

Errors: None.

See also: `DetectMouse` (1101), `InitMouse` (1105)

66.5.3 GetMouseButtons

Synopsis: Get the state of the mouse buttons

Declaration: `function GetMouseButtons : Word`

Visibility: default

Description: `GetMouseButtons` returns the current button state of the mouse, i.e. it returns a or-ed combination of the following constants:

MouseLeftButton When the left mouse button is held down.

MouseRightButton When the right mouse button is held down.

MouseMiddleButton When the middle mouse button is held down.

Errors: None.

See also: `GetMouseEvent` (1103), `GetMouseX` (1103), `GetMouseY` (1104)

Listing: `./mouseex/ex2.pp`

Program `Example2;`

{ Program to demonstrate the GetMouseButtons function. }

Uses `mouse;`

begin

`InitMouse;`

`WriteLn('Press right mouse button to exit program');`

`While (GetMouseButtons<>MouseRightButton) do ;`

`DoneMouse;`

end.

66.5.4 GetMouseDriver

Synopsis: Get a copy of the currently active mouse driver.

Declaration: `procedure GetMouseDriver(var Driver: TMouseDriver)`

Visibility: default

Description: `GetMouseDriver` returns the currently set mouse driver. It can be used to retrieve the current mouse driver, and override certain callbacks.

A more detailed explanation about getting and setting mouse drivers can be found in `mousedrv` (1096).

For an example, see the section on writing a custom mouse driver, `mousedrv` (1096)

Errors: None.

See also: `SetMouseDriver` (1106)

66.5.5 GetMouseEvent

Synopsis: Get next mouse event from the queue.

Declaration: `procedure GetMouseEvent (var MouseEvent : TMouseEvent)`

Visibility: default

Description: `GetMouseEvent` returns the next mouse event (a movement, button press or button release), and waits for one if none is available in the queue.

Some mouse drivers can implement a mouse event queue which can hold multiple events till they are fetched. Others don't, and in that case, a one-event queue is implemented for use with `PollMouseEvent` (1105).

Errors: None.

See also: `GetMouseButtons` (1102), `GetMouseX` (1103), `GetMouseY` (1104)

66.5.6 GetMouseX

Synopsis: Query the current horizontal position of the mouse cursor.

Declaration: `function GetMouseX : Word`

Visibility: default

Description: `GetMouseX` returns the current X position of the mouse. X is measured in characters, starting at 0 for the left side of the screen.

Errors: None.

See also: `GetMouseButtons` (1102), `GetMouseEvent` (1103), `GetMouseY` (1104)

Listing: `./mouseex/ex4.pp`

Program `Example4`;

{ Program to demonstrate the GetMouseX, GetMouseY functions. }

Uses `mouse`;

Var

`X, Y : Word;`

begin

`InitMouse;`

`WriteLn('Move mouse cursor to square 10,10 to end');`

```

Repeat
  X:=GetMouseX;
  Y:=GetMouseY;
  WriteLn('X,Y= (' ,X, ', ',Y, ') ');
Until (X=9) and (Y=9);
DoneMouse;
end.

```

66.5.7 GetMouseY

Synopsis: Query the current vertical position of the mouse cursor.

Declaration: `function GetMouseY : Word`

Visibility: default

Description: `GetMouseY` returns the current Y position of the mouse. Y is measured in characters, starting at 0 for the top of the screen.

For an example, see `GetMouseX` (1103)

Errors: None.

See also: `GetMouseButtons` (1102), `GetMouseEvent` (1103), `GetMouseX` (1103)

66.5.8 HideMouse

Synopsis: Hide the mouse cursor.

Declaration: `procedure HideMouse`

Visibility: default

Description: `HideMouse` hides the mouse cursor. This may or may not be implemented on all systems, and depends on the driver.

Errors: None.

See also: `ShowMouse` (1107)

Listing: `./mouseex/ex5.pp`

Program Example5;

{ Program to demonstrate the HideMouse function. }

Uses mouse;

Var

Event : TMouseEvent;
Visible : Boolean;

begin

InitMouse;
ShowMouse;
Visible:=True;
WriteLn('Press left mouse button to hide/show, right button quits');
Repeat

```

GetMouseEvent(Event);
With Event do
  If (Buttons=MouseLeftbutton) and
    (Action=MouseActionDown) then
    begin
      If Visible then
        HideMouse
      else
        ShowMouse;
        Visible:=Not Visible;
      end;
  Until (Event.Buttons=MouseRightButton) and
    (Event.Action=MouseActionDown);
DoneMouse;
end.

```

66.5.9 InitMouse

Synopsis: Initialize the FPC mouse driver.

Declaration: `procedure InitMouse`

Visibility: default

Description: `InitMouse` initializes the mouse driver. This will allocate any data structures needed for the mouse to function. All mouse functions can be used after a call to `InitMouse`.

A call to `InitMouse` must always be followed by a call to `DoneMouse` (1101) at program exit. Failing to do so may leave the mouse in an unusable state, or may result in memory leaks.

For an example, see most other functions.

Errors: None.

See also: `DoneMouse` (1101), `DetectMouse` (1101)

66.5.10 PollMouseEvent

Synopsis: Query next mouse event. Do not wait if none available.

Declaration: `function PollMouseEvent(var MouseEvent: TMouseEvent) : Boolean`

Visibility: default

Description: `PollMouseEvent` checks whether a mouse event is available, and returns it in `MouseEvent` if one is found. The function result is `True` in that case. If no mouse event is pending, the function result is `False`, and the contents of `MouseEvent` is undefined.

Note that after a call to `PollMouseEvent`, the event should still be removed from the mouse event queue with a call to `GetMouseEvent`.

Errors: None.

See also: `GetMouseEvent` (1103), `PutMouseEvent` (1106)

66.5.11 PutMouseEvent

Synopsis: Put a mouse event in the venet queue.

Declaration: `procedure PutMouseEvent(const MouseEvent: TMouseEvent)`

Visibility: default

Description: `PutMouseEvent` adds `MouseEvent` to the input queue. The next call to `GetMouseEvent` (1103) or `PollMouseEvent` will then return `MouseEvent`.

Please note that depending on the implementation the mouse event queue can hold only one value.

Errors: None.

See also: `GetMouseEvent` (1103), `PollMouseEvent` (1105)

66.5.12 SetMouseDriver

Synopsis: Set a new mouse driver.

Declaration: `procedure SetMouseDriver(const Driver: TMouseDriver)`

Visibility: default

Description: `SetMouseDriver` sets the mouse driver to `Driver`. This function should be called before `InitMouse` (1105) is called, or after `DoneMouse` is called. If it is called after the mouse has been initialized, it does nothing.

For more information on setting the mouse driver, `mousedrv` (1096).

For an example, see `mousedrv` (1096)

See also: `InitMouse` (1105), `DoneMouse` (1101), `GetMouseDriver` (1102)

66.5.13 SetMouseXY

Synopsis: Set the mouse cursor position.

Declaration: `procedure SetMouseXY(x: Word; y: Word)`

Visibility: default

Description: `SetMouseXY` places the mouse cursor on `X`, `Y`. `X` and `Y` are zero based character coordinates: 0, 0 is the top-left corner of the screen, and the position is in character cells (i.e. not in pixels).

Errors: None.

See also: `GetMouseX` (1103), `GetMouseY` (1104)

Listing: `./mouseex/ex7.pp`

Program `Example7`;

{ Program to demonstrate the SetMouseXY function. }

Uses `mouse`;

begin

`InitMouse`;

`WriteLn('Click right mouse button to quit.')`;

```
SetMouseXY(40,12);  
Repeat  
  WriteIn(GetMouseX, ' ', GetMouseY);  
  If (GetMouseX>70) then  
    SetMouseXY(10,GetMouseY);  
  If (GetMouseY>20) then  
    SetMouseXY(GetMouseX,5);  
  Until (GetMouseButtons=MouseRightButton);  
DoneMouse;  
end.
```

66.5.14 ShowMouse

Synopsis: Show the mouse cursor.

Declaration: procedure ShowMouse

Visibility: default

Description: ShowMouse shows the mouse cursor if it was previously hidden. The capability to hide or show the mouse cursor depends on the driver.

For an example, see HideMouse ([1104](#))

Errors: None.

See also: HideMouse ([1104](#))

Chapter 67

Reference for unit 'Objects'

67.1 Used units

Table 67.1: Used units by unit 'Objects'

Name	Page
System	1280

67.2 Overview

This document documents the `objects` unit. The unit was implemented by many people, and was mainly taken from the FreeVision sources. It has been ported to all supported platforms.

The methods and fields that are in a `Private` part of an object declaration have been left out of this documentation.

67.3 Constants, types and variables

67.3.1 Constants

`coIndexError = -1`

Collection list error: Index out of range

`coOverflow = -2`

Collection list error: Overflow

`DefaultTPCompatible : Boolean = False`

`DefaultTPCompatible` is used to initialize `tstream.tpcompatible` (??).

`MaxBytes = 128 * 1024 * 128`

Maximum data size (in bytes)

```
MaxCollectionSize = MaxBytes div (Pointer)
```

Maximum collection size (in items)

```
MaxPtrs = MaxBytes div (Pointer)
```

Maximum data size (in pointers)

```
MaxReadBytes = $7fffffff
```

Maximum data that can be read from a stream (not used)

```
MaxTPCompatibleCollectionSize = 65520 div 4
```

Maximum collection size (in items, same value as in TP)

```
MaxWords = MaxBytes div (Word)
```

Maximum data size (in words)

```
RCollection : TStreamRec = (ObjType: 50; VmtLink: (^TCollection)
); Load: @TCollection.Load; Store: @TCollection.Store; Next: Nil)
```

Default stream record for the TCollection (1125) object.

```
RStrCollection : TStreamRec = (ObjType: 69; VmtLink: (^TStrCollection
)); Load: @TStrCollection.Load; Store: @TStrCollection.Store; Next
: Nil)
```

Default stream record for the TStrCollection (1164) object.

```
RStringCollection : TStreamRec = (ObjType: 51; VmtLink: (^TStringCollection
)); Load: @TStringCollection.Load; Store: @TStringCollection.Store
; Next: Nil)
```

Default stream record for the TStringCollection (1174) object.

```
RStringList : TStreamRec = (ObjType: 52; VmtLink: (^TStringList)
); Load: @TStringList.Load; Store: Nil; Next: Nil)
```

Default stream record for the TStringList (1176) object.

```
RStrListMaker : TStreamRec = (ObjType: 52; VmtLink: (^TStrListMaker
)); Load: Nil; Store: @TStrListMaker.Store; Next: Nil)
```

Default stream record for the TStrListMaker (1178) object.

```
stCreate = $3C00
```

Stream initialization mode: Create new file

`stError = -1`

Stream error codes: Access error

`stGetError = -5`

Stream error codes: Get object error

`stInitError = -2`

Stream error codes: Initialize error

`stOk = 0`

Stream error codes: No error

`stOpen = $3D02`

Stream initialization mode: Read/write access

`stOpenError = -8`

Stream error codes: Error opening stream

`stOpenRead = $3D00`

Stream initialization mode: Read access only

`stOpenWrite = $3D01`

Stream initialization mode: Write access only

`stPutError = -6`

Stream error codes: Put object error

`stReadError = -3`

Stream error codes: Stream read error

`StreamError : CodePointer = Nil`

Pointer to default stream error handler.

`stSeekError = -7`

Stream error codes: Seek error in stream

`stWriteError = -4`

Stream error codes: Stream write error

`vmtHeaderSize = 8`

Size of the VMT header in an object (not used).

67.3.2 Types

AsciiZ = Array[0..255] of Char

Filename - null terminated array of characters.

FNameStr = String

Filename - shortstring version.

```
LongRec = packed record
  Hi : Word;
  Lo : Word;
end
```

Record describing a longint (in Words)

PBufStream = ^TBufStream

Pointer to TBufStream ([1121](#)) object.

PByteArray = ^TByteArray

Pointer to TByteArray ([1113](#))

PCharSet = ^TCharSet

Pointer to TCharSet ([1113](#)).

PCollection = ^TCollection

Pointer to TCollection ([1125](#)) object.

PDosStream = ^TDosStream

Pointer to TDosStream ([1139](#)) object.

PItemList = ^TItemList

Pointer to TItemList ([1113](#)) object.

PMemoryStream = ^TMemoryStream

Pointer to TMemoryStream ([1144](#)) object.

PObject = ^TObject

Pointer to TObject ([1146](#)) object.

PPoint = ^TPoint

Pointer to TPoint (1148) record.

PPointerArray = ^TPointerArray

Pointer to TPointerArray (1113)

PRect = ^TRect

Pointer to TRect (1148) object.

PResourceCollection = ^TResourceCollection

Pointer to TResourceCollection (1154) object.

PResourceFile = ^TResourceFile

Pointer to TResourceFile (1155) object.

PSortedCollection = ^TSortedCollection

Pointer to TSortedCollection (1158) object.

PStrCollection = ^TStrCollection

Pointer to TStrCollection (1164) object.

PStream = ^TStream

Pointer type to TStream (1166)

PStreamRec = ^TStreamRec

Pointer to TStreamRec (1114)

PStrIndex = ^TStrIndex

Pointer to TStrIndex (1114) array.

PString = PShortString

Pointer to a shortstring.

PStringCollection = ^TStringCollection

Pointer to TStringCollection (1174) object.

PStringList = ^TStringList

Pointer to TStringList (1176) object.

PStrListMaker = ^TStrListMaker

Pointer to TStrListMaker (1178) object.

```
PtrRec = packed record
  Ofs : Word;
  Seg : Word;
end
```

Record describing a pointer to a memory location.

```
PUnSortedStrCollection = ^TUnSortedStrCollection
```

Pointer to TUnSortedStrCollection (1179) object.

```
PWordArray = ^TWordArray
```

Pointer to TWordArray (1114)

```
Sw_Integer = LongInt
```

Alias for longint

```
Sw_Word = Cardinal
```

Alias for Cardinal

```
TByteArray = Array[0..MaxBytes-1] of Byte
```

Array with maximum allowed number of bytes.

```
TCharSet = Set of Char
```

Generic set of characters type.

```
TItemList = Array[0..MaxCollectionSize-1] of Pointer
```

Pointer array type used in a TCollection (1125)

```
TPointerArray = Array[0..MaxPtrs-1] of Pointer
```

Array with maximum allowed number of pointers

```
TStreamRec = packed record
  ObjType : Sw_Word;
  VmtLink : pointer
  ;
  Load : CodePointer;
  Store : CodePointer;
  Next : PStreamRec
  ;
end
```

TStreamRec is used by the `Objects` unit streaming mechanism: when an object is registered, a `TStreamRec` record is added to a list of records. This list is used when objects need to be streamed from/streamed to a stream. It contains all the information needed to stream the object.

```
TStrIndex = Array[0..9999] of TStrIndexRec
```

Pointer array type used in a `TStringList` (1176)

```
TStrIndexRec = packed record
  Key : Sw_Word;
  Count : Word;
  Offset
    : Word;
end
```

Record type used in a `TStringList` (1176) to store the strings

```
TWordArray = Array[0..MaxWords-1] of Word
```

Array with maximum allowed number of words.

```
WordRec = packed record
  Hi : Byte;
  Lo : Byte;
end
```

Record describing a Word (in bytes)

67.3.3 Variables

```
invalidhandle : THandle
```

Value for invalid handle. Initial value for file stream handles or when the stream is closed.

67.4 Procedures and functions

67.4.1 Abstract

Synopsis: Abstract error handler.

Declaration: `procedure Abstract`

Visibility: `default`

Description: When implementing abstract methods, do not declare them as `abstract`. Instead, define them simply as `virtual`. In the implementation of such abstract methods, call the `Abstract` procedure. This allows explicit control of what happens when an abstract method is called.

The current implementation of `Abstract` terminates the program with a run-time error 211.

Errors: None.

67.4.2 CallPointerConstructor

Synopsis: Call a constructor with a pointer argument.

Declaration: `function CallPointerConstructor(Ctor: CodePointer; Obj: pointer;
VMT: pointer; Param1: pointer) : pointer`

Visibility: default

Description: `CallVoidConstructor` calls the constructor of an object. `Ctor` is the address of the constructor, `Obj` is a pointer to the instance. If it is `Nil`, then a new instance is allocated. `VMT` is a pointer to the object's VMT. `Param1` is passed to the constructor. The return value is a pointer to the instance.

Note that this can only be used on constructors that require a pointer as the sole argument. It can also be used to call a constructor with a single argument by reference.

Errors: If the constructor expects other arguments than a pointer, the stack may be corrupted.

See also: `CallVoidConstructor` (1116), `CallPointerMethod` (1115), `CallVoidLocal` (1116), `CallPointerLocal` (1115), `CallVoidMethodLocal` (1117), `CallPointerMethodLocal` (1116)

67.4.3 CallPointerLocal

Synopsis: Call a local nested function with a pointer argument

Declaration: `function CallPointerLocal(Func: CodePointer; Frame: Pointer;
Param1: pointer) : pointer`

Visibility: default

Description: `CallPointerLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping function. It passes `Param1` to the local function.

Errors: If the local function expects other parameters than a pointer, the stack may become corrupted.

See also: `CallPointerMethod` (1115), `CallVoidMethod` (1117), `CallVoidLocal` (1116), `CallVoidMethodLocal` (1117), `CallPointerMethodLocal` (1116), `CallVoidConstructor` (1116), `CallPointerConstructor` (1115)

67.4.4 CallPointerMethod

Synopsis: Call a method with a single pointer argument

Declaration: `function CallPointerMethod(Method: CodePointer; Obj: pointer;
Param1: pointer) : pointer`

Visibility: default

Description: `CallPointerMethod` calls the method with address `Method` for instance `Obj`. It passes `Param1` to the method as the single argument. It returns a pointer to the instance.

Errors: If the method expects other parameters than a single pointer, the stack may become corrupted.

See also: `CallVoidMethod` (1117), `CallVoidLocal` (1116), `CallPointerLocal` (1115), `CallVoidMethodLocal` (1117), `CallPointerMethodLocal` (1116), `CallVoidConstructor` (1116), `CallPointerConstructor` (1115)

67.4.5 CallPointerMethodLocal

Synopsis: Call a local procedure of a method with a pointer argument

Declaration: `function CallPointerMethodLocal(Func: CodePointer; Frame: Pointer;
Obj: pointer; Param1: pointer) : pointer`

Visibility: default

Description: `CallPointerMethodLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping method. It passes `Param1` to the local function.

Errors: If the local function expects other parameters than a pointer, the stack may become corrupted.

See also: `CallPointerMethod` (1115), `CallVoidMethod` (1117), `CallPointerLocal` (1115), `CallVoidLocal` (1116), `CallVoidMethodLocal` (1117), `CallVoidConstructor` (1116), `CallPointerConstructor` (1115)

67.4.6 CallVoidConstructor

Synopsis: Call a constructor with no arguments

Declaration: `function CallVoidConstructor(Ctor: CodePointer; Obj: pointer;
VMT: pointer) : pointer`

Visibility: default

Description: `CallVoidConstructor` calls the constructor of an object. `Ctor` is the address of the constructor, `Obj` is a pointer to the instance. If it is `Nil`, then a new instance is allocated. `VMT` is a pointer to the object's VMT. The return value is a pointer to the instance.

Note that this can only be used on constructors that require no arguments.

Errors: If the constructor expects arguments, the stack may be corrupted.

See also: `CallPointerConstructor` (1115), `CallPointerMethod` (1115), `CallVoidLocal` (1116), `CallPointerLocal` (1115), `CallVoidMethodLocal` (1117), `CallPointerMethodLocal` (1116)

67.4.7 CallVoidLocal

Synopsis: Call a local nested procedure.

Declaration: `function CallVoidLocal(Func: CodePointer; Frame: Pointer) : pointer`

Visibility: default

Description: `CallVoidLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping function.

Errors: If the local function expects parameters, the stack may become corrupted.

See also: `CallPointerMethod` (1115), `CallVoidMethod` (1117), `CallPointerLocal` (1115), `CallVoidMethodLocal` (1117), `CallPointerMethodLocal` (1116), `CallVoidConstructor` (1116), `CallPointerConstructor` (1115)

67.4.8 CallVoidMethod

Synopsis: Call an object method

Declaration: `function CallVoidMethod(Method: CodePointer; Obj: pointer) : pointer`

Visibility: default

Description: `CallVoidMethod` calls the method with address `Method` for instance `Obj`. It returns a pointer to the instance.

Errors: If the method expects parameters, the stack may become corrupted.

See also: `CallPointerMethod` (1115), `CallVoidLocal` (1116), `CallPointerLocal` (1115), `CallVoidMethodLocal` (1117), `CallPointerMethodLocal` (1116), `CallVoidConstructor` (1116), `CallPointerConstructor` (1115)

67.4.9 CallVoidMethodLocal

Synopsis: Call a local procedure of a method

Declaration: `function CallVoidMethodLocal(Func: CodePointer; Frame: Pointer; Obj: pointer) : pointer`

Visibility: default

Description: `CallVoidMethodLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping method.

Errors: If the local function expects parameters, the stack may become corrupted.

See also: `CallPointerMethod` (1115), `CallVoidMethod` (1117), `CallPointerLocal` (1115), `CallVoidLocal` (1116), `CallPointerMethodLocal` (1116), `CallVoidConstructor` (1116), `CallPointerConstructor` (1115)

67.4.10 DisposeStr

Synopsis: Dispose of a shortstring which was allocated on the heap.

Declaration: `procedure DisposeStr(P: PString)`

Visibility: default

Description: `DisposeStr` removes a dynamically allocated string from the heap.

For an example, see `NewStr` (1118).

Errors: None.

See also: `NewStr` (1118), `SetStr` (1120)

67.4.11 LongDiv

Synopsis: Overflow safe divide

Declaration: `function LongDiv(X: LongInt; Y: Integer) : Integer`

Visibility: default

Description: `LongDiv` divides `X` by `Y`. The result is of type `Integer` instead of type `Longint`, as you would get normally.

Errors: If Y is zero, a run-time error will be generated.

See also: LongMul ([1118](#))

67.4.12 LongMul

Synopsis: Overflow safe multiply.

Declaration: `function LongMul(X: Integer; Y: Integer) : LongInt`

Visibility: default

Description: LongMul multiplies X with Y. The result is of type LongInt. This avoids possible overflow errors you would normally get when multiplying X and Y that are too big.

Errors: None.

See also: LongDiv ([1117](#))

67.4.13 NewStr

Synopsis: Allocate a copy of a shortstring on the heap.

Declaration: `function NewStr(const S: string) : PString`

Visibility: default

Description: NewStr makes a copy of the string S on the heap, and returns a pointer to this copy. If the string is empty then Nil is returned.

The allocated memory is not based on the declared size of the string passed to NewStr, but is based on the actual length of the string.

Errors: If not enough memory is available, an 'out of memory' error will occur.

See also: DisposeStr ([1117](#)), SetStr ([1120](#))

Listing: ./objectex/ex40.pp

```

Program ex40;

  { Program to demonstrate the NewStr function }

Uses Objects;

Var S : String;
     P : PString;

begin
  S:= 'Some really cute string';
  P:=NewStr(S);
  If P^<>S then
    WriteLn ('Oh-oh... Something is wrong !!');
  DisposeStr(P);
end.

```

67.4.14 RegisterObjects

Synopsis: Register standard objects.

Declaration: `procedure RegisterObjects`

Visibility: default

Description: `RegisterObjects` registers the following objects for streaming:

1. `TCollection`, see `TCollection` (1125).
2. `TStringCollection`, see `TStringCollection` (1174).
3. `TStrCollection`, see `TStrCollection` (1164).

Errors: None.

See also: `RegisterType` (1119)

67.4.15 RegisterType

Synopsis: Register new object for streaming.

Declaration: `procedure RegisterType (var S: TStreamRec)`

Visibility: default

Description: `RegisterType` registers a new type for streaming. An object cannot be streamed unless it has been registered first. The stream record `S` needs to have the following fields set:

ObjType: Sw_Word This should be a unique identifier. Each possible type should have its own identifier.

VmtLink: pointer This should contain a pointer to the VMT (Virtual Method Table) of the object you try to register.

Load : Pointer is a pointer to a method that initializes an instance of that object, and reads the initial values from a stream. This method should accept as its sole argument a `PStream` type variable.

Store: Pointer is a pointer to a method that stores an instance of the object to a stream. This method should accept as its sole argument a `PStream` type variable.

The VMT of the object can be retrieved with the following expression:

```
VmtLink: ofs (TypeOf (MyType) ^);
```

Errors: In case of error (if a object with the same `ObjType`) is already registered), run-time error 212 occurs.

Listing: `./objectex/myobject.pp`

```
Unit MyObject;
```

```
Interface
```

```
Uses Objects;
```

```
Type
```

```

PMyObject = ^TMyObject;
TMyObject = Object(TObject)
  Field : Longint;
  Constructor Init;
  Constructor Load (Var Stream : TStream);
  Destructor Done;
  Procedure Store (Var Stream : TStream);
  Function GetField : Longint;
  Procedure SetField (Value : Longint);
end;

```

Implementation

```

Constructor TMyobject.Init;

begin
  Inherited Init;
  Field := -1;
end;

Constructor TMyobject.Load (Var Stream : TStream);

begin
  Stream.Read(Field, Sizeof(Field));
end;

Destructor TMyObject.Done;

begin
end;

Function TMyObject.GetField : Longint;

begin
  GetField := Field;
end;

Procedure TMyObject.SetField (Value : Longint);

begin
  Field := Value;
end;

Procedure TMyObject.Store (Var Stream : TStream);

begin
  Stream.Write(Field, SizeOf(Field));
end;

Const MyObjectRec : TStreamRec = (
  Objtype : 666;
  vmtlink : Ofs(TypeOf(TMyObject)^);
  Load : @TMyObject.Load;
  Store : @TMyObject.Store;
);

begin
  RegisterObjects;

```

```
RegisterType ( MyObjectRec );
end.
```

67.4.16 SetStr

Synopsis: Allocate a copy of a shortstring on the heap.

Declaration: `procedure SetStr(var p: PString; const s: string)`

Visibility: default

Description: `SetStr` makes a copy of the string `S` on the heap and returns the pointer to this copy in `P`. If `P` pointed to another string (i.e. was not `Nil`, the memory is released first. Contrary to `NewStr` (1118), if the string is empty then a pointer to an empty string is returned.

The allocated memory is not based on the declared size of the string passed to `NewStr`, but is based on the actual length of the string.

Errors: If not enough memory is available, an 'out of memory' error will occur.

See also: `DisposeStr` (1117), `NewStr` (1118)

67.5 TBufStream

67.5.1 Description

`TBufStream` implements a buffered file stream. That is, all data written to the stream is written to memory first. Only when the buffer is full, or on explicit request, the data is written to disk.

Also, when reading from the stream, first the buffer is checked if there is any unread data in it. If so, this is read first. If not the buffer is filled again, and then the data is read from the buffer.

The size of the buffer is fixed and is set when constructing the file.

This is useful if you need heavy throughput for your stream, because it speeds up operations.

67.5.2 Method overview

Page	Method	Description
1122	<code>Close</code>	Flush data and Close the file.
1122	<code>Done</code>	Close the file and cleans up the instance.
1122	<code>Flush</code>	FLush data from buffer, and write it to stream.
1121	<code>Init</code>	Initialize an instance of <code>TBufStream</code> and open the file.
1124	<code>Open</code>	Open the file if it is closed.
1124	<code>Read</code>	Read data from the file to a buffer in memory.
1123	<code>Seek</code>	Set current position in file.
1123	<code>Truncate</code>	Flush buffer, and truncate the file at current position.
1124	<code>Write</code>	Write data to the file from a buffer in memory.

67.5.3 TBufStream.Init

Synopsis: Initialize an instance of `TBufStream` and open the file.

Declaration: `constructor Init(FileName: FNameStr; Mode: Word; Size: Word)`

Visibility: default

Description: `Init` instantiates an instance of `TBufStream`. The name of the file that contains (or will contain) the data of the stream is given in `FileName`. The `Mode` parameter determines whether a new file should be created and what access rights you have on the file. It can be one of the following constants:

`stCreate` Creates a new file.

`stOpenRead` Read access only.

`stOpenWrite` Write access only.

`stOpen` Read and write access.

The `Size` parameter determines the size of the buffer that will be created. It should be different from zero.

For an example see `TBufStream.Flush` (1122).

Errors: On error, `Status` is set to `stInitError`, and `ErrorInfo` is set to the dos error code.

See also: `TDosStream.Init` (1140), `TBufStream.Done` (1122)

67.5.4 TBufStream.Done

Synopsis: Close the file and cleans up the instance.

Declaration: `destructor Done; Virtual`

Visibility: default

Description: `Done` flushes and closes the file if it was open and cleans up the instance of `TBufStream`.

For an example see `TBufStream.Flush` (1122).

Errors: None.

See also: `TDosStream.Done` (1140), `TBufStream.Init` (1121), `TBufStream.Close` (1122)

67.5.5 TBufStream.Close

Synopsis: Flush data and Close the file.

Declaration: `procedure Close; Virtual`

Visibility: default

Description: `Close` flushes and closes the file if it was open, and sets `Handle` to -1. Contrary to `Done` (1122) it does not clean up the instance of `TBufStream`

For an example see `TBufStream.Flush` (1122).

Errors: None.

See also: `TStream.Close` (1170), `TBufStream.Init` (1121), `TBufStream.Done` (1122)

67.5.6 TBufStream.Flush

Synopsis: Flush data from buffer, and write it to stream.

Declaration: `procedure Flush; Virtual`

Visibility: default

Description: When the stream is in write mode, the contents of the buffer are written to disk, and the buffer position is set to zero. When the stream is in read mode, the buffer position is set to zero.

Errors: Write errors may occur if the file was in write mode. see Write (1124) for more info on the errors.

See also: TStream.Close (1170), TBufStream.Init (1121), TBufStream.Done (1122)

Listing: ./objectex/ex15.pp

Program ex15;

{ Program to demonstrate the TStream.Flush method }

Uses Objects;

Var L : **String**;
P : PString;
S : PBufStream; *{ Only one with Flush implemented. }*

begin

```
L:= 'Some constant string';
{ Buffer size of 100 }
S:=New(PBufStream, Init('test.dat', stcreate, 100));
WriteIn ('Writing "', L, '" to stream with handle ', S^.Handle);
S^.WriteStr(@L);
{ At this moment, there is no data on disk yet. }
S^.Flush;
{ Now there is. }
S^.WriteStr(@L);
{ Close calls flush first }
S^.Close;
WriteIn ('Closed stream. File handle is ', S^.Handle);
S^.Open(stOpenRead);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
WriteIn ('Read "', L, '" from stream with handle ', S^.Handle);
S^.Close;
Dispose (S, Done);
```

end.

67.5.7 TBufStream.Truncate

Synopsis: Flush buffer, and truncate the file at current position.

Declaration: `procedure Truncate; Virtual`

Visibility: default

Description: If the status of the stream is stOK, then Truncate tries to flush the buffer, and then truncates the stream size to the current file position.

For an example, see TDosStream.Truncate (1141).

Errors: Errors can be those of `Flush` (1122) or `TDosStream.Truncate` (1141).

See also: `TStream.Truncate` (1171), `TDosStream.Truncate` (1141), `TStream.GetSize` (1168)

67.5.8 TBufStream.Seek

Synopsis: Set current position in file.

Declaration: `procedure Seek(Pos: LongInt); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, then `Seek` sets the file position to `Pos`. `Pos` is a zero-based offset, counted from the beginning of the file.

For an example, see `TStream.Seek` (1172);

Errors: In case an error occurs, the stream's status is set to `stSeekError`, and the OS error code is stored in `ErrorInfo`.

See also: `TStream.Seek` (1172), `TStream.GetPos` (1168)

67.5.9 TBufStream.Open

Synopsis: Open the file if it is closed.

Declaration: `procedure Open(OpenMode: Word); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, and the stream is closed then `Open` re-opens the file stream with mode `OpenMode`. This call can be used after a `Close` (1122) call.

For an example, see `TDosStream.Open` (1143).

Errors: If an error occurs when re-opening the file, then `Status` is set to `stOpenError`, and the OS error code is stored in `ErrorInfo`

See also: `TStream.Open` (1170), `TBufStream.Close` (1122)

67.5.10 TBufStream.Read

Synopsis: Read data from the file to a buffer in memory.

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Read` will read `Count` bytes from the stream and place them in `Buf`.

`Read` will first try to read the data from the stream's internal buffer. If insufficient data is available, the buffer will be filled before continuing to read. This process is repeated until all needed data has been read.

For an example, see `TStream.Read` (1173).

Errors: In case of an error, `Status` is set to `StReadError`, and `ErrorInfo` gets the OS specific error, or 0 when an attempt was made to read beyond the end of the stream.

See also: `TStream.Read` (1173), `TBufStream.Write` (1124)

67.5.11 TBufStream.Write

Synopsis: Write data to the file from a buffer in memory.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Write` will write `Count` bytes from `Buf` and place them in the stream.

`Write` will first try to write the data to the stream's internal buffer. When the internal buffer is full, then the contents will be written to disk. This process is repeated until all data has been written.

For an example, see `TStream.Read` (1173).

Errors: In case of an error, `Status` is set to `StWriteError`, and `ErrorInfo` gets the OS specific error.

See also: `TStream.Write` (1173), `TBufStream.Read` (1124)

67.6 TCollection

67.6.1 Description

The `TCollection` object manages a collection of pointers or objects. It also provides a series of methods to manipulate these pointers or objects.

Whether or not objects are used depends on the kind of calls you use. All kinds come in 2 flavors, one for objects, one for pointers.

67.6.2 Method overview

Page	Method	Description
1127	<code>At</code>	Return the item at a certain index.
1136	<code>AtDelete</code>	Delete item at certain position.
1135	<code>AtFree</code>	Free an item at the indicates position, calling it's destructor.
1138	<code>AtInsert</code>	Insert an element at a certain position in the collection.
1138	<code>AtPut</code>	Set collection item, overwriting an existing value.
1134	<code>Delete</code>	Delete an item from the collection, but does not destroy it.
1132	<code>DeleteAll</code>	Delete all elements from the collection. Objects are not destroyed.
1127	<code>Done</code>	Clean up collection, release all memory.
1137	<code>Error</code>	Set error code.
1130	<code>FirstThat</code>	Return first item which matches a test.
1136	<code>ForEach</code>	Execute procedure for each item in the list.
1133	<code>Free</code>	Free item from collection, calling it's destructor.
1131	<code>FreeAll</code>	Release all objects from the collection.
1135	<code>FreeItem</code>	Destroy a non-nil item.
1128	<code>GetItem</code>	Read one item off the stream.
1128	<code>IndexOf</code>	Find the position of a certain item.
1125	<code>Init</code>	Instantiate a new collection.
1134	<code>Insert</code>	Insert a new item in the collection at the end.
1129	<code>LastThat</code>	Return last item which matches a test.
1126	<code>Load</code>	Initialize a new collection and load collection from a stream.
1130	<code>Pack</code>	Remove all <code>>Nil</code> pointers from the collection.
1139	<code>PutItem</code>	Put one item on the stream
1137	<code>SetLimit</code>	Set maximum number of elements in the collection.
1139	<code>Store</code>	Write collection to a stream.

67.6.3 TCollection.Init

Synopsis: Instantiate a new collection.

Declaration: constructor `Init(ALimit: Sw_Integer; ADelta: Sw_Integer)`

Visibility: default

Description: `Init` initializes a new instance of a collection. It sets the (initial) maximum number of items in the collection to `ALimit`. `ADelta` is the increase size : The number of memory places that will be allocated in case `ALimit` is reached, and another element is added to the collection.

For an example, see `TCollection.ForEach` (1136).

Errors: None.

See also: `TCollection.Load` (1126), `TCollection.Done` (1127)

67.6.4 TCollection.Load

Synopsis: Initialize a new collection and load collection from a stream.

Declaration: constructor `Load(var S: TStream)`

Visibility: default

Description: `Load` initializes a new instance of a collection. It reads from stream `S` the item count, the item limit count, and the increase size. After that, it reads the specified number of items from the stream.

Errors: Errors returned can be those of `GetItem` (1128).

See also: `TCollection.Init` (1125), `TCollection.GetItem` (1128), `TCollection.Done` (1127)

Listing: `./objectex/ex22.pp`

```

Program ex22;

{ Program to demonstrate the TCollection.Load method }

Uses Objects, MyObject; { For TMyObject definition and registration }

Var C : PCollection;
      M : PMyObject;
      I : Longint;
      S : PMemoryStream;

begin
  C:=New(PCollection, Init(100,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(100-I);
      C^.Insert(M);
    end;
  WriteLn ('Inserted ',C^.Count, ' objects ');
  S:=New(PMemoryStream, Init(1000,10));
  C^.Store(S^);
  C^.FreeAll;
  Dispose(C, Done);
  S^.Seek(0);

```

```

C^.Load(S^);
WriteLn ('Read ',C^.Count, ' objects from stream. ');
Dispose (S,Done);
Dispose (C,Done);
end.

```

67.6.5 TCollection.Done

Synopsis: Clean up collection, release all memory.

Declaration: destructor Done; Virtual

Visibility: default

Description: Done frees all objects in the collection, and then releases all memory occupied by the instance.

For an example, see TCollection.ForEach (1136).

Errors: None.

See also: TCollection.Init (1125), TCollection.FreeAll (1131)

67.6.6 TCollection.At

Synopsis: Return the item at a certain index.

Declaration: function At (Index: Sw_Integer) : Pointer

Visibility: default

Description: At returns the item at position Index.

Errors: If Index is less than zero or larger than the number of items in the collection, seepl{Error}{TCollection.Error} is called with coIndexError and Index as arguments, resulting in a run-time error.

See also: TCollection.Insert (1134)

Listing: ./objectex/ex23.pp

Program ex23;

{ Program to demonstrate the TCollection.At method }

Uses Objects,MyObject; *{ For TMyObject definition and registration }*

Var C : PCollection;
M : PMyObject;
I : Longint;

begin

C:=New(PCollection,Init(100,10));

For I:=1 to 100 **do**

begin

M:=New(PMyObject,Init);

M^.SetField(100-I);

C^.Insert(M);

end;

For I:=0 to C^.Count-1 **do**

```

    begin
    M:=C^.At(1);
    Writeln ('Object ',i,' has field : ',M^.GetField);
    end;
    C^.FreeAll;
    Dispose(C,Done);
end.

```

67.6.7 TCollection.IndexOf

Synopsis: Find the position of a certain item.

Declaration: `function IndexOf(Item: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `IndexOf` returns the index of `Item` in the collection. If `Item` isn't present in the collection, -1 is returned.

Errors: If the item is not present, -1 is returned.

See also: `TCollection.At` ([1127](#)), `TCollection.GetItem` ([1128](#)), `TCollection.Insert` ([1134](#))

Listing: `./objectex/ex24.pp`

Program `ex24`;

{ Program to demonstrate the TCollection.IndexOf method }

Uses `Objects,MyObject`; *{ For TMyObject definition and registration }*

Var `C` : `PCollection`;
`M,Keep` : `PMyObject`;
`I` : `Longint`;

```

begin
  Randomize;
  C:=New(PCollection , Init(100,10));
  Keep:= Nil;
  For I:=1 to 100 do
    begin
      M:=New(PMyObject , Init);
      M^.SetField(I-1);
      If Random<0.1 then
        Keep:=M;
      C^.Insert(M);
    end;
  If Keep=Nil then
    begin
      Writeln ('Please run again. No object selected');
      Halt(1);
    end;
  Writeln ('Selected object has field : ',Keep^.GetField);
  Write ('Selected object has index : ',C^.IndexOf(Keep));
  Writeln (' should match it 's field. ');
  C^.FreeAll;
  Dispose(C,Done);
end.

```

67.6.8 TCollection.GetItem

Synopsis: Read one item off the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a single item off the stream `S`, and returns a pointer to this item. This method is used internally by the `Load` method, and should not be used directly.

Errors: Possible errors are the ones from `TStream.Get` (1166).

See also: `TStream.Get` (1166), `TCollection.Store` (1139)

67.6.9 TCollection.LastThat

Synopsis: Return last item which matches a test.

Declaration: `function LastThat(Test: CodePointer) : Pointer`

Visibility: default

Description: This function returns the last item in the collection for which `Test` returns a non-nil result. `Test` is a function that accepts 1 argument: a pointer to an object, and that returns a pointer as a result.

Errors: None.

See also: `TCollection.FirstThat` (1130)

Listing: `./objectex/ex25.pp`

Program `ex21`;

{ Program to demonstrate the TCollection.Foreach method }

Uses `Objects, MyObject`; *{ For TMyObject definition and registration }*

Var `C : PCollection`;
 `M : PMyObject`;
 `I : Longint`;

Function `CheckField (Dummy: Pointer; P : PMyObject) : Longint`;

begin
 If `P^.GetField < 56` **then**
 `Checkfield := 1`
 else
 `CheckField := 0`;
end;

begin
 `C := New (PCollection, Init (100, 10))`;
 For `I := 1` **to** `100` **do**
 begin
 `M := New (PMyObject, Init)`;
 `M^.SetField (I)`;
 `C^.Insert (M)`;
 end;
 WriteLn ('Inserted ', `C^.Count`, ' objects ');

```

WriteLn ( 'Last one for which Field<56 has index (should be 54) : ',
          C^.IndexOf(C^.LastThat(@CheckField)));
C^.FreeAll;
Dispose(C,Done);
end.

```

67.6.10 TCollection.FirstThat

Synopsis: Return first item which matches a test.

Declaration: `function FirstThat(Test: CodePointer) : Pointer`

Visibility: default

Description: This function returns the first item in the collection for which `Test` returns a non-nil result. `Test` is a function that accepts 1 argument: a pointer to an object, and that returns a pointer as a result.

Errors: None.

See also: `TCollection.LastThat` ([1129](#))

Listing: ./objectex/ex26.pp

Program ex21;

{ Program to demonstrate the TCollection.FirstThat method }

Uses Objects, MyObject; *{ For TMyObject definition and registration }*

Var C : PCollection;
M : PMyObject;
I : Longint;

Function CheckField (Dummy: Pointer;P : PMyObject) : Longint;

begin

```

If P^.GetField>56 then
  Checkfield:=1
else
  CheckField:=0;
end;

```

end;

begin

```

C:=New(PCollection , Init(100,10));
For I:=1 to 100 do
  begin
    M:=New(PMyObject, Init);
    M^.SetField(I);
    C^.Insert(M);
  end;
WriteLn ( 'Inserted ',C^.Count, ' objects ');
WriteLn ( 'first one for which Field>56 has index (should be 56) : ',
          C^.IndexOf(C^.FirstThat(@CheckField)));

```

```

C^.FreeAll;
Dispose(C,Done);

```

end.

67.6.11 TCollection.Pack

Synopsis: Remove all >Nil pointers from the collection.

Declaration: procedure Pack

Visibility: default

Description: Pack removes all Nil pointers from the collection, and adjusts Count to reflect this change. No memory is freed as a result of this call. In order to free any memory, you can call SetLimit with an argument of Count after a call to Pack.

Errors: None.

See also: TCollection.SetLimit (1137)

Listing: ./objectex/ex26.pp

Program ex21;

{ Program to demonstrate the TCollection.FirstThat method }

Uses Objects, MyObject; *{ For TMyObject definition and registration }*

Var C : PCollection;
 M : PMyObject;
 I : Longint;

Function CheckField (Dummy: Pointer; P : PMyObject) : Longint;

begin

If P^.GetField > 56 **then**
 Checkfield := 1
 else
 CheckField := 0;

end;

begin

 C := **New**(PCollection, Init(100, 10));
 For I := 1 **to** 100 **do**
 begin
 M := **New**(PMyObject, Init);
 M^.SetField(I);
 C^.Insert(M);
 end;
 WriteLn ('Inserted ', C^.Count, ' objects');
 WriteLn ('first one for which Field > 56 has index (should be 56) : ',
 C^.IndexOf(C^.FirstThat(@CheckField)));
 C^.FreeAll;
 Dispose(C, Done);

end.

67.6.12 TCollection.FreeAll

Synopsis: Release all objects from the collection.

Declaration: procedure FreeAll

Visibility: default

Description: `FreeAll` calls the destructor of each object in the collection. It doesn't release any memory occupied by the collection itself, but it does set `Count` to zero.

See also: `TCollection.DeleteAll` (1132), `TCollection.FreeItem` (1135)

Listing: `./objectex/ex28.pp`

```

Program ex28;

{ Program to demonstrate the TCollection.FreeAll method }

Uses Objects, MyObject; { For TMyObject definition and registration }

Var C : PCollection;
      M : PMyObject;
      I : Longint;

begin
  Randomize;
  C:=New(PCollection, Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(I-1);
      C^.Insert(M);
    end;
    Writeln ('Added 100 Items. ');
    C^.FreeAll;
    Writeln ('Freed all objects. ');
    Dispose(C, Done);
end.

```

67.6.13 TCollection.DeleteAll

Synopsis: Delete all elements from the collection. Objects are not destroyed.

Declaration: `procedure DeleteAll`

Visibility: default

Description: `DeleteAll` deletes all elements from the collection. It just sets the `Count` variable to zero. Contrary to `FreeAll` (1131), `DeleteAll` doesn't call the destructor of the objects.

Errors: None.

See also: `TCollection.FreeAll` (1131), `TCollection.Delete` (1134)

Listing: `./objectex/ex29.pp`

```

Program ex29;

{
  Program to demonstrate the TCollection.DeleteAll method
  Compare with example 28, where FreeAll is used.
}

Uses Objects, MyObject; { For TMyObject definition and registration }

```

```

Var C : PCollection;
      M : PMyObject;
      I : Longint;

begin
  Randomize;
  C:=New(PCollection , Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(I-1);
      C^.Insert(M);
    end;
  Writeln ( 'Added 100 Items. ');
  C^.DeleteAll;
  Writeln ( 'Deleted all objects. ');
  Dispose(C,Done);
end.

```

67.6.14 TCollection.Free

Synopsis: Free item from collection, calling it's destructor.

Declaration: `procedure Free(Item: Pointer)`

Visibility: default

Description: Free Deletes Item from the collection, and calls the destructor Done of the object.

Errors: If the Item is not in the collection, Error will be called with `coIndexError`.

See also: TCollection.FreeItem ([1135](#))

Listing: ./objectex/ex30.pp

```

Program ex30;

{ Program to demonstrate the TCollection.Free method }

Uses Objects,MyObject; { For TMyObject definition and registration }

Var C : PCollection;
      M : PMyObject;
      I : Longint;

begin
  Randomize;
  C:=New(PCollection , Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(I-1);
      C^.Insert(M);
    end;
  Writeln ( 'Added 100 Items. ');
  With C^ do
    While Count>0 do Free(At(Count-1));
  Writeln ( 'Freed all objects. ');

```

```

Dispose (C, Done);
end .

```

67.6.15 TCollection.Insert

Synopsis: Insert a new item in the collection at the end.

Declaration: `procedure Insert (Item: Pointer); Virtual`

Visibility: default

Description: `Insert` inserts `Item` in the collection. `TCollection` inserts this item at the end, but descendent objects may insert it at another place.

Errors: None.

See also: `TCollection.AtInsert` (1138), `TCollection.AtPut` (1138)

67.6.16 TCollection.Delete

Synopsis: Delete an item from the collection, but does not destroy it.

Declaration: `procedure Delete (Item: Pointer)`

Visibility: default

Description: `Delete` deletes `Item` from the collection. It doesn't call the item's destructor, though. For this the `Free` (1133) call is provided.

Errors: If the `Item` is not in the collection, `Error` will be called with `coIndexError`.

See also: `TCollection.AtDelete` (1136), `TCollection.Free` (1133)

Listing: `./objectex/ex31.pp`

Program `ex31`;

{ Program to demonstrate the TCollection.Delete method }

Uses `Objects, MyObject`; *{ For TMyObject definition and registration }*

Var `C` : `PCollection`;
 `M` : `PMyObject`;
 `I` : `Longint`;

begin

Randomize;

`C:=New(PCollection, Init(120,10));`

For `I:=1 to 100 do`

begin

`M:=New(PMyObject, Init);`

`M^.SetField(I-1);`

`C^.Insert(M);`

end;

Writeln ('Added 100 Items.');

With `C^ do`

While `Count>0 do Delete(At(Count-1));`

Writeln ('Freed all objects');

```

Dispose (C, Done);
end .

```

67.6.17 TCollection.AtFree

Synopsis: Free an item at the indicates position, calling it's destructor.

Declaration: `procedure AtFree (Index: Sw_Integer)`

Visibility: default

Description: `AtFree` deletes the item at position `Index` in the collection, and calls the item's destructor if it is not `Nil`.

Errors: If `Index` isn't valid then `Error (1137)` is called with `CoIndexError`.

See also: `TCollection.Free (1133)`, `TCollection.AtDelete (1136)`

Listing: `./objectex/ex32.pp`

Program `ex32`;

{ Program to demonstrate the TCollection.AtFree method }

Uses `Objects, MyObject`; *{ For TMyObject definition and registration }*

```

Var C : PCollection;
      M : PMyObject;
      I : Longint;

```

begin

```

  Randomize;

```

```

  C:=New(PCollection, Init(120,10));

```

```

  For I:=1 to 100 do

```

```

    begin

```

```

      M:=New(PMyObject, Init);

```

```

      M^.SetField(I-1);

```

```

      C^.Insert(M);

```

```

    end;

```

```

  Writeln ( 'Added 100 Items' );

```

```

  With C^ do

```

```

    While Count>0 do AtFree(Count-1);

```

```

  Writeln ( 'Freed all objects.' );

```

```

  Dispose (C, Done);

```

```

end .

```

67.6.18 TCollection.FreeItem

Synopsis: Destroy a non-nil item.

Declaration: `procedure FreeItem (Item: Pointer); Virtual`

Visibility: default

Description: `FreeItem` calls the destructor of `Item` if it is not nil.

Remark: This function is used internally by the `TCollection` object, and should not be called directly.

Errors: None.

See also: `TCollection.Free` (1133), `TCollection.AtFree` (1135)

67.6.19 `TCollection.AtDelete`

Synopsis: Delete item at certain position.

Declaration: `procedure AtDelete(Index: Sw_Integer)`

Visibility: default

Description: `AtDelete` deletes the pointer at position `Index` in the collection. It doesn't call the object's destructor.

Errors: If `Index` isn't valid then `Error` (1137) is called with `CoIndexError`.

See also: `TCollection.Delete` (1134)

Listing: `./objectex/ex33.pp`

Program `ex33`;

{ Program to demonstrate the TCollection.AtDelete method }

Uses `Objects, MyObject`; *{ For TMyObject definition and registration }*

Var `C` : `PCollection`;
 `M` : `PMyObject`;
 `I` : `Longint`;

begin
 Randomize;
 `C:=New(PCollection, Init(120,10));`
 For `I:=1 to 100 do`
 begin
 `M:=New(PMyObject, Init);`
 `M^.SetField(I-1);`
 `C^.Insert(M);`
 end;
 WriteLn ('Added 100 Items. ');
 With `C^ do`
 While `Count>0 do AtDelete(Count-1);`
 WriteLn ('Freed all objects. ');
 Dispose(`C, Done`);
end.

67.6.20 `TCollection.ForEach`

Synopsis: Execute procedure for each item in the list.

Declaration: `procedure ForEach(Action: CodePointer)`

Visibility: default

Description: `ForEach` calls `Action` for each element in the collection, and passes the element as an argument to `Action`.

`Action` is a procedural type variable that accepts a pointer as an argument.

Errors: None.

See also: `TCollection.FirstThat` ([1130](#)), `TCollection.LastThat` ([1129](#))

Listing: `./objectex/ex21.pp`

```

Program ex21;

  { Program to demonstrate the TCollection.Foreach method }

Uses Objects, MyObject; { For TMyObject definition and registration }

Var C : PCollection;
      M : PMyObject;
      I : Longint;

Procedure PrintField (Dummy: Pointer; P : PMyObject);

begin
  WriteLn ( 'Field : ', P^.GetField);
end;

begin
  C:=New(PCollection, Init(100,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(100-I);
      C^.Insert(M);
    end;
  WriteLn ( 'Inserted ', C^.Count, ' objects ');
  C^.ForEach(@PrintField);
  C^.FreeAll;
  Dispose(C, Done);
end.

```

67.6.21 TCollection.SetLimit

Synopsis: Set maximum number of elements in the collection.

Declaration: `procedure SetLimit(ALimit: Sw_Integer); Virtual`

Visibility: default

Description: `SetLimit` sets the maximum number of elements in the collection. `ALimit` must not be less than `Count`, and should not be larger than `MaxCollectionSize`

For an example, see `Pack` ([1130](#)).

Errors: None.

See also: `TCollection.Init` ([1125](#))

67.6.22 TCollection.Error

Synopsis: Set error code.

Declaration: `procedure Error(Code: Integer; Info: Integer); Virtual`

Visibility: default

Description: `Error` is called by the various `TCollection` methods in case of an error condition. The default behaviour is to make a call to `RunError` with an error of 212-Code.

This method can be overridden by descendent objects to implement a different error-handling.

See also: [Abstract \(1114\)](#)

67.6.23 TCollection.AtPut

Synopsis: Set collection item, overwriting an existing value.

Declaration: `procedure AtPut (Index: Sw_Integer; Item: Pointer)`

Visibility: default

Description: `AtPut` sets the element at position `Index` in the collection to `Item`. Any previous value is overwritten.

For an example, see [Pack \(1130\)](#).

Errors: If `Index` isn't valid then `Error (1137)` is called with `CoIndexError`.

67.6.24 TCollection.AtInsert

Synopsis: Insert an element at a certain position in the collection.

Declaration: `procedure AtInsert (Index: Sw_Integer; Item: Pointer)`

Visibility: default

Description: `AtInsert` inserts `Item` in the collection at position `Index`, shifting all elements by one position. In case the current limit is reached, the collection will try to expand with a call to `SetLimit`

Errors: If `Index` isn't valid then `Error (1137)` is called with `CoIndexError`. If the collection fails to expand, then `coOverflow` is passed to `Error`.

See also: [TCollection.Insert \(1134\)](#)

Listing: `./objectex/ex34.pp`

Program `ex34`;

{ Program to demonstrate the TCollection.AtInsert method }

Uses `Objects, MyObject`; *{ For TMyObject definition and registration }*

Var `C : PCollection`;
`M : PMyObject`;
`I : Longint`;

Procedure `PrintField (Dummy: Pointer; P : PMyObject)`;

begin
`WriteLn ('Field : ', P^.GetField);`
end;

begin

```

Randomize;
C:=New(PCollection, Init(120,10));
WriteIn ('Inserting 100 records at random places. ');
For I:=1 to 100 do
  begin
    M:=New(PMyObject, Init);
    M^.SetField(I-1);
    If I=1 then
      C^.Insert(M)
    else
      With C^ do
        AtInsert(Random(Count),M);
    end;
    WriteIn ('Values : ');
    C^.Foreach(@PrintField);
    Dispose(C,Done);
end.

```

67.6.25 TCollection.Store

Synopsis: Write collection to a stream.

Declaration: `procedure Store(var S: TStream)`

Visibility: default

Description: `Store` writes the collection to the stream `S`. It does this by writing the current `Count`, `Limit` and `Delta` to the stream, and then writing each item to the stream.

The contents of the stream are then suitable for instantiating another collection with `Load` (1126).

For an example, see `TCollection.Load` (1126).

Errors: Errors returned are those by `TStream.Put` (1171).

See also: `TCollection.Load` (1126), `TCollection.PutItem` (1139)

67.6.26 TCollection.PutItem

Synopsis: Put one item on the stream

Declaration: `procedure PutItem(var S: TStream; Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes `Item` to stream `S`. This method is used internally by the `TCollection` object, and should not be called directly.

Errors: Errors are those returned by `TStream.Put` (1171).

See also: `Store` (1139), `GetItem` (1128)

67.7 TDosStream

67.7.1 Description

`TDosStream` is a stream that stores its contents in a file. it overrides a couple of methods of `TStream` (1166) for this.

In addition to the fields inherited from `TStream` (see `TStream` (1166)), there are some extra fields, that describe the file. (mainly the name and the OS file handle)

No buffering in memory is done when using `TDosStream`. All data are written directly to the file. For a stream that buffers in memory, see `TBufStream` (1121).

67.7.2 Method overview

Page	Method	Description
1141	<code>Close</code>	Close the file.
1140	<code>Done</code>	Closes the file and cleans up the instance.
1140	<code>Init</code>	Instantiate a new instance of <code>TDosStream</code> .
1143	<code>Open</code>	Open the file stream
1143	<code>Read</code>	Read data from the stream to a buffer.
1142	<code>Seek</code>	Set file position.
1141	<code>Truncate</code>	Truncate the file on the current position.
1144	<code>Write</code>	Write data from a buffer to the stream.

67.7.3 TDosStream.Init

Synopsis: Instantiate a new instance of `TDosStream`.

Declaration: constructor `Init (FileName: FNameStr; Mode: Word)`

Visibility: default

Description: `Init` instantiates an instance of `TDosStream`. The name of the file that contains (or will contain) the data of the stream is given in `FileName`. The `Mode` parameter determines whether a new file should be created and what access rights you have on the file. It can be one of the following constants:

stCreateCreates a new file.

stOpenReadRead access only.

stOpenWriteWrite access only.

stOpenRead and write access.

For an example, see `TDosStream.Truncate` (1141).

Errors: On error, `Status` (??) is set to `stInitError`, and `ErrorInfo` is set to the dos error code.

See also: `TDosStream.Done` (1140)

67.7.4 TDosStream.Done

Synopsis: Closes the file and cleans up the instance.

Declaration: destructor `Done; Virtual`

Visibility: default

Description: `Done` closes the file if it was open and cleans up the instance of `TDosStream`.
for an example, see e.g. `TDosStream.Truncate` (1141).

Errors: None.

See also: `TDosStream.Init` (1140), `TDosStream.Close` (1141)

67.7.5 TDosStream.Close

Synopsis: Close the file.

Declaration: `procedure Close; Virtual`

Visibility: default

Description: `Close` closes the file if it was open, and sets `Handle` to -1. Contrary to `Done` (1140) it does not clean up the instance of `TDosStream`

For an example, see `TDosStream.Open` (1143).

Errors: None.

See also: `TStream.Close` (1170), `TDosStream.Init` (1140), `TDosStream.Done` (1140)

67.7.6 TDosStream.Truncate

Synopsis: Truncate the file on the current position.

Declaration: `procedure Truncate; Virtual`

Visibility: default

Description: If the status of the stream is `stOK`, then `Truncate` tries to truncate the stream size to the current file position.

Errors: If an error occurs, the stream's status is set to `stError` and `ErrorInfo` is set to the OS error code.

See also: `TStream.Truncate` (1171), `TStream.GetSize` (1168)

Listing: `./objectex/ex16.pp`

```

Program ex16;

{ Program to demonstrate the TStream.Truncate method }

Uses Objects;

Var L : String;
    P : PString;
    S : PDosStream; { Only one with Truncate implemented. }

begin
  L:= 'Some constant string';
  { Buffer size of 100 }
  S:=New(PDosStream, Init('test.dat', stcreate));
  Writeln ('Writing "', L, '" to stream with handle ', S^.Handle);
  S^.WriteStr(@L);
  S^.WriteStr(@L);
  { Close calls flush first }
  S^.Close;
  S^.Open (stOpen);
  Writeln ('Size of stream is : ', S^.GetSize);
  P:=S^.ReadStr;
  L:=P^;
  DisposeStr(P);
  Writeln ('Read "', L, '" from stream with handle ', S^.Handle);

```

```

S^.Truncate;
Writeln ('Truncated stream. Size is : ',S^.GetSize);
S^.Close;
Dispose (S,Done);
end.

```

67.7.7 TDosStream.Seek

Synopsis: Set file position.

Declaration: procedure Seek(Pos: LongInt); Virtual

Visibility: default

Description: If the stream's status is stOK, then Seek sets the file position to Pos. Pos is a zero-based offset, counted from the beginning of the file.

Errors: In case an error occurs, the stream's status is set to stSeekError, and the OS error code is stored in ErrorInfo.

See also: TStream.Seek ([1172](#)), TStream.GetPos ([1168](#))

Listing: ./objectex/ex17.pp

Program ex17;

{ Program to demonstrate the TStream.Seek method }

Uses Objects;

```

Var L : String;
      Marker : Word;
      P : PString;
      S : PDosStream;

```

begin

```

L:= 'Some constant string';
{ Buffer size of 100 }
S:=New(PDosStream, Init('test.dat', stcreate));
Writeln ('Writing "',L,'" to stream. ');
S^.WriteStr(@L);
Marker:=S^.GetPos;
Writeln ('Set marker at ',Marker);
L:= 'Some other constant String';
Writeln ('Writing "',L,'" to stream. ');
S^.WriteStr(@L);
S^.Close;
S^.Open(stOpenRead);
Writeln ('Size of stream is : ',S^.GetSize);
Writeln ('Seeking to marker');
S^.Seek(Marker);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
Writeln ('Read "',L,'" from stream. ');
S^.Close;
Dispose (S,Done);
end.

```

67.7.8 TDosStream.Open

Synopsis: Open the file stream

Declaration: `procedure Open(OpenMode: Word); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, and the stream is closed then `Open` re-opens the file stream with mode `OpenMode`. This call can be used after a `Close` (1141) call.

Errors: If an error occurs when re-opening the file, then `Status` is set to `stOpenError`, and the OS error code is stored in `ErrorInfo`

See also: `TStream.Open` (1170), `TDosStream.Close` (1141)

Listing: `./objectex/ex14.pp`

Program `ex14;`

{ Program to demonstrate the TStream.Close method }

Uses `Objects;`

Var `L : String;`
`P : PString;`
`S : PDosStream; { Only one with Close implemented. }`

begin

```

L:= 'Some constant string';
S:=New(PDosStream, Init('test.dat', stcreate));
WriteLn ('Writing "',L,'" to stream with handle ',S^.Handle);
S^.WriteStr(@L);
S^.Close;
WriteLn ('Closed stream. File handle is ',S^.Handle);
S^.Open (stOpenRead);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
WriteLn ('Read "',L,'" from stream with handle ',S^.Handle);
S^.Close;
Dispose (S,Done);
end.
```

67.7.9 TDosStream.Read

Synopsis: Read data from the stream to a buffer.

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Read` will read `Count` bytes from the stream and place them in `Buf`.

For an example, see `TStream.Read` (1173).

Errors: In case of an error, `Status` is set to `StReadError`, and `ErrorInfo` gets the OS specific error, or 0 when an attempt was made to read beyond the end of the stream.

See also: `TStream.Read` (1173), `TDosStream.Write` (1144)

67.7.10 TDosStream.Write

Synopsis: Write data from a buffer to the stream.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Write` will write `Count` bytes from `Buf` and place them in the stream.

For an example, see `TStream.Read` (1173).

Errors: In case of an error, `Status` is set to `StWriteError`, and `ErrorInfo` gets the OS specific error.

See also: `TStream.Write` (1173), `TDosStream.Read` (1143)

67.8 TMemoryStream

67.8.1 Description

The `TMemoryStream` object implements a stream that stores its data in memory. The data is stored on the heap, with the possibility to specify the maximum amount of data, and the size of the memory blocks being used.

See also: `TStream` (1166)

67.8.2 Method overview

Page	Method	Description
1145	<code>Done</code>	Clean up memory and destroy the object instance.
1144	<code>Init</code>	Initialize memory stream, reserves memory for stream data.
1146	<code>Read</code>	Read data from the stream to a location in memory.
1145	<code>Truncate</code>	Set the stream size to the current position.
1146	<code>Write</code>	Write data to the stream.

67.8.3 TMemoryStream.Init

Synopsis: Initialize memory stream, reserves memory for stream data.

Declaration: `constructor Init(ALimit: LongInt; ABlockSize: Word)`

Visibility: default

Description: `Init` instantiates a new `TMemoryStream` object. The `memorystreamobject` will initially allocate at least `ALimit` bytes memory, divided into memory blocks of size `ABlockSize`. The number of blocks needed to get to `ALimit` bytes is rounded up.

By default, the number of blocks is 1, and the size of a block is 8192. This is selected if you specify 0 as the blocksize.

For an example, see e.g `TStream.CopyFrom` (1174).

Errors: If the stream cannot allocate the initial memory needed for the memory blocks, then the stream's status is set to `stInitError`.

See also: `TMemoryStream.Done` (1145)

67.8.4 TMemoryStream.Done

Synopsis: Clean up memory and destroy the object instance.

Declaration: `destructor Done; Virtual`

Visibility: `default`

Description: `Done` releases the memory blocks used by the stream, and then cleans up the memory used by the stream object itself.

For an example, see e.g `TStream.CopyFrom` (1174).

Errors: None.

See also: `TMemoryStream.Init` (1144)

67.8.5 TMemoryStream.Truncate

Synopsis: Set the stream size to the current position.

Declaration: `procedure Truncate; Virtual`

Visibility: `default`

Description: `Truncate` sets the size of the memory stream equal to the current position. It de-allocates any memory-blocks that are no longer needed, so that the new size of the stream is the current position in the stream, rounded up to the first multiple of the stream blocksize.

Errors: If an error occurs during memory de-allocation, the stream's status is set to `stError`

See also: `TStream.Truncate` (1171)

Listing: `./objectex/ex20.pp`

Program `ex20;`

{ Program to demonstrate the TMemoryStream.Truncate method }

Uses `Objects;`

Var `L : String;`
`P : PString;`
`S : PMemoryStream;`
`I : Longint;`

begin

```
L:= 'Some constant string';
{ Buffer size of 100 }
S:=New(PMemoryStream, Init(1000,100));
Writeln ( 'Writing 100 times "',L,'" to stream. ');
For I:=1 to 100 do
  S^. WriteStr(@L);
Writeln ( 'Finished. ');
S^.Seek(100);
S^.Truncate;
Writeln ( 'Truncated at byte 100. ');
Dispose (S,Done);
Writeln ( 'Finished. ');
```

end.

67.8.6 TMemoryStream.Read

Synopsis: Read data from the stream to a location in memory.

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: Read reads Count bytes from the stream to Buf. It updates the position of the stream.

For an example, see TStream.Read (1173).

Errors: If there is not enough data available, no data is read, and the stream's status is set to `stReadError`.

See also: TStream.Read (1173), TMemoryStream.Write (1146)

67.8.7 TMemoryStream.Write

Synopsis: Write data to the stream.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: Write copies Count bytes from Buf to the stream. It updates the position of the stream.

If not enough memory is available to hold the extra Count bytes, then the stream will try to expand, by allocating as much blocks with size `BlkSize` (as specified in the constructor call `Init` (1144)) as needed.

For an example, see TStream.Read (1173).

Errors: If the stream cannot allocate more memory, then the status is set to `stWriteError`

See also: TStream.Write (1173), TMemoryStream.Read (1146)

67.9 TObject

67.9.1 Description

This type serves as the basic object for all other objects in the Objects unit.

67.9.2 Method overview

Page	Method	Description
1148	Done	Destroy an object.
1147	Free	Destroy an object and release all memory.
1146	Init	Construct (initialize) a new object
1147	Is_Object	Check whether a pointer points to an object.

67.9.3 TObject.Init

Synopsis: Construct (initialize) a new object

Declaration: `constructor Init`

Visibility: default

Description: Instantiates a new object of type `TObject`. It fills the instance up with Zero bytes.

For an example, see [Free \(1147\)](#)

Errors: None.

See also: [TObject.Free \(1147\)](#), [TObject.Done \(1148\)](#)

67.9.4 TObject.Free

Synopsis: Destroy an object and release all memory.

Declaration: `procedure Free`

Visibility: default

Description: `Free` calls the destructor of the object, and releases the memory occupied by the instance of the object.

Errors: No checking is performed to see whether `self` is `nil` and whether the object is indeed allocated on the heap.

See also: [TObject.Init \(1146\)](#), [TObject.Done \(1148\)](#)

Listing: `./objectex/ex7.pp`

```

program ex7;

  { Program to demonstrate the TObject.Free call }

Uses Objects;

Var O : TObject;

begin
  // Allocate memory for object.
  O:=New(TObject, Init);
  // Free memory of object.
  O^.free;
end.

```

67.9.5 TObject.Is_Object

Synopsis: Check whether a pointer points to an object.

Declaration: `function Is_Object(P: Pointer) : Boolean`

Visibility: default

Description: `Is_Object` returns `True` if the pointer `P` points to an instance of a `TObject` descendent, it returns `false` otherwise.

67.9.6 TObject.Done

Synopsis: Destroy an object.

Declaration: destructor Done; Virtual

Visibility: default

Description: Done, the destructor of TObject does nothing. It is mainly intended to be used in the TObject.Free (1147) method.

The destructore Done does not free the memory occupied by the object.

Errors: None.

See also: TObject.Free (1147), TObject.Init (1146)

Listing: ./objectex/ex8.pp

```

program ex8;

  { Program to demonstrate the TObject.Done call }

Uses Objects;

Var O : PObject;

begin
  // Allocate memory for object.
  O:=New(PObject, Init);
  O^.Done;
end.

```

67.10 TPoint

67.10.1 Description

Record describing a point in a 2 dimensional plane.

67.11 TRect

67.11.1 Description

Describes a rectangular region in a plane.

67.11.2 Method overview

Page	Method	Description
1153	Assign	Set rectangle corners.
1150	Contains	Determine if a point is inside the rectangle
1150	Copy	Copy cornerpoints from another rectangle.
1149	Empty	Is the surface of the rectangle zero
1150	Equals	Do the corners of the rectangles match
1153	Grow	Expand rectangle with certain size.
1151	Intersect	Reduce rectangle to intersection with another rectangle
1152	Move	Move rectangle along a vector.
1151	Union	Enlarges rectangle to encompass another rectangle.

67.11.3 TRect.Empty

Synopsis: Is the surface of the rectangle zero

Declaration: `function Empty : Boolean`

Visibility: default

Description: `Empty` returns `True` if the rectangle defined by the corner points `A`, `B` has zero or negative surface.

Errors: None.

See also: `TRect.Equals` (1150), `TRect.Contains` (1150)

Listing: `./objectex/ex1.pp`

Program `ex1`;

{ Program to demonstrate TRect.Empty }

Uses `objects`;

Var `ARect,BRect : TRect`;
 `P : TPoint`;

begin

With `ARect.A do`

begin

`X:=10`;

`Y:=10`;

end;

With `ARect.B do`

begin

`X:=20`;

`Y:=20`;

end;

{ Offset B by (5,5) }

With `BRect.A do`

begin

`X:=15`;

`Y:=15`;

end;

With `BRect.B do`

begin

`X:=25`;

`Y:=25`;

end;

{ Point }

With `P do`

begin

`X:=15`;

`Y:=15`;

end;

Writeln (`'A empty : '`,`ARect.Empty`);

Writeln (`'B empty : '`,`BRect.Empty`);

Writeln (`'A Equals B : '`,`ARect.Equals(BRect)`);

Writeln (`'A Contains (15,15) : '`,`ARect.Contains(P)`);

end.

67.11.4 TRect.Equals

Synopsis: Do the corners of the rectangles match

Declaration: `function Equals(R: TRect) : Boolean`

Visibility: default

Description: `Equals` returns `True` if the rectangle has the same corner points `A, B` as the rectangle `R`, and `False` otherwise.

For an example, see `TRect.Empty` (1149)

Errors: None.

See also: `TRect.Empty` (1149), `TRect.Contains` (1150)

67.11.5 TRect.Contains

Synopsis: Determine if a point is inside the rectangle

Declaration: `function Contains(P: TPoint) : Boolean`

Visibility: default

Description: `Contains` returns `True` if the point `P` is contained in the rectangle (including borders), `False` otherwise.

Errors: None.

See also: `TRect.Intersect` (1151), `TRect.Equals` (1150)

67.11.6 TRect.Copy

Synopsis: Copy cornerpoints from another rectangle.

Declaration: `procedure Copy(R: TRect)`

Visibility: default

Description: Assigns the rectangle `R` to the object. After the call to `Copy`, the rectangle `R` has been copied to the object that invoked `Copy`.

Errors: None.

See also: `TRect.Assign` (1153)

Listing: `./objectex/ex2.pp`

Program `ex2`;

{ Program to demonstrate TRect.Copy }

Uses `objects`;

Var `ARect, BRect, CRect` : `TRect`;

begin

`ARect.Assign(10,10,20,20);`

`BRect.Assign(15,15,25,25);`

```

CRect.Copy(ARect);
If ARect.Equals(CRect) Then
  Writeln ('ARect equals CRect')
Else
  Writeln ('ARect does not equal CRect !');
end.

```

67.11.7 TRect.Union

Synopsis: Enlarges rectangle to encompass another rectangle.

Declaration: procedure Union(R: TRect)

Visibility: default

Description: Union enlarges the current rectangle so that it becomes the union of the current rectangle with the rectangle R.

Errors: None.

See also: TRect.Intersect ([1151](#))

Listing: ./objectex/ex3.pp

```

Program ex3;

{ Program to demonstrate TRect.Union }

Uses objects;

Var ARect, BRect, CRect : TRect;

begin
  ARect.Assign(10,10,20,20);
  BRect.Assign(15,15,25,25);
  { CRect is union of ARect and BRect }
  CRect.Assign(10,10,25,25);
  { Calculate it explicitly }
  ARect.Union(BRect);
  If ARect.Equals(CRect) Then
    Writeln ('ARect equals CRect')
  Else
    Writeln ('ARect does not equal CRect !');
end.

```

67.11.8 TRect.Intersect

Synopsis: Reduce rectangle to intersection with another rectangle

Declaration: procedure Intersect(R: TRect)

Visibility: default

Description: Intersect makes the intersection of the current rectangle with R. If the intersection is empty, then the rectangle is set to the empty rectangle at coordinate (0,0).

Errors: None.

See also: [TRect.Union \(1151\)](#)

Listing: ./objectex/ex4.pp

```

Program ex4;

{ Program to demonstrate TRect.Intersect }

Uses objects;

Var ARect, BRect, CRect : TRect;

begin
  ARect.Assign(10,10,20,20);
  BRect.Assign(15,15,25,25);
  { CRect is intersection of ARect and BRect }
  CRect.Assign(15,15,20,20);
  { Calculate it explicitly }
  ARect.Intersect(BRect);
  If ARect.Equals(CRect) Then
    Writeln ( 'ARect equals CRect' )
  Else
    Writeln ( 'ARect does not equal CRect !' );
  BRect.Assign(25,25,30,30);
  ARect.Intersect(BRect);
  If ARect.Empty Then
    Writeln ( 'ARect is empty' );
end.

```

67.11.9 TRect.Move

Synopsis: Move rectangle along a vector.

Declaration: `procedure Move(ADX: Sw_Integer; ADY: Sw_Integer)`

Visibility: default

Description: `Move` moves the current rectangle along a vector with components (ADX, ADY). It adds ADX to the X-coordinate of both corner points, and ADY to both end points.

Errors: None.

See also: [TRect.Grow \(1153\)](#)

Listing: ./objectex/ex5.pp

```

Program ex5;

{ Program to demonstrate TRect.Move }

Uses objects;

Var ARect, BRect : TRect;

```

```

begin
  ARect.Assign(10,10,20,20);
  ARect.Move(5,5);
  // Brect should be where new ARect is.
  BRect.Assign(15,15,25,25);
  If ARect.Equals(BRect) Then
    Writeln ('ARect equals BRect')
  Else
    Writeln ('ARect does not equal BRect !');
end.

```

67.11.10 TRect.Grow

Synopsis: Expand rectangle with certain size.

Declaration: `procedure Grow(ADX: Sw_Integer; ADY: Sw_Integer)`

Visibility: default

Description: `Grow` expands the rectangle with an amount `ADX` in the X direction (both on the left and right side of the rectangle, thus adding a length $2*ADX$ to the width of the rectangle), and an amount `ADY` in the Y direction (both on the top and the bottom side of the rectangle, adding a length $2*ADY$ to the height of the rectangle).

`ADX` and `ADY` can be negative. If the resulting rectangle is empty, it is set to the empty rectangle at `(0,0)`.

Errors: None.

See also: `TRect.Move` ([1152](#))

Listing: `./objectex/ex6.pp`

```

Program ex6;

{ Program to demonstrate TRect.Grow }

Uses objects;

Var ARect,BRect : TRect;

begin
  ARect.Assign(10,10,20,20);
  ARect.Grow(5,5);
  // Brect should be where new ARect is.
  BRect.Assign(5,5,25,25);
  If ARect.Equals(BRect) Then
    Writeln ('ARect equals BRect')
  Else
    Writeln ('ARect does not equal BRect !');
end.

```

67.11.11 TRect.Assign

Synopsis: Set rectangle corners.

Declaration: `procedure Assign(XA: Sw_Integer; YA: Sw_Integer; XB: Sw_Integer;
YB: Sw_Integer)`

Visibility: default

Description: `Assign` sets the corner points of the rectangle to (XA, YA) and (XB, YB) .

For an example, see `TRect.Copy` (1150).

Errors: None.

See also: `TRect.Copy` (1150)

67.12 TResourceCollection

67.12.1 Description

A `TResourceCollection` manages a collection of resource names. It stores the position and the size of a resource, as well as the name of the resource. It stores these items in records that look like this:

```
TYPE
  TResourceItem = packed RECORD
    Posn: LongInt;
    Size: LongInt;
    Key : String;
  End;
  PResourceItem = ^TResourceItem;
```

It overrides some methods of `TStringCollection` in order to accomplish this.

Remark: Remark that the `TResourceCollection` manages the names of the resources and their associated positions and sizes, it doesn't manage the resources themselves.

67.12.2 Method overview

Page	Method	Description
1155	<code>FreeItem</code>	Release memory occupied by item.
1155	<code>GetItem</code>	Read an item from the stream.
1154	<code>KeyOf</code>	Return the key of an item in the collection.
1155	<code>PutItem</code>	Write an item to the stream.

67.12.3 TResourceCollection.KeyOf

Synopsis: Return the key of an item in the collection.

Declaration: `function KeyOf(Item: Pointer) : Pointer; Virtual`

Visibility: default

Description: `KeyOf` returns the key of an item in the collection. For resources, the key is a pointer to the string with the resource name.

Errors: None.

See also: `TStringCollection.Compare` (1175)

67.12.4 TResourceCollection.GetItem

Synopsis: Read an item from the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a resource item from the stream `S`. It reads the position, size and name from the stream, in that order. It DOES NOT read the resource itself from the stream.

The resulting item is not inserted in the collection. This call is mainly for internal use by the `TCollection.Load (1126)` method.

Errors: Errors returned are those by `TStream.Read (1173)`

See also: `TCollection.Load (1126)`, `TStream.Read (1173)`

67.12.5 TResourceCollection.FreeItem

Synopsis: Release memory occupied by item.

Declaration: `procedure FreeItem(Item: Pointer); Virtual`

Visibility: default

Description: `FreeItem` releases the memory occupied by `Item`. It de-allocates the name, and then the resource item record.

It does NOT remove the item from the collection.

Errors: None.

See also: `TCollection.FreeItem (1135)`

67.12.6 TResourceCollection.PutItem

Synopsis: Write an item to the stream.

Declaration: `procedure PutItem(var S: TStream; Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes `Item` to the stream `S`. It does this by writing the position and size and name of the resource item to the stream.

This method is used primarily by the `Store (1139)` method.

Errors: Errors returned are those by `TStream.Write (1173)`.

See also: `TCollection.Store (1139)`

67.13 TResourceFile

67.13.1 Description

`TResourceFile (1155)` represents the resources in a binary file image.

67.13.2 Method overview

Page	Method	Description
1156	Count	Number of resources in the file
1158	Delete	Delete a resource from the file
1156	Done	Destroy the instance and remove it from memory.
1157	Flush	Writes the resources to the stream.
1157	Get	Return a resource by key name.
1156	Init	Instantiate a new instance.
1157	KeyAt	Return the key of the item at a certain position.
1158	Put	Set a resource by key name.
1157	SwitchTo	Write resources to a new stream.

67.13.3 TResourceFile.Init

Synopsis: Instantiate a new instance.

Declaration: constructor `Init (AStream: PStream)`

Visibility: default

Description: `Init` instantiates a new instance of a `TResourceFile` object. If `AStream` is not nil then it is considered as a stream describing an executable image on disk.

`Init` will try to position the stream on the start of the resources section, and read all resources from the stream.

Errors: None.

See also: `TResourceFile.Done` ([1156](#))

67.13.4 TResourceFile.Done

Synopsis: Destroy the instance and remove it from memory.

Declaration: destructor `Done; Virtual`

Visibility: default

Description: `Done` cleans up the instance of the `TResourceFile` Object. If `Stream` was specified at initialization, then `Stream` is disposed of too.

Errors: None.

See also: `TResourceFile.Init` ([1156](#))

67.13.5 TResourceFile.Count

Synopsis: Number of resources in the file

Declaration: function `Count : Sw_Integer`

Visibility: default

Description: `Count` returns the number of resources. If no resources were read, zero is returned.

Errors: None.

See also: `TResourceFile.Init` ([1156](#))

67.13.6 TResourceFile.KeyAt

Synopsis: Return the key of the item at a certain position.

Declaration: `function KeyAt(I: Sw_Integer) : string`

Visibility: default

Description: `KeyAt` returns the key (the name) of the `I`-th resource.

Errors: In case `I` is invalid, `TCollection.Error` will be executed.

See also: `TResourceFile.Get` (1157)

67.13.7 TResourceFile.Get

Synopsis: Return a resource by key name.

Declaration: `function Get(Key: string) : PObject`

Visibility: default

Description: `Get` returns a pointer to a instance of a resource identified by `Key`. If `Key` cannot be found in the list of resources, then `Nil` is returned.

Errors: Errors returned may be those by `TStream.Get`

67.13.8 TResourceFile.SwitchTo

Synopsis: Write resources to a new stream.

Declaration: `function SwitchTo(AStream: PStream; Pack: Boolean) : PStream`

Visibility: default

Description: `SwitchTo` switches to a new stream to hold the resources in. `AStream` will be the new stream after the call to `SwitchTo`.

If `Pack` is true, then all the known resources will be copied from the current stream to the new stream (`AStream`). If `Pack` is False, then only the current resource is copied.

The return value is the value of the original stream: `Stream`.

The `Modified` flag is set as a consequence of this call.

Errors: Errors returned can be those of `TStream.Read` (1173) and `TStream.Write` (1173).

See also: `TResourceFile.Flush` (1157)

67.13.9 TResourceFile.Flush

Synopsis: Writes the resources to the stream.

Declaration: `procedure Flush`

Visibility: default

Description: If the `Modified` flag is set to `True`, then `Flush` writes the resources to the stream `Stream`. It sets the `Modified` flag to true after that.

Errors: Errors can be those by `TStream.Seek` (1172) and `TStream.Write` (1173).

See also: `TResourceFile.SwitchTo` (1157)

67.13.10 TResourceFile.Delete

Synopsis: Delete a resource from the file

Declaration: procedure Delete(Key: string)

Visibility: default

Description: Delete deletes the resource identified by Key from the collection. It sets the Modified flag to true.

Errors: None.

See also: TResourceFile.Flush (1157)

67.13.11 TResourceFile.Put

Synopsis: Set a resource by key name.

Declaration: procedure Put(Item: PObject; Key: string)

Visibility: default

Description: Put sets the resource identified by Key to Item. If no such resource exists, a new one is created. The item is written to the stream.

Errors: Errors returned may be those by TStream.Put (1171) and TStream.Seek

See also: Get (1157)

67.14 TSortedCollection

67.14.1 Description

TSortedCollection is an abstract class, implementing a sorted collection. You should never use an instance of TSortedCollection directly, instead you should declare a descendent type, and override the Compare (1160) method.

Because the collection is ordered, TSortedCollection overrides some TCollection methods, to provide faster routines for lookup.

The Compare (1160) method decides how elements in the collection should be ordered. Since TCollection has no way of knowing how to order pointers, you must override the compare method.

Additionally, TCollection provides a means to filter out duplicates. if you set Duplicates to False (the default) then duplicates will not be allowed.

The example below defines a descendent of TSortedCollection which is used in the examples.

67.14.2 Method overview

Page	Method	Description
1160	Compare	Compare two items in the collection.
1160	IndexOf	Return index of an item in the collection.
1159	Init	Instantiates a new instance of a <code>TSortedCollection</code>
1162	Insert	Insert new item in collection.
1159	KeyOf	Return the key of an item
1159	Load	Instantiates a new instance of a <code>TSortedCollection</code> and loads it from stream.
1161	Search	Search for item with given key.
1163	Store	Write the collection to the stream.

67.14.3 `TSortedCollection.Init`

Synopsis: Instantiates a new instance of a `TSortedCollection`

Declaration: constructor `Init(ALimit: Sw_Integer; ADelta: Sw_Integer)`

Visibility: default

Description: `Init` calls the inherited constructor (see `TCollection.Init` ([1125](#))) and sets the `Duplicates` flag to false.

You should not call this method directly, since `TSortedCollection` is a abstract class. Instead, the descendent classes should call it via the `inherited` keyword.

Errors: None.

See also: `TSortedCollection.Load` ([1159](#)), `TCollection.Done` ([1127](#))

67.14.4 `TSortedCollection.Load`

Synopsis: Instantiates a new instance of a `TSortedCollection` and loads it from stream.

Declaration: constructor `Load(var S: TStream)`

Visibility: default

Description: `Load` calls the inherited constructor (see `TCollection.Load` ([1126](#))) and reads the `Duplicates` flag from the stream..

You should not call this method directly, since `TSortedCollection` is a abstract class. Instead, the descendent classes should call it via the `inherited` keyword.

For an example, see `TCollection.Load` ([1126](#)).

Errors: None.

See also: `TSortedCollection.Init` ([1159](#)), `TCollection.Done` ([1127](#))

67.14.5 `TSortedCollection.KeyOf`

Synopsis: Return the key of an item

Declaration: function `KeyOf(Item: Pointer) : Pointer; Virtual`

Visibility: default

Description: `KeyOf` returns the key associated with `Item`. `TSortedCollection` returns the item itself as the key, descendent objects can override this method to calculate a (unique) key based on the item passed (such as hash values).

`Keys` are used to sort the objects, they are used to search and sort the items in the collection. If descendent types override this method then it allows possibly for faster search/sort methods based on keys rather than on the objects themselves.

Errors: None.

See also: `TSortedCollection.IndexOf` (1160), `TSortedCollection.Compare` (1160)

67.14.6 TSortedCollection.IndexOf

Synopsis: Return index of an item in the collection.

Declaration: `function IndexOf(Item: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `IndexOf` returns the index of `Item` in the collection. It searches for the object based on it's key. If duplicates are allowed, then it returns the index of last object that matches `Item`.

In case `Item` is not found in the collection, -1 is returned.

For an example, see `TCollection.IndexOf` (1128)

Errors: None.

See also: `TSortedCollection.Search` (1161), `TSortedCollection.Compare` (1160)

67.14.7 TSortedCollection.Compare

Synopsis: Compare two items in the collection.

Declaration: `function Compare(Key1: Pointer; Key2: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `Compare` is an abstract method that should be overridden by descendent objects in order to compare two items in the collection. This method is used in the `Search` (1161) method and in the `Insert` (1162) method to determine the ordering of the objects.

The function should compare the two keys of items and return the following function results:

Result < 0 If `Key1` is logically before `Key2` (`Key1 < Key2`)

Result = 0 If `Key1` and `Key2` are equal. (`Key1 = Key2`)

Result > 0 If `Key1` is logically after `Key2` (`Key1 > Key2`)

Errors: An 'abstract run-time error' will be generated if you call `TSortedCollection.Compare` directly.

See also: `TSortedCollection.IndexOf` (1160), `TSortedCollection.Search` (1161)

Listing: `./objectex/mysortc.pp`

Unit MySortC;

Interface

Uses Objects;

Type

```

PMySortedCollection = ^TMySortedCollection;
TMySortedCollection = Object(TSortedCollection)
    Function Compare (Key1,Key2 : Pointer): Sw_integer; virtual;
    end;

```

Implementation

Uses MyObject;

Function TMySortedCollection.Compare (Key1,Key2 : Pointer) : sw_integer;

begin

```

    Compare:=PMyobject(Key1)^.GetField - PMyObject(Key2)^.GetField;

```

end;

end.

67.14.8 TSortedCollection.Search

Synopsis: Search for item with given key.

Declaration: `function Search(Key: Pointer; var Index: Sw_Integer) : Boolean; Virtual`

Visibility: default

Description: Search looks for the item with key `Key` and returns the position of the item (if present) in the collection in `Index`.

Instead of a linear search as `TCollection` does, `TSortedCollection` uses a binary search based on the keys of the objects. It uses the `Compare` (1160) function to implement this search.

If the item is found, `Search` returns `True`, otherwise `False` is returned.

Errors: None.

See also: `TCollection.IndexOf` (1128)

Listing: ./objectex/ex36.pp

Program ex36;

```

{ Program to demonstrate the TSortedCollection.Insert method }

```

Uses Objects, MyObject, MySortC;

```

{ For TMyObject, TMySortedCollection definition and registration }

```

Var C : PSortedCollection;

```

    M : PMyObject;
```

```

    I : Longint;
```

Procedure PrintField (Dummy: Pointer; P : PMyObject);

```

begin
  WriteLn ( 'Field : ', P^.GetField);
end;

begin
  Randomize;
  C:=New(PMySortedCollection, Init(120,10));
  C^.Duplicates:=True;
  WriteLn ( 'Inserting 100 records at random places. ');
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(Random(100));
      C^.Insert(M)
    end;
  M:=New(PMyObject, Init);
  Repeat;
  Write ( 'Value to search for (-1 stops) : ');
  read ( I);
  If I<>-1 then
    begin
      M^.SetField(i);
      If Not C^.Search (M,I) then
        WriteLn ( 'No such value found')
      else
        begin
          Write ( 'Value ', PMyObject(C^.At(I))^ .GetField);
          WriteLn ( ' present at position ', I);
        end;
    end;
  Until I=-1;
  Dispose (M, Done);
  Dispose (C, Done);
end.

```

67.14.9 TSortedCollection.Insert

Synopsis: Insert new item in collection.

Declaration: procedure Insert(Item: Pointer); Virtual

Visibility: default

Description: Insert inserts an item in the collection at the correct position, such that the collection is ordered at all times. You should never use Atinsert (1138), since then the collection ordering is not guaranteed.

If Item is already present in the collection, and Duplicates is False, the item will not be inserted.

Errors: None.

See also: TCollection.AtInsert (1138)

Listing: ./objectex/ex35.pp

```

Program ex35;

{ Program to demonstrate the TSortedCollection.Insert method }

Uses Objects, MyObject, MySortC;
  { For TMyObject, TMySortedCollection definition and registration }

Var C : PSortedCollection;
      M : PMyObject;
      I : Longint;

Procedure PrintField (Dummy: Pointer; P : PMyObject);

begin
  WriteLn ( 'Field : ', P^.GetField);
end;

begin
  Randomize;
  C:=New( PMySortedCollection, Init(120,10));
  WriteLn ( 'Inserting 100 records at random places. ');
  For I:=1 to 100 do
    begin
      M:=New( PMyObject, Init);
      M^.SetField( Random(100));
      C^.Insert( M)
    end;
  WriteLn ( 'Values : ');
  C^.Foreach( @PrintField);
  Dispose( C, Done);
end.

```

67.14.10 TSortedCollection.Store

Synopsis: Write the collection to the stream.

Declaration: procedure Store(var S: TStream)

Visibility: default

Description: Store writes the collection to the stream S. It does this by calling the inherited TCollection.Store (1139), and then writing the Duplicates flag to the stream.

After a Store, the collection can be loaded from the stream with the constructor Load (1159)

For an example, see TCollection.Load (1126).

Errors: Errors can be those of TStream.Put (1171).

See also: TSortedCollection.Load (1159)

67.15 TStrCollection

67.15.1 Description

The `TStrCollection` object manages a sorted collection of null-terminated strings (pchar strings). To this end, it overrides the `Compare` (1160) method of `TSortedCollection`, and it introduces methods to read/write strings from a stream.

67.15.2 Method overview

Page	Method	Description
1164	<code>Compare</code>	Compare two strings in the collection.
1165	<code>FreeItem</code>	Free null-terminated string from the collection.
1165	<code>GetItem</code>	Read a null-terminated string from the stream.
1165	<code>PutItem</code>	Write a null-terminated string to the stream.

67.15.3 TStrCollection.Compare

Synopsis: Compare two strings in the collection.

Declaration: `function Compare(Key1: Pointer; Key2: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `TStrCollection` overrides the `Compare` function so it compares the two keys as if they were pointers to strings. The compare is done case sensitive. It returns

-1 if the first string is alphabetically earlier than the second string.

0 if the two strings are equal.

1 if the first string is alphabetically later than the second string.

Errors: None.

See also: `TSortedCollection.Compare` (1160)

Listing: `./objectex/ex38.pp`

Program `ex38`;

{ Program to demonstrate the TStrCollection.Compare method }

Uses `Objects, Strings`;

Var `C : PStrCollection;`
`S : String;`
`I : longint;`
`P : Pchar;`

begin

`Randomize;`

`C:=New(PStrCollection, Init(120,10));`

`C^.Duplicates:=True; { Duplicates allowed }`

`Writeln('Inserting 100 records at random places.');`

For `I:=1 to 100 do`

`begin`

`Str(Random(100),S);`

```

S:= 'String with value '+S;
P:= StrAlloc (Length(S)+1);
C^. Insert (StrPCopy(P,S));
end;
For I:=0 to 98 do
  With C^ do
    If Compare (At(I),At(I+1))=0 then
      WriteLn ('Duplicate string found at position ',I);
    Dispose(C,Done);
  end.

```

67.15.4 TStrCollection.GetItem

Synopsis: Read a null-terminated string from the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a null-terminated string from the stream `S` and returns a pointer to it. It doesn't insert the string in the collection.

This method is primarily introduced to be able to load and store the collection from and to a stream.

Errors: The errors returned are those of `TStream.StrRead` ([1167](#)).

See also: `TStrCollection.PutItem` ([1165](#))

67.15.5 TStrCollection.FreeItem

Synopsis: Free null-terminated string from the collection.

Declaration: `procedure FreeItem(Item: Pointer); Virtual`

Visibility: default

Description: `TStrCollection` overrides `FreeItem` so that the string pointed to by `Item` is disposed from memory.

Errors: None.

See also: `TCollection.FreeItem` ([1135](#))

67.15.6 TStrCollection.PutItem

Synopsis: Write a null-terminated string to the stream.

Declaration: `procedure PutItem(var S: TStream; Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes the string pointed to by `Item` to the stream `S`.

This method is primarily used in the `Load` and `Store` methods, and should not be used directly.

Errors: Errors are those of `TStream.StrWrite` ([1172](#)).

See also: `TStrCollection.GetItem` ([1165](#))

67.16 TStream

67.16.1 Description

The `TStream` object is the ancestor for all streaming objects, i.e. objects that have the capability to store and retrieve data.

It defines a number of methods that are common to all objects that implement streaming, many of them are virtual, and are only implemented in the descendent types.

Programs should not instantiate objects of type `TStream` directly, but instead instantiate a descendant type, such as `TDosStream`, `TMemoryStream`.

See also: `PStream` ([1112](#)), `TDosStream` ([1139](#)), `TMemoryStream` ([1144](#))

67.16.2 Method overview

Page	Method	Description
1170	<code>Close</code>	Close the stream
1174	<code>CopyFrom</code>	Copy data from another stream.
1172	<code>Error</code>	Set stream status
1171	<code>Flush</code>	Flush the stream data from the buffer, if any.
1166	<code>Get</code>	Read an object definition from the stream.
1168	<code>GetPos</code>	Return current position in the stream
1168	<code>GetSize</code>	Return the size of the stream.
1166	<code>Init</code>	Constructor for <code>TStream</code> instance
1170	<code>Open</code>	Open the stream
1171	<code>Put</code>	Write an object to the stream.
1173	<code>Read</code>	Read data from stream to buffer.
1169	<code>ReadStr</code>	Read a shortstring from the stream.
1170	<code>Reset</code>	Reset the stream
1172	<code>Seek</code>	Set stream position.
1167	<code>StrRead</code>	Read a null-terminated string from the stream.
1172	<code>StrWrite</code>	Write a null-terminated string to the stream.
1171	<code>Truncate</code>	Truncate the stream size on current position.
1173	<code>Write</code>	Write a number of bytes to the stream.
1172	<code>WriteStr</code>	Write a pascal string to the stream.

67.16.3 TStream.Init

Synopsis: Constructor for `TStream` instance

Declaration: `constructor Init`

Visibility: default

Description: `Init` initializes a `TStream` instance. Descendent streams should always call the inherited `Init`.

67.16.4 TStream.Get

Synopsis: Read an object definition from the stream.

Declaration: `function Get : PObject`

Visibility: default

Description: `Get` reads an object definition from a stream, and returns a pointer to an instance of this object.

Errors: On error, `TStream.Status` (??) is set, and `NIL` is returned.

See also: `TStream.Put` ([1171](#))

Listing: `./objectex/ex9.pp`

Program `ex9`;

{ Program to demonstrate TStream.Get and TStream.Put }

Uses `Objects, MyObject`; *{ Definition and registration of TMyObject }*

Var `Obj` : `PMyObject`;
 `S` : `PStream`;

begin

```

Obj:=New(PMyObject, Init);
Obj^.SetField($1111);
WriteLn('Field value : ', Obj^.GetField);
{ Since Stream is an abstract type, we instantiate a TMemoryStream }
S:=New(PMemoryStream, Init(100,10));
S^.Put(Obj);
WriteLn('Disposing object');
S^.Seek(0);
Dispose(Obj, Done);
WriteLn('Reading object');
Obj:=PMyObject(S^.Get);
WriteLn('Field Value : ', Obj^.GetField);
Dispose(Obj, Done);

```

end.

67.16.5 TStream.StrRead

Synopsis: Read a null-terminated string from the stream.

Declaration: `function StrRead` : `PChar`

Visibility: `default`

Description: `StrRead` reads a string from the stream, allocates memory for it, and returns a pointer to a null-terminated copy of the string on the heap.

Errors: On error, `Nil` is returned.

See also: `TStream.StrWrite` ([1172](#)), `TStream.ReadStr` ([1169](#))

Listing: `./objectex/ex10.pp`

Program `ex10`;

*{
Program to demonstrate the TStream.StrRead TStream.StrWrite functions
}*

Uses `objects`;

```

Var P : PChar;
      S : PStream;

begin
  P:= 'Constant Pchar string';
  Writeln ('Writing to stream : "',P,'"');
  S:=New(PMemoryStream, Init(100,10));
  S^.StrWrite(P);
  S^.Seek(0);
  P:= Nil;
  P:=S^.StrRead;
  Dispose (S,Done);
  Writeln ('Read from stream : "',P,'"');
  Freemem(P, StrLen(P)+1);
end.

```

67.16.6 TStream.GetPos

Synopsis: Return current position in the stream

Declaration: `function GetPos : LongInt; Virtual`

Visibility: default

Description: If the stream's status is `stOk`, `GetPos` returns the current position in the stream. Otherwise it returns `-1`

Errors: `-1` is returned if the status is an error condition.

See also: `TStream.Seek` ([1172](#)), `TStream.GetSize` ([1168](#))

Listing: `./objectex/ex11.pp`

```

Program ex11;

{ Program to demonstrate the TStream.GetPos function }

Uses objects;

Var L : String;
      S : PStream;

begin
  L:= 'Some kind of string';
  S:=New(PMemoryStream, Init(100,10));
  Writeln ('Stream position before write : ',S^.GetPos);
  S^.WriteStr(@L);
  Writeln ('Stream position after write : ',S^.GetPos);
  Dispose(S,Done);
end.

```

67.16.7 TStream.GetSize

Synopsis: Return the size of the stream.

Declaration: `function GetSize : LongInt; Virtual`

Visibility: default

Description: If the stream's status is `stOk` then `GetSize` returns the size of the stream, otherwise it returns `-1`.

Errors: `-1` is returned if the status is an error condition.

See also: `TStream.Seek` (1172), `TStream.GetPos` (1168)

Listing: `./objectex/ex12.pp`

Program `ex12`;

{ Program to demonstrate the TStream.GetSize function }

Uses `objects`;

Var `L : String`;
 `S : PStream`;

begin

```

L:= 'Some kind of string';
S:=New(PMemoryStream, Init(100,10));
WriteLn ('Stream size before write : ',S^.GetSize);
S^.WriteStr(@L);
WriteLn ('Stream size after write : ',S^.GetSize);
Dispose(S,Done);
end.
```

67.16.8 TStream.ReadStr

Synopsis: Read a shortstring from the stream.

Declaration: `function ReadStr : PString`

Visibility: default

Description: `ReadStr` reads a string from the stream, copies it to the heap and returns a pointer to this copy. The string is saved as a pascal string, and hence is NOT null terminated.

Errors: On error (e.g. not enough memory), `Nil` is returned.

See also: `TStream.StrRead` (1167)

Listing: `./objectex/ex13.pp`

Program `ex13`;

*{
 Program to demonstrate the TStream.ReadStr TStream.WriteStr functions
 }*

Uses `objects`;

Var `P : PString`;
 `L : String`;
 `S : PStream`;

begin

```

L:= 'Constant string line';
WriteLn ('Writing to stream : "',L,'"');
S:=New(PMemoryStream, Init(100,10));
S^.WriteStr(@L);
S^.Seek(0);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
DisPose (S,Done);
WriteLn ('Read from stream : "',L,'"');
end.

```

67.16.9 TStream.Open

Synopsis: Open the stream

Declaration: procedure Open(OpenMode: Word); Virtual

Visibility: default

Description: `Open` is an abstract method, that should be overridden by descendent objects. Since opening a stream depends on the stream's type this is not surprising.

For an example, see `TDosStream.Open` (1143).

Errors: None.

See also: `TStream.Close` (1170), `TStream.Reset` (1170)

67.16.10 TStream.Close

Synopsis: Close the stream

Declaration: procedure Close; Virtual

Visibility: default

Description: `Close` is an abstract method, that should be overridden by descendent objects. Since Closing a stream depends on the stream's type this is not surprising.

for an example, see `TDosStream.Open` (1143).

Errors: None.

See also: `TStream.Open` (1170), `TStream.Reset` (1170)

67.16.11 TStream.Reset

Synopsis: Reset the stream

Declaration: procedure Reset

Visibility: default

Description: `Reset` sets the stream's status to 0, as well as the `ErrorInfo`

Errors: None.

See also: `TStream.Open` (1170), `TStream.Close` (1170)

67.16.12 TStream.Flush

Synopsis: Flush the stream data from the buffer, if any.

Declaration: `procedure Flush; Virtual`

Visibility: default

Description: `Flush` is an abstract method that should be overridden by descendent objects. It serves to enable the programmer to tell streams that implement a buffer to clear the buffer.

for an example, see `TBufStream.Flush` (1122).

Errors: None.

See also: `TStream.Truncate` (1171)

67.16.13 TStream.Truncate

Synopsis: Truncate the stream size on current position.

Declaration: `procedure Truncate; Virtual`

Visibility: default

Description: `Truncate` is an abstract procedure that should be overridden by descendent objects. It serves to enable the programmer to truncate the size of the stream to the current file position.

For an example, see `TDosStream.Truncate` (1141).

Errors: None.

See also: `TStream.Seek` (1172)

67.16.14 TStream.Put

Synopsis: Write an object to the stream.

Declaration: `procedure Put (P: PObject)`

Visibility: default

Description: `Put` writes the object pointed to by `P`. `P` should be non-nil. The object type must have been registered with `RegisterType` (1119).

After the object has been written, it can be read again with `Get` (1166).

For an example, see `TStream.Get` (1166);

Errors: No check is done whether `P` is `Nil` or not. Passing `Nil` will cause a run-time error 216 to be generated. If the object has not been registered, the status of the stream will be set to `stPutError`.

See also: `TStream.Get` (1166)

67.16.15 TStream.StrWrite

Synopsis: Write a null-terminated string to the stream.

Declaration: `procedure StrWrite(P: PChar)`

Visibility: default

Description: `StrWrite` writes the null-terminated string `P` to the stream. `P` can only be 65355 bytes long.

For an example, see `TStream.StrRead` (1167).

Errors: None.

See also: `TStream.WriteString` (1172), `TStream.StrRead` (1167), `TStream.ReadStr` (1169)

67.16.16 TStream.WriteString

Synopsis: Write a pascal string to the stream.

Declaration: `procedure WriteStr(P: PString)`

Visibility: default

Description: `StrWrite` writes the pascal string pointed to by `P` to the stream.

For an example, see `TStream.ReadStr` (1169).

Errors: None.

See also: `TStream.StrWrite` (1172), `TStream.StrRead` (1167), `TStream.ReadStr` (1169)

67.16.17 TStream.Seek

Synopsis: Set stream position.

Declaration: `procedure Seek(Pos: LongInt); Virtual`

Visibility: default

Description: `Seek` sets the position to `Pos`. This position is counted from the beginning, and is zero based. (i.e. `seek(0)` sets the position pointer on the first byte of the stream)

For an example, see `TDosStream.Seek` (1142).

Errors: If `Pos` is larger than the stream size, `Status` is set to `StSeekError`.

See also: `TStream.GetPos` (1168), `TStream.GetSize` (1168)

67.16.18 TStream.Error

Synopsis: Set stream status

Declaration: `procedure Error(Code: Integer; Info: Integer); Virtual`

Visibility: default

Description: `Error` sets the stream's status to `Code` and `ErrorInfo` to `Info`. If the `StreamError` procedural variable is set, `Error` executes it, passing `Self` as an argument.

This method should not be called directly from a program. It is intended to be used in descendent objects.

Errors: None.

67.16.19 TStream.Read

Synopsis: Read data from stream to buffer.

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: Read is an abstract method that should be overridden by descendent objects.

Read reads Count bytes from the stream into Buf. It updates the position pointer, increasing it's value with Count. Buf must be large enough to contain Count bytes.

Errors: No checking is done to see if Buf is large enough to contain Count bytes.

See also: TStream.Write (1173), TStream.ReadStr (1169), TStream.StrRead (1167)

Listing: ./objectex/ex18.pp

```

program ex18;

  { Program to demonstrate the TStream.Read method }

Uses Objects;

Var Buf1, Buf2 : Array[1..1000] of Byte;
    I : longint;
    S : PMemoryStream;

begin
  For I:=1 to 1000 do
    Buf1[I]:=Random(1000);
  Buf2:=Buf1;
  S:=New(PMemoryStream, Init(100,10));
  S^.Write(Buf1, SizeOf(Buf1));
  S^.Seek(0);
  For I:=1 to 1000 do
    Buf1[I]:=0;
  S^.Read(Buf1, SizeOf(Buf1));
  For I:=1 to 1000 do
    If Buf1[I]<>buf2[i] then
      WriteLn('Buffer differs at position ',I);
  Dispose(S,Done);
end.

```

67.16.20 TStream.Write

Synopsis: Write a number of bytes to the stream.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: Write is an abstract method that should be overridden by descendent objects.

Write writes Count bytes to the stream from Buf. It updates the position pointer, increasing it's value with Count.

For an example, see TStream.Read (1173).

Errors: No checking is done to see if Buf actually contains Count bytes.

See also: TStream.Read (1173), TStream.WriteStr (1172), TStream.StrWrite (1172)

67.16.21 TStream.CopyFrom

Synopsis: Copy data from another stream.

Declaration: `procedure CopyFrom(var S: TStream; Count: LongInt)`

Visibility: default

Description: `CopyFrom` reads `Count` bytes from stream `S` and stores them in the current stream. It uses the `Read` (1173) method to read the data, and the `Write` (1173) method to write in the current stream.

Errors: None.

See also: `Read` (1173), `Write` (1173)

Listing: `./objectex/ex19.pp`

```

Program ex19;

{ Program to demonstrate the TStream.CopyFrom function }

Uses objects;

Var P : PString;
    L : String;
    S1,S2 : PStream;

begin
  L:= 'Constant string line';
  Writeln ('Writing to stream 1 : "',L,'"');
  S1:=New(PMemoryStream, Init(100,10));
  S2:=New(PMemoryStream, Init(100,10));
  S1^. WriteStr (@L);
  S1^. Seek (0);
  Writeln ('Copying contents of stream 1 to stream 2');
  S2^. Copyfrom (S1^, S1^. GetSize);
  S2^. Seek (0);
  P:=S2^. ReadStr;
  L:=P^;
  DisposeStr (P);
  Dispose (S1, Done);
  Dispose (S2, Done);
  Writeln ('Read from stream 2 : "',L,'"');
end.

```

67.17 TStringCollection**67.17.1 Description**

The `TStringCollection` object manages a sorted collection of pascal strings. To this end, it overrides the `Compare` (1160) method of `TSortedCollection`, and it introduces methods to read/write strings from a stream.

67.17.2 Method overview

Page	Method	Description
1175	Compare	Compare two strings in the collection.
1176	FreeItem	Dispose a string in the collection from memory.
1175	GetItem	Get string from the stream.
1176	PutItem	Write a string to the stream.

67.17.3 TStringCollection.GetItem

Synopsis: Get string from the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a string from the stream `S` and returns a pointer to it. It doesn't insert the string in the collection.

This method is primarily introduced to be able to load and store the collection from and to a stream.

Errors: The errors returned are those of `TStream.ReadStr` ([1169](#)).

See also: `TStringCollection.PutItem` ([1176](#))

67.17.4 TStringCollection.Compare

Synopsis: Compare two strings in the collection.

Declaration: `function Compare(Key1: Pointer; Key2: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `TStringCollection` overrides the `Compare` function so it compares the two keys as if they were pointers to strings. The compare is done case sensitive. It returns the following results:

- 1 if the first string is alphabetically earlier than the second string.
- 0 if the two strings are equal.
- 1 if the first string is alphabetically later than the second string.

Errors: None.

See also: `TSortedCollection.Compare` ([1160](#))

Listing: `./objectex/ex37.pp`

Program `ex37`;

{ Program to demonstrate the TStringCollection.Compare method }

Uses `Objects`;

Var `C` : `PStringCollection`;
 `S` : **String**;
 `I` : `longint`;

begin
 Randomize;

```

C:=New(PStringCollection, Init(120,10));
C^.Duplicates:=True; { Duplicates allowed }
WriteLn ('Inserting 100 records at random places. ');
For I:=1 to 100 do
  begin
    Str(Random(100),S);
    S:='String with value '+S;
    C^.Insert(NewStr(S));
  end;
For I:=0 to 98 do
  With C^ do
    If Compare (At(i),At(I+1))=0 then
      WriteLn ('Duplicate string found at position ',i);
Dispose(C,Done);
end.

```

67.17.5 TStringCollection.FreeItem

Synopsis: Dispose a string in the collection from memory.

Declaration: procedure FreeItem(Item: Pointer); Virtual

Visibility: default

Description: TStringCollection overrides FreeItem so that the string pointed to by Item is disposed from memory.

Errors: None.

See also: TCollection.FreeItem ([1135](#))

67.17.6 TStringCollection.PutItem

Synopsis: Write a string to the stream.

Declaration: procedure PutItem(var S: TStream; Item: Pointer); Virtual

Visibility: default

Description: PutItem writes the string pointed to by Item to the stream S.

This method is primarily used in the Load and Store methods, and should not be used directly.

Errors: Errors are those of TStream.WriteStr ([1172](#)).

See also: TStringCollection.GetItem ([1175](#))

67.18 TStringList

67.18.1 Description

A TStringList object can be used to read a collection of strings stored in a stream. If you register this object with the RegisterType ([1119](#)) function, you cannot register the TStrListMaker object.

67.18.2 Method overview

Page	Method	Description
1177	Done	Clean up the instance
1177	Get	Return a string by key name
1177	Load	Load stringlist from stream.

67.18.3 TStringList.Load

Synopsis: Load stringlist from stream.

Declaration: constructor Load(var S: TStream)

Visibility: default

Description: The Load constructor reads the TStringList object from the stream S. It also reads the descriptions of the strings from the stream. The string descriptions are stored as an array of TStrIndexrec records, where each record describes a string on the stream. These records are kept in memory.

Errors: If an error occurs, a stream error is triggered.

See also: TStringList.Done ([1177](#))

67.18.4 TStringList.Done

Synopsis: Clean up the instance

Declaration: destructor Done; Virtual

Visibility: default

Description: The Done destructor frees the memory occupied by the string descriptions, and destroys the object.

Errors: None.

See also: Load ([1177](#)), TObject.Done ([1148](#))

67.18.5 TStringList.Get

Synopsis: Return a string by key name

Declaration: function Get(Key: Sw_Word) : string

Visibility: default

Description: Get reads the string with key Key from the list of strings on the stream, and returns this string. If there is no string with such a key, an empty string is returned.

Errors: If no string with key Key is found, an empty string is returned. A stream error may result if the stream doesn't contain the needed strings.

See also: TStrListMaker.Put ([1178](#))

67.19 TStrListMaker

67.19.1 Description

The `TStrListMaker` object can be used to generate a stream with strings, which can be read with the `TStringList` object. If you register this object with the `RegisterType` (1119) function, you cannot register the `TStringList` object.

67.19.2 Method overview

Page	Method	Description
1178	<code>Done</code>	Clean up the instance and free all related memory.
1178	<code>Init</code>	Instantiate a new instance of <code>TStrListMaker</code>
1178	<code>Put</code>	Add a new string to the list with associated key.
1179	<code>Store</code>	Write the strings to the stream.

67.19.3 TStrListMaker.Init

Synopsis: Instantiate a new instance of `TStrListMaker`

Declaration: constructor `Init (AStrSize: Sw_Word; AIndexSize: Sw_Word)`

Visibility: default

Description: The `Init` constructor creates a new instance of the `TstrListMaker` object. It allocates `AStrSize` bytes on the heap to hold all the strings you wish to store. It also allocates enough room for `AIndexSize` key description entries (of the type `TStrIndexrec`).

`AStrSize` must be large enough to contain all the strings you wish to store. If not enough memory is allocated, other memory will be overwritten. The same is true for `AIndexSize`: maximally `AIndexSize` strings can be written to the stream.

Errors: None.

See also: `TObject.Init` (1146), `TStrListMaker.Done` (1178)

67.19.4 TStrListMaker.Done

Synopsis: Clean up the instance and free all related memory.

Declaration: destructor `Done; Virtual`

Visibility: default

Description: The `Done` destructor de-allocates the memory for the index description records and the string data, and then destroys the object.

Errors: None.

See also: `TObject.Done` (1148), `TStrListMaker.Init` (1178)

67.19.5 TStrListMaker.Put

Synopsis: Add a new string to the list with associated key.

Declaration: procedure `Put (Key: Sw_Word; S: string)`

Visibility: default

Description: `Put` adds the string `S` with key `Key` to the collection of strings. This action doesn't write the string to a stream. To write the strings to the stream, see the `Store` (1179) method.

Errors: None.

See also: `TStrListMaker.Store` (1179)

67.19.6 TStrListMaker.Store

Synopsis: Write the strings to the stream.

Declaration: `procedure Store(var S: TStream)`

Visibility: default

Description: `Store` writes the collection of strings to the stream `S`. The collection can then be read with the `TStringList` object.

Errors: A stream error may occur when writing the strings to the stream.

See also: `TStringList.Load` (1177), `TStrListMaker.Put` (1178)

67.20 TUnSortedStrCollection

67.20.1 Description

The `TUnSortedStrCollection` object manages an unsorted list of strings. To this end, it overrides the `TSortedCollection.Insert` (1162) method to add strings at the end of the collection, rather than in the alphabetically correct position.

Take care, the `Search` (1161) and `IndexOf` (1128) methods will not work on an unsorted string collection.

67.20.2 Method overview

Page	Method	Description
1179	<code>Insert</code>	Insert a new string in the collection.

67.20.3 TUnSortedStrCollection.Insert

Synopsis: Insert a new string in the collection.

Declaration: `procedure Insert(Item: Pointer); Virtual`

Visibility: default

Description: `Insert` inserts a string at the end of the collection, instead of on its alphabetical place, resulting in an unsorted collection of strings.

Errors: None.

See also: `TCollection.Insert` (1134)

Listing: `./objectex/ex39.pp`

Program ex39;

{ Program to demonstrate the TUnsortedStrCollection.Insert method }

Uses Objects, Strings;

Var C : PUnsortedStrCollection;
S : **String**;
I : longint;
P : Pchar;

begin

Randomize;

 C:=**New**(PUnsortedStrCollection, Init(120,10));

Writeln ('Inserting 100 records at random places.');

For I:=1 **to** 100 **do**

begin

Str(**Random**(100),S);

 S:= 'String with value '+S;

 C^.**Insert**(**NewStr**(S));

end;

For I:=0 **to** 99 **do**

Writeln (I:2, ': ', PString(C^.**At**(i))^);

Dispose(C,Done);

end.

Chapter 68

Reference for unit 'objpas'

68.1 Used units

Table 68.1: Used units by unit 'objpas'

Name	Page
System	1280

68.2 Overview

The `objpas` unit is meant for compatibility with Object Pascal as implemented by Delphi. The unit is loaded automatically by the Free Pascal compiler whenever the `Delphi` or `objfpc` mode is entered, either through the command line switches `-Sd` or `-Sh` or with the `{ $MODE DELPHI }` or `{ $MODE OBJFPC }` directives.

It redefines some basic pascal types, introduces some functions for compatibility with Delphi's system unit, and introduces some methods for the management of the resource string tables.

68.3 Constants, types and variables

68.3.1 Constants

`MaxInt` = `MaxLongint`

Maximum value for Integer ([1181](#)) type.

68.3.2 Types

`Integer` = `LongInt`

In `OBJPAS` mode and in `DELPHI` mode, an `Integer` has a size of 32 bit. In `TP` or regular `FPC` mode, an integer is 16 bit.

`IntegerArray` = `Array[0..$effffff] of Integer`

Generic array of integer (1181)

`PInteger = ^Integer`

Pointer to Integer (1181) type.

`PIntegerArray = ^IntegerArray`

Pointer to TIntegerArray (1182) type.

`PointerArray = Array[0..512*1024*1024-2] of Pointer`

Generic Array of pointers.

`PPointerArray = ^PointerArray`

Pointer to PointerArray (1182)

`PString = PAnsiString`

Pointer to ansistring type.

`TBoundArray = Array of Integer`

Array of integer, used in interfaces.

`TIntegerArray = IntegerArray`

Alias for IntegerArray (1182)

`TPointerArray = PointerArray`

Alias for PointerArray (1182)

Chapter 69

Reference for unit 'ports'

69.1 Used units

Table 69.1: Used units by unit 'ports'

Name	Page
System	1280

69.2 Overview

The ports unit implements the `port` constructs found in Turbo Pascal. It uses classes and default array properties to do this.

The unit exists on Linux, OS/2 and Dos. It is implemented only for compatibility with Turbo Pascal. Its usage is discouraged, because using ports is not portable programming, and the operating system may not even allow it (for instance Windows).

Under Linux, your program must be run as root, or the `IOPERM` call must be set in order to set appropriate permissions on the port access.

69.3 Constants, types and variables

69.3.1 Variables

```
port : tport
```

Default instance of type `TPort` ([1184](#)). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
port [221] :=12;
```

Will result in the integer 12 being written to port 221, if port is defined as a variable of type `tport`

```
portb : tport
```

Default instance of type TPort (1184). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
portb[221]:=12;
```

Will result in the byte 12 being written to port 221, if port is defined as a variable of type tport

```
portl : tportl
```

Default instance of type TPortL (1185). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
portl[221]:=12;
```

Will result in the longint 12 being written to port 221, if port is defined as a variable of type tport

```
portw : tportw
```

Default instance of type TPortW (1185). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
portw[221]:=12;
```

Will result in the word 12 being written to port 221, if port is defined as a variable of type tport

69.4 tport

69.4.1 Description

The TPort type is implemented specially for access to the ports in a TP compatible manner. There is no need to create an instance of this type: the standard TP variables are instantiated at unit initialization.

See also: port (1183), TPortW (1185), TPortL (1185)

69.4.2 Property overview

Page	Properties	Access	Description
1184	pp	rw	Access integer-sized port by port number

69.4.3 tport.pp

Synopsis: Access integer-sized port by port number

Declaration: Property pp[w: LongInt]: Byte; default

Visibility: public

Access: Read,Write

Description: Access integer-sized port by port number

69.5 tportl

69.5.1 Description

The `TPortL` type is implemented specially for access to the ports in a TP compatible manner. There is no need to create an instance of this type: the standard TP variables are instantiated at unit initialization.

See also: [portw \(1184\)](#), [TPort \(1184\)](#), [TPortL \(1185\)](#)

69.5.2 Property overview

Page	Properties	Access	Description
1185	pp	rw	Access Longint-sized port by port number

69.5.3 tportl.pp

Synopsis: Access Longint-sized port by port number

Declaration: `Property pp[w: LongInt]: LongInt; default`

Visibility: public

Access: Read,Write

Description: Access Longint-sized port by port number

69.6 tportw

69.6.1 Description

The `TPortW` type is implemented specially for access to the ports in a TP compatible manner. There is no need to create an instance of this type: the standard TP variables are instantiated at unit initialization.

See also: [portw \(1184\)](#), [TPort \(1184\)](#), [TPortL \(1185\)](#)

69.6.2 Property overview

Page	Properties	Access	Description
1185	pp	rw	Access word-sized port by port number

69.6.3 tportw.pp

Synopsis: Access word-sized port by port number

Declaration: `Property pp[w: LongInt]: Word; default`

Visibility: public

Access: Read,Write

Description: Access word-sized port by port number

Chapter 70

Reference for unit 'printer'

70.1 Used units

Table 70.1: Used units by unit 'printer'

Name	Page
System	1280

70.2 Overview

This chapter describes the `printer` unit for Free Pascal. It was written for DOS by Florian Klaempfl, and it was written for Linux by Michael Van Canneyt, and has been ported to Windows and OS/2 as well. Its basic functionality is the same for all supported systems, although there are minor differences on Linux and UNIX.

70.3 Constants, types and variables

70.3.1 Variables

`Lst` : `text`

`Lst` is the standard printing device.

On Linux, `Lst` is set up using `AssignLst ('/tmp/PID.lst')`.

70.4 Procedures and functions

70.4.1 AssignLst

Synopsis: Assign text file to printing device

Declaration: `procedure AssignLst (var F: text; ToFile: string)`

Visibility: `default`

Description: `AssignLst` assigns to `F` a printing device - *UNIX only*. `ToFile` is a string with the following form:

- `'|filename options'`: This sets up a pipe with the program filename, with the given options, such as in the `popen()` call.
- `'filename'`: Prints to file filename. Filename can contain the string 'PID' (No Quotes), which will be replaced by the PID of your program. When closing `lst`, the file will be sent to `lpr` and deleted. (`lpr` should be in `PATH`)
- `'filename|'`: Same as previous, only the file is *not* sent to `lpr`, nor is it deleted. (useful for opening `/dev/printer` or for later printing)

See also: `lst` ([1186](#))

Listing: `./printex/printex.pp`

```

program testprn;

uses printer;

var i : integer;
    f : text;

begin
  writeln ('Test of printer unit');
  writeln ('Writing to lst...');
  for i:=1 to 80 do writeln (lst, 'This is line ',i,'.#13);
  close (lst);
  writeln ('Done. ');
  { $ifdef Unix }
  writeln ('Writing to pipe...');
  assignlst (f, '|usr/bin/lpr -m');
  rewrite (f);
  for i:=1 to 80 do writeln (f, 'This is line ',i,'.#13);
  close (f);
  writeln ('Done. ')
  { $endif }
end.

```

70.4.2 InitPrinter

Synopsis: Initialize the printer

Declaration: `procedure InitPrinter(const PrinterName: string)`

Visibility: default

Description: Initialize the printer

70.4.3 IsLstAvailable

Synopsis: Determine whether printer is available.

Declaration: `function IsLstAvailable : Boolean`

Visibility: default

Description: Determine whether printer is available.

Chapter 71

Reference for unit 'sharemem'

71.1 Used units

Table 71.1: Used units by unit 'sharemem'

Name	Page
System	1280

71.2 Overview

`sharemem` implements a shared memory manager. Including this unit will replace the standard memory manager with a memory manager which uses shared memory. This means the memory allocated by this unit can be managed by a program and a DLL if they both use the shared memory manager: it allows, amongst other things, to pass ansistrings or unicode strings from a program to a DLL and vice versa.

This unit does not implement any routines: all actions to replace the memory manager are performed in the initialization section of the unit. The unit should be placed as the first unit in a program or DLL's uses section, memory corruption may occur if the unit is not placed first.

This unit requires the `fpcmemdll.dll` library to be distributed with both program and dll that use this unit. This DLL is distributed with the windows Free Pascal distribution.

Chapter 72

Reference for unit 'Sockets'

72.1 Used units

Table 72.1: Used units by unit 'Sockets'

Name	Page
BaseUnix	128
System	1280
unixtype	1966

72.2 Overview

This document describes the SOCKETS unit for Free Pascal. it was written for Linux by Michael Van Canneyt, and ported to Windows by Florian Klaempfl.

72.3 Constants, types and variables

72.3.1 Constants

`AF_APPLETALK = 5`

Address family Appletalk DDP

`AF_ASH = 18`

Address family: Ash

`AF_ATMPVC = 8`

Address family: ATM PVCs

`AF_ATMSVC = 20`

Address family: ATM SVCs

AF_AX25 = 3

Address family Amateur Radio AX.25

AF_BLUETOOTH = 31

Address family: Bluetooth sockets

AF_BRIDGE = 7

Address family Multiprotocol bridge

AF_DECnet = 12

Address family: Reserved for DECnet project.

AF_ECONET = 19

Address family: Acorn Econet

AF_INET = 2

Address family Internet IP Protocol

AF_INET6 = 10

Address family IP version 6

AF_IPX = 4

Address family Novell IPX

AF_IRDA = 23

Address family: IRDA sockets

AF_KEY = 15

Address family: PF_KEY key management API

AF_LLC = 26

Address family: Linux LLC

AF_LOCAL = 1

Address family: Unix socket

AF_MAX = 32

Address family Maximum value

AF_NETBEUI = 13

Address family: Reserved for 802.2LLC project

AF_NETLINK = 16

Address family: ?

AF_NETROM = 6

Address family Amateur radio NetROM

AF_PACKET = 17

Address family: Packet family

AF_PPPOX = 24

Address family: PPPoX sockets

AF_ROSE = 11

Address family: Amateur Radio X.25 PLP

AF_ROUTE = AF_NETLINK

Address family: Alias to emulate 4.4BSD.

AF_SECURITY = 14

Address family: Security callback pseudo AF

AF_SNA = 22

Address family: Linux SNA project

AF_TIPC = 30

Address family: TIPC sockets

AF_UNIX = 1

Address family Unix domain sockets

AF_UNSPEC = 0

Address family Not specified

AF_WANPIPE = 25

Address family: Wanpipe API Sockets

`AF_X25 = 9`

Address family Reserved for X.25 project

`EsockADDRINUSE = EsysEADDRINUSE`

`EsockADDRINUSE` is the error reported by `fpBind` (1219) when the socket is already in use.

`EsockEACCESS = EsysEAcces`

Access forbidden error

`EsockEBADF = EsysEBADF`

Alias: bad file descriptor

`EsockEFAULT = EsysEFAULT`

Alias: an error occurred

`EsockEINTR = EsysEINTR`

Alias : operation interrupted

`EsockEINVAL = EsysEINVAL`

Alias: Invalid value specified

`EsockEMFILE = EsysEmfile`

Error code ?

`EsockEMSGSIZE = EsysEMsgSize`

Wrong message size error

`EsockENOBUFS = EsysENoBufs`

No buffer space available error

`EsockENOTCONN = EsysENotConn`

Not connected error

`EsockENOTSOCK = EsysENotSock`

File descriptor is not a socket error

`EsockEPROTONOSUPPORT = EsysEProtoNoSupport`

Protocol not supported error

`EsockEWOULDBLOCK = ESysEWouldBlock`

Operation would block error

`INADDR_ANY = (0)`

A bitmask matching any IP address on the local machine.

`INADDR_NONE = ($FFFFFFFF)`

A bitmask matching no valid IP address

`IPPROTO_AH = 51`

authentication header.

`IPPROTO_COMP = 108`

Compression Header Protocol.

`IPPROTO_DSTOPTS = 60`

IPv6 destination options.

`IPPROTO_EGP = 8`

Exterior Gateway Protocol.

`IPPROTO_ENCAP = 98`

Encapsulation Header.

`IPPROTO_ESP = 50`

encapsulating security payload.

`IPPROTO_FRAGMENT = 44`

IPv6 fragmentation header.

`IPPROTO_GRE = 47`

General Routing Encapsulation.

`IPPROTO_HOPOPTS = 0`

IPv6 Hop-by-Hop options.

`IPPROTO_ICMP = 1`

Internet Control Message Protocol.

IPPROTO_ICMPV6 = 58

ICMPv6.

IPPROTO_IDP = 22

XNS IDP protocol.

IPPROTO_IGMP = 2

Internet Group Management Protocol.

IPPROTO_IP = 0

Dummy protocol for TCP.

IPPROTO_IPIP = 4

IPIP tunnels (older KA9Q tunnels use 94).

IPPROTO_IPV6 = 41

IPv6 header.

IPPROTO_MAX = 255

Maximum value for IPPROTO options

IPPROTO_MTP = 92

Multicast Transport Protocol.

IPPROTO_NONE = 59

IPv6 no next header.

IPPROTO_PIM = 103

Protocol Independent Multicast.

IPPROTO_PUP = 12

PUP protocol.

IPPROTO_RAW = 255

Raw IP packets.

IPPROTO_ROUTING = 43

IPv6 routing header.

IPPROTO_RSVP = 46

Reservation Protocol.

IPPROTO_SCTP = 132

Stream Control Transmission Protocol.

IPPROTO_TCP = 6

Transmission Control Protocol.

IPPROTO_TP = 29

SO Transport Protocol Class 4.

IPPROTO_UDP = 17

User Datagram Protocol.

IPV6_ADDRFORM = 1

Change the IPV6 address into a different address family. Deprecated

IPV6_ADD_MEMBERSHIP = IPV6_JOIN_GROUP

Undocumented Getsockopt option ?

IPV6_AUTHHDR = 10

GetSockOpt/SetSockopt: Deliver authentication header messages

IPV6_CHECKSUM = 7

Undocumented Getsockopt option ?

IPV6_DROP_MEMBERSHIP = IPV6_LEAVE_GROUP

Undocumented Getsockopt option ?

IPV6_DSTOPTS = 4

Deliver destination option control messages

IPV6_HOPLIMIT = 8

Deliver an integer containing the HOP count

IPV6_HOPOPTS = 3

Deliver hop option control messages

IPV6_IPSEC_POLICY = 34

Undocumented Getsockopt option ?

IPV6_JOIN_ANYCAST = 27

Undocumented Getsockopt option ?

IPV6_JOIN_GROUP = 20

GetSockOpt/SetSockopt: Control membership (join group) in multicast groups

IPV6_LEAVE_ANYCAST = 28

Undocumented Getsockopt option ?

IPV6_LEAVE_GROUP = 21

GetSockOpt/SetSockopt: Control membership (leave group)in multicast groups

IPV6_MTU = 24

GetSockOpt/SetSockopt: Get/Set the MTU for the socket

IPV6_MTU_DISCOVER = 23

GetSockOpt/SetSockopt: Get/Set Control path MTU Discovery on the socket

IPV6_MULTICAST_HOPS = 18

GetSockOpt/SetSockopt: Get/Set the multicast hop limit.

IPV6_MULTICAST_IF = 17

GetSockOpt/SetSockopt: Get/Set device for multicast packages on the socket.

IPV6_MULTICAST_LOOP = 19

GetSockOpt/SetSockopt: Control whether socket sees multicast packages that it has sent itself

IPV6_NEXTHOP = 9

sendmsg: set next hop for IPV6 datagram

IPV6_PKTINFO = 2

Change delivery options for incoming IPV6 datagrams

IPV6_PKTOPTIONS = 6

Undocumented Getsockopt option ?

IPV6_PMTUDISC_DO = 2

Always DF.

IPV6_PMTUDISC_DONT = 0

Never send DF frames.

IPV6_PMTUDISC_WANT = 1

Use per route hints.

IPV6_RECVERR = 25

GetSockOpt/SetSockopt: Control receiving of asynchronous error options

IPV6_ROUTER_ALERT = 22

GetSockOpt/SetSockopt: Get/Set Pass all forwarded packets containing router alert option

IPV6_RTHDR = 5

Deliver routing header control messages

IPV6_RTHDR_LOOSE = 0

Hop doesn't need to be neighbour.

IPV6_RTHDR_STRICT = 1

Hop must be a neighbour.

IPV6_RTHDR_TYPE_0 = 0

IPv6 Routing header type 0.

IPV6_RXDSTOPTS = IPV6_DSTOPTS

Undocumented Getsockopt option ?

IPV6_RXHOPOPTS = IPV6_HOPOPTS

Undocumented Getsockopt option ?

IPV6_RXSRCRT = IPV6_RTHDR

Undocumented Getsockopt option ?

IPV6_UNICAST_HOPS = 16

GetSockOpt/SetSockopt: Get/Set unicast hop limit

IPV6_V6ONLY = 26

GetSockOpt/SetSockopt: Handle IPV6 connections only

IPV6_XFRM_POLICY = 35

Undocumented Getsockopt option ?

IP_ADD_MEMBERSHIP = 35

add an IP group membership

IP_ADD_SOURCE_MEMBERSHIP = 39

join source group

IP_BLOCK_SOURCE = 38

block data from source

IP_DEFAULT_MULTICAST_LOOP = 1

Undocumented ?

IP_DEFAULT_MULTICAST_TTL = 1

Undocumented ?

IP_DROP_MEMBERSHIP = 36

drop an IP group membership

IP_DROP_SOURCE_MEMBERSHIP = 40

leave source group

IP_HDRINCL = 3

Header is included with data.

IP_MAX_MEMBERSHIPS = 20

Maximum group memberships for multicast messages

IP_MSFILTER = 41

Undocumented ?

IP_MTU_DISCOVER = 10

Undocumented ?

IP_MULTICAST_IF = 32

set/get IP multicast i/f

IP_MULTICAST_LOOP = 34

set/get IP multicast loopback

IP_MULTICAST_TTL = 33

set/get IP multicast ttl

IP_OPTIONS = 4

IP per-packet options.

IP_PKTINFO = 8

Undocumented ?

IP_PKTOPTIONS = 9

Undocumented ?

IP_PMTUDISC = 10

Undocumented ?

IP_PMTUDISC_DO = 2

Always DF.

IP_PMTUDISC_DONT = 0

Never send DF frames.

IP_PMTUDISC_WANT = 1

Use per route hints.

IP_RECVERR = 11

Undocumented ?

IP_RECVOPTS = 6

Receive all IP options w/datagram.

IP_RECVRETOPTS = IP_RETOPTS

Receive IP options for response.

IP_RECVTOS = 13

Undocumented ?

IP_RECVTTL = 12

Undocumented ?

IP_RETOPTS = 7

Set/get IP per-packet options.

IP_ROUTER_ALERT = 5

Undocumented ?

IP_TOS = 1

IP type of service and precedence.

IP_TTL = 2

IP time to live.

IP_UNBLOCK_SOURCE = 37

unblock data from source

MCAST_BLOCK_SOURCE = 43

block from given group

MCAST_EXCLUDE = 0

Undocumented ?

MCAST_INCLUDE = 1

Undocumented ?

MCAST_JOIN_GROUP = 42

join any-source group

MCAST_JOIN_SOURCE_GROUP = 46

join source-spec group

MCAST_LEAVE_GROUP = 45

leave any-source group

MCAST_LEAVE_SOURCE_GROUP = 47

leave source-spec group

MCAST_MSFILTER = 48

Undocumented ?

MCAST_UNBLOCK_SOURCE = 44

unblock from given group

MSG_CONFIRM = \$0800

Send flags: Conform connection

MSG_CTRUNC = \$0008

Receive flags: Control Data was discarded (buffer too small)

MSG_DONTROUTE = \$0004

Send flags: don't use gateway

MSG_DONTWAIT = \$0040

Receive flags: Non-blocking operation request.

MSG_EOF = MSG_FIN

Alias for MSG_FIN

MSG_EOR = \$0080

Receive flags: End of record

MSG_ERRQUERE = \$2000

Receive flags: ?

MSG_FIN = \$0200

Receive flags: ?

MSG_MORE = \$8000

Receive flags: ?

MSG_NOSIGNAL = \$4000

Receive flags: Suppress SIG_PIPE signal.

MSG_OOB = \$0001

Receive flags: receive out-of-band data.

MSG_PEEK = \$0002

Receive flags: peek at data, don't remove from buffer.

MSG_PROXY = \$0010

Receive flags: ?

MSG_RST = \$1000

Receive flags: ?

MSG_SYN = \$0400

Receive flags: ?

MSG_TRUNC = \$0020

Receive flags: packet Data was discarded (buffer too small)

MSG_TRYHARD = MSG_DONTROUTE

Receive flags: ?

MSG_WAITALL = \$0100

Receive flags: Wait till operation completed.

NoAddress : in_addr = (s_addr: 0)

Constant indicating invalid (no) network address.

NoAddress6 : in6_addr = (u6_addr16: (0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0))

Constant indicating invalid (no) IPV6 network address.

NoNet : in_addr = (s_addr: 0)

Constant indicating invalid (no) network address.

NoNet6 : in6_addr = (u6_addr16: (0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0))

Constant indicating invalid (no) IPV6 network address.

PF_APPLETALK = AF_APPLETALK

Protocol family: Appletalk DDP

PF_ASH = AF_ASH

Protocol family: Ash

PF_ATMPVC = AF_ATMPVC

Protocol family: ATM PVCs

PF_ATMSVC = AF_ATMSVC

Protocol family: ATM SVCs

PF_AX25 = AF_AX25

Protocol family: Amateur Radio AX.25

PF_BLUETOOTH = AF_BLUETOOTH

Protocol family: Bluetooth sockets

PF_BRIDGE = AF_BRIDGE

Protocol family: Multiprotocol bridge

PF_DECnet = AF_DECnet

Protocol Family: DECNET project

PF_ECONET = AF_ECONET

Protocol family: Acorn Econet

PF_INET = AF_INET

Protocol family: Internet IP Protocol

PF_INET6 = AF_INET6

Protocol family: IP version 6

PF_IPX = AF_IPX

Protocol family: Novell IPX

PF_IRDA = AF_IRDA

Protocol family: IRDA sockets

PF_KEY = AF_KEY

Protocol family: Key management API

PF_LLC = AF_LLC

Protocol family: Linux LLC

PF_LOCAL = AF_LOCAL

Protocol family: Unix socket

PF_MAX = AF_MAX

Protocol family: Maximum value

PF_NETBEUI = AF_NETBEUI

Protocol family: Reserved for 802.2LLC project

PF_NETLINK = AF_NETLINK

Protocol family: ?

PF_NETROM = AF_NETROM

Protocol family: Amateur radio NetROM

PF_PACKET = AF_PACKET

Protocol family: Packet family

PF_PPPOX = AF_PPPOX

Protocol family: PPPoX sockets

PF_ROSE = AF_ROSE

Protocol family: Amateur Radio X.25 PLP

PF_ROUTE = AF_ROUTE

Protocol Family: ?

PF_SECURITY = AF_SECURITY

Protocol family: Security callback pseudo PF

PF_SNA = AF_SNA

Protocol Family: Linux SNA project

PF_TIPC = AF_TIPC

Protocol family: TIPC sockets

PF_UNIX = AF_UNIX

Protocol family: Unix domain sockets

PF_UNSPEC = AF_UNSPEC

Protocol family: Unspecified

PF_WANPIPE = AF_WANPIPE

Protocol family: Wanpipe API Sockets

PF_X25 = AF_X25

Protocol family: Reserved for X.25 project

SCM_SRCRT = IPV6_RXSRCRT

Undocumented Getsockopt option ?

SCM_TIMESTAMP = SO_TIMESTAMP

Socket option: ?

SHUT_RD = 0

Shutdown read part of full duplex socket

SHUT_RDWR = 2

Shutdown read and write part of full duplex socket

SHUT_WR = 1

Shutdown write part of full duplex socket

SOCK_DGRAM = 2

Type of socket: datagram (conn.less) socket (UDP)

SOCK_MAXADDRLEN = 255

Maximum socket address length for Bind (1216) call.

SOCK_RAW = 3

Type of socket: raw socket

SOCK_RDM = 4

Type of socket: reliably-delivered message

SOCK_SEQPACKET = 5

Type of socket: sequential packet socket

SOCK_STREAM = 1

Type of socket: stream (connection) type socket (TCP)

SOL_ICMPV6 = 58

Socket level values for IPv6: ICMPV6

SOL_IP = 0

Undocumented ?

SOL_IPV6 = 41

Socket level values for IPv6: IPV6

SOL_SOCKET = 1

Socket option level: Socket level

SOMAXCONN = 128

Maximum queue length specifiable by listen.

SO_ACCEPTCONN = 30

Socket option: ?

SO_ATTACH_FILTER = 26

Socket option: ?

SO_BINDTODEVICE = 25

Socket option: ?

SO_BROADCAST = 6

Socket option: Broadcast

SO_BSDCOMPAT = 14

Socket option: ?

SO_DEBUG = 1

Socket option level: debug

SO_DETACH_FILTER = 27

Socket option: ?

SO_DONTROUTE = 5

Socket option: Don't route

SO_ERROR = 4

Socket option: Error

SO_KEEPAIVE = 9

Socket option: keep alive

SO_LINGER = 13

Socket option: ?

SO_NO_CHECK = 11

Socket option: ?

SO_OOINLINE = 10

Socket option: ?

SO_PASSCRED = 16

Socket option: ?

SO_PEERCREC = 17

Socket option: ?

SO_PEERNAME = 28

Socket option: ?

SO_PRIORITY = 12

Socket option: ?

SO_RCVBUF = 8

Socket option: receive buffer

SO_RCVLOWAT = 18

Socket option: ?

SO_RCVTIMEO = 20

Socket option: ?

SO_REUSEADDR = 2

Socket option: Reuse address

SO_SECURITY_AUTHENTICATION = 22

Socket option: ?

SO_SECURITY_ENCRYPTION_NETWORK = 24

Socket option: ?

SO_SECURITY_ENCRYPTION_TRANSPORT = 23

Socket option: ?

SO_SNDBUF = 7

Socket option: Send buffer

SO_SNDLOWAT = 19

Socket option: ?

SO_SNDTIMEO = 21

Socket option: ?

SO_TIMESTAMP = 29

Socket option: ?

SO_TYPE = 3

Socket option: Type

S_IN = 0

Input socket in socket pair.

S_OUT = 1

Output socket in socket pair

TCP_CONGESTION = 13

Get/set the congestion-control algorithm for this socket

TCP_CORK = 3

Get/Set CORK algorithm: Send only complete packets

TCP_DEFER_ACCEPT = 9

Get/Set deferred accept on server socket

TCP_INFO = 11

Get TCP connection information (Linux only)

TCP_KEEPCNT = 6

Get/Set retry count for unacknowledged KEEPALIVE transmissions.

TCP_KEEPIDLE = 4

Get/Set inactivity interval between KEEPALIVE transmissions.

TCP_KEEPINTVL = 5

Get/Set retry interval for unacknowledged KEEPALIVE transmissions.

TCP_LINGER2 = 8

Get/Set Linger2 flag

TCP_MAXSEG = 2

Get/Set Maximum segment size

TCP_MD5SIG = 14

Get/Set TCP MD5 signature option

TCP_NODELAY = 1

Get/Set No delay flag: disable Nagle algorithm

TCP_QUICKACK = 12

Get/Set quick ACK packet option.

TCP_SYNCNT = 7

Get/Set number of SYN packets to send before giving up on connection establishment

TCP_WINDOW_CLAMP = 10

Get/Set maximum packet size

UDP_CORK = 1

Get/Set UDP CORK algorithm on datagram sockets

UDP_ENCAP = 100

Get/Set UDP encapsulation flag for IPSec datagram sockets

UDP_ENCAP_ESPINUDP = 2

? Undocumented datagram option, IPSec related

UDP_ENCAP_ESPINUDP_NON_IKE = 1

? Undocumented datagram option, IPSec related

UDP_ENCAP_L2TPINUDP = 3

? Undocumented datagram option, IPSec related

72.3.2 Types

```

in6_addr = packed record
case Byte of
0: (
  u6_addr8 : Array[0..15
  ] of Byte;
);
1: (
  u6_addr16 : Array[0..7] of Word;
);
2: (
  u6_addr32
  : Array[0..3] of Cardinal;
);
3: (
  s6_addr8 : Array[0..15] of ShortInt
  ;
);
4: (
  s6_addr : Array[0..15] of ShortInt;
);
5: (
  s6_addr16
  : Array[0..7] of SmallInt;
);
6: (
  s6_addr32 : Array[0..3] of LongInt
  ;
);
end

```

Record used to describe a general IPV6 address.

```

in_addr = packed record
case Boolean of
True: (
  s_addr : cuint32
  ;
);
False: (
  s_bytes : packed Array[1..4] of Byte;
);
end

```

General inet socket address.

```

linger = packed record
  l_onoff : cint;
  l_linger : cint;
end

```

This record is used in the `fpsetsockopt` ([1225](#)) call to specify linger options.

```
PIn6Addr = pin6_addr
```

Pointer to `in6_addr` ([1210](#)) type.

```
pin6_addr = ^in6_addr
```

Pointer to `Tin6_addr` ([1213](#))

```
PInAddr = pin_addr
```

Alias for `pin_addr` ([1211](#))

```
PInetSockAddr = psockaddr_in
```

Pointer to `sockaddr_in` ([1212](#))

```
PInetSockAddr6 = psockaddr_in6
```

Pointer to `sockaddr_in6` ([1213](#)) type

```
pin_addr = ^in_addr
```

Pointer to `in_addr` ([1211](#)) record.

```
plinger = ^linger
```

Pointer to `linger` ([1211](#)) type.

```
psockaddr = ^sockaddr
```


Pointer to TSocketAddr (1213)

```
PSocketAddr6 = ^TSocketAddr6
```

PSocketAddr6 is a pointer to a record of type TSocketAddr6 (1214).

```
psocketaddr_in = ^socketaddr_in
```

Pointer to socketaddr_in (1212)

```
psocketaddr_in6 = ^socketaddr_in6
```

Pointer to socketaddr_in6 (1213)

```
psocketaddr_un = ^socketaddr_un
```

Pointer to socketaddr_un (1213) type.

```
sa_family_t = cushort
```

Address family type

```
socketaddr = packed record
case Integer of
0: (
  sa_family : sa_family_t
  ;
  sa_data : packed Array[0..13] of uint8;
);
1: (
  sin_family
  : sa_family_t;
  sin_port : cushort;
  sin_addr : in_addr;
  sin_zero
  : packed Array[0..7] of uint8;
);
end
```

socketaddr is used to store a general socket address for the FPBind (1219), FPRecv (1223) and FPSend (1224) calls.

```
socketaddr_in = packed record
  sin_family : sa_family_t;
  sin_port
  : cushort;
  sin_addr : in_addr;
  xpad : Array[0..7] of Char;
end
```

socketaddr_in is used to store a INET socket address for the FPBind (1219), FPRecv (1223) and FPSend (1224) calls.

```

sockaddr_in6 = packed record
  sin6_family : sa_family_t;
  sin6_port
  : cuint16;
  sin6_flowinfo : cuint32;
  sin6_addr : in6_addr;
  sin6_scope_id
  : cuint32;
end

```

Alias for `sockaddr_in6` (1213)

```

sockaddr_un = packed record
  sun_family : sa_family_t;
  sun_path
  : Array[0..107] of Char;
end

```

`sockaddr_un` is used to store a UNIX socket address for the `FPBind` (1219), `FPRecv` (1223) and `FPSend` (1224) calls.

```
TIn6Addr = in6_addr
```

Alias for `in6_addr` (1210) type.

```
Tin6_addr = in6_addr
```

Alias for `sockaddr_in6` (1213)

```
TInAddr = in_addr
```

Alias for `in_addr` (1211) record type.

```
TInetSockAddr = sockaddr_in
```

Alias for `sockaddr_in` (1212)

```
TInetSockAddr6 = sockaddr_in6
```

Alias for `sockaddr_in6` (1213)

```
TIn_addr = in_addr
```

Alias for `in_addr` (1211) record type.

```
TLinger = linger
```

Alias for `linger` (1211)

```
TSockAddr = sockaddr
```

TSockAddr6 = sockaddr_in6

TSockAddr6 is an alias for sockaddr6_in (1189)

TSockArray = Array[1..2] of LongInt

Type returned by the FPSocketPair (1227) call.

Tsocket = LongInt

Alias for easy kyxix porting

TSockLen = BaseUnix.TSocklen

The actual type of TSocketLen depends on the platform.

TSockPairArray = Array[0..1] of LongInt

Array of sockets, used in FPSocketPair (1227) call.

```
TUnixSockAddr = packed record
  family : sa_family_t;
  path : Array
    [0..107] of Char;
end
```

Alias for sockaddr_un (1213)

72.4 Procedures and functions

72.4.1 Accept

Synopsis: Accept a connection from a socket (deprecated).

Declaration:

```
function Accept(Sock: LongInt; var addr: TInetSockAddr;
  var SockIn: File; var SockOut: File) : Boolean
function Accept(Sock: LongInt; var addr: TInetSockAddr;
  var SockIn: text; var SockOut: text) : Boolean
function Accept(Sock: LongInt; var addr: string; var SockIn: text;
  var SockOut: text) : Boolean
function Accept(Sock: LongInt; var addr: string; var SockIn: File;
  var SockOut: File) : Boolean
```

Visibility: default

Description: Accept accepts a connection from a socket Sock, which was listening for a connection. If a connection is accepted, a file descriptor is returned. On error -1 is returned. The returned socket may NOT be used to accept more connections. The original socket remains open.

The Accept call fills the address of the connecting entity in Addr, and sets its length in AddrLen. Addr should be pointing to enough space, and AddrLen should be set to the amount of space available, prior to the call.

The alternate forms of the Accept (1214) command, with the Text or File parameters are equivalent to subsequently calling the regular Accept (1214) function and the Sock2Text (1230) or Sock2File (1230) functions. These functions return True if successful, False otherwise.

Errors: On error, `-1` is returned, and errors are reported in `SocketError`, and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOTSOCK (1192)The descriptor is not a socket.

SYS_EOPNOTSUPPThe socket type doesn't support the `Listen` operation.

ESockEFAULT (1192)`Addr` points outside your address space.

ESockEWOULDBLOCK (1193)The requested operation would block the process.

See also: `FPListen` (1223), `Connect` (1216), `FPConnect` (1220), `FPBind` (1219)

Listing: `./sockex/socksvr.pp`

```

Program server;

{
  Program to test Sockets unit by Michael van Canneyt and Peter Vreman
  Server Version, First Run sock_svr to let it create a socket and then
  sock_cli to connect to that socket
}
{$mode fpc}
uses Sockets;

Var
  FromName : string;
  Buffer    : string[255];
  S         : Longint;
  Sin, Sout : Text;
  SAddr     : TInetSockAddr;

procedure perror (const S:string);
begin
  writeln (S, SocketError);
  halt(100);
end;

begin
  S:=fpSocket (AF_INET, SOCK_STREAM, 0);
  if SocketError<>0 then
    Perror ('Server : Socket : ');
  SAddr.sin_family:=AF_INET;
  { port 50000 in network order }
  SAddr.sin_port:=htons(5000);
  SAddr.sin_addr.s_addr:=0;
  if fpBind(S, @SAddr, sizeof(saddr))=-1 then
    Perror ('Server : Bind : ');
  if fpListen (S,1)=-1 then
    Perror ('Server : Listen : ');
  Writeln ('Waiting for Connect from Client , run now sock_cli in an other tty');
  if Accept(S, FromName, Sin, Sout) then
    Perror ('Server : Accept : '+fromname);
  Reset(Sin);
  ReWrite(Sout);
  Writeln(Sout, 'Message From Server');
  Flush(SOut);
  while not eof(sin) do
    begin
      Readln(Sin, Buffer);

```

```

    WriteLn('Server : read : ',buffer);
  end;
end.

```

72.4.2 Bind

Synopsis: Alias for `fpBind`.

Declaration: `function Bind(Socket: LongInt; const addr: string) : Boolean`

Visibility: default

Description: `Bind` is an alias for `fpBind` (1219) which binds to either a socket struct (`Addr`) or a string indicating a unix socket file (unix socket).

This function is deprecated, use `fpBind` instead.

See also: `FPBind` (1219)

72.4.3 CloseSocket

Synopsis: Closes a socket handle.

Declaration: `function CloseSocket(Socket: LongInt) : LongInt`

Visibility: default

Description: `CloseSocket` closes a socket handle. It returns 0 if the socket was closed successfully, -1 if it failed.

Errors: On error, -1 is returned.

See also: `FPSocket` (1226)

72.4.4 Connect

Synopsis: Open a connection to a server socket (deprecated).

```

Declaration: function Connect(Socket: LongInt; const addr: TInetSockAddr;
    var SocketIn: text; var SocketOut: text) : Boolean
function Connect(Socket: LongInt; const addr: TInetSockAddr;
    var SocketIn: File; var SocketOut: File) : Boolean
function Connect(Socket: LongInt; const addr: string; var SocketIn: text;
    var SocketOut: text) : Boolean
function Connect(Socket: LongInt; const addr: string; var SocketIn: File;
    var SocketOut: File) : Boolean

```

Visibility: default

Description: `Connect` opens a connection to a peer, whose address is described by `Addr`. `AddrLen` contains the length of the address. The type of `Addr` depends on the kind of connection you're trying to make, but is generally one of `TSockAddr` or `TUnixSockAddr`.

The forms of the `Connect` (1216) command with the `Text` or `File` arguments are equivalent to subsequently calling the regular `Connect` function and the `Sock2Text` (1230) or `Sock2File` (1230) functions. These functions return `True` if successful, `False` otherwise.

The `Connect` function returns a file descriptor if the call was successful, -1 in case of error.

Errors: On error, -1 is returned and errors are reported in `SocketError`.

See also: `FPListen` (1223), `FPBind` (1219), `Accept` (1214), `FPAccept` (1218)

Listing: ./sockex/sockcli.pp

Program Client;

```
{
  Program to test Sockets unit by Michael van Canneyt and Peter Vreman
  Client Version, First Run sock_svr to let it create a socket and then
  sock_cli to connect to that socket
}
```

uses Sockets;

```
procedure PError(const S : string);
begin
  writeln(S, SocketError);
  halt(100);
end;
```

Var

```
SAddr   : TInetSockAddr;
Buffer  : string [255];
S       : Longint;
Sin, Sout : Text;
i       : integer;
```

begin

```
S:=fpSocket (AF_INET,SOCK_STREAM,0);
if s=-1 then
  Perror('Client : Socket : ');
SAddr.sin_family:=AF_INET;
{ port 50000 in network order }
SAddr.sin_port:=htons(5000);
{ localhost : 127.0.0.1 in network order }
SAddr.sin_addr.s_addr:=HostToNet((127 shl 24) or 1);
if not Connect (S,SAddr,Sin,Sout) then
  Perror('Client : Connect : ');
Reset(Sin);
ReWrite(Sout);
Buffer:='This is a textstring sent by the Client.';
for i:=1 to 10 do
  WriteLn(Sout, Buffer);
Flush(Sout);
ReadLn(Sin, Buffer);
WriteLn(Buffer);
Close(sout);
```

end.

Listing: ./sockex/pfinger.pp

program pfinger;

uses sockets, errors;

Var

```

Addr : TInetSockAddr;
S : Longint;
Sin, Sout : Text;
Line : string;

begin
  Addr.sin_family:=AF_INET;
  { port 79 in network order }
  Addr.sin_port:=79 shl 8;
  { localhost : 127.0.0.1 in network order }
  Addr.sin_addr.s_addr:=((1 shl 24) or 127);
  S:=fpSocket(AF_INET,SOCK_STREAM,0);
  If Not Connect (S,ADDR,SIN,SOUT) Then
    begin
      Writeln ('Couldn't connect to localhost');
      Writeln ('Socket error : ',strerror(SocketError));
      halt (1);
    end;
    rewrite (sout);
    reset (sin);
    writeln (sout, paramstr(1));
    flush (sout);
    while not eof(sin) do
      begin
        readln (Sin, line);
        writeln (line);
      end;
    fpShutdown(s,2);
    close (sin);
    close (sout);
  end.

```

72.4.5 fpaccept

Synopsis: Accept a connection from a socket.

Declaration: function fpaccept(s: cint; addrx: psockaddr; addrlen: pSockLen) : cint

Visibility: default

Description: Accept accepts a connection from a socket S, which was listening for a connection. If a connection is accepted, a file descriptor is returned (positive number). On error -1 is returned. The returned socket may NOT be used to accept more connections. The original socket remains open.

The Accept call fills the address of the connecting entity in Addr_x, and sets its length in Addr_{len}. Addr_x should be pointing to enough space, and Addr_{len} should be set to the amount of space available, prior to the call.

Errors: On error, -1 is returned, and errors are reported in SocketError, and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOTSOCK (1192)The descriptor is not a socket.

SYS_EOPNOTSUPPThe socket type doesn't support the Listen operation.

ESockEFAULT (1192)Addr points outside your address space.

ESockEWOULDBLOCK (1193)The requested operation would block the process.

See also: [fpListen \(1223\)](#), [fpConnect \(1220\)](#), [fpBind \(1219\)](#)

Listing: ./sockex/socksvr.pp

```

Program server;

{
  Program to test Sockets unit by Michael van Canneyt and Peter Vreman
  Server Version, First Run sock_svr to let it create a socket and then
  sock_cli to connect to that socket
}
{$mode fpc}
uses Sockets;

Var
  FromName : string;
  Buffer    : string[255];
  S        : Longint;
  Sin, Sout : Text;
  SAddr    : TInetSockAddr;

procedure perror (const S:string);
begin
  writeln (S, SocketError);
  halt(100);
end;

begin
  S:=fpSocket (AF_INET,SOCK_STREAM,0);
  if SocketError<>0 then
    Perror ( 'Server : Socket : ');
  SAddr.sin_family:=AF_INET;
  { port 50000 in network order }
  SAddr.sin_port:=htons(5000);
  SAddr.sin_addr.s_addr:=0;
  if fpBind(S,@SAddr,sizeof(saddr))=-1 then
    Perror ( 'Server : Bind : ');
  if fpListen (S,1)=-1 then
    Perror ( 'Server : Listen : ');
  Writeln ('Waiting for Connect from Client , run now sock_cli in an other tty');
  if Accept(S,FromName,Sin, Sout) then
    Perror ( 'Server : Accept : '+fromname);
  Reset(Sin);
  ReWrite(Sout);
  Writeln (Sout, 'Message From Server');
  Flush(SOut);
  while not eof(sin) do
    begin
      Readln(Sin, Buffer);
      Writeln ('Server : read : ',buffer);
    end;
end.

```

72.4.6 fpbind

Synopsis: Bind a socket to an address.

Declaration: function fpbind(s: cint; addrx: psockaddr; addrlen: TSockLen) : cint

Visibility: default

Description: `fpBind` binds the socket `s` to address `Addrx`. `Addrx` has length `AddrLen`. The function returns 0 if the call was successful, -1 if not.

Errors: Errors are returned in `SocketError` and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockEINVAL (1192)The socket is already bound to an address,

ESockEACCESS (1192)Address is protected and you don't have permission to open it.

More errors can be found in the Unix man pages.

See also: `FPsocket` (1226)

72.4.7 fpconnect

Synopsis: Open a connection to a server socket.

Declaration: `function fpconnect(s: cint; name: psockaddr; namelen: TsockLen) : cint`

Visibility: default

Description: `fpConnect` uses the socket `s` to open a connection to a peer, whose address is described by `Name`. `NameLen` contains the length of the address. The type of `Name` depends on the kind of connection you are trying to make, but is generally one of `TsockAddr` or `TUnixSockAddr`.

The `fpConnect` function returns zero if the call was successful, -1 in case of error.

Errors: On error, -1 is returned and errors are reported in `SocketError`.

See also: `fpListen` (1223), `fpBind` (1219), `fpAccept` (1218)

Listing: `./sockex/sockcli.pp`

Program Client;

```
{
  Program to test Sockets unit by Michael van Canneyt and Peter Vreman
  Client Version, First Run sock_svr to let it create a socket and then
  sock_cli to connect to that socket
}
```

uses Sockets;

```
procedure PError(const S : string);
begin
  writeln(S, SocketError);
  halt(100);
end;
```

Var

```
SAddr   : TInetSockAddr;
Buffer  : string [255];
S       : Longint;
Sin, Sout : Text;
i       : integer;
```

```

begin
  S:=fpSocket (AF_INET,SOCK_STREAM,0);
  if s=-1 then
    Perror('Client : Socket : ');
  SAddr.sin_family:=AF_INET;
  { port 50000 in network order }
  SAddr.sin_port:=htons(5000);
  { localhost : 127.0.0.1 in network order }
  SAddr.sin_addr.s_addr:=HostToNet((127 shl 24) or 1);
  if not Connect (S,SAddr,Sin,Sout) then
    Perror('Client : Connect : ');
  Reset(Sin);
  Rewrite(Sout);
  Buffer:='This is a textstring sent by the Client.';
  for i:=1 to 10 do
    Writeln(Sout,Buffer);
  Flush(Sout);
  Readln(Sin,Buffer);
  Writeln(Buffer);
  Close(sout);
end.

```

Listing: ./sockex/pfinger.pp

```

program pfinger;

uses sockets,errors;

Var
  Addr : TInetSockAddr;
  S : Longint;
  Sin,Sout : Text;
  Line : string;

begin
  Addr.sin_family:=AF_INET;
  { port 79 in network order }
  Addr.sin_port:=79 shl 8;
  { localhost : 127.0.0.1 in network order }
  Addr.sin_addr.s_addr:=((1 shl 24) or 127);
  S:=fpSocket(AF_INET,SOCK_STREAM,0);
  If Not Connect (S,ADDR,SIN,SOUT) Then
    begin
      Writeln ('Couldn't connect to localhost');
      Writeln ('Socket error : ',strerror(SocketError));
      halt(1);
    end;
  rewrite (sout);
  reset(sin);
  writeln (sout,paramstr(1));
  flush(sout);
  while not eof(sin) do
    begin
      readln (Sin,line);
      writeln (line);
    end;
  fpShutdown(s,2);
  close (sin);
  close (sout);

```

end.

72.4.8 fpgetpeername

Synopsis: Return the name (address) of the connected peer.

Declaration: `function fpgetpeername(s: cint; name: psockaddr; namelen: pSockLen) : cint`

Visibility: default

Description: `fpGetPeerName` returns the name of the entity connected to the specified socket `S`. The Socket must be connected for this call to work.

Name should point to enough space to store the name, the amount of space pointed to should be set in `Namelen`. When the function returns successfully, Name will be filled with the name, and `Namelen` will be set to the length of Name.

Errors: Errors are reported in `SocketError`, and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOBUFS (1192)The system doesn't have enough buffers to perform the operation.

ESockENOTSOCK (1192)The descriptor is not a socket.

ESockEFAULT (1192)`Addr` points outside your address space.

ESockENOTCONN (1192)The socket isn't connected.

See also: `fpConnect` (1220), `fpSocket` (1226)

72.4.9 fpgetsockname

Synopsis: Return name of socket.

Declaration: `function fpgetsockname(s: cint; name: psockaddr; namelen: pSockLen) : cint`

Visibility: default

Description: `fpGetSockName` returns the current name of the specified socket `S`. Name should point to enough space to store the name, the amount of space pointed to should be set in `Namelen`. When the function returns successfully, Name will be filled with the name, and `Namelen` will be set to the length of Name.

Errors: Errors are reported in `SocketError`, and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOBUFS (1192)The system doesn't have enough buffers to perform the operation.

ESockENOTSOCK (1192)The descriptor is not a socket.

ESockEFAULT (1192)`Addr` points outside your address space.

See also: `fpBind` (1219)

72.4.10 fpgetsockopt

Synopsis: Get current socket options

Declaration: `function fpgetsockopt(s: cint; level: cint; optname: cint;
optval: pointer; optlen: pSockLen) : cint`

Visibility: default

Description: `fpGetSockOpt` gets the connection option `optname`, for socket `S`. The socket may be obtained from different levels, indicated by `Level`, which can be one of the following:

SOL_SOCKET From the socket itself.

XXX set `Level` to `XXX`, the protocol number of the protocol which should interpret the option.

The options are stored in the memory location pointed to by `optval`. `optlen` should point to the initial length of `optval`, and on return will contain the actual length of the stored data.

On success, 0 is returned. On Error, -1 is returned.

Errors: Errors are reported in `SocketError`, and include the following:

ESockEBADF (1192) The socket descriptor is invalid.

ESockENOTSOCK (1192) The descriptor is not a socket.

ESockEFAULT (1192) `OptVal` points outside your address space.

See also: `fpSetSockOpt` (1225)

72.4.11 fplisten

Synopsis: Listen for connections on a socket.

Declaration: `function fplisten(s: cint; backlog: cint) : cint`

Visibility: default

Description: `fpListen` listens for up to `backlog` connections from socket `S`. The socket `S` must be of type `SOCK_STREAM` or `Sock_SEQPACKET`.

The function returns 0 if a connection was accepted, -1 if an error occurred.

Errors: Errors are reported in `SocketError`, and include the following:

ESockEBADF (1192) The socket descriptor is invalid.

ESockENOTSOCK (1192) The descriptor is not a socket.

SYS_EOPNOTSUPP The socket type doesn't support the `Listen` operation.

See also: `fpSocket` (1226), `fpBind` (1219), `fpConnect` (1220)

72.4.12 fprecv

Synopsis: Receive data on socket

Declaration: `function fprecv(s: cint; buf: pointer; len: size_t; flags: cint)
: ssize_t`

Visibility: default

Description: `fpRecv` reads at most `len` bytes from socket `S` into address `buf`. The socket must be in a connected state. `Flags` can be one of the following:

- 1**Process out-of band data.
- 4**Bypass routing, use a direct interface.
- ??**Wait for full request or report an error.

The function returns the number of bytes actually read from the socket, or -1 if a detectable error occurred.

Errors: Errors are reported in `SocketError`, and include the following:

- ESockEBADF (1192)**The socket descriptor is invalid.
- ESockENOTCONN (1192)**The socket isn't connected.
- ESockENOTSOCK (1192)**The descriptor is not a socket.
- ESockEFAULT (1192)**The address is outside your address space.
- ESockEMSGSIZE (1192)**The message cannot be sent atomically.
- ESockEWOULDBLOCK (1193)**The requested operation would block the process.
- ESockENOBUFS (1192)**The system doesn't have enough free buffers available.

See also: `FPSend` ([1224](#))

72.4.13 `fprecvfrom`

Synopsis: Receive data from an unconnected socket

Declaration: `function fprecvfrom(s: cint; buf: pointer; len: size_t; flags: cint; from: psockaddr; fromlen: pSockLen) : ssize_t`

Visibility: default

Description: `fpRecvFrom` receives data in buffer `Buf` with maximum length `Len` from socket `S`. Receipt is controlled by options in `Flags`. The location pointed to by `from` will be filled with the address from the sender, and its length will be stored in `fromlen`. The function returns the number of bytes received, or -1 on error. `AddrLen`.

Errors: On error, -1 is returned.

See also: `fpSocket` ([1226](#)), `frecv` ([1223](#))

72.4.14 `fpSend`

Synopsis: Send data through socket

Declaration: `function fpSend(s: cint; msg: pointer; len: size_t; flags: cint) : ssize_t`

Visibility: default

Description: `fpSend` sends `Len` bytes starting from address `Msg` to socket `S`. `S` must be in a connected state. Options can be passed in `Flags`.

The function returns the number of bytes sent, or -1 if a detectable error occurred.

`Flags` can be one of the following:

1Process out-of band data.

4Bypass routing, use a direct interface.

Errors: Errors are reported in `SocketError`, and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOTSOCK (1192)The descriptor is not a socket.

ESockEFAULT (1192)The address is outside your address space.

ESockEMSGSIZE (1192)The message cannot be sent atomically.

ESockEWOULDBLOCK (1193)The requested operation would block the process.

ESockENOBUFS (1192)The system doesn't have enough free buffers available.

See also: `fpRecv` (1223)

72.4.15 `fpsendto`

Synopsis: Send data through an unconnected socket to an address.

Declaration: `function fpSendto(s: cint; msg: pointer; len: size_t; flags: cint; tox: psockaddr; tolen: TSocketLen) : ssize_t`

Visibility: default

Description: `fpSendto` sends data from buffer `Msg` with length `len` through socket `S` with options `Flags`. The data is sent to address `tox`, which has length `tolen`

Errors: On error, -1 is returned.

See also: `fpSocket` (1226), `fpSend` (1224), `fpRecvFrom` (1224)

72.4.16 `fpsetsockopt`

Synopsis: Set socket options.

Declaration: `function fpSetsockopt(s: cint; level: cint; optname: cint; optval: pointer; optlen: TSocketLen) : cint`

Visibility: default

Description: `fpSetSockOpt` sets the connection options for socket `S`. The socket may be manipulated at different levels, indicated by `Level`, which can be one of the following:

SOL_SOCKETTo manipulate the socket itself.

XXXset `Level` to `XXX`, the protocol number of the protocol which should interpret the option.

The actual option is stored in a buffer pointed to by `optval`, with length `optlen`.

For more information on this call, refer to the unix manual page `setsockopt`

Errors: Errors are reported in `SocketError`, and include the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOTSOCK (1192)The descriptor is not a socket.

ESockEFAULT (1192)`optVal` points outside your address space.

See also: `fpGetSockOpt` (1223)

72.4.17 fpshutdown

Synopsis: Close one end of full duplex connection.

Declaration: `function fpshutdown(s: cint; how: cint) : cint`

Visibility: default

Description: `fpShutDown` closes one end of a full duplex socket connection, described by `S`. The parameter `How` determines how the connection will be shut down, and can be one of the following:

0Further receives are disallowed.

1Further sends are disallowed.

2Sending nor receiving are allowed.

On succes, the function returns 0, on error -1 is returned.

Errors: `SocketError` is used to report errors, and includes the following:

ESockEBADF (1192)The socket descriptor is invalid.

ESockENOTCONN (1192)The socket isn't connected.

ESockENOTSOCK (1192)The descriptor is not a socket.

See also: `fpSocket` (1226), `fpConnect` (1220)

72.4.18 fpsocket

Synopsis: Create new socket

Declaration: `function fpsocket(domain: cint; xtype: cint; protocol: cint) : cint`

Visibility: default

Description: `fpSocket` creates a new socket in domain `Domain`, from type `xType` using protocol `Protocol`. The `Domain`, `Socket` type and `Protocol` can be specified using predefined constants (see the section on constants for available constants) If succesfull, the function returns a socket descriptor, which can be passed to a subsequent `fpBind` (1219) call. If unsuccessfull, the function returns -1.

for an example, see `Accept` (1214).

Errors: Errors are returned in `SocketError`, and include the following:

ESockEPROTONOSUPPORT (1192)The protocol type or the specified protocol is not supported within this domain.

ESockEMFILE (1192)The per-process descriptor table is full.

SYS_ENFILEThe system file table is full.

ESockEACCESS (1192)Permission to create a socket of the specified type and/or protocol is denied.

ESockENOBUFS (1192)Insufficient buffer space is available. The socket cannot be created until sufficient resources are freed.

See also: `FPSocketPair` (1227)

72.4.19 `fpsocketpair`

Synopsis: Create socket pair.

Declaration: `function fpsocketpair(d: cint; xtype: cint; protocol: cint; sv: puint) : cint`

Visibility: default

Description: `fpSocketPair` creates 2 sockets in domain `D`, from type `xType` and using protocol `Protocol`. The pair is returned in `sv`, and they are indistinguishable. The function returns -1 upon error and 0 upon success.

Errors: Errors are reported in `SocketError`, and are the same as in `FPSocket` (1226)

See also: `Str2UnixSockAddr` (1231)

72.4.20 `HostAddrToStr`

Synopsis: Convert a host address to a string.

Declaration: `function HostAddrToStr(Entry: in_addr) : AnsiString`

Visibility: default

Description: `HostAddrToStr` converts the host address in `Entry` to a string representation in human-readable form (a dotted quad).

Basically, it is the same as `NetAddrToStr` (1228), but with the bytes in correct order.

See also: `NetAddrToStr` (1228), `StrToHostAddr` (1231), `StrToNetAddr` (1231)

72.4.21 `HostAddrToStr6`

Synopsis: Convert a IPV6 host address to a string representation.

Declaration: `function HostAddrToStr6(Entry: Tin6_addr) : AnsiString`

Visibility: default

Description: `HostAddrToStr6` converts the IPV6 host address in `Entry` to a string representation in human-readable form.

Basically, it is the same as `NetAddrToStr6` (1228), but with the bytes in correct order.

See also: `NetAddrToStr` (1228), `StrToHostAddr` (1231), `StrToNetAddr` (1231), `StrToHostAddr6` (1231)

72.4.22 `HostToNet`

Synopsis: Convert a host address to a network address

Declaration: `function HostToNet(Host: in_addr) : in_addr`
`function HostToNet(Host: LongInt) : LongInt`

Visibility: default

Description: `HostToNet` converts a host address to a network address. It takes care of endianness of the host machine. The address can be specified as a dotted quad or as a `longint`.

Errors: None.

See also: `NetToHost` (1229), `NToHS` (1229), `HToNS` (1228), `ShortHostToNet` (1229), `ShortNetToHost` (1230)

72.4.23 htonl

Synopsis: Convert long integer from host ordered to network ordered

Declaration: `function htonl(host: Cardinal) : Cardinal; Overload`

Visibility: default

Description: `htonl` makes sure that the bytes in `host` are ordered in the correct way for sending over the network and returns the correctly ordered result.

See also: `htons` ([1228](#)), `ntohl` ([1229](#)), `ntohs` ([1229](#))

72.4.24 htons

Synopsis: Convert short integer from host ordered to network ordered

Declaration: `function htons(host: Word) : Word`

Visibility: default

Description: `htons` makes sure that the bytes in `host` are ordered in the correct way for sending over the network and returns the correctly ordered result.

See also: `htonl` ([1228](#)), `ntohl` ([1229](#)), `ntohs` ([1229](#))

72.4.25 NetAddrToStr

Synopsis: Convert a network address to a string.

Declaration: `function NetAddrToStr(Entry: in_addr) : AnsiString`

Visibility: default

Description: `NetAddrToStr` converts the network address in `Entry` to a string representation in human-readable form (a dotted quad).

See also: `HostAddrToStr` ([1227](#)), `StrToNetAddr` ([1231](#)), `StrToHostAddr` ([1231](#))

72.4.26 NetAddrToStr6

Synopsis: Convert a IPV6 network address to a string.

Declaration: `function NetAddrToStr6(Entry: Tin6_addr) : AnsiString`

Visibility: default

Description: `NetAddrToStr6` converts the IPV6 network address in `Entry` to a string representation in human-readable form.

Basically, it is the same as `NetAddrToStr6` ([1228](#)), but with the bytes in correct order.

See also: `NetAddrToStr` ([1228](#)), `StrToHostAddr` ([1231](#)), `StrToNetAddr` ([1231](#)), `StrToHostAddr6` ([1231](#))

72.4.27 NetToHost

Synopsis: Convert a network address to a host address.

Declaration: `function NetToHost (Net: in_addr) : in_addr`
`function NetToHost (Net: LongInt) : LongInt`

Visibility: default

Description: `NetToHost` converts a network address to a host address. It takes care of endianness of the host machine. The address can be specified as a dotted quad or as a longint.

Errors: None.

See also: [HostToNet \(1227\)](#), [NToHS \(1229\)](#), [HToNS \(1228\)](#), [ShortHostToNet \(1229\)](#), [ShortNetToHost \(1230\)](#)

72.4.28 NToHI

Synopsis: Convert long integer from network ordered to host ordered

Declaration: `function NToHI (Net: Cardinal) : Cardinal; Overload`

Visibility: default

Description: `ntohs` makes sure that the bytes in `Net`, received from the network, are ordered in the correct way for handling by the host machine, and returns the correctly ordered result.

See also: [htonl \(1228\)](#), [htons \(1228\)](#), [ntohs \(1229\)](#)

72.4.29 NToHs

Synopsis: Convert short integer from network ordered to host ordered

Declaration: `function NToHs (Net: Word) : Word`

Visibility: default

Description: `ntohs` makes sure that the bytes in `Net`, received from the network, are ordered in the correct way for handling by the host machine, and returns the correctly ordered result.

See also: [htonl \(1228\)](#), [htons \(1228\)](#), [ntohl \(1229\)](#)

72.4.30 ShortHostToNet

Synopsis: Convert a host port number to a network port number

Declaration: `function ShortHostToNet (Host: Word) : Word`

Visibility: default

Description: `ShortHostToNet` converts a host port number to a network port number. It takes care of endianness of the host machine.

Errors: None.

See also: [ShortNetToHost \(1230\)](#), [HostToNet \(1227\)](#), [NToHS \(1229\)](#), [HToNS \(1228\)](#)

72.4.31 ShortNetToHost

Synopsis: Convert a network port number to a host port number

Declaration: `function ShortNetToHost (Net: Word) : Word`

Visibility: default

Description: `ShortNetToHost` converts a network port number to a host port number. It takes care of endianness of the host machine.

Errors: None.

See also: `ShortNetToHost` ([1230](#)), `HostToNet` ([1227](#)), `NToHS` ([1229](#)), `HToNS` ([1228](#))

72.4.32 Sock2File

Synopsis: Convert socket to untyped file descriptors

Declaration: `procedure Sock2File (Sock: LongInt; var SockIn: File; var SockOut: File)`

Visibility: default

Description: `Sock2File` transforms a socket `Sock` into 2 Pascal file descriptors of type `File`, one for reading from the socket (`SockIn`), one for writing to the socket (`SockOut`).

Errors: None.

See also: `FPSocket` ([1226](#)), `Sock2Text` ([1230](#))

72.4.33 Sock2Text

Synopsis: Convert socket to text file descriptors

Declaration: `procedure Sock2Text (Sock: LongInt; var SockIn: Text; var SockOut: Text)`

Visibility: default

Description: `Sock2Text` transforms a socket `Sock` into 2 Pascal file descriptors of type `Text`, one for reading from the socket (`SockIn`), one for writing to the socket (`SockOut`).

Errors: None.

See also: `FPSocket` ([1226](#)), `Sock2File` ([1230](#))

72.4.34 socketerror

Synopsis: Contains the error code for the last socket operation.

Declaration: `function socketerror : cint`

Visibility: default

Description: `SocketError` contains the error code for the last socket operation. It can be examined to return the last socket error.

72.4.35 Str2UnixSockAddr

Synopsis: Convert path to TUnixSockAddr ([1214](#))

Declaration: `procedure Str2UnixSockAddr(const addr: string; var t: TUnixSockAddr; var len: LongInt)`

Visibility: default

Description: `Str2UnixSockAddr` transforms a Unix socket address in a string to a `TUnixSockAddr` structure which can be passed to the `Bind` ([1216](#)) call.

Errors: None.

See also: `FPocket` ([1226](#)), `FPBind` ([1219](#))

72.4.36 StrToHostAddr

Synopsis: Convert a string to a host address.

Declaration: `function StrToHostAddr(IP: AnsiString) : in_addr`

Visibility: default

Description: `StrToHostAddr` converts the string representation in `IP` to a host address and returns the host address.

Errors: On error, the host address is filled with zeroes.

See also: `NetAddrToStr` ([1228](#)), `HostAddrToStr` ([1227](#)), `StrToNetAddr` ([1231](#))

72.4.37 StrToHostAddr6

Synopsis: Convert a string to a IPV6 host address.

Declaration: `function StrToHostAddr6(IP: string) : Tin6_addr`

Visibility: default

Description: `StrToHostAddr6` converts the string representation in `IP` to a IPV6 host address and returns the host address.

Errors: On error, the address is filled with zeroes.

See also: `NetAddrToStr6` ([1228](#)), `HostAddrToStr6` ([1227](#)), `StrToHostAddr` ([1231](#))

72.4.38 StrToNetAddr

Synopsis: Convert a string to a network address.

Declaration: `function StrToNetAddr(IP: AnsiString) : in_addr`

Visibility: default

Description: `StrToNetAddr` converts the string representation in `IP` to a network address and returns the network address.

Errors: On error, the network address is filled with zeroes.

See also: `NetAddrToStr` ([1228](#)), `HostAddrToStr` ([1227](#)), `StrToHostAddr` ([1231](#))

72.4.39 StrToNetAddr6

Synopsis: Convert a string to a IPV6 network address

Declaration: `function StrToNetAddr6(IP: AnsiString) : Tin6_addr`

Visibility: default

Description: `StrToNetAddr6` converts the string representation in IP to a IPV6 network address and returns the network address.

Errors: On error, the address is filled with zeroes.

See also: [NetAddrToStr6 \(1228\)](#), [HostAddrToStr6 \(1227\)](#), [StrToHostAddr6 \(1231\)](#)

Chapter 73

Reference for unit 'strings'

73.1 Used units

Table 73.1: Used units by unit 'strings'

Name	Page
System	1280

73.2 Overview

This chapter describes the `STRINGS` unit for Free Pascal. This unit is system independent, and therefore works on all supported platforms.

73.3 Procedures and functions

73.3.1 `stralloc`

Synopsis: Allocate memory for a new null-terminated string on the heap

Declaration: `function stralloc(L: SizeInt) : PChar`

Visibility: default

Description: `StrAlloc` reserves memory on the heap for a string with length `Len`, terminating `#0` included, and returns a pointer to it.

Errors: If there is not enough memory, a run-time error occurs.

See also: `StrNew` ([1242](#)), `StrPCopy` ([1243](#))

73.3.2 `strcat`

Synopsis: Concatenate 2 null-terminated strings.

Declaration: `function strcat(dest: PChar; source: PChar) : PChar`

Visibility: default

Description: Attaches Source to Dest and returns Dest.

Errors: No length checking is performed.

See also: StrLCat ([1238](#))

Listing: ./stringex/ex11.pp

Program Example11;

Uses strings;

{ Program to demonstrate the StrCat function. }

Const P1 : PChar = 'This is a PChar String.';

Var P2 : PChar;

begin

P2:=StrAlloc (StrLen(P1)*2+1);

StrMove (P2,P1,StrLen(P1)+1); *{ P2=P1 }*

StrCat (P2,P1); *{ Append P2 once more }*

Writeln ('P2 : ',P2);

StrDispose(P2);

end.

73.3.3 strcmp

Synopsis: Compare 2 null-terminated strings, case sensitive.

Declaration: function strcmp(str1: PChar; str2: PChar) : SizeInt

Visibility: default

Description: Compares the null-terminated strings S1 and S2. The result is

- A negative SizeInt when S1<S2.
- 0 when S1=S2.
- A positive SizeInt when S1>S2.

For an example, see StrLComp ([1239](#)).

Errors: None.

See also: StrLComp ([1239](#)), StrIComp ([1237](#)), StrLComp ([1240](#))

73.3.4 strcpy

Synopsis: Copy a null-terminated string

Declaration: function strcpy(dest: PChar; source: PChar) : PChar; Overload

Visibility: default

Description: Copy the null terminated string in Source to Dest, and returns a pointer to Dest. Dest needs enough room to contain Source, i.e. StrLen(Source)+1 bytes.

Errors: No length checking is performed.

See also: StrPCopy ([1243](#)), StrLCopy ([1239](#)), StrECopy ([1236](#))

Listing: ./stringex/ex4.pp

```

Program Example4;

Uses strings;

{ Program to demonstrate the StrCopy function. }

Const P : PChar = 'This is a PCHAR string.';

var PP : PChar;

begin
  PP:=StrAlloc (StrLen (P)+1);
  StrCopy (PP,P);
  If StrComp (PP,P)<>0 then
    Writeln ( 'Oh-oh problems... ' )
  else
    Writeln ( 'All is well : PP=',PP);
  StrDispose(PP);
end.

```

73.3.5 strdispose

Synopsis: disposes of a null-terminated string on the heap

Declaration: procedure strdispose(p: PChar)

Visibility: default

Description: Removes the string in P from the heap and releases the memory.

Errors: None.

See also: StrNew ([1242](#))

Listing: ./stringex/ex17.pp

```

Program Example17;

Uses strings;

{ Program to demonstrate the StrDispose function. }

Const P1 : PChar = 'This is a PChar string';

var P2 : PChar;

begin
  P2:=StrNew (P1);
  Writeln ( 'P2 : ',P2);
  StrDispose(P2);
end.

```

73.3.6 strecopy

Synopsis: Copy a null-terminated string, return a pointer to the end.

Declaration: `function strecopy(dest: PChar; source: PChar) : PChar`

Visibility: default

Description: Copies the Null-terminated string in `Source` to `Dest`, and returns a pointer to the end (i.e. the terminating Null-character) of the copied string.

Errors: No length checking is performed.

See also: [StrLCopy \(1239\)](#), [StrCopy \(1234\)](#)

Listing: `./stringex/ex6.pp`

Program Example6;

Uses strings;

{ Program to demonstrate the StrECopy function. }

Const P : PChar = 'This is a PCHAR string.';

Var PP : PChar;

begin

PP:=StrAlloc (StrLen(P)+1);

If Longint(StrECopy(PP,P)) – Longint(PP)<>StrLen(P) **then**

Writeln ('Something is wrong here !')

else

Writeln ('PP= ',PP);

StrDispose(PP);

end.

73.3.7 strend

Synopsis: Return a pointer to the end of a null-terminated string

Declaration: `function strend(p: PChar) : PChar`

Visibility: default

Description: Returns a pointer to the end of P. (i.e. to the terminating null-character.

Errors: None.

See also: [StrLen \(1240\)](#)

Listing: `./stringex/ex7.pp`

Program Example6;

Uses strings;

{ Program to demonstrate the StrEnd function. }

Const P : PChar = 'This is a PCHAR string.';

```

begin
  If Longint(StrEnd(P)) - Longint(P) <> StrLen(P) then
    Writeln('Something is wrong here !')
  else
    Writeln('All is well..');
end.

```

73.3.8 stricmp

Synopsis: Compare 2 null-terminated strings, case insensitive.

Declaration: `function stricmp(str1: PChar; str2: PChar) : SizeInt`

Visibility: default

Description: Compares the null-terminated strings S1 and S2, ignoring case. The result is

- A negative `SizeInt` when $S1 < S2$.
- 0 when $S1 = S2$.
- A positive `SizeInt` when $S1 > S2$.

Errors: None.

See also: [StrLComp \(1239\)](#), [StrComp \(1234\)](#), [StrLComp \(1240\)](#)

Listing: `./stringex/ex8.pp`

Program Example8;

Uses strings;

{ Program to demonstrate the StrLComp function. }

```

Const P1 : PChar = 'This is the first string.';
      P2 : PChar = 'This is the second string.';

```

```

Var L : Longint;

```

```

begin
  Write('P1 and P2 are ');
  If StrComp(P1,P2) <> 0 then write('NOT ');
  write('equal. The first ');
  L:=1;
  While StrLComp(P1,P2,L)=0 do inc(L);
  dec(L);
  Writeln(L,' characters are the same. ');
end.

```

73.3.9 stripos

Synopsis: Return the position of a substring in a string, case insensitive.

Declaration: `function stripos(str1: PChar; str2: PChar) : PChar`

Visibility: default

Description: `strpos` returns the position of `str2` in `str1`. It searches in a case-insensitive manner, and if it finds a match, it returns a pointer to the location of the match. If no match is found, `Nil` is returned.

Errors: No checks are done on the validity of the pointers, and the pointers are assumed to point to a properly null-terminated string. If either of these conditions are not met, a run-time error may follow.

See also: `striscan` (1238), `strpos` (1244)

73.3.10 `striscan`

Synopsis: Scan a string for a character, case-insensitive

Declaration: `function striscan(p: PChar; c: Char) : PChar`

Visibility: default

Description: `striscan` does the same as `strscan` (1245) but compares the characters case-insensitively. It returns a pointer to the first occurrence of the character `c` in the null-terminated string `p`, or `Nil` if `c` is not present in the string.

See also: `strscan` (1245), `striscan` (1244)

73.3.11 `strlcat`

Synopsis: Concatenate 2 null-terminated strings, with length boundary.

Declaration: `function strlcat(dest: PChar; source: PChar; l: SizeInt) : PChar`

Visibility: default

Description: Adds `L` characters from `Source` to `Dest`, and adds a terminating null-character. Returns `Dest`.

Errors: None.

See also: `StrCat` (1233)

Listing: `./stringex/ex12.pp`

Program Example12;

Uses strings;

{ Program to demonstrate the StrLCat function. }

Const P1 : PChar = '1234567890';

Var P2 : PChar;

begin

 P2:=StrAlloc (StrLen(P1)*2+1);

 P2^:=#0; { Zero length }

 StrCat (P2,P1);

 StrLCat (P2,P1,5);

 Writeln ('P2 = ',P2);

 StrDispose(P2)

end.

73.3.12 strcmp

Synopsis: Compare limited number of characters of 2 null-terminated strings

Declaration: `function strcmp(str1: PChar; str2: PChar; l: SizeInt) : SizeInt`

Visibility: default

Description: Compares maximum L characters of the null-terminated strings S1 and S2. The result is

- A negative `SizeInt` when $S1 < S2$.
- 0 when $S1 = S2$.
- A positive `SizeInt` when $S1 > S2$.

Errors: None.

See also: [StrComp \(1234\)](#), [StrIComp \(1237\)](#), [StrLComp \(1240\)](#)

Listing: `./stringex/ex8.pp`

Program Example8;

Uses strings;

{ Program to demonstrate the StrLComp function. }

Const P1 : PChar = 'This is the first string.';
P2 : PChar = 'This is the second string.';

Var L : Longint;

begin

Write ('P1 and P2 are ');
If **StrComp** (P1,P2)<>0 then write ('NOT ');
write ('equal. The first ');
L:=1;
While **StrLComp**(P1,P2,L)=0 do **inc** (L);
dec(L);
Writeln (L, ' characters are the same.');

end.

73.3.13 strcpy

Synopsis: Copy a null-terminated string, limited in length.

Declaration: `function strcpy(dest: PChar; source: PChar; maxlen: SizeInt) : PChar`
; Overload

Visibility: default

Description: Copies MaxLen characters from Source to Dest, and makes Dest a null terminated string.

Errors: No length checking is performed.

See also: [StrCopy \(1234\)](#), [StrECopy \(1236\)](#)

Listing: `./stringex/ex5.pp`

```

Program Example5;

Uses strings;

{ Program to demonstrate the StrLCopy function. }

Const P : PChar = '123456789ABCDEF';

var PP : PChar;

begin
  PP:= StrAlloc(11);
  Writeln ('First 10 characters of P : ',StrLCopy (PP,P,10));
  StrDispose(PP);
end.

```

73.3.14 strlen

Synopsis: Length of a null-terminated string.

Declaration: `function strlen(p: PChar) : SizeInt`

Visibility: default

Description: Returns the length of the null-terminated string P. If P equals Nil, then zero (0) is returned.

Errors: None.

See also: StrNew ([1242](#))

Listing: ./stringex/ex1.pp

```

Program Example1;

Uses strings;

{ Program to demonstrate the StrLen function. }

Const P : PChar = 'This is a constant pchar string';

begin
  Writeln ('P          : ',p);
  Writeln ('length(P) : ',StrLen(P));
end.

```

73.3.15 strlicomp

Synopsis: Compare limited number of characters in 2 null-terminated strings, ignoring case.

Declaration: `function strlicomp(str1: PChar; str2: PChar; l: SizeInt) : SizeInt`

Visibility: default

Description: Compares maximum L characters of the null-terminated strings S1 and S2, ignoring case. The result is

- A negative `SizeInt` when `S1<S2`.
- 0 when `S1=S2`.
- A positive `SizeInt` when `S1>S2`.

For an example, see `StrIComp` ([1237](#))

Errors: None.

See also: `StrLComp` ([1239](#)), `StrComp` ([1234](#)), `StrIComp` ([1237](#))

73.3.16 `strlower`

Synopsis: Convert null-terminated string to all-lowercase.

Declaration: `function strlower(p: PChar) : PChar`

Visibility: default

Description: Converts `P` to an all-lowercase string. Returns `P`.

Errors: None.

See also: `StrUpper` ([1245](#))

Listing: `./stringex/ex14.pp`

Program `Example14;`

Uses `strings;`

{ Program to demonstrate the StrLower and StrUpper functions. }

Const

`P1 : PChar = 'THIS IS AN UPPERCASE PCHAR STRING';`
`P2 : PChar = 'this is a lowercase string';`

begin

`Writeln ('Uppercase : ', StrUpper(P2));`

`StrLower (P1);`

`Writeln ('Lowercase : ', P1);`

end.

73.3.17 `strmove`

Synopsis: Move a null-terminated string to new location.

Declaration: `function strmove(dest: PChar; source: PChar; l: SizeInt) : PChar`

Visibility: default

Description: Copies `MaxLen` characters from `Source` to `Dest`. No terminating null-character is copied. Returns `Dest`

Errors: None.

See also: `StrLCopy` ([1239](#)), `StrCopy` ([1234](#))

Listing: ./stringex/ex10.pp

```

Program Example10;

Uses strings;

{ Program to demonstrate the StrMove function. }

Const P1 : PCHAR = 'This is a pchar string.';

Var P2 : Pchar;

begin
  P2:=StrAlloc (StrLen (P1)+1);
  StrMove (P2,P1,StrLen (P1)+1); { P2:=P1 }
  Writeln ( 'P2 = ',P2);
  StrDispose (P2);
end.

```

73.3.18 strnew

Synopsis: Allocate room for new null-terminated string.

Declaration: function strnew(p: PChar) : PChar

Visibility: default

Description: Copies P to the Heap, and returns a pointer to the copy.

Errors: Returns Nil if no memory was available for the copy.

See also: StrCopy ([1234](#)), StrDispose ([1235](#))

Listing: ./stringex/ex16.pp

```

Program Example16;

Uses strings;

{ Program to demonstrate the StrNew function. }

Const P1 : PChar = 'This is a PChar string';

var P2 : PChar;

begin
  P2:=StrNew (P1);
  If P1=P2 then
    writeln ( 'This can''t be happening... ')
  else
    writeln ( 'P2 : ',P2);
  StrDispose (P2);
end.

```

73.3.19 strpas

Synopsis: Convert a null-terminated string to a shortstring.

Declaration: `function strpas(p: PChar) : shortstring`

Visibility: default

Description: Converts a null terminated string in P to a Pascal string, and returns this string. The string is truncated at 255 characters.

Errors: None.

See also: StrPCopy ([1243](#))

Listing: ./stringex/ex3.pp

Program Example3;

Uses strings;

{ Program to demonstrate the StrPas function. }

Const P : PChar = 'This is a PCHAR string';

var S : string;

begin

 S:=StrPas (P);

 Writeln ('S : ',S);

end.

73.3.20 strpcopy

Synopsis: Copy a pascal string to a null-terminated string

Declaration: `function strpcopy(d: PChar; const s: string) : PChar`

Visibility: default

Description: Converts the Pascal string in S to a Null-terminated string, and copies it to D. D needs enough room to contain the string Source, i.e. Length(S)+1 bytes.

Errors: No length checking is performed.

See also: StrPas ([1243](#))

Listing: ./stringex/ex2.pp

Program Example2;

Uses strings;

{ Program to demonstrate the StrPCopy function. }

Const S = 'This is a normal string.';

Var P : Pchar;


```

begin
  p:= StrAlloc (length(S)+1);
  if StrPCopy (P,S)<>P then
    Writeln ('This is impossible !!')
  else
    writeln (P);
  StrDispose(P);
end.

```

73.3.21 strpos

Synopsis: Search for a null-terminated substring in a null-terminated string

Declaration: function strpos(str1: PChar; str2: PChar) : PChar

Visibility: default

Description: Returns a pointer to the first occurrence of S2 in S1. If S2 does not occur in S1, returns Nil.

Errors: None.

See also: StrScan ([1245](#)), StrRScan ([1245](#))

Listing: ./stringex/ex15.pp

Program Example15;

Uses strings;

{ Program to demonstrate the StrPos function. }

```

Const P : PChar = 'This is a PChar string.';
      S : PChar = 'is';

```

```

begin
  Writeln ('Position of 'is' in P : ',sizeint(StrPos(P,S))-sizeint(P));
end.

```

73.3.22 striscan

Synopsis: Scan a string reversely for a character, case-insensitive

Declaration: function striscan(p: PChar; c: Char) : PChar

Visibility: default

Description: striscan does the same as strscan ([1245](#)) but compares the characters case-insensitively. It returns a pointer to the last occurrence of the character c in the null-terminated string p, or Nil if c is not present in the string.

See also: strscan ([1245](#)), striscan ([1238](#))

73.3.23 strscan

Synopsis: Find last occurrence of a character in a null-terminated string.

Declaration: `function strscan(p: PChar; c: Char) : PChar`

Visibility: default

Description: Returns a pointer to the last occurrence of the character C in the null-terminated string P. If C does not occur, returns Nil.

For an example, see StrScan (1245).

Errors: None.

See also: StrScan (1245), StrPos (1244)

73.3.24 strscan

Synopsis: Find first occurrence of a character in a null-terminated string.

Declaration: `function strscan(p: PChar; c: Char) : PChar`

Visibility: default

Description: Returns a pointer to the first occurrence of the character C in the null-terminated string P. If C does not occur, returns Nil.

Errors: None.

See also: StrRScan (1245), StrPos (1244)

Listing: ./stringex/ex13.pp

Program Example13;

Uses strings;

{ Program to demonstrate the StrScan and StrRScan functions. }

Const P : PChar = 'This is a PCHAR string.';
 S : Char = 's' ;

begin

WriteLn ('P, starting from first 's' : ', **StrScan**(P,s));

WriteLn ('P, starting from last 's' : ', **StrRScan**(P,s));

end.

73.3.25 strupper

Synopsis: Convert null-terminated string to all-uppercase

Declaration: `function strupper(p: PChar) : PChar`

Visibility: default

Description: Converts P to an all-uppercase string. Returns P.

For an example, see StrLower (1241)

Errors: None.

See also: StrLower (1241)

Chapter 74

Reference for unit 'strutils'

74.1 Used units

Table 74.1: Used units by unit 'strutils'

Name	Page
System	1280
sysutils	1538

74.2 Constants, types and variables

74.2.1 Resource strings

```
SErrAmountStrings =  
    'Amount of search and replace strings don''t match'
```

Error message used in stringsreplace function

```
SInvalidRomanNumeral = '%s is not a valid Roman numeral'
```

Error string shown in exception raised when invalid roman numeral is encountered

74.2.2 Constants

```
AnsiResemblesProc : TCompareTextProc = @SoundexProc
```

This procedural variable is standard set to SoundexProc ([1274](#)) but can be overridden with a user-defined algorithm. This algorithm should return `True` if `AText` resembles `AOtherText`, or `False` otherwise. The standard routine compares the soundexes of the two strings and returns `True` if they are equal.

```
Brackets = ['(', ')', '[', ']', '{', '}']
```

Set of characters that contain all possible bracket characters

```
DigitChars = ['0'..'9']
```

Set of digit characters

```
StdSwitchChars = ['-','/']
```

Standard characters for the `SwitchChars` argument of `GetCmdLineArg` (1261).

```
StdWordDelims = [#0..' ', ',', '.', ';', '/', '\', ':', '''', '"',
, ''] + Brackets
```

Standard word delimiter values.

```
WordDelimiters : Set of Char = [#0..#255] - ['a'..'z', 'A'..'Z', '1'
..'9', '0']
```

Standard word delimiters, used in the `SearchBuf` (1272) call.

74.2.3 Types

```
SizeIntArray = Array of SizeInt
```

`SizeIntArray` is an auxiliary type used in `StringReplace` (1275)

```
TCompareTextProc = function(const AText: string; const AOther: string
)
: Boolean
```

Function prototype for comparing two string in `AnsiResemblesText` (1253)

```
TRomanConversionStrictness = (rcsStrict, rcsRelaxed, rcsDontCare)
```

Table 74.2: Enumeration values for type `TRomanConversionStrictness`

Value	Explanation
<code>rcsDontCare</code>	Do not check correctness
<code>rcsRelaxed</code>	Like <code>rcsStrict</code> but allow more than 3 consecutive identical letters.
<code>rcsStrict</code>	Only accept correct roman numerals.

`TRomanConversionStrictness` is an enumerated type that can be used to decide how to react to invalid roman numerals.

rcsStrict Strict adherence to roman numerals. Up to 3 consecutive identical letters. No negative numbers. Ordering must be correct.

rcsRelaxed Same as `rcsStrict` but allow more than 3 consecutive identical letters.

rcsDontCare Do not check validity at all

```
TSoundexIntLength = 1..8
```

Range of allowed integer soundex lengths.

```
TSoundexLength = 1..MaxInt
```

Range of allowed soundex lengths.

```
TStringReplaceAlgorithm = (sraDefault, sraManySmall, sraBoyerMoore)
```

Table 74.3: Enumeration values for type TStringReplaceAlgorithm

Value	Explanation
sraBoyerMoore	Use a Boyer-Moore search algorithm
sraDefault	Use the sysutils algorithm, which does a straightforward linear search and replace
sraManySmall	Use an approach which is suitable for a string with many occurrences of the same small text

TStringReplaceAlgorithm enumerates the available algorithms to StringReplace ([1275](#))

sraDefault Use the sysutils algorithm, which does a straightforward linear search and replace

sraManySmall Use an approach which is suitable for a string with many occurrences of the same small text

sraBoyerMoore Use a Boyer-Moore search algorithm

Depending on the kind of data that is being treated, one or the other of these algorithms may produce faster results.

```
TStringSeachOption = TStringSearchOption
```

There is a typo error in the original Borland StrUtils unit. This type just refers to the correct TStringSearchOption ([1248](#)) and is provided for compatibility only.

```
TStringSearchOption = (soDown, soMatchCase, soWholeWord)
```

Table 74.4: Enumeration values for type TStringSearchOption

Value	Explanation
soDown	Search in down direction.
soMatchCase	Match case
soWholeWord	Search whole words only.

Possible options for SearchBuf ([1272](#)) call.

```
TStringSearchOptions = Set of TStringSearchOption
```

Set of options for SearchBuf ([1272](#)) call.

74.3 Procedures and functions

74.3.1 AddChar

Synopsis: Add characters to the left of a string till a certain length

Declaration: `function AddChar(C: Char; const S: string; N: Integer) : string`

Visibility: default

Description: `AddChar` adds characters (C) to the left of S till the length N is reached, and returns the resulting string. If the length of S is already equal to or larger than N, then no characters are added. The resulting string can be thought of as a right-aligned version of S, with length N.

Errors: None

See also: `AddCharR` (1249), `PadLeft` (1267), `PadRight` (1267), `PadCenter` (1267)

74.3.2 AddCharR

Synopsis: Add chars at the end of a string till it reaches a certain length

Declaration: `function AddCharR(C: Char; const S: string; N: Integer) : string`

Visibility: default

Description: `AddCharR` adds characters (C) to the right of S till the length N is reached, and returns the resulting string. If the length of S is already equal to or larger than N, then no characters are added. The resulting string can be thought of as a left-aligned version of S, with length N.

Errors: None

See also: `AddChar` (1249)

74.3.3 AnsiContainsStr

Synopsis: Checks whether a string contains a given substring

Declaration: `function AnsiContainsStr(const AText: string; const ASubText: string)
: Boolean`

Visibility: default

Description: `AnsiContainsString` checks whether AText contains ASubText, and returns True if this is the case, or returns False otherwise. The search is performed case-sensitive.

Errors: None

See also: `AnsiContainsText` (1249), `AnsiEndsStr` (1250), `AnsiIndexStr` (1250), `AnsiStartsStr` (1254)

74.3.4 AnsiContainsText

Synopsis: Check whether a string contains a certain substring, ignoring case.

Declaration: `function AnsiContainsText(const AText: string; const ASubText: string)
: Boolean`

Visibility: default

Description: `AnsiContainsString` checks whether `AText` contains `ASubText`, and returns `True` if this is the case, or returns `False` otherwise. The search is performed case-insensitive.

See also: `AnsiContainsStr` (1249), `AnsiEndsText` (1250), `AnsiIndexText` (1251), `AnsiStartsText` (1254)

74.3.5 `AnsiEndsStr`

Synopsis: Check whether a string ends with a certain substring

Declaration: `function AnsiEndsStr(const ASubText: string; const AText: string) : Boolean`

Visibility: default

Description: `AnsiEndsStr` checks `AText` to see whether it ends with `ASubText`, and returns `True` if it does, `False` if not. The check is performed case-sensitive. Basically, it checks whether the position of `ASubText` equals the length of `AText` minus the length of `ASubText` plus one.

Errors: None.

See also: `AnsiEndsText` (1250), `AnsiStartsStr` (1254), `AnsiIndexStr` (1250), `AnsiContainsStr` (1249)

74.3.6 `AnsiEndsText`

Synopsis: Check whether a string ends with a certain substring, ignoring case.

Declaration: `function AnsiEndsText(const ASubText: string; const AText: string) : Boolean`

Visibility: default

Description: `AnsiEndsText` checks `AText` to see whether it ends with `ASubText`, and returns `True` if it does, `False` if not. The check is performed case-insensitive. Basically, it checks whether the position of `ASubText` equals the length of `AText` minus the length of `ASubText` plus one.

Errors: None

See also: `AnsiStartsText` (1254), `AnsiEndsStr` (1250), `AnsiIndexText` (1251), `AnsiContainsText` (1249)

74.3.7 `AnsiIndexStr`

Synopsis: Searches, observing case, for a string in an array of strings.

Declaration: `function AnsiIndexStr(const AText: string; const AValues: Array of string) : Integer`

Visibility: default

Description: `AnsiIndexStr` matches `AText` against each string in `AValues`. If a match is found, the corresponding index (zero-based) in the `AValues` array is returned. If no match is found, -1 is returned. The strings are matched observing case.

Errors: None.

See also: `AnsiIndexText` (1251), `AnsiMatchStr` (1251), `AnsiMatchText` (1251)

74.3.8 AnsiIndexText

Synopsis: Searches, case insensitive, for a string in an array of strings.

Declaration: `function AnsiIndexText(const AText: string;
const AValues: Array of string) : Integer`

Visibility: default

Description: `AnsiIndexStr` matches `AText` against each string in `AValues`. If a match is found, the corresponding index (zero-based) in the `AValues` array is returned. If no match is found, -1 is returned. The strings are matched ignoring case.

Errors: None

See also: [AnsiIndexStr \(1250\)](#), [AnsiMatchStr \(1251\)](#), [IndexStr \(1262\)](#), [MatchStr \(1264\)](#), [AnsiMatchText \(1251\)](#)

74.3.9 AnsiLeftStr

Synopsis: Copies a number of characters starting at the left of a string

Declaration: `function AnsiLeftStr(const AText: AnsiString; const ACount: SizeInt)
: AnsiString`

Visibility: default

Description: `AnsiLeftStr` returns the `ACount` leftmost characters from `AText`. If `ACount` is larger than the length of `AText`, only as much characters as available in `AText` will be copied. If `ACount` is zero or negative, no characters will be copied. The characters are counted as characters, not as Bytes. This function corresponds to the Visual Basic `LeftStr` function.

Errors: None.

See also: [AnsiMidStr \(1252\)](#), [AnsiRightStr \(1253\)](#), [LeftStr \(1264\)](#), [RightStr \(1271\)](#), [MidStr \(1265\)](#), [LeftBStr \(1264\)](#), [RightBStr \(1270\)](#), [MidBStr \(1265\)](#)

74.3.10 AnsiMatchStr

Synopsis: Check whether a string occurs in an array of strings, observing case.

Declaration: `function AnsiMatchStr(const AText: string;
const AValues: Array of string) : Boolean`

Visibility: default

Description: `AnsiMatchStr` matches `AText` against each string in `AValues`. If a match is found, it returns `True`, otherwise `False` is returned. The strings are matched observing case.

This function simply calls [AnsiIndexStr \(1250\)](#) and checks whether it returns -1 or not.

74.3.11 AnsiMatchText

Synopsis: Check whether a string occurs in an array of strings, disregarding case.

Declaration: `function AnsiMatchText(const AText: string;
const AValues: Array of string) : Boolean`

Visibility: default

Description: `AnsiIndexStr` matches `AText` against each string in `AValues`. If a match is found, it returns `True`, otherwise `False` is returned. The strings are matched ignoring case.

This function simply calls `AnsiIndexText` (1251) and checks whether it returns -1 or not.

74.3.12 `AnsiMidStr`

Synopsis: Returns a number of characters copied from a given location in a string

Declaration:

```
function AnsiMidStr(const AText: AnsiString; const AStart: SizeInt;
                    const ACount: SizeInt) : AnsiString
```

Visibility: default

Description: `AnsiMidStr` returns `ACount` characters from `AText`, starting at position `AStart`. If `AStart+ACount` is larger than the length of `AText`, only as much characters as available in `AText` (starting from `AStart`) will be copied. If `ACount` is zero or negative, no characters will be copied. The characters are counted as characters, not as Bytes.

This function corresponds to the Visual Basic `MidStr` function.

Errors: None

See also: `AnsiLeftStr` (1251), `AnsiRightStr` (1253), `LeftStr` (1264), `RightStr` (1271), `MidStr` (1265), `LeftBStr` (1264), `RightBStr` (1270), `MidBStr` (1265)

74.3.13 `AnsiProperCase`

Synopsis: Pretty-Print a string: make lowercase and capitalize first letters of words

Declaration:

```
function AnsiProperCase(const S: string; const WordDelims: TSysCharSet)
                       : string
```

Visibility: default

Description: `AnsiProperCase` converts `S` to an all lowercase string, but capitalizes the first letter of every word in the string, and returns the resulting string. When searching for words, the characters in `WordDelimiters` are used to determine the boundaries of words. The constant `StdWordDelims` (1247) can be used for this.

74.3.14 `AnsiReplaceStr`

Synopsis: Search and replace all occurrences of a string, case sensitive.

Declaration:

```
function AnsiReplaceStr(const AText: string; const AFromText: string;
                       const AToText: string) : string
```

Visibility: default

Description: `AnsiReplaceString` searches `AText` for all occurrences of the string `AFromText` and replaces them with `AToText`, and returns the resulting string. The search is performed observing case.

Errors: None.

See also: `AnsiReplaceText` (1253), `SearchBuf` (1272)

74.3.15 AnsiReplaceText

Synopsis: Search and replace all occurrences of a string, case insensitive.

Declaration: `function AnsiReplaceText(const AText: string; const AFromText: string; const AToText: string) : string`

Visibility: default

Description: `AnsiReplaceString` searches `AText` for all occurrences of the string `AFromText` and replaces them with `AToText`, and returns the resulting string. The search is performed ignoring case.

Errors: None.

See also: `AnsiReplaceStr` ([1252](#)), `SearchBuf` ([1272](#))

74.3.16 AnsiResemblesText

Synopsis: Check whether 2 strings resemble each other.

Declaration: `function AnsiResemblesText(const AText: string; const AOther: string) : Boolean`

Visibility: default

Description: `AnsiResemblesText` will check whether `AnsiResemblesProc` ([1246](#)) is set. If it is not set, `False` is returned. If it is set, `AText` and `AOtherText` are passed to it and its result is returned.

Errors: None.

See also: `AnsiResemblesProc` ([1246](#)), `SoundexProc` ([1274](#))

74.3.17 AnsiReverseString

Synopsis: Reverse the letters in a string.

Declaration: `function AnsiReverseString(const AText: AnsiString) : AnsiString`

Visibility: default

Description: `AnsiReverseString` returns a string with all characters of `AText` in reverse order. if the result of this function equals `AText`, `AText` is called an anagram.

Errors: None.

74.3.18 AnsiRightStr

Synopsis: Copies a number of characters starting at the right of a string

Declaration: `function AnsiRightStr(const AText: AnsiString; const ACount: SizeInt) : AnsiString`

Visibility: default

Description: `AnsiLeftStr` returns the `ACount` rightmost characters from `AText`. If `ACount` is larger than the length of `AText`, only as much characters as available in `AText` will be copied. If `ACount` is zero or negative, no characters will be copied. The characters are counted as characters, not as Bytes. This function corresponds to the Visual Basic `RightStr` function.

Errors: None.

See also: [AnsiLeftStr \(1251\)](#), [AnsiMidStr \(1252\)](#), [LeftStr \(1264\)](#), [RightStr \(1271\)](#), [MidStr \(1265\)](#), [LeftBStr \(1264\)](#), [RightBStr \(1270\)](#), [MidBStr \(1265\)](#)

74.3.19 AnsiStartsStr

Synopsis: Check whether a string starts with a given substring, observing case

Declaration: `function AnsiStartsStr(const ASubText: string; const AText: string) : Boolean`

Visibility: default

Description: `AnsiStartsStr` checks `AText` to see whether it starts with `ASubText`, and returns `True` if it does, `False` if not. The check is performed case-sensitive. Basically, it checks whether the position of `ASubText` equals 1.

See also: [AnsiEndsStr \(1250\)](#), [AnsiStartsStr \(1254\)](#), [AnsiIndexStr \(1250\)](#), [AnsiContainsStr \(1249\)](#)

74.3.20 AnsiStartsText

Synopsis: Check whether a string starts with a given substring, ignoring case

Declaration: `function AnsiStartsText(const ASubText: string; const AText: string) : Boolean`

Visibility: default

Description: `AnsiStartsText` checks `AText` to see whether it starts with `ASubText`, and returns `True` if it does, `False` if not. The check is performed case-insensitive. Basically, it checks whether the position of `ASubText` equals 1.

Errors: None.

See also: [AnsiEndsText \(1250\)](#), [AnsiStartsStr \(1254\)](#), [AnsiIndexText \(1251\)](#), [AnsiContainsText \(1249\)](#)

74.3.21 BinToHex

Synopsis: Convert a binary buffer to a hexadecimal string

Declaration: `procedure BinToHex(BinValue: PChar; HexValue: PChar; BinBufSize: Integer)`

Visibility: default

Description: `BinToHex` converts the byte values in `BinValue` to a string consisting of 2-character hexadecimal strings in `HexValue`. `BufSize` specifies the length of `BinValue`, which means that `HexValue` must have size $2 * \text{BufSize}$.

For example a buffer containing the byte values 255 and 0 will be converted to FF00.

Errors: No length checking is done, so if an invalid size is specified, an exception may follow.

See also: [HexToBin \(1261\)](#)

74.3.22 Copy2Space

Synopsis: Returns all characters in a string till the first space character (not included).

Declaration: `function Copy2Space(const S: string) : string`

Visibility: default

Description: `Copy2Space` determines the position of the first space in the string `S` and returns all characters up to this position. The space character itself is not included in the result string. The string `S` is left untouched. If there is no space in `S`, then the whole string `S` is returned.

This function simply calls `Copy2Symb` (1255) with the space (ASCII code 32) as the symbol argument.

Errors: None.

See also: `Copy2Symb` (1255), `Copy2SpaceDel` (1255)

74.3.23 Copy2SpaceDel

Synopsis: Deletes and returns all characters in a string till the first space character (not included).

Declaration: `function Copy2SpaceDel(var S: string) : string`

Visibility: default

Description: `Copy2SpaceDel` determines the position of the first space in the string `S` and returns all characters up to this position. The space character itself is not included in the result string. All returned characters, including the space, are deleted from the string `S`, after which it is right-trimmed. If there is no space in `S`, then the whole string `S` is returned, and `S` itself is emptied.

This function simply calls `Copy2SymbDel` (1256) with the space (ASCII code 32) as the symbol argument.

Errors: None.

See also: `Copy2SymbDel` (1256), `Copy2Space` (1255)

74.3.24 Copy2Symb

Synopsis: Returns all characters in a string till a given character (not included).

Declaration: `function Copy2Symb(const S: string; Symb: Char) : string`

Visibility: default

Description: `Copy2Symb` determines the position of the first occurrence of `Symb` in the string `S` and returns all characters up to this position. The `Symb` character itself is not included in the result string. The string `S` is left untouched. If `Symb` does not appear in `S`, then the whole of `S` is returned.

Errors: None.

See also: `Copy2Space` (1255), `Copy2SymbDel` (1256)

74.3.25 Copy2SymbDel

Synopsis: Deletes and returns all characters in a string till a given character (not included).

Declaration: `function Copy2SymbDel(var S: string; Symb: Char) : string`

Visibility: default

Description: `Copy2SymbDel` determines the position of the first occurrence of `Symb` in the string `S` and returns all characters up to this position. The `Symb` character itself is not included in the result string. All returned characters and the `Symb` character, are deleted from the string `S`, after which it is right-trimmed. If `Symb` does not appear in `S`, then the whole of `S` is returned, and `S` itself is emptied.

Errors: None.

See also: `Copy2SpaceDel` ([1255](#)), `Copy2Symb` ([1255](#))

74.3.26 Dec2Numb

Synopsis: Convert a decimal number to a string representation, using given a base.

Declaration: `function Dec2Numb(N: LongInt; Len: Byte; Base: Byte) : string`

Visibility: default

Description: `Dec2Numb` converts `N` to its representation using base `Base`. `N` must be a positive integer. The resulting string is left-padded with zeroes till it has length `Len`. `Base` must be in the range 2-36 to be meaningful, but no checking on this is performed.

Errors: If `Base` is out of range, the resulting string will contain unreadable (non-alphanumeric) characters.

See also: `Hex2Dec` ([1261](#)), `IntToBin` ([1262](#)), `intToRoman` ([1262](#)), `RomanToInt` ([1271](#))

74.3.27 DecodeSoundexInt

Synopsis: Decodes the integer representation of a soundex code and returns the original soundex code.

Declaration: `function DecodeSoundexInt(AValue: Integer) : string`

Visibility: default

Description: `DecodeSoundexInt` converts the integer value `AValue` to a soundex string. It performs the reverse operation of the `SoundexInt` ([1273](#)) function. The result is the soundex string corresponding to `AValue`.

Errors: None.

See also: `SoundexInt` ([1273](#)), `DecodeSoundexWord` ([1256](#)), `Soundex` ([1273](#))

74.3.28 DecodeSoundexWord

Synopsis: Decodes the word-sized representation of a soundex code and returns the original soundex code.

Declaration: `function DecodeSoundexWord(AValue: Word) : string`

Visibility: default

Description: `DecodeSoundexWord` converts the integer value `AValue` to a soundex string. It performs the reverse operation of the `SoundexWord` ([1274](#)) function. The result is the soundex string corresponding to `AValue`.

Errors: None.

See also: [SoundexInt \(1273\)](#), [DecodeSoundexInt \(1256\)](#), [Soundex \(1273\)](#)

74.3.29 DelChars

Synopsis: Delete all occurrences of a given character from a string.

Declaration: `function DelChars(const S: string; Chr: Char) : string`

Visibility: default

Description: `DelChars` returns a copy of `S` with all `Chr` characters removed from it.

Errors: None.

See also: [DelSpace \(1257\)](#), [DelSpace1 \(1257\)](#)

74.3.30 DelSpace

Synopsis: Delete all occurrences of a space from a string.

Declaration: `function DelSpace(const S: string) : string`

Visibility: default

Description: `DelSpace` returns a copy of `S` with all spaces (ASCII code 32) removed from it.

Errors: None.

See also: [DelChars \(1257\)](#), [DelSpace1 \(1257\)](#)

74.3.31 DelSpace1

Synopsis: Reduces sequences of space characters to 1 space character.

Declaration: `function DelSpace1(const S: string) : string`

Visibility: default

Description: `DelSpace1` returns a copy of `S` with all sequences of spaces reduced to 1 space.

Errors: None.

See also: [DelChars \(1257\)](#), [DelSpace \(1257\)](#)

74.3.32 DupeString

Synopsis: Creates and concatenates N copies of a string

Declaration: `function DupeString(const AText: string; ACount: Integer) : string`

Visibility: default

Description: `DupeString` returns a string consisting of `ACount` concatenations of `AText`. Thus

```
DupeString('1234567890', 3);
```

will produce a string

```
'123456789012345678901234567890'
```

Errors: None.

74.3.33 ExtractDelimited

Synopsis: Extract the N-th delimited part from a string.

Declaration:

```
function ExtractDelimited(N: Integer; const S: string;
                           const Delims: TSysCharSet) : string
```

Visibility: default

Description: `ExtractDelimited` extracts the N-th part from the string `S`. The set of characters in `Delims` are used to mark part boundaries. When a delimiter is encountered, a new part is started and the old part is ended. Another way of stating this is that any (possibly empty) series of characters not in `Delims`, situated between 2 characters in `Delims`, it is considered as piece of a part. This means that if 2 delimiter characters appear next to each other, there is an empty part between it. If an N-th part cannot be found, an empty string is returned. However, unlike `ExtractWord` (1259), an empty string is a valid return value, i.e. a part can be empty.

The pre-defined constant `StdWordDelims` (1247) can be used for the `Delims` argument. The pre-defined constant `Brackets` (1246) would be better suited the `Delims` argument e.g. in case factors in a mathematical expression are searched.

Errors: None.

See also: `ExtractSubStr` (1258), `ExtractWord` (1259), `ExtractWordPos` (1259)

74.3.34 ExtractSubstr

Synopsis: Extract a word from a string, starting at a given position in the string.

Declaration:

```
function ExtractSubstr(const S: string; var Pos: Integer;
                      const Delims: TSysCharSet) : string
```

Visibility: default

Description: `ExtractSubStr` returns all characters from `S` starting at position `Pos` till the first character in `Delims`, or till the end of `S` is reached. The delimiter character is not included in the result. `Pos` is then updated to point to the next first non-delimiter character in `S`. If `Pos` is larger than the `Length` of `S`, an empty string is returned.

The pre-defined constant `StdWordDelims` (1247) can be used for the `Delims` argument.

Errors: None.

See also: `ExtractDelimited` (1258), `ExtractWord` (1259), `ExtractWordPos` (1259)

74.3.35 ExtractWord

Synopsis: Extract the N-th word out of a string.

Declaration: `function ExtractWord(N: Integer; const S: string;
const WordDelims: TSysCharSet) : string`

Visibility: default

Description: `ExtractWord` extracts the N-th word from the string `S`. The set of characters in `WordDelims` are used to mark word boundaries. A word is defined as any non-empty sequence of characters which are not present in `WordDelims`: if a character is not in `WordDelims`, it is considered as part of a word. If an N-th word cannot be found, an empty string is returned.

Unlike `ExtractDelimited` (1258), an empty string is not a valid return value, i.e. is not a word. If an empty string is returned, the index `N` was out of range.

The pre-defined constant `StdWordDelims` (1247) can be used for the `WordDelims` argument.

Errors: None.

See also: `ExtractWordPos` (1259), `ExtractSubStr` (1258), `ExtractDelimited` (1258), `IsWordPresent` (1263), `WordCount` (1277), `WordPosition` (1278)

74.3.36 ExtractWordPos

Synopsis: Extract a word from a string, and return the position where it was located in the string.

Declaration: `function ExtractWordPos(N: Integer; const S: string;
const WordDelims: TSysCharSet; out Pos: Integer)
: string`

Visibility: default

Description: `ExtractWordPos` extracts the N-th word from the string `S` and returns the position of this word in `Pos`. The set of characters in `WordDelims` are used to mark word boundaries. A word is defined as any non-empty sequence of characters which are not present in `WordDelims`: if a character is not in `WordDelims`, it is considered as part of a word. If an N-th word cannot be found, an empty string is returned and `Pos` is zero.

Unlike `ExtractDelimited` (1258), an empty string is not a valid return value, i.e. is not a word. If an empty string is returned, the index `N` was out of range.

The pre-defined constant `StdWordDelims` (1247) can be used for the `WordDelims` argument.

Errors: None.

See also: `ExtractWord` (1259), `ExtractSubStr` (1258), `IsWordPresent` (1263), `WordCount` (1277), `WordPosition` (1278)

74.3.37 FindMatchesBoyerMooreCaseInsensitive

Synopsis: Find case-sensitive matches of a string using a Boyer-Moore algorithm

Declaration: `procedure FindMatchesBoyerMooreCaseInsensitive(const S: PChar;
const OldPattern: PChar;
const SSize: SizeInt;
const OldPatternSize: SizeInt;
out aMatches: SizeIntArray;
const aMatchAll: Boolean)`


```

procedure FindMatchesBoyerMooreCaseInsensitive(const S: string;
                                             const OldPattern: string;
                                             out aMatches: SizeIntArray;
                                             const aMatchAll: Boolean)

```

Visibility: default

Description: `FindMatchesBoyerMooreCaseInsensitive` finds occurrences of `OldPattern` (with length `OldPatternSize`) in `S` (with length `SSize`). The search is performed case-insensitively, and all (zero based) positions are reported in `aMatches`. If `aMatchAll` is `True`, all positions will be reported. If `aMatchAll` is `False`, only the first position is reported.

Errors: None.

See also: `FindMatchesBoyerMooreCaseSensitive` (1260), `StringReplace` (1246)

74.3.38 FindMatchesBoyerMooreCaseSensitive

Synopsis: Find case-sensitive matches of a string using a Boyer-Moore algorithm

```

Declaration: procedure FindMatchesBoyerMooreCaseSensitive(const S: PChar;
                                                       const OldPattern: PChar;
                                                       const SSize: SizeInt;
                                                       const OldPatternSize: SizeInt;
                                                       out aMatches: SizeIntArray;
                                                       const aMatchAll: Boolean)

procedure FindMatchesBoyerMooreCaseSensitive(const S: string;
                                             const OldPattern: string;
                                             out aMatches: SizeIntArray;
                                             const aMatchAll: Boolean)

```

Visibility: default

Description: `FindMatchesBoyerMooreCaseSensitive` finds occurrences of `OldPattern` (with length `OldPatternSize`) in `S` (with length `SSize`). The search is performed case-sensitively, and all (zero based) positions are reported in `aMatches`. If `aMatchAll` is `True`, all positions will be reported. If `aMatchAll` is `False`, only the first position is reported.

Errors: None.

See also: `FindMatchesBoyerMooreCaseInsensitive` (1259), `StringReplace` (1246)

74.3.39 FindPart

Synopsis: Search for a substring in a string, using wildcards.

```

Declaration: function FindPart(const HelpWilds: string; const InputStr: string)
                          : SizeInt

```

Visibility: default

Description: `FindPart` searches the string `InputStr` and returns the first string that matches the wildcards specification in `HelpWilds`. If no match is found, an empty string is returned. Currently, the only valid wildcards is the "?" character.

Errors: None.

See also: `SearchBuf` (1272)

74.3.40 GetCmdLineArg

Synopsis: Returns the command-line argument following the given switch.

Declaration: `function GetCmdLineArg(const Switch: string; SwitchChars: TSysCharSet) : string`

Visibility: default

Description: `GetCmdLineArg` returns the value for the `Switch` option on the command-line, if any is given. Command-line arguments are considered switches if they start with one of the characters in the `SwitchChars` set. The value is the command-line argument following the switch command-line argument.

Gnu-style (long) Options of the form `switch=value` are not supported.

The `StdSwitchChars` (1247) constant can be used as value for the `SwitchChars` parameter.

Errors: The `GetCmdLineArg` does not check whether the value of the option does not start with a switch character. i.e.

```
myprogram -option1 -option2
```

will result in "-option2" as the result of the `GetCmdLineArg` call for option1.

See also: `StdSwitchChars` (1247)

74.3.41 Hex2Dec

Synopsis: Converts a hexadecimal string to a decimal value

Declaration: `function Hex2Dec(const S: string) : LongInt`

Visibility: default

Description: `Hex2Dec` converts the hexadecimal value in the string `S` to its decimal value. Unlike the standard `Val` or `StrToInt` functions, there need not be a `$` sign in front of the hexadecimal value to indicate that it is indeed a hexadecimal value.

Errors: If `S` does not contain a valid hexadecimal value, an `EConvertError` exception will be raised.

See also: `Dec2Numb` (1256), `IntToBin` (1262), `intToRoman` (1262), `RomanToInt` (1271)

74.3.42 HexToBin

Synopsis: Convert a hexadecimal string to a binary buffer

Declaration: `function HexToBin(HexValue: PChar; BinValue: PChar; BinBufSize: Integer) : Integer`

Visibility: default

Description: `HexToBin` scans the hexadecimal string representation in `HexValue` and transforms every 2 character hexadecimal number to a byte and stores it in `BinValue`. The buffer size is the size of the binary buffer. Scanning will stop if the size of the binary buffer is reached or when an invalid character is encountered. The return value is the number of stored bytes.

Errors: No length checking is done, so if an invalid size is specified, an exception may follow.

See also: `BinToHex` (1254)

74.3.43 IfThen

Synopsis: Returns one of two strings, depending on a boolean expression

Declaration: `function IfThen(AValue: Boolean; const ATrue: string;
const AFalse: string) : string; Overload`

Visibility: default

Description: IfThen returns ATrue if AValue is True, and returns AFalse if AValue is false.

Errors: None.

See also: [AnsiMatchStr \(1251\)](#), [AnsiMatchText \(1251\)](#)

74.3.44 IndexStr

Synopsis: Searches, observing case, for a string in an array of strings.

Declaration: `function IndexStr(const AText: UnicodeString;
const AValues: Array of UnicodeString) : Integer`

Visibility: default

Description: IndexStr matches AText against each unicode string in AValues. If a match is found, the corresponding index (zero-based) in the AValues array is returned. If no match is found, -1 is returned. The strings are matched observing case.

Errors: None.

See also: [AnsiIndexText \(1251\)](#), [MatchStr \(1264\)](#), [AnsiIndexStr \(1250\)](#)

74.3.45 IntToBin

Synopsis: Converts an integer to a binary string representation, inserting spaces at fixed locations.

Declaration: `function IntToBin(Value: LongInt; Digits: Integer; Spaces: Integer)
: string
function IntToBin(Value: LongInt; Digits: Integer) : string
function intToBin(Value: Int64; Digits: Integer) : string`

Visibility: default

Description: IntToBin converts Value to a string with it's binary (base 2) representation. The resulting string contains at least Digits digits, with spaces inserted every Spaces digits. Spaces should be a nonzero value. If Digits is larger than 32, it is truncated to 32.

Errors: If spaces is zero, a division by zero error will occur.

See also: [Hex2Dec \(1261\)](#), [IntToRoman \(1262\)](#)

74.3.46 IntToRoman

Synopsis: Represent an integer with roman numerals

Declaration: `function IntToRoman(Value: LongInt) : string`

Visibility: default

Description: `IntToRoman` converts `Value` to a string with the Roman representation of `Value`. Number up to 1 million can be represented this way.

Errors: None.

See also: [RomanToInt \(1271\)](#), [Hex2Dec \(1261\)](#), [IntToBin \(1262\)](#)

74.3.47 `IsEmptyStr`

Synopsis: Check whether a string is empty, disregarding whitespace characters

Declaration: `function IsEmptyStr(const S: string; const EmptyChars: TSysCharSet) : Boolean`

Visibility: default

Description: `IsEmptyStr` returns `True` if the string `S` only contains characters whitespace characters, all characters in `EmptyChars` are considered whitespace characters. If a character not present in `EmptyChars` is found in `S`, `False` is returned.

Errors: None.

See also: [IsWild \(1263\)](#), [FindPart \(1260\)](#), [IsWordPresent \(1263\)](#)

74.3.48 `IsWild`

Synopsis: Check whether a string matches a wildcard search expression.

Declaration: `function IsWild(InputStr: string; Wilds: string; IgnoreCase: Boolean) : Boolean`

Visibility: default

Description: `IsWild` checks `InputStr` for the presence of the `Wilds` string. `Wilds` may contain "?" and "*" wildcard characters, which have their usual meaning: "*" matches any series of characters, possibly empty. "?" matches any single character. The function returns `True` if a string is found that matches `Wilds`, `False` otherwise.

If `IgnoreCase` is `True`, the non-wildcard characters are matched case insensitively. If it is `False`, case is observed when searching.

Errors: None.

See also: [SearchBuf \(1272\)](#), [FindPart \(1260\)](#)

74.3.49 `IsWordPresent`

Synopsis: Check for the presence of a word in a string.

Declaration: `function IsWordPresent(const W: string; const S: string; const WordDelims: TSysCharSet) : Boolean`

Visibility: default

Description: `IsWordPresent` checks for the presence of the word `W` in the string `S`. Words are delimited by the characters found in `WordDelims`. The function returns `True` if a match is found, `False` otherwise. The search is performed case sensitive.

This function is equivalent to the [SearchBuf \(1272\)](#) function with the `soWholeWords` option specified.

Errors: None.

See also: [SearchBuf \(1272\)](#)

74.3.50 LeftBStr

Synopsis: Copies Count characters starting at the left of a string.

Declaration:

```
function LeftBStr(const AText: AnsiString; const AByteCount: SizeInt)
                : AnsiString
```

Visibility: default

Description: `LeftBStr` returns a string containing the leftmost `AByteCount` bytes from the string `AText`. If `AByteCount` is larger than the length (in bytes) of `AText`, only as many bytes as available are returned.

Errors: None.

See also: [LeftStr \(1264\)](#), [AnsiLeftStr \(1251\)](#), [RightBStr \(1270\)](#), [MidBStr \(1265\)](#)

74.3.51 LeftStr

Synopsis: Copies Count characters starting at the left of a string.

Declaration:

```
function LeftStr(const AText: AnsiString; const ACount: SizeInt)
                : AnsiString
function LeftStr(const AText: WideString; const ACount: SizeInt)
                : WideString
```

Visibility: default

Description: `LeftStr` returns a string containing the leftmost `ACount` characters from the string `AText`. If `ACount` is larger than the length (in characters) of `AText`, only as many characters as available are returned.

Errors: None.

See also: [LeftBStr \(1264\)](#), [AnsiLeftStr \(1251\)](#), [RightStr \(1271\)](#), [MidStr \(1265\)](#)

74.3.52 MatchStr

Synopsis: Check whether a string occurs in an array of strings, observing case.

Declaration:

```
function MatchStr(const AText: UnicodeString;
                  const AValues: Array of UnicodeString) : Boolean
```

Visibility: default

Description: `MatchStr` matches `AText` against each unicode string in `AValues`. If a match is found, it returns `True`, otherwise `False` is returned. The strings are matched observing case.

This function simply calls [IndexStr \(1262\)](#) and checks whether it returns -1 or not.

74.3.53 MidBStr

Synopsis: Copies a number of characters starting at a given position in a string.

Declaration: `function MidBStr(const AText: AnsiString; const AByteStart: SizeInt;
const AByteCount: SizeInt) : AnsiString`

Visibility: default

Description: `MidBStr` returns a string containing the first `AByteCount` bytes from the string `AText` starting at position `AByteStart`. If `AByteStart+AByteCount` is larger than the length (in bytes) of `AText`, only as many bytes as available are returned. If `AByteStart` is less than 1 or larger than the length of `AText`, then no characters are returned.

Errors: None.

See also: [LeftBStr \(1264\)](#), [AnsiMidStr \(1252\)](#), [RightBStr \(1270\)](#), [MidStr \(1265\)](#)

74.3.54 MidStr

Synopsis: Copies a number of characters starting at a given position in a string.

Declaration: `function MidStr(const AText: AnsiString; const AStart: SizeInt;
const ACount: SizeInt) : AnsiString`
`function MidStr(const AText: WideString; const AStart: SizeInt;
const ACount: SizeInt) : WideString`

Visibility: default

Description: `MidStr` returns a string containing the first `ACount` bytes from the string `AText` starting at position `AStart`. If `AStart+ACount` is larger than the length (in characters) of `AText`, only as many characters as available are returned. If `AStart` is less than 1 or larger than the length of `AText`, then no characters are returned.

This function is equivalent to the standard `Copy` function, and is provided for completeness only.

Errors: None.

See also: [LeftStr \(1264\)](#), [AnsiMidStr \(1252\)](#), [RightStr \(1271\)](#), [MidBStr \(1265\)](#)

74.3.55 NaturalCompareText

Synopsis: Compare using natural sort

Declaration: `function NaturalCompareText(const S1: string; const S2: string)
: Integer`
`function NaturalCompareText(const Str1: string; const Str2: string;
const ADecSeparator: Char;
const AThousandSeparator: Char) : Integer`

Visibility: default

Description: `NaturalCompareText` will compare 2 strings and return one of the following values:

-1If `S1` comes before `S2`

0If `S1` equals `S2`

1If `S1` comes after `S2`

When *S1* and *S2* are integer or floating point values, the actual values are compared. Thus '12' will come after '2'. If either of the values is not a valid integer or floating point values, the strings are compared case insensitively as texts using `CompareText` (1590)

A decimal separator and thousands separator can optionally be specified in `ADecSeparator`, `AThousandSeparator`. If none are specified, the defaults from the system unit will be used.

See also: `CompareText` (1246)

74.3.56 NPos

Synopsis: Returns the position of the *N*-th occurrence of a substring in a string.

Declaration: `function NPos(const C: string; S: string; N: Integer) : SizeInt`

Visibility: default

Description: `NPos` checks *S* for the position of the *N*-th occurrence of *C*. If *C* occurs less than *N* times in *S*, or does not occur in *S* at all, 0 is returned. If *N* is less than 1, zero is returned.

Errors: None.

See also: `WordPosition` (1278), `FindPart` (1260)

74.3.57 Numb2Dec

Synopsis: Converts a string representation of a number to its numerical value, given a certain base.

Declaration: `function Numb2Dec(S: string; Base: Byte) : LongInt`

Visibility: default

Description: `Numb2Dec` converts the number in string *S* to a decimal value. It assumes the number is represented using *Base* as the base. No checking is performed to see whether *S* contains a valid number using base *Base*.

Errors: None.

See also: `Hex2Dec` (1261), `Numb2USA` (1266)

74.3.58 Numb2USA

Synopsis: Insert thousand separators.

Declaration: `function Numb2USA(const S: string) : string`

Visibility: default

Description: `Numb2USA` inserts thousand separators in the string *S* at the places where they are supposed to be, i.e. every 3 digits. The string *S* should contain a valid integer number, i.e. no digital number. No checking on this is done.

Errors: None.

74.3.59 PadCenter

Synopsis: Pad the string to a certain length, so the string is centered.

Declaration: `function PadCenter(const S: string; Len: SizeInt) : string`

Visibility: default

Description: `PadCenter` add spaces to the left and right of the string `S` till the result reaches length `Len`. If the number of spaces to add is odd, then the extra space will be added at the end. If the string `S` has length equal to or largert than `Len`, no spaces are added, and the string `S` is returned as-is.

Errors: None.

See also: `PadLeft` ([1267](#)), `PadRight` ([1267](#)), `AddChar` ([1249](#)), `AddCharR` ([1249](#))

74.3.60 PadLeft

Synopsis: Add spaces to the left of a string till a certain length is reached.

Declaration: `function PadLeft(const S: string; N: Integer) : string`

Visibility: default

Description: `PadLeft` add spaces to the left of the string `S` till the result reaches length `Len`. If the string `S` has length equal to or largert than `Len`, no spaces are added, and the string `S` is returned as-is. The resulting string is `S`, right-justified on length `Len`.

Errors: None.

See also: `PadLeft` ([1267](#)), `PadCenter` ([1267](#)), `AddChar` ([1249](#)), `AddCharR` ([1249](#))

74.3.61 PadRight

Synopsis: Add spaces to the right of a string till a certain length is reached.

Declaration: `function PadRight(const S: string; N: Integer) : string`

Visibility: default

Description: `PadRight` add spaces to the left of the string `S` till the result reaches length `Len`. If the string `S` has length equal to or largert than `Len`, no spaces are added, and the string `S` is returned as-is. The resulting string is `S`, left-justified on length `Len`.

Errors: None.

See also: `PadLeft` ([1267](#)), `PadCenter` ([1267](#)), `AddChar` ([1249](#)), `AddCharR` ([1249](#))

74.3.62 PosEx

Synopsis: Search for the occurrence of a character in a string, starting at a certain position.

Declaration: `function PosEx(const SubStr: string; const S: string; Offset: SizeUInt) : SizeInt`
`function PosEx(const SubStr: string; const S: string) : SizeInt`
`function PosEx(c: Char; const S: string; Offset: SizeUInt) : SizeInt`
`function PosEx(const SubStr: UnicodeString; const S: UnicodeString; Offset: SizeUInt) : SizeInt`


```
function PosEx(c: WideChar; const S: UnicodeString; Offset: SizeUInt)
    : SizeInt
function PosEx(const SubStr: UnicodeString; const S: UnicodeString)
    : SizeInt
```

Visibility: default

Description: `PosEx` returns the position of the first occurrence of the character `C` or the substring `SubStr` in the string `S`, starting the search at position `Offset` (default 1). If `C` or `SubStr` does not occur in `S` after the given `Offset`, zero is returned. The position `Offset` is also searched.

Errors: None.

See also: `NPos` (1266), `AnsiContainsText` (1249), `AnsiContainsStr` (1249)

74.3.63 PosSet

Synopsis: Return the position in a string of any character out of a set of characters

```
Declaration: function PosSet(const c: TSysCharSet; const s: ansistring) : SizeInt
function PosSet(const c: string; const s: ansistring) : SizeInt
```

Visibility: default

Description: `PosSet` returns the position in `s` of the first found character which is in the set `c`. If none of the characters in `c` is found in `s`, then 0 is returned.

Errors: None.

See also: `PosEx` (1267), `PosSetEx` (1268), `#rtl.system.pos` (1456), `RPosEx` (1272)

74.3.64 PosSetEx

Synopsis: Return the position in a string of any character out of a set of characters, starting at a certain position

```
Declaration: function PosSetEx(const c: TSysCharSet; const s: ansistring;
    count: Integer) : SizeInt
function PosSetEx(const c: string; const s: ansistring; count: Integer)
    : SizeInt
```

Visibility: default

Description: `PosSetEx` returns the position in `s` of the first found character which is in the set `c`, and starts searching at character position `Count`. If none of the characters in `c` is found in `s`, then 0 is returned.

Errors: None.

See also: `PosEx` (1267), `PosSet` (1268), `#rtl.system.pos` (1456), `RPosEx` (1272)

74.3.65 RandomFrom

Synopsis: Choose a random string from an array of strings.

```
Declaration: function RandomFrom(const AValues: Array of string) : string; Overload
```

Visibility: default

Description: `RandomFrom` picks at random a valid index in the array `AValues` and returns the string at that position in the array.

Errors: None.

See also: [AnsiMatchStr \(1251\)](#), [AnsiMatchText \(1251\)](#)

74.3.66 Removeleadingchars

Synopsis: Remove any leading characters in a set from a string

Declaration: `procedure Removeleadingchars(var S: AnsiString; const CSet: TSysCharSet)`

Visibility: default

Description: `Removeleadingchars` removes any starting characters from `S` that appear in the set `CSet`. It stops removing characters as soon as a character not in `CSet` is encountered. This is similar in behaviour to [TrimLeft \(1694\)](#) which used whitespace as the set.

Errors: None.

See also: [TrimLeft \(1694\)](#), [RemoveTrailingChars \(1269\)](#), [RemovePadChars \(1269\)](#), [TrimLeftSet \(1276\)](#)

74.3.67 RemovePadChars

Synopsis: Remove any trailing or leading characters in a set from a string

Declaration: `procedure RemovePadChars(var S: AnsiString; const CSet: TSysCharSet)`

Visibility: default

Description: `RemovePadChars` removes any leading trailing characters from `S` that appear in the set `CSet`, i.e. it starts with the last character and works its way to the start of the string, and it stops removing characters as soon as a character not in `CSet` is encountered. Then the same procedure is repeated starting from the beginning of the string. This is similar in behaviour to [Trim \(1694\)](#) which used whitespace as the set.

Errors: None.

See also: [Trim \(1694\)](#), [RemoveLeadingChars \(1269\)](#), [RemoveTrailingChars \(1269\)](#), [TrimSet \(1277\)](#), [TrimLeftSet \(1276\)](#), [TrimRightSet \(1276\)](#)

74.3.68 RemoveTrailingChars

Synopsis: Remove any trailing characters in a set from a string

Declaration: `procedure RemoveTrailingChars(var S: AnsiString;
const CSet: TSysCharSet)`

Visibility: default

Description: `RemoveTrailingChars` removes any trailing characters from `S` that appear in the set `CSet`, i.e. it starts with the last character and works its way to the start of the string. It stops removing characters as soon as a character not in `CSet` is encountered. This is similar in behaviour to [TrimRight \(1695\)](#) which used whitespace as the set.

See also: [TrimRight \(1694\)](#), [RemoveLeadingChars \(1269\)](#), [TrimRightSet \(1276\)](#)

74.3.69 ReplaceStr

Synopsis: Replace strings case-sensitively

Declaration: `function ReplaceStr(const AText: string; const AFromText: string;
const AToText: string) : string`

Visibility: default

Description: `ReplaceStr` is a utility function that scans `AText` and replaces all occurrences of `AFromText` with `AToText` and returns the resulting string. It simply calls `StringReplace` (1671) with the appropriate options.

See also: `StringReplace` (1671), `ReplaceText` (1270)

74.3.70 ReplaceText

Synopsis: Replace strings case-insensitively

Declaration: `function ReplaceText(const AText: string; const AFromText: string;
const AToText: string) : string`

Visibility: default

Description: `ReplaceText` is a utility function that scans `AText` and replaces all occurrences of `AFromText` (case insensitive) with `AToText` and returns the resulting string. It simply calls `StringReplace` (1671) with the appropriate options.

See also: `StringReplace` (1671), `ReplaceText` (1270)

74.3.71 ReverseString

Synopsis: Reverse characters in a string

Declaration: `function ReverseString(const AText: string) : string`

Visibility: default

Description: `ReverseString` returns a string, made up of the characters in string `AText`, in reverse order.

Errors: None.

See also: `RandomFrom` (1268)

74.3.72 RightBStr

Synopsis: Copy a given number of characters (bytes), counting from the right of a string.

Declaration: `function RightBStr(const AText: AnsiString; const AByteCount: SizeInt)
: AnsiString`

Visibility: default

Description: `RightBStr` returns a string containing the rightmost `AByteCount` bytes from the string `AText`. If `AByteCount` is larger than the length (in bytes) of `AText`, only as many bytes as available are returned.

Errors: None.

See also: `LeftBStr` (1264), `AnsiRightStr` (1253), `RightStr` (1271), `MidBStr` (1265)

74.3.73 RightStr

Synopsis: Copy a given number of characters, counting from the right of a string.

Declaration:

```
function RightStr(const AText: AnsiString; const ACount: SizeInt)
                : AnsiString
function RightStr(const AText: WideString; const ACount: SizeInt)
                : WideString
```

Visibility: default

Description: `RightStr` returns a string containing the rightmost `ACount` characters from the string `AText`. If `ACount` is larger than the length (in characters) of `AText`, only as many characters as available are returned.

Errors: None.

See also: [LeftStr \(1264\)](#), [AnsiRightStr \(1253\)](#), [RightBStr \(1270\)](#), [MidStr \(1265\)](#)

74.3.74 RomanToInt

Synopsis: Convert a string with a Roman number to its decimal value.

Declaration:

```
function RomanToInt(const S: string;
                   Strictness: TRomanConversionStrictness) : LongInt
```

Visibility: default

Description: `RomanToInt` returns the decimal equivalent of the Roman numerals in the string `S`. Invalid characters are dropped from `S`. A negative numeral is supported as well. The level of error checking is determined by the `strictness` parameter, the values are described in the type `TRomanConversionStrictness` ([1247](#)).

Errors: On error, a `EConvertError` ([1246](#)) exception is raised.

See also: [TRomanConversionStrictness \(1247\)](#), [IntToRoman \(1262\)](#), [Hex2Dec \(1261\)](#), [Numb2Dec \(1266\)](#)

74.3.75 RomanToIntDef

Synopsis: Convert a roman numeral to an integer value

Declaration:

```
function RomanToIntDef(const S: string; const ADefault: LongInt;
                      Strictness: TRomanConversionStrictness) : LongInt
```

Visibility: default

Description: `RomanToInt` converts the roman numeral in `S` to an integer and returns the integer value. The strictness of the conversion algorithm is determined by `Strictness`. If the conversion fails, `ADefault` is returned.

See also: [TRomanConversionStrictness \(1247\)](#), [TryRomanToInt \(1277\)](#), [RomanToInt \(1271\)](#), [IntToRoman \(1262\)](#)

74.3.76 RPos

Synopsis: Find last occurrence of substring or character in a string

Declaration: `function RPos(c: Char; const S: AnsiString) : SizeInt; Overload`
`function RPos(const Substr: AnsiString; const Source: AnsiString)`
`: SizeInt; Overload`

Visibility: default

Description: `RPos` looks in `S` for the character `C` or the string `SubStr`. It starts looking at the end of the string, and searches towards the beginning of the string. If a match is found, it returns the position of the match.

See also: `RPosEx` ([1272](#))

74.3.77 RPosEx

Synopsis: Find last occurrence substring or character in a string, starting at a certain position

Declaration: `function RPosEX(C: Char; const S: AnsiString; offs: Cardinal) : SizeInt`
`; Overload`
`function RPosEx(const Substr: AnsiString; const Source: AnsiString;`
`offs: Cardinal) : SizeInt; Overload`

Visibility: default

Description: `RPos` looks in `S` for the character `C` or the string `SubStr`. It starts looking at position `Offs` (counted from the start of the string), and searches towards the beginning of the string. If a match is found, it returns the position of the match.

See also: `RPos` ([1272](#))

74.3.78 SearchBuf

Synopsis: Search a buffer for a certain string.

Declaration: `function SearchBuf(Buf: PChar; BufLen: SizeInt; SelStart: SizeInt;`
`SelLength: SizeInt; SearchString: string;`
`Options: TStringSearchOptions) : PChar`
`function SearchBuf(Buf: PChar; BufLen: SizeInt; SelStart: SizeInt;`
`SelLength: SizeInt; SearchString: string) : PChar`

Visibility: default

Description: `SearchBuf` searches the buffer `Buf` for the occurrence of `SearchString`. At most `BufLen` characters are searched, and the search is started at `SelStart+SelLength`. If a match is found, a pointer to the position of the match is returned. The parameter `Options` ([1248](#)) specifies how the search is conducted. It is a set of the following options:

Table 74.5:

Option	Effect
<code>soDown</code>	Searches forward, starting at the end of the selection. Default is searching up
<code>soMatchCase</code>	Observe case when searching. Default is to ignore case.
<code>soWholeWord</code>	Match only whole words. Default also returns parts of words

The standard constant `WordDelimiters` (1247) is used to mark the boundaries of words.

The `SelStart` parameter is zero based.

Errors: `BufLen` must be the real length of the string, no checking on this is performed.

See also: `FindPart` (1260), `ExtractWord` (1259), `ExtractWordPos` (1259), `ExtractSubStr` (1258), `IsWordPresent` (1263)

74.3.79 Soundex

Synopsis: Compute the soundex of a string

Declaration: `function Soundex(const AText: string; ALength: TSoundexLength) : string`
`function Soundex(const AText: string) : string`

Visibility: default

Description: `Soundex` computes a soundex code for `AText`. The resulting code will at most have `ALength` characters. The soundex code is computed according to the US system of soundex computing, which may result in inaccurate results in other languages.

Note that `AText` may not contain null characters.

Errors: None.

See also: `SoundexCompare` (1273), `SoundexInt` (1273), `SoundexProc` (1274), `SoundexWord` (1274), `SoundexSimilar` (1274)

74.3.80 SoundexCompare

Synopsis: Compare soundex values of 2 strings.

Declaration: `function SoundexCompare(const AText: string; const AOther: string; ALength: TSoundexLength) : Integer`
`function SoundexCompare(const AText: string; const AOther: string) : Integer`

Visibility: default

Description: `SoundexCompare` computes the soundex codes of `AText` and `AOther` and feeds these to `CompareText`. It will return -1 if the soundex code of `AText` is less than the soundex code of `AOther`, 0 if they are equal, and 1 if the code of `AOther` is larger than the code of `AText`.

Errors: None.

See also: `Soundex` (1273), `SoundexInt` (1273), `SoundexProc` (1274), `SoundexWord` (1274), `SoundexSimilar` (1274)

74.3.81 SoundexInt

Synopsis: Soundex value as an integer.

Declaration: `function SoundexInt(const AText: string; ALength: TSoundexIntLength) : Integer`
`function SoundexInt(const AText: string) : Integer`

Visibility: default

Description: `SoundexInt` computes the Soundex (1273) code (with length `ALength`, default 4) of `AText`, and converts the code to an integer value.

Errors: None.

See also: `Soundex` (1273), `SoundexCompare` (1273), `SoundexProc` (1274), `SoundexWord` (1274), `SoundexSimilar` (1274)

74.3.82 SoundexProc

Synopsis: Default `AnsiResemblesText` implementation.

Declaration:

```
function SoundexProc(const AText: string; const AOther: string)
                    : Boolean
```

Visibility: default

Description: `SoundexProc` is the standard implementation for the `AnsiResemblesText` (1253) procedure: By default, `AnsiResemblesProc` is set to this function. It compares the soundex codes of `AOther` and `AText` and returns `True` if they are equal, or `False` if they are not.

Errors: None.

See also: `Soundex` (1273), `SoundexCompare` (1273), `SoundexInt` (1273), `SoundexWord` (1274), `SoundexSimilar` (1274)

74.3.83 SoundexSimilar

Synopsis: Check whether 2 strings have equal soundex values

Declaration:

```
function SoundexSimilar(const AText: string; const AOther: string;
                       ALength: TSoundexLength) : Boolean
function SoundexSimilar(const AText: string; const AOther: string)
                       : Boolean
```

Visibility: default

Description: `SoundexSimilar` returns `True` if the soundex codes (with length `ALength`) of `AText` and `AOther` are equal, and `False` if they are not.

Errors: None.

See also: `Soundex` (1273), `SoundexCompare` (1273), `SoundexInt` (1273), `SoundexProc` (1274), `SoundexWord` (1274), `Soundex` (1273)

74.3.84 SoundexWord

Synopsis: Calculate a word-sized soundex value

Declaration:

```
function SoundexWord(const AText: string) : Word
```

Visibility: default

Description: `SoundexInt` computes the Soundex (1273) code (with length 4) of `AText`, and converts the code to a word-sized value.

`AText` may not contain null characters.

Errors: None.

See also: [Soundex \(1273\)](#), [SoundexCompare \(1273\)](#), [SoundexInt \(1273\)](#), [SoundexProc \(1274\)](#), [SoundexSimilar \(1274\)](#)

74.3.85 StringReplace

Synopsis: Optimized search-and-replace algorithm

Declaration:

```
function StringReplace(const S: string; const OldPattern: string;
                      const NewPattern: string; Flags: TReplaceFlags;
                      Algorithm: TStringReplaceAlgorithm) : string
; Overload

function StringReplace(const S: UnicodeString;
                      const OldPattern: UnicodeString;
                      const NewPattern: UnicodeString;
                      Flags: TReplaceFlags) : UnicodeString; Overload

function StringReplace(const S: WideString;
                      const OldPattern: WideString;
                      const NewPattern: WideString;
                      Flags: TReplaceFlags) : WideString; Overload
```

Visibility: default

Description: `StringReplace` replaces one or all occurrences of `OldPattern` with `NewPattern` in the string `S`. The behaviour is controlled by `Flags` and the search mechanism may be optimized using `Algorithm`. A list of possible algorithms is specified in [TStringReplaceAlgorithm \(1248\)](#).

For `ansistrings`, this is an optimized version of the `SysUtils.StringReplace (1671)` algorithm. For `widestrings` or `unicodestrings`, the `algorithm` parameter is ignored and the default mechanism in `sysutils` is always used.

Errors: None.

See also: [SysUtils.StringReplace \(1671\)](#), [TStringReplaceAlgorithm \(1248\)](#)

74.3.86 StringsReplace

Synopsis: Replace occurrences of a set of strings to another set of strings

Declaration:

```
function StringsReplace(const S: string; OldPattern: Array of string;
                       NewPattern: Array of string;
                       Flags: TReplaceFlags) : string
```

Visibility: default

Description: `StringsReplace` scans `S` for the occurrence of one of the strings in `OldPattern` and replaces it with the corresponding string in `NewPattern`. It takes into account `Flags`, which has the same meaning as in [StringReplace \(1671\)](#).

Corresponding strings are matched by location: the `N`-th string in `OldPattern` is replaced by the `N`-th string in `NewPattern`. Note that this means that the number of strings in both arrays must be the same.

Errors: If the number of strings in both arrays is different, then an exception is raised.

See also: [StringReplace \(1671\)](#), [TReplaceFlags \(1561\)](#)

74.3.87 StuffString

Synopsis: Replace part of a string with another string.

Declaration: `function StuffString(const AText: string; AStart: Cardinal; ALength: Cardinal; const ASubText: string) : string`

Visibility: default

Description: `StuffString` returns a copy of `AText` with the segment starting at `AStart` with length `ALength`, replaced with the string `ASubText`. Basically it deletes the segment of `Atext` and inserts the new text in it's place.

Errors: No checking on the validity of the `AStart` and `ALength` parameters is done. Providing invalid values may result in access violation errors.

See also: [FindPart \(1260\)](#), [DelChars \(1257\)](#), [DelSpace \(1257\)](#), [ExtractSubStr \(1258\)](#), [DupeString \(1257\)](#)

74.3.88 Tab2Space

Synopsis: Convert tab characters to a number of spaces

Declaration: `function Tab2Space(const S: string; Numb: Byte) : string`

Visibility: default

Description: `Tab2Space` returns a copy of `S` with all tab characters (ASCII character 9) converted to `Numb` spaces.

Errors: None.

See also: [StuffString \(1276\)](#), [FindPart \(1260\)](#), [ExtractWord \(1259\)](#), [DelChars \(1257\)](#), [DelSpace \(1257\)](#), [DelSpace1 \(1257\)](#), [DupeString \(1257\)](#)

74.3.89 TrimLeftSet

Synopsis: Remove any leading characters in a set from a string and returns the result

Declaration: `function TrimLeftSet(const S: string; const CSet: TSysCharSet) : string`

Visibility: default

Description: `TrimLeftSet` performs the same action as [RemoveLeadingChars \(1269\)](#), but returns the resulting string.

Errors: None.

See also: [TrimLeft \(1694\)](#), [RemoveLeadingChars \(1269\)](#), [RemoveTrailingChars \(1269\)](#), [RemovePadChars \(1269\)](#), [TrimSet \(1277\)](#), [TrimRightSet \(1276\)](#)

74.3.90 TrimRightSet

Synopsis: Remove any trailing characters in a set from a string and returns the result

Declaration: `function TrimRightSet(const S: string; const CSet: TSysCharSet) : string`

Visibility: default

Description: `TrimLeftSet` performs the same action as `RemoveTrailingChars` (1269), but returns the resulting string.

Errors: None.

See also: `TrimRight` (1695), `RemoveLeadingChars` (1269), `RemoveTrailingChars` (1269), `RemovePadChars` (1269), `TrimSet` (1277), `TrimLeftSet` (1276)

74.3.91 TrimSet

Synopsis: Remove any leading or trailing characters in a set from a string and returns the result

Declaration: `function TrimSet(const S: string; const CSet: TSysCharSet) : string`

Visibility: default

Description: `TrimSet` performs the same action as `RemovePadChars` (1269), but returns the resulting string.

Errors: None.

See also: `Trim` (1694), `RemoveLeadingChars` (1269), `RemoveTrailingChars` (1269), `RemovePadChars` (1269), `TrimRightSet` (1276), `TrimLeftSet` (1276)

74.3.92 TryRomanToInt

Synopsis: Try to convert a roman numeral to an integer value.

Declaration: `function TryRomanToInt(S: string; out N: LongInt;
Strictness: TRomanConversionStrictness) : Boolean`

Visibility: default

Description: `TryRomanToInt` will try to convert the roman numeral in `S` to an integer and returns the integer value in `N`. The strictness of the conversion algorithm is determined by `Strictness`. If the conversion succeeds, then `True` is returned, or else `False`.

See also: `TRomanConversionStrictness` (1247), `RomanToIntDef` (1271), `RomanToInt` (1271), `IntToRoman` (1262)

74.3.93 WordCount

Synopsis: Count the number of words in a string.

Declaration: `function WordCount(const S: string; const WordDelims: TSysCharSet)
: SizeInt`

Visibility: default

Description: `WordCount` returns the number of words in the string `S`. A word is a non-empty string of characters bounded by one of the characters in `WordDelims`.

The pre-defined `StdWordDelims` (1247) constant can be used for the `WordDelims` argument.

Errors: None.

See also: `WordPosition` (1278), `StdWordDelims` (1247), `ExtractWord` (1259), `ExtractWordPos` (1259)

74.3.94 WordPosition

Synopsis: Search position of Nth word in a string.

Declaration: `function WordPosition(const N: Integer; const S: string;
const WordDelims: TSysCharSet) : SizeInt`

Visibility: default

Description: `WordPosition` returns the position (in characters) of the N-th word in the string `S`. A word is a non-empty string of characters bounded by one of the characters in `WordDelims`. If `N` is out of range, zero is returned.

The pre-defined `StdWordDelims` (1247) constant can be used for the `WordDelims` argument.

Errors: None

See also: `WordCount` (1277), `StdWordDelims` (1247), `ExtractWord` (1259), `ExtractWordPos` (1259)

74.3.95 XorDecode

Synopsis: Decode a string encoded with `XorEncode` (1278)

Declaration: `function XorDecode(const Key: string; const Source: string) : string`

Visibility: default

Description: `XorDecode` decodes `Source` and returns the original string that was encrypted using `XorEncode` (1278) with key `Key`. If a different key is used than the key used to encode the string, the result will be unreadable.

Errors: If the string `Source` is not a valid `XorEncode` result (e.g. contains non-numerical characters), then a `EConversionError` exception will be raised.

See also: `XorEncode` (1278), `XorString` (1279)

74.3.96 XorEncode

Synopsis: Encode a string by XOR-ing its characters using characters of a given key, representing the result as hex values.

Declaration: `function XorEncode(const Key: string; const Source: string) : string`

Visibility: default

Description: `XorEncode` encodes the string `Source` by XOR-ing each character in `Source` with the corresponding character in `Key` (repeating `Key` as often as necessary) and representing the resulting ASCII code as a hexadecimal number (of length 2). The result is therefore twice as long as the original string, and every 2 bytes represent an ASCII code.

Feeding the resulting string with the same key `Key` to the `XorDecode` (1278) function will result in the original `Source` string.

This function can be used e.g. to trivially encode a password in a configuration file.

Errors: None.

See also: `XorDecode` (1278), `XorString` (1279), `Hex2Dec` (1261)

74.3.97 XorString

Synopsis: Encode a string by XOR-ing its characters using characters of a given key.

Declaration: `function XorString(const Key: ShortString; const Src: ShortString)
: ShortString`

Visibility: default

Description: `XorString` encodes the string `Src` by XOR-ing each character in `Source` with the corresponding character in `Key`, repeating `Key` as often as necessary. The resulting string may contain unreadable characters and may even contain null characters. For this reason it may be a better idea to use the `XorEncode` (1278) function instead, which will represent each resulting ASCII code as a hexadecimal number (of length 2).

Feeding the result again to `XorString` with the same `Key`, will result in the original string `Src`.

Errors: None.

See also: `XorEncode` (1278), `XorDecode` (1278)

Chapter 75

Reference for unit 'System'

75.1 Overview

The system unit contains the standard supported functions of Free Pascal. It is the same for all platforms. Basically it is the same as the system unit provided with Borland or Turbo Pascal.

Functions are listed in alphabetical order. Arguments of functions or procedures that are optional are put between square brackets.

The pre-defined constants and variables are listed in the first section. The second section contains an overview of all functions, grouped by functionality, and the last section contains the supported functions and procedures.

75.2 Unicode and codepage support

The system unit works with Short-, Ansi-, and UnicodeString routines for all string related operations.

Ansistrings are code-page aware, which means that code page information is associated with them. For most routines, the support for converting these code pages is natural. For some routines, care must be taken when converting from codepage-aware strings to widestring.

The codepage conversion support is influenced by the following variables:

Table 75.1:

Name	Description
DefaultSystemCodePage (1349)	Actual code page to use when CP_ACP (1286) is encountered
DefaultUnicodeCodePage (1349)	Code page for new unicode strings
DefaultFileSystemCodePage (1348)	Codepage to use when sending strings to single-byte OS filesystem routines.
DefaultRTLFileSystemCodePage (1349)	Codepage to use when receiving strings from single-byte OS filesystem routines.

The windows code page identifiers are used. There are 3 special codepage identifiers:

Table 75.2:

Name	Description
CP_ACP (1286)	Currently set default system cpdpage
CP_OEMCP (1286)	OEM (console) code page (only on windows)
CP_NONE (1286)	Indicates absence of code page information for a string
DefaultRTLFileSystemCodePage (1349)	

The following routines may perform code page conversions:

Table 75.3:

Name	Description
LowerCase (1447)	Return lowercase version of a string.
UpperCase (1504)	Convert a string to all uppercase.
GetDir (1419)	Return the current directory
MkDir (1448)	Create a new directory.
ChDir (1384)	Change current working directory.
RmDir (1467)	Remove directory when empty.
Assign (1357)	Assign a name to a file
Erase (1405)	Delete a file from disk
Rename (1464)	Rename file on disk
Read (1460)	Read from a text file into variable
ReadLn (1461)	Read from a text file into variable and goto next line
Write (1510)	Write variable to a text file
WriteLn (1511)	Write variable to a text file and append newline
ReadStr (1462)	Read variables from a string
WriteStr (1512)	Write variables to a string
Insert (1435)	Insert one string in another.
Copy (1392)	Copy part of a string.
Delete (1396)	Delete part of a string.
SetString (1480)	Set length of a string and copy buffer.

All these routines exist also in Unicode versions.

Note that for conversion of codepages and unicode strings, a unicode manager must be present. On windows, the system is used for this. On Unix, one of the fpwidestring or cwstring units must be used.

75.3 Miscellaneous functions

Functions that do not belong in one of the other categories.

Table 75.4:

Name	Description
Assert (1357)	Conditionally abort program with error
Break (1380)	Abort current loop
Continue (1391)	Next cycle in current loop
Exclude (1405)	Exclude an element from a set
Exit (1407)	Exit current function or procedure
Include (1428)	Include an element into a set
LongJump (1446)	Jump to execution point
Ord (1453)	Return ordinal value of enumerated type
Pred (1457)	Return previous value of ordinal type
SetJump (1477)	Mark execution point for jump
SizeOf (1484)	Return size of variable or type
Succ (1492)	Return next value of ordinal type

75.4 Operating System functions

Functions that are connected to the operating system.

Table 75.5:

Name	Description
Chdir (1384)	Change working directory
Getdir (1419)	Return current working directory
Halt (1425)	Halt program execution
Paramcount (1454)	Number of parameters with which program was called
Paramstr (1455)	Retrieve parameters with which program was called
Mkdir (1448)	Make a directory
Rmdir (1467)	Remove a directory
Runerror (1471)	Abort program execution with error condition

75.5 String handling

All things connected to string handling.

Table 75.6:

Name	Description
BinStr (1378)	Construct binary representation of integer
Chr (1384)	Convert ASCII code to character
Concat (1390)	Concatenate two strings
Copy (1392)	Copy part of a string
Delete (1396)	Delete part of a string
HexStr (1425)	Construct hexadecimal representation of integer
Insert (1435)	Insert one string in another
Length (1442)	Return length of string
Lowercase (1447)	Convert string to all-lowercase
OctStr (1452)	Construct octal representation of integer
Pos (1456)	Calculate position of one string in another
SetLength (1478)	Set length of a string
SetString (1480)	Set contents and length of a string
Str (1488)	Convert number to string representation
StringOfChar (1490)	Create string consisting of a number of characters
Uppcase (1504)	Convert string to all-uppercase
Val (1506)	Convert string to number

75.6 Mathematical routines

Functions connected to calculating and covering numbers.

Table 75.7:

Name	Description
Abs (1352)	Calculate absolute value
Arctan (1356)	Calculate inverse tangent
Cos (1393)	Calculate cosine of angle
Dec (1394)	Decrease value of variable
Exp (1408)	Exponentiate
Frac (1417)	Return fractional part of floating point value
Hi (1426)	Return high byte/word of value
Inc (1428)	Increase value of variable
Int (1436)	Calculate integer part of floating point value
Ln (1443)	Calculate logarithm
Lo (1444)	Return low byte/word of value
Odd (1452)	Is a value odd or even ?
Pi (1455)	Return the value of pi
Random (1459)	Generate random number
Randomize (1460)	Initialize random number generator
Round (1470)	Round floating point value to nearest integer number
Sin (1484)	Calculate sine of angle
Sqr (1486)	Calculate the square of a value
Sqrt (1487)	Calculate the square root of a value
Swap (1493)	Swap high and low bytes/words of a variable
Trunc (1499)	Truncate a floating point value

75.7 Memory management functions

Functions concerning memory issues.

Table 75.8:

Name	Description
Addr (1354)	Return address of variable
Assigned (1376)	Check if a pointer is valid
CompareByte (1385)	Compare 2 memory buffers byte per byte
CompareChar (1386)	Compare 2 memory buffers byte per byte
CompareDWord (1388)	Compare 2 memory buffers byte per byte
CompareWord (1389)	Compare 2 memory buffers byte per byte
CSeg (1393)	Return code segment
Dispose (1396)	Free dynamically allocated memory
DSeg (1398)	Return data segment
FillByte (1410)	Fill memory region with 8-bit pattern
FillChar (1411)	Fill memory region with certain character
FillDWord (1412)	Fill memory region with 32-bit pattern
FillQWord (1412)	Fill memory region with 64-bit pattern
FillWord (1413)	Fill memory region with 16-bit pattern
Freemem (1417)	Release allocated memory
Getmem (1419)	Allocate new memory
GetMemoryManager (1420)	Return current memory manager
High (1426)	Return highest index of open array or enumerated
IndexByte (1429)	Find byte-sized value in a memory range
IndexChar (1430)	Find char-sized value in a memory range
IndexDWord (1431)	Find DWord-sized (32-bit) value in a memory range
IndexQWord (1431)	Find QWord-sized value in a memory range
IndexWord (1432)	Find word-sized value in a memory range
IsMemoryManagerSet (1440)	Is the memory manager set
Low (1447)	Return lowest index of open array or enumerated
Move (1449)	Move data from one location in memory to another
MoveChar0 (1449)	Move data till first zero character
New (1450)	Dynamically allocate memory for variable
Ofs (1453)	Return offset of variable
Ptr (1458)	Combine segment and offset to pointer
ReAllocMem (1463)	Resize a memory block on the heap
Seg (1475)	Return segment
SetMemoryManager (1478)	Set a memory manager
Sptr (1486)	Return current stack pointer
SSeg (1487)	Return stack segment register value

75.8 File handling functions

Functions concerning input and output from and to file.

Table 75.9:

Name	Description
Append (1355)	Open a file in append mode
Assign (1357)	Assign a name to a file
Blockread (1379)	Read data from a file into memory
Blockwrite (1380)	Write data from memory to a file
Close (1385)	Close a file
Eof (1403)	Check for end of file
Eoln (1404)	Check for end of line
Erase (1405)	Delete file from disk
Filepos (1409)	Position in file
Filesize (1410)	Size of file
Flush (1415)	Write file buffers to disk
IOresult (1439)	Return result of last file IO operation
Read (1460)	Read from file into variable
Readln (1461)	Read from file into variable and goto next line
Rename (1464)	Rename file on disk
Reset (1465)	Open file for reading
Rewrite (1466)	Open file for writing
Seek (1473)	Set file position
SeekEof (1474)	Set file position to end of file
SeekEoln (1474)	Set file position to end of line
SetTextBuf (1480)	Set size of file buffer
Truncate (1499)	Truncate the file at position
Write (1510)	Write variable to file
WriteLn (1511)	Write variable to file and append newline

75.9 Run-Time Error behaviour

The system unit handles errors by default by generating a run-time error, and halting the program with an exit code equal to the run-time error number.

This behaviour changes when the SysUtils (1538) unit is used. In that case, all run-time errors are converted to exceptions: most run-time errors have their own exception class.

If these exceptions are caught, the program code decides what to do with it. If the exception is not caught, the program will exit through the default exception handler.

When the system unit documentation refers to run-time errors, the above should be kept in mind.

75.10 Constants, types and variables

75.10.1 Constants

```
AbstractErrorProc : TAbstractErrorProc = Nil
```

If set, the `AbstractErrorProc` constant is used when an abstract error occurs. If it is not set, then the standard error handling is done: A stack dump is performed, and the program exits with error code 211.

The SysUtils unit sets this procedure and raises an exception in its handler.

```
AllFilesMask = '*'
```

AllFilesMask is the wildcard that can be used to return all files in a directory. Do not assume that this is '*' or '*.*' based on the platform only. The actual value on DOS/Windows based systems can be influenced by e.g. LFNSupport (1299).

```
AllowDirectorySeparators : Set of Char = ['\', '/']
```

AllowDirectorySeparators is the set of characters which are considered directory separators by the RTL units. By default, this is set to the most common directory separators: forward slash and backslash, so routines will work in a cross-platform manner, no matter which character was used:

```
AllowDirectorySeparators : set of char = ['\','/'];
```

If a more strict behaviour is desired, then AllowDirectorySeparators can be set to the only character allowed on the current operating system, and all RTL routines that handle filenames (splitting filenames, extracting parts of the filename and so on) will use that character only.

```
AllowDriveSeparators : Set of Char = []
```

AllowDriveSeparators are the characters which are considered to separate the drive part from the directory part in a filename. This will be an empty set on systems that do not support drive letters. Other systems (Dos, Windows and OS/2) will have the colon (:) character as the only member of this set.

```
AssertErrorProc : TAssertErrorProc = @SysAssert
```

If set, the AbstractErrorProc constant is used when an assert error occurs. If it is not set, then the standard error handling is done: The assertion error message is printed, together with the location of the assertion, and A stack dump is performed, and the program exits with error code 227.

The SysUtils unit sets this procedure and raises an exception in its handler.

```
BackTraceStrFunc : TBackTraceStrFunc = @SysBackTraceStr
```

This handler is called to get a standard format for the backtrace routine.

```
CP_ACP = 0
```

CP_ACP is the default Windows codepage identifier.

```
CP_ASCII = 20127
```

CP_ASCII is the Windows ASCII encoding codepage identifier.

```
CP_NONE = $FFFF
```

CP_NONE is used when no code page information is available.

```
CP_OEMCP = 1
```

CP_ACP is the default Windows OEM (MS-DOS) codepage identifier.

```
CP_UTF16 = 1200
```

CP_UTF16 is the default Windows unicode codepage identifier (little endian).

```
CP_UTF16BE = 1201
```

CP_UTF16BE is the Windows unicode codepage identifier (big endian).

```
CP_UTF7 = 65000
```

CP_UTF7 is the Windows unicode 7-Bit encoding codepage identifier.

```
CP_UTF8 = 65001
```

CP_UTF8 is the Windows unicode 8-Bit encoding codepage identifier.

```
CtrlZMarksEOF : Boolean = False
```

CtrlZMarksEOF indicates whether on this system, an CTRL-Z character (ordinal 26) in a file marks the end of the file. This is `False` on most systems apart from DOS and Windows.

To get DOS/Windows-compatible behaviour, this constant can be set to `True`

```
DefaultStackSize = 4 * 1024 * 1024
```

Default size for a new thread's stack (4MiB by default).

```
DefaultTextLineBreakStyle : TTextLineBreakStyle = tlbsLF
```

DefaultTextLineBreakStyle contains the default OS setting for the `TTextLineBreakStyle` (1335) type. It is initialized by the system unit, and is used to determine the default line ending when writing to text files.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
DirectorySeparator = '/'
```

DirectorySeparator is the character used by the current operating system to separate directory parts in a pathname. This constant is system dependent, and should not be set.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
DriveSeparator = ''
```

On systems that support driveletters, the `DriveSeparator` constant denotes the character that separates the drive indicator from the directory part in a filename path.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
Erroraddr : CodePointer = Nil
```

Address where the last error occurred.

```
Errorcode : Word = 0
```

Last error code.

```
ErrorProc : TErrorProc = Nil
```

If set, the `ErrorProc` constant is used when a run-time error occurs. If it is not set, then the standard error handling is done: a stack dump is performed, and the program exits with the indicated error code.

The `SysUtils` unit sets this procedure and raises an exception in its handler.

```
ExceptClsProc : Pointer = Nil
```

`ExceptClsProc` is used in SEH (Structured Exception Support) to convert OS exception information to FPC exception classes when filtering exceptions. It is set e.g. by the `sysutils` unit. If it is not set, the exception is not handled.

```
ExceptObjProc : Pointer = Nil
```

`ExceptObjProc` is used in SEH (Structured Exception Support) to convert OS exception information to FPC exceptions. It is set e.g. by the `sysutils` unit. If it is not set, a run-time error results when OS exceptions are intercepted.

```
ExceptProc : TExceptProc = Nil
```

This constant points to the current exception handling procedure. This routine is called when an unhandled exception occurs, i.e. an exception that is not stopped by a `except` block.

If the handler is not set, the RTL will emit a run-time error 217 when an unhandler exception occurs.

It is set by the `sysutils` (1538) unit.

```
ExitProc : CodePointer = Nil
```

Exit procedure pointer.

```
ExtensionSeparator = '.'
```

`ExtensionSeparator` is the character which separates the filename from the file extension. On all current platforms, this is the `.` (dot) character. All RTL filename handling routines use this constant.

```
E_NOINTERFACE = ($80004002)
```

Interface call result: Error: not an interface

```
E_NOTIMPL = ($80004001)
```

Interface call result: Interface not implemented

```
E_UNEXPECTED = ($8000FFFF)
```

Interface call result: Unexpected error

```
Filemode : Byte = 2
```

Default file mode for untyped files.

```
FileNameCasePreserving : Boolean = True
```

`FileNameCasePreserving` is `True` if case of letters in file and directory entries is preserved and may be later retrieved exactly as supplied when creating or renaming these entries. Note that this may depend on the filesystem: Unix operating systems that access a DOS or Windows partition will have this constant set to true, but when writing to the DOS partition, all letters may be automatically converted to uppercase.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
FileNameCaseSensitive : Boolean = True
```

`FileNameCaseSensitive` is `True` if case is important when using filenames on the current OS. In this case, the OS will treat files with different cased names as different files. Note that this may depend on the filesystem: Unix operating systems that access a DOS or Windows partition will have this constant set to true, but when writing to the DOS partition, the casing is ignored.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
filerecnamelength = 255
```

`filerecnamelength` is the maximum filename size for untyped files.

```
float_flag_denormal = exDenormalized
```

IEC/IEEE floating-point exception flag: ?

```
float_flag_divbyzero = exZeroDivide
```

IEC/IEEE floating-point exception flag: Division by zero error

```
float_flag_inexact = exPrecision
```

IEC/IEEE floating-point exception flag: ?

```
float_flag_invalid = exInvalidOp
```

IEC/IEEE floating-point exception flag: Invalid operation error

```
float_flag_overflow = exOverflow
```

IEC/IEEE floating-point exception flag: Overflow error

`float_flag_underflow = exUnderflow`

IEC/IEEE floating-point exception flag: Underflow error

`float_round_down = rmDown`

Round down

`float_round_nearest_even = rmNearest`

Round to nearest even number

`float_round_to_zero = rmTruncate`

Round in the direction of zero (down for positive, up for negative)

`float_round_up = rmUp`

Round up

`fmAppend = $D7B4`

File mode: File is open for writing, appending to the end.

`fmClosed = $D7B0`

File mode: File is closed.

`fmInOut = $D7B3`

File mode: File is open for reading and writing.

`fmInput = $D7B1`

File mode: File is open for reading.

`fmOutput = $D7B2`

File mode: File is open for writing.

`fpc_in_abs_long = 64`

Internal ABS function

`fpc_in_abs_real = 127`

FPC compiler internal procedure index: abs (real)

`fpc_in_addr_x = 42`

FPC compiler internal procedure index: addr

fpc_in_aligned_x = 80

FPC compiler internal procedure index: aligned

fpc_in_arctan_real = 130

FPC compiler internal procedure index: arctan (real)

fpc_in_assert_x_y = 41

FPC compiler internal procedure index: assert

fpc_in_assigned_x = 19

FPC compiler internal procedure index: assigned

fpc_in_bitsizeof_x = 61

FPC compiler internal procedure index: bitsizeof

fpc_in_box_x = 77

FPC compiler internal procedure index: box

fpc_in_break = 39

FPC compiler internal procedure index: break

fpc_in_bsf_x = 74

FPC compiler internal procedure index: bsf_x

fpc_in_bsr_x = 75

FPC compiler internal procedure index: bsr_x

fpc_in_chr_byte = 7

FPC compiler internal procedure index: chr

fpc_in_concat_x = 18

FPC compiler internal procedure index: concat

fpc_in_const_abs = 101

FPC compiler internal procedure index: abs

fpc_in_const_odd = 102

FPC compiler internal procedure index: sqr

fpc_in_const_ptr = 103

FPC compiler internal procedure index: sqr

fpc_in_const_sqr = 100

FPC compiler internal procedure index: sqr

fpc_in_const_swap_long = 105

FPC compiler internal procedure index: swap (long)

fpc_in_const_swap_qword = 108

FPC compiler internal procedure index: swap (qword)

fpc_in_const_swap_word = 104

FPC compiler internal procedure index: swap (word)

fpc_in_continue = 40

FPC compiler internal procedure index: continue

fpc_in_copy_x = 49

FPC compiler internal procedure index: copy

fpc_in_cos_real = 125

FPC compiler internal procedure index: cos (real)

fpc_in_cycle = 52

FPC compiler internal procedure index: cycle

fpc_in_dec_x = 36

FPC compiler internal procedure index: dec

fpc_in_default_x = 76

FPC compiler internal procedure index: default

fpc_in_dispose_x = 47

FPC compiler internal procedure index: dispose

fpc_in_exclude_x_y = 38

FPC compiler internal procedure index: exclude

fpc_in_exit = 48

FPC compiler internal procedure index: exit

fpc_in_exp_real = 124

FPC internal compiler routine: in_exp_real

fpc_in_fillchar_x = 55

FPC internal compiler routine: in_fillchar_x

fpc_in_finalize_x = 45

FPC compiler internal procedure index: finalize

fpc_in_fma_double = 134

FPC compiler internal procedure index: fma (double)

fpc_in_fma_extended = 135

FPC compiler internal procedure index: fma (extended)

fpc_in_fma_float128 = 136

FPC compiler internal procedure index: fma (float 128)

fpc_in_fma_single = 133

FPC compiler internal procedure index: fma (single)

fpc_in_frac_real = 122

FPC internal compiler routine: in_frac_real

fpc_in_get_caller_addr = 57

FPC internal compiler routine: in_get_caller_addr

fpc_in_get_caller_frame = 58

FPC internal compiler routine: in_get_caller_frame

fpc_in_get_frame = 56

FPC internal compiler routine: in_get_frame

fpc_in_high_x = 28

FPC compiler internal procedure index: high

fpc_in_hi_long = 4

FPC compiler internal procedure index: hi (long)

fpc_in_hi_qword = 107

FPC compiler internal procedure index: hi (qword)

fpc_in_hi_word = 2

FPC compiler internal procedure index: hi (word)

fpc_in_include_x_y = 37

FPC compiler internal procedure index: include

fpc_in_inc_x = 35

FPC compiler internal procedure index: inc

fpc_in_initialize_x = 50

FPC compiler internal procedure index: initialize

fpc_in_int_real = 123

FPC internal compiler routine: in_int_real

fpc_in_leave = 51

FPC compiler internal procedure index: leave

fpc_in_length_string = 6

FPC compiler internal procedure index: length

fpc_in_ln_real = 131

FPC compiler internal procedure index: ln (real)

fpc_in_low_x = 27

FPC compiler internal procedure index: low

fpc_in_lo_long = 3

FPC compiler internal procedure index: lo (long)

fpc_in_lo_qword = 106

FPC compiler internal procedure index: lo (qword)

fpc_in_lo_word = 1

FPC compiler internal procedure index: lo (word)

fpc_in_mmx_pcmpeqb = 200

FPC compiler internal procedure index: MMX

fpc_in_mmx_pcmpeqd = 202

FPC compiler internal procedure index: MMX

fpc_in_mmx_pcmpeqw = 201

FPC compiler internal procedure index: MMX

fpc_in_mmx_pcmqgtb = 203

FPC compiler internal procedure index: MMX

fpc_in_mmx_pcmqgtd = 205

FPC compiler internal procedure index: MMX

fpc_in_mmx_pcmqgtw = 204

FPC compiler internal procedure index: MMX

fpc_in_move_x = 54

FPC internal compiler routine: in_move_x

fpc_in_new_x = 46

FPC compiler internal procedure index: new

fpc_in_ofs_x = 21

FPC compiler internal procedure index: ofs

fpc_in_ord_x = 5

FPC compiler internal procedure index: ord

fpc_in_pack_x_y_z = 59

FPC compiler internal procedure index: pack

fpc_in_pi_real = 126

FPC internal compiler routine: in_pi_real

fpc_in_popcnt_x = 79

FPC compiler internal procedure index: popcnt

fpc_in_pred_x = 30

FPC compiler internal procedure index: pred

fpc_in_prefetch_var = 109

FPC compiler internal procedure index: prefetch

fpc_in_readln_x = 17

FPC compiler internal procedure index: readln

fpc_in_readstr_x = 63

Internal read string procedure

fpc_in_read_x = 16

FPC compiler internal procedure index: read

fpc_in_reset_typedfile = 32

FPC compiler internal procedure index: reset

fpc_in_reset_x = 25

FPC compiler internal procedure index: reset

fpc_in_rewrite_typedfile = 33

FPC compiler internal procedure index: rewrite

fpc_in_rewrite_x = 26

FPC compiler internal procedure index: rewrite

fpc_in_rol_x = 67

fpc_in_rol_x_x = 68

fpc_in_ror_x = 65

fpc_in_ror_x_x = 66

fpc_in_round_real = 121

FPC internal compiler routine: in_round_real

fpc_in_sar_x = 73

FPC compiler internal procedure index: sar_x

fpc_in_sar_x_y = 72

FPC compiler internal procedure index: sar_x_y

fpc_in_seg_x = 29

FPC compiler internal procedure index: seg

fpc_in_setlength_x = 44

FPC compiler internal procedure index: setlength

fpc_in_setstring_x_y_z = 81

FPC compiler internal procedure index: setstring

fpc_in_settextbuf_file_x = 34

FPC compiler internal procedure index: settextbuf

fpc_in_sin_real = 132

FPC compiler internal procedure index: sin (real)

fpc_in_sizeof_x = 22

FPC compiler internal procedure index: sizeof

fpc_in_slice = 53

FPC internal compiler routine: in_slice

fpc_in_sqrt_real = 129

FPC compiler internal procedure index: sqrt (real)

fpc_in_sqr_real = 128

FPC compiler internal procedure index: sqr (real)

fpc_in_str_x_string = 20

FPC compiler internal procedure index: str

fpc_in_succ_x = 31

FPC compiler internal procedure index: succ

fpc_in_trunc_real = 120

FPC internal compiler routine: in_trunc_real

fpc_in_typeinfo_x = 43

FPC compiler internal procedure index: typeinfo

fpc_in_typeof_x = 23

FPC compiler internal procedure index: typeof

fpc_in_unbox_x_y = 78

FPC compiler internal procedure index: unbox

fpc_in_unpack_x_y_z = 60

FPC compiler internal procedure index: unpack

fpc_in_val_x = 24

FPC compiler internal procedure index: val

fpc_in_writeln_x = 15

FPC compiler internal procedure index: writeln

fpc_in_writestr_x = 62

Internal write string procedure

fpc_in_write_x = 14

FPC compiler internal procedure index: write

fpc_objc_encode_x = 71

FPC compiler internal procedure index: encode

fpc_objc_protocol_x = 70

FPC compiler internal procedure index: protocol

fpc_objc_selector_x = 69

```
growheapsize1 : PtrUInt = 256 * 1024
```

Grow rate for block less than 256 Kb.

```
growheapsize2 : PtrUInt = 1024 * 1024
```

Grow rate for block larger than 256 Kb.

```
growheapsizeSmall : PtrUInt = 32 * 1024
```

Fixed size small blocks grow rate

```
InitProc : CodePointer = Nil
```

`InitProc` is a routine that can be called after all units were initialized. It can be set by units to execute code that can be initialized after all units were initialized.

Remark: When setting the value of `InitProc`, the previous value should always be saved, and called when the installed initialization routine has finished executing.

```
IObjectInstance : TGuid =
  '{D91C9AF4-3C93-420F-A303-BF5BA82BFD23}'
```

`IObjectInstance` is an internal GUID, which should not be used in end-user code. It is used in the `as` operator.

```
IsMultiThread : longbool = False
```

Indicates whether more than one thread is running in the application.

```
LFNSupport = True
```

`LFNSupport` determines whether the current OS supports long file names, i.e. filenames that are not of the form 8.3 as on ancient DOS systems. If the value of this constant is `True` then long filenames are supported. If it is false, then not.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
LineEnding = #10
```

`LineEnding` is a constant which contains the current line-ending character. This character is system dependent, and is initialized by the system. It should not be set.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
maxExitCode = 255
```

`maxExitCode` is the maximum value for the `Halt` (1425) call.

```
maxint = maxsmallint
```


Maximum integer value.

```
MaxKeptOSChunks : DWord = 4
```

`MaxKeptOSChunks` tells the heap manager how many free chunks of OS-allocated memory it should keep in memory. When freeing memory, it can happen that a memory block obtained from the OS is completely free. If more than `MaxKeptOSChunks` such blocks are free, then the heap manager will return them to the OS, to reduce memory requirements.

```
maxLongint = $7fffffff
```

Maximum longint value.

```
MaxPathLen = 4096
```

This constant is system dependent.

```
MaxSIntValue = (ValSInt)
```

Maximum String-size value.

```
maxSmallint = 32767
```

Maximum smallint value.

```
MaxUIntValue = (ValUInt)
```

Maximum unsigned integer value.

```
Max_Frame_Dump : Word = 8
```

Maximum number of frames to show in error frame dump.

```
ModuleIsCpp : Boolean = False
```

`ModuleIsCpp` is always false for FPC programs, it is provided for Delphi compatibility only.

```
ModuleIsLib : Boolean = False
```

`ModuleIsLib` is set by the compiler when linking a library, program or package, and determines whether the current module is a library (or package) (`True`) or program (`False`).

```
ModuleIsPackage : Boolean = False
```

`ModuleIsLib` is set by the compiler when linking a library, program or package, and determines whether the current module is a package (`True`) or a library or program (`False`).

```
PathSeparator = ':'
```

`PathSeparator` is the character used commonly on the current operating system to separate paths in a list of paths, such as the `PATH` environment variable.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

RaiseMaxFrameCount : LongInt = 16

Maximum number of frames to include in TExceptObject (1326)

RaiseProc : TExceptProc = Nil

Procedure to raise an exception.

RT_ACCELERATOR = (9)

Constant identifying an accelerator resource

RT_ANICURSОР = (21)

This constant can be used to specify a resource of type "animated cursor".

RT_ANIICON = (22)

This constant can be used to specify a resource of type "animated icon".

RT_BITMAP = (2)

Constant identifying a bitmap resource

RT_CURSOR = (1)

Constant identifying a cursor resource

RT_DIALOG = (5)

Constant identifying a dialog resource

RT_FONT = (8)

Constant identifying a font resource

RT_FONTDIR = (7)

Constant identifying a font directory resource

RT_GROUP_CURSOR = (12)

Constant identifying a group cursor resource

RT_GROUP_ICON = (14)

Constant identifying a group icon resource

RT_HTML = (23)

This constant can be used to specify a resource of type "HTML data".

RT_ICON = (3)

Constant identifying an icon resource

RT_MANIFEST = (24)

This constant can be used to specify a resource of type "Manifest".

RT_MENU = (4)

Constant identifying a menu resource

RT_MESSAGE_TABLE = (11)

Constant identifying a message data resource

RT_RC_DATA = (10)

Constant identifying a binary data resource

RT_STRING = (6)

Constant identifying a string table resource

RT_VERSION = (16)

Constant identifying a version info resource

```
RuntimeErrorExitCodes : Array[TRuntimeError] of Byte = (0, 203, 204, 200, 201, 215, 207, 200, 205, 206, 219, 216, 218, 217, 202, 220, 221, 222, 223, 224, 225, 227, 212, 228, 229, 233, 234)
```

This array is used by the [Error \(1405\)](#) routine to convert a [TRuntimeError \(1334\)](#) enumeration type to a process exit code.

```
SafeCallErrorProc : TSafeCallErrorProc = Nil
```

`SafeCallErrorProc` is a [Handler](#) called in case of a safecall calling convention error. `Error` is the error number (passed by the Windows operating system) and `Addr` is the address where the error occurred.

```
sLineBreak = LineEnding
```

`sLineBreak` is an alias for [LineEnding \(1299\)](#) and is supplied for Delphi compatibility.

This constant is part of a set of constants that describe the OS characteristics. These constants should be used instead of hardcoding OS characteristics.

```
StackError : Boolean = False
```

Indicate whether there was a stack error.

`StdErrorHandle = 2`

Value of the OS handle for the standard error-output file.

`StdInputHandle = 0`

Value of the OS handle for the standard input file.

`StdOutputHandle = 1`

Value of the OS handle for the standard output file.

`S_FALSE = 1`

Interface call result: Not OK

`S_OK = 0`

Interface call result: OK

`TextRecBufSize = 256`

`TextRecBufSize` is the default buffer size for text files. The actual buffer can be set to another size using `SetTextBuf` (1480).

`TextRecNameLength = 256`

`TextRecNameLength` is the maximum filename size for text files.

`ThreadingAlreadyUsed : Boolean = False`

Internal constant for the threading system. Don't use.

`UnixGetModuleByAddrHook : procedure(addr: pointer; var baseaddr: pointer
; var filename: string) = Nil`

`UnixGetModuleByAddrHook` is used on Unix systems to retrieve a module name based on an address. It is used in the `exeinfo` (687) unit to map addresses to module (programs or library) names.

`UnusedHandle = -1`

Value indicating an unused file handle (as reported by the OS).

`VarAddRefProc : procedure(var v: tvardata) = Nil`

Callback to increase reference count of a variant.

`varany = $101`

Variant type: Any

`vararray = $2000`

Variant type: variant Array

`varboolean = 11`

Variant type: Boolean type

`varbyref = $4000`

Variant type: By reference

`varbyte = 17`

Variant type: Byte (8 bit)

`VarClearProc : procedure(var v: tvardata) = Nil`

Callback to clear a variant.

`VarCopyProc : procedure(var d: tvardata; const s: tvardata) = Nil`

Callback to copy a variant

`varcurrency = 6`

Variant type: Currency

`vardate = 7`

Variant type: Date

`vardecimal = 14`

Variant type: Decimal (BCD)

`vardispatch = 9`

Variant type: dispatch interface

`vardouble = 5`

Variant type: Double float

`vareempty = 0`

Variant type: Empty variant

`varerror = 10`

Variant type: Error type

`varint64 = 20`

Variant type: Integer (64-Bit)

`varinteger = 3`

Variant type: Integer (32-bit)

`varlongword = 19`

Variant type: Word (32 bit)

`varnull = 1`

Variant type: Null (1451) variant

`varolestr = 8`

Variant type: OLE string (widestring)

`varqword = 21`

Variant type: Word (64-bit)

`varrecord = 36`

Record variant type

`varshortint = 16`

Variant type: Shortint (16 bit)

`varsingle = 4`

Variant type: Single float

`varsmallint = 2`

Variant type: smallint (8 bit)

`varstrarg = $48`

Variant type: String

`varstring = $100`

Variant type: String

```
VarToLStrProc : procedure(var d: AnsiString; const s: tvardata) =  
    Nil
```

Callback to convert a variant to a ansistring.

```
VarToWStrProc : procedure (var d: WideString; const s: tvardata) =
  Nil
```

Callback to convert a variant to a widestring.

```
vartypemask = $fff
```

Variant type: Mask to extract type

```
varuint64 = varqword
```

varuint64 denotes an unsigned 64-bit value in a variant. It is one of the values found in the VType field of the variant record tvardata (1341).

```
varunknown = 13
```

Variant type: Unknown

```
varustrarg = $49
```

varustrarg denotes a unicode string argument in DispInvoke call. It will be converted to varustring in a variant.

```
varustring = $102
```

varustring denotes a unicode string value in a variant. It is one of the values found in the VType field of the variant record tvardata (1341).

```
varvariant = 12
```

Variant type: Variant (arrays only)

```
varword = 18
```

Variant type: Word (16 bit)

```
varword64 = varqword
```

Variant type: Word (64-bit)

```
vmtAfterConstruction = vmtMethodStart + ((codepointer) * 5)
```

VMT Layout: ?

```
vmtAutoTable = vmtParent + ((pointer) * 7)
```

VMT layout: ?

```
vmtBeforeDestruction = vmtMethodStart + ((codepointer) * 6)
```

VMT Layout: ?

`vmtClassName = vmtParent + (pointer)`

VMT Layout: location of class name.

`vmtDefaultHandler = vmtMethodStart + ((codepointer) * 4)`

VMT Layout: ?

`vmtDefaultHandlerStr = vmtMethodStart + ((codepointer) * 7)`

VMT Layout: ?

`vmtDestroy = vmtMethodStart`

VMT Layout: Location of destructor pointer.

`vmtDispatch = vmtMethodStart + ((codepointer) * 8)`

`vmtDispatch` is the offset from the VMT start, in bytes to the dispatch table for a class. The dispatch table is used when dispatching messages in `TObject.Dispatch` (1534)

`vmtDispatchStr = vmtMethodStart + ((codepointer) * 9)`

`vmtDispatchStr` is the offset from the VMT start, in bytes to the dispatch table for a class. The dispatch table is used when dispatching messages in `TObject.DispatchStr` (1534)

`vmtDynamicTable = vmtParent + ((pointer) * 2)`

VMT Layout: location of dynamic methods table.

`vmtEquals = vmtMethodStart + ((codepointer) * 10)`

`vmtEquals` contains the offset from the VMT start, of the location of the `TObject.Equals` (1537) method pointer.

`vmtFieldTable = vmtParent + ((pointer) * 4)`

VMT Layout: Location of fields table.

`vmtFreeInstance = vmtMethodStart + ((codepointer) * 2)`

VMT Layout: location of `FreeInstance` method.

`vmtGetHashCode = vmtMethodStart + ((codepointer) * 11)`

`vmtGetHashCode` contains the offset from the VMT start, of the location of the `TObject.GetHashCode` (1537) method pointer.

`vmtInitTable = vmtParent + ((pointer) * 6)`

VMT Layout: ?

```
vmtInstanceSize = 0
```

VMT Layout: Location of class instance size in VMT

```
vmtIntfTable = vmtParent + ((pointer) * 8)
```

VMT layout: Interface table

```
vmtMethodStart = vmtParent + ((pointer) * 10)
```

VMT layout: start of method table.

```
vmtMethodTable = vmtParent + ((pointer) * 3)
```

VMT Layout: Method table start.

```
vmtMsgStrPtr = vmtParent + ((pointer) * 9)
```

VMT layout: message strings table.

```
vmtNewInstance = vmtMethodStart + (codepointer)
```

VMT Layout: location of NewInstance method.

```
vmtParent = (SizeInt) * 2
```

VMT Layout: location of pointer to parent VMT.

```
vmtSafeCallException = vmtMethodStart + ((codepointer) * 3)
```

VMT Layout: ?

```
vmtToString = vmtMethodStart + ((codepointer) * 12)
```

vmtToString contains the offset from the VMT start, of the location of the TObjct.ToString (1537) method pointer.

```
vmtTypeInfo = vmtParent + ((pointer) * 5)
```

VMT Layout: Location of class type information.

```
vtAnsiString = 11
```

TVarRec type: Ansistring

```
vtBoolean = 1
```

TVarRec type: Boolean

vtChar = 2

TVarRec type: Char

vtClass = 8

TVarRec type: Class type

vtCurrency = 12

TVarRec type: Currency

vtExtended = 3

TVarRec type: Extended

vtInt64 = 16

TVarRec type: Int64 (signed 64-bit integer)

vtInteger = 0

TVarRec type: Integer

vtInterface = 14

TVarRec type: Interface

vtObject = 7

TVarRec type: Object instance

vtPChar = 6

TVarRec type: PChar

vtPointer = 5

TVarRec type: pointer

vtPWideChar = 10

TVarRec type: PWideChar

vtQWord = 17

TVarRec type: QWord (unsigned 64-bit integer)

vtString = 4

TVarRec type: String

`vtUnicodeString = 18`

`vtUnicodeString` denotes a unicode string argument in the array of `const`. The `TVarRec.VUnicodeString` field will contain the actual value.

`vtVariant = 13`

`TVarRec` type: `Variant`

`vtWideChar = 9`

`TVarRec` type: `Widechar`

`vtWideString = 15`

`TVarRec` type: `WideString`

75.10.2 Types

`AnsiChar = Char`

Alias for 1-byte sized char.

`Byte = 0..255`

An unsigned 8-bits integer

`Cardinal = LongWord`

An unsigned 32-bits integer.

`Char = #0..#255`

`Char` is the basic ANSI character type, with a range of `[#0..#255]`.

`CodePointer = Pointer`

`CodePointer` is used in 8/16-bit targets to indicate pointers to code segments. On all other platforms this equals `Pointer`.

`CodePtrInt = PtrInt`

`CodePtrInt` is a signed integer with the same size as `CodePointer` (1310)

`CodePtrUInt = PtrUInt`

`CodePtrUInt` is an unsigned integer with the same size as `CodePointer` (1310)

`DWord = LongWord`

An unsigned 32-bits integer

```
EnumResLangProc = function(ModuleHandle: TFPResourceHMODULE;
  ResourceType: PChar; ResourceName: PChar;
  IDLanguage: Word; lParam: PtrInt) :
  LongBool
```

EnumResNameProcs used in the EnumResourceLanguages (1402) call. It is called for all languages for a resource of the specified type and name, and is passed the ModuleHandle, ResourceName, ResourceName and IDLanguage values for each language encountered for the specified resource. Additionally, the lParam parameter from the EnumResourceLanguages is passed unaltered.

```
EnumResNameProc = function(ModuleHandle: TFPResourceHMODULE;
  ResourceType: PChar; ResourceName: PChar;
  lParam: PtrInt) : LongBool
```

EnumResNameProcs used in the EnumResourceNames (1402) call. It is called for all resources of the specified type, and is passed the ModuleHandle, ResourceType, ResourceName values for each resource encountered. Additionally, the lParam parameter from the EnumResourceNames is passed unaltered.

```
EnumResTypeProc = function(ModuleHandle: TFPResourceHMODULE;
  ResourceType: PChar; lParam: PtrInt)
  : LongBool
```

EnumResTypeProc is used in the EnumResourceTypes (1403) call. It is called for all resources, and is passed the ModuleHandle, ResourceType values for each resource encountered. Additionally, the lParam parameter from the EnumResourceTypes is passed unaltered.

```
FarPointer = Pointer
```

FarPointer is used in 8/16-bit targets to indicate far pointers (over segments). On all other platforms this equals Pointer.

```
FileRec = record
  Handle : THandle;
  Mode : LongInt;
  RecSize
  : SizeInt;
  _private : Array[1..3*SizeOf(SizeInt)+5*SizeOf(pointer
  )] of Byte;
  UserData : Array[1..32] of Byte;
  name : Array[0..filerecnamelength
  ] of TFileTextRecChar;
end
```

FileRec is the underlying type used in untyped files. It should be treated as opaque and never manipulated directly.

```
HGLOBAL = PtrUInt
```

This is an opaque type.

```
HMODULE = PtrUInt
```

This is an opaque type.

```
HRESULT = LongInt
```

32-Bit signed integer.

```
IInterface = IUnknown
```

IInterface is the basic interface from which all COM style interfaces descend.

```
Int16 = SmallInt
```

A signed 16-bits integer

```
Int32 = LongInt
```

A signed 32-bits integer

```
Int64 = -9223372036854775808..9223372036854775807
```

Int64 is a 64-bit, signed integer type, with range [-9223372036854775808..9223372036854775807].

```
Int8 = ShortInt
```

A signed 8-bits integer

```
Integer = SmallInt
```

The system unit defines `Integer` as a signed 16-bit integer. But when DELPHI or OBJFPC mode are active, then the `objpas` unit redefines `Integer` as a 32-bit integer.

```
IntegerArray = Array[0..$effffff] of Integer
```

Generic array of integer.

```
IntPtr = PtrInt
```

A signed integer with the same size in bytes as pointer

```
jmp_buf = packed record
  ebx : LongInt;
  esi : LongInt;
  edi :
  LongInt;
  bp  : Pointer;
  sp  : Pointer;
  pc  : Pointer;
end
```

Record type to store processor information.

Longint = -2147483648..2147483647

A signed 32-bits integer

Longword = 0..4294967295

The base 32-bit unsigned type. See the reference manual for more details

MAKEINTRESOURCE = PChar

Alias for the PChar (1313) type.

NativeInt = PtrInt

NativeInt is defined for Delphi compatibility. It is a signed integer with the size of a pointer, so 32-bit on 32-bit platforms, 64-bit on 64-bit platforms.

NativeUInt = PtrUInt

NativeInt is defined for Delphi compatibility. It is an unsigned integer with the size of a pointer, so 32-bit on 32-bit platforms, 64-bit on 64-bit platforms.

PAnsiChar = PChar

Alias for PChar (1313) type.

PAnsiString = ^AnsiString

Pointer to an ansistring type.

PBoolean = ^Boolean

Pointer to a Boolean type.

PByte = ^Byte

Pointer to byte (1310) type

pcalldesc = ^tcalldesc

Pointer to TCallDesc (1323) record.

PCardinal = ^Cardinal

Pointer to Cardinal (1310) type

PChar = ^Char

Or the same as a pointer to an array of char. See the reference manual for more information about this type.

`PClass = ^TClass`

Pointer to TClass (1323)

`PCodePointer = ^CodePointer`

PCodePointer is a typed pointer to CodePointer (1310).

`PComp = ^Comp`

PComp is a pointer to a complex type.

`PCurrency = ^Currency`

Pointer to currency type.

`PDate = ^TDateTime`

Pointer to a TDateTime (1324) type.

`PDateTime = ^TDateTime`

Pointer to Tdatetime

`PDispatch = ^IDispatch`

Pointer to IDispatch (1520) interface type

`pdispdesc = ^tdispdesc`

Pointer to tdispdesc (1325) record

`PDouble = ^Double`

Pointer to double-sized float value.

`PDWord = ^DWord`

Pointer to DWord (1310) type

`pdynarrayindex = ^tdynarrayindex`

Pointer to tdynarrayindex (1325) type.

`pdynarraytypeinfo = ^tdynarraytypeinfo`

Pointer to TDynArrayTypeInfo (1325) type.

`PError = ^TError`

Pointer to an Error (1405) type.

`PEventState = pointer`

Pointer to `EventState`, which is an opaque type.

`PExceptObject = ^TExceptObject`

Pointer to Exception handler procedural type `TExceptProc` (1326)

`PExtended = ^Extended`

Pointer to extended-sized float value.

`PFileTextRecChar = ^TFileTextRecChar`

`PFileTextRecChar` is a typed pointer to `TFileTextRecChar` (1327).

`PGuid = ^TGuid`

Pointer to `TGUID` (1329) type.

`pInt16 = PSmallInt`

Pointer to `Int16` (1312) type

`pInt32 = PLongint`

Pointer to `Int32` (1312) type

`PInt64 = ^Int64`

Pointer to `Int64` type

`pInt8 = PShortInt`

Pointer to `Int8` (1312) type

`PInteger = ^Integer`

Pointer to integer (1312) type

`PIntegerArray = ^IntegerArray`

Pointer to `IntegerArray` (1312) type

`PInterface = PUnknown`

Pointer to `IInterface` (1312) interface

`pinterfaceentry = ^tinterfaceentry`

Pointer to `tinterfaceentry` (1330) record.

`pinterfacetable = ^tinterfacetable`

Pointer to `tinterfacetable` (1331) record.

`PIntPtr = PPtrInt`

Pointer to `IntPtr` (1312) type

`PJump_buf = ^jump_buf`

Pointer to `jump_buf` (1312) record

`PLongBool = ^LongBool`

Pointer to a `LongBool` type.

`PLongint = ^LongInt`

Pointer to `Longint` (1313) type

`PLongWord = ^LongWord`

Pointer to `LongWord` type

`PMemoryManager = ^TMemoryManager`

Pointer to `TMemoryManager` (1331) record

`PMsgStrTable = ^TMsgStrTable`

Pointer to array of `TMsgStrTable` (1331) records.

`PNativeInt = ^NativeInt`

Pointer to `NativeInt` (1313) type

`PNativeUInt = ^NativeUInt`

Pointer to `NativeInt` (1313) type

`PointerArray = Array[0..512*1024*1024-2] of Pointer`

Generic pointer array.

`POleVariant = ^OleVariant`

Pointer to `OleVariant` type.

`PPAnsiChar = PPChar`

Alias for `PPChar` (1317) type.

`PPByte = ^PByte`

`PPByte` is a pointer to a `PByte` (1313) type.

`PPChar = ^PChar`

Pointer to an array of pointers to null-terminated strings.

`PPCharArray = ^TPCharArray`

Pointer to `TPCharArray` (1332) type.

`PPCodePointer = ^PCodePointer`

`PPCodePointer` is a typed pointer to `PCodePointer` (1314).

`PPDispatch = ^PDispatch`

Pointer to `PDispatch` (1314) pointer type

`PPDouble = ^PDouble`

`PPDouble` is a pointer to a `PDouble` (1314) type.

`PPLongint = ^PLongint`

`PPLongint` is a pointer to a `PLongint` (1316) type.

`PPPointer = ^Pointer`

Pointer to a pointer type.

`PPPointerArray = ^PointerArray`

Pointer to `PointerArray` (1316) type

`PPPAnsiChar = PPPChar`

`PPPAnsiChar` is a typed pointer to `PPAnsiChar` (1316).

`PPPChar = ^PPChar`

`PPPChar` is a pointer to a `PPChar` (1317)

`PPPPointer = ^PPPointer`

Pointer to a `PPPointer` (1317) type.

`PPPWideChar = ^PPWideChar`

`PPPWideChar` is a pointer to a `PPWideChar` (1318) type.

`PPtrInt = ^PtrInt`

Pointer to `PtrInt` (1319) type.

`PPtrUInt = ^PtrUInt`

Pointer to unsigned integer of pointer size

`PPUnknown = ^PUnknown`

Pointer to untyped pointer

`PPWideChar = ^PWideChar`

Pointer to link id="PWideChar"> type.

`PQWord = ^QWord`

Pointer to `QWord` type

`PRTLCriticalSection = ^TRTLCriticalSection`

Pointer to `#rtl.system.TRTLCriticalSection` (1333) type.

`PRTLEvent = pointer`

Pointer to `RTLEvent`, which is an opaque type.

`PShortInt = ^ShortInt`

Pointer to `shortint` (1322) type

`PShortString = ^ShortString`

Pointer to a `shortstring` type.

`PSingle = ^Single`

Pointer to single-sized float value.

`PSizeInt = ^SizeInt`

Pointer to a `SizeInt` (1322) type

`PSizeUInt = ^SizeUInt`

`PSizeUInt64` is a pointer to a `SizeUInt` (1322), an unsigned integer of architecture-dependent size.

`PSmallInt = ^SmallInt`

Pointer to `smallint` (1322) type

```
pstringmessagetable = ^TStringMessageTable
```

Pointer to TStringMessageTable (1335) record.

```
PText = ^Text
```

Pointer to text file.

```
PtrInt = LongInt
```

Ptrint is a signed integer type which has always the same size as a pointer. Ptrint is considered harmful and should almost never be used in actual code, because pointers are normally unsigned. For example, consider the following code:

```
getmem(p,2048);           {Assume the address of p becomes $7fffffff0.}
q:=pointer(ptrint(p)+1024); {Overflow error.}
writeln(q>p);           {Incorrect answer.}
```

Ptrint might have a valid use when two pointers are subtracted from each other if it is unknown which pointer has the largest address. However, even in this case ptrint causes trouble in case the distance is larger than high(ptrint) and must be used with great care.

The introduction of the ptrint type was a mistake. Please use ptruint (1319) instead.

```
PtrUInt = DWord
```

PtrUInt is an unsigned integer type which has always the same size as a pointer. When using integers which will be cast to pointers and vice versa, use this type, never the regular Cardinal type.

```
PUCS2Char = PWideChar
```

Pointer to UCS2Char (1347) character.

```
PUCS4Char = ^UCS4Char
```

Pointer to UCS4Char (1347)

```
PUCS4CharArray = ^TUCS4CharArray
```

Pointer to array of UCS4Char (1347) characters.

```
pUInt16 = PWord
```

Pointer to UInt16 (1347) type

```
pUInt32 = PDWord
```

Pointer to UInt32 (1347) type

```
PUInt64 = ^UInt64
```

PUInt64 is a pointer to a UInt64 (1347), an unsigned 64-bit integer.

`pUInt8 = PByte`

Pointer to `UInt8` (1347) type

`PUIntPtr = PPtrUInt`

Pointer to `UIntPtr` (1347) type

`PUnicodeChar = ^UnicodeChar`

`PUnicodeChar` is a pointer to a unicode character, just like `PChar` is a pointer to a Char an-sistring character.

`PUnicodeString = ^UnicodeString`

`PUnicodeString` is a pointer to a `UnicodeString` string.

`PUnknown = ^IUnknown`

Untyped pointer

`PUTF8String = ^UTF8String`

Pointer to `UTF8String` (1347)

`pvararray = ^tvararray`

Pointer to `TVarArray` (1339) type.

`pvararraybound = ^tvararraybound`

Pointer to `tvararraybound` (1339) type.

`pvararrayboundarray = ^tvararrayboundarray`

Pointer to `tvararrayboundarray` (1339) type.

`pvararraycoorarray = ^tvararraycoorarray`

Pointer to `tvararraycoorarray` (1339) type.

`pvardata = ^tvardata`

Pointer to `TVarData` (1341) record.

`PVariant = ^Variant`

Pointer to `Variant` type.

`pvariantmanager = ^tvariantmanager`

Pointer to TVariantManager (1343) record.

```
PVarRec = ^TVarRec
```

Pointer to TVarRec (1345) type.

```
PVmt = ^TVmt
```

Pointer to TVMT (1346) record

```
PWideChar = ^WideChar
```

Pointer to WChar (1348).

```
PWideString = ^WideString
```

Pointer to widestring type

```
PWord = ^Word
```

Pointer to word (1348) type

```
PWordBool = ^WordBool
```

Pointer to a WordBool type.

```
QWord = 0..18446744073709551615
```

QWord is a 64-bit, unsigned integer type, with range [0..18446744073709551615].

```
RawByteString = ansistring
```

RawByteString is a single-byte character string which does not have any codepage associated with it.

This means that assigning a single-byte character string to this kind of string will not change the codepage of the string.

Inversely, when assigning a RawByteString to a single-byte string, the codepage of the destination is simply set to the codepage of the rawbytestring: no codepage conversion happens, the reference count is simply increased.

```
Real = Double
```

Alias for real type

```
real48 = Array[0..5] of Byte
```

TP compatible real type (6 bytes) definition

```
Shortint = -128..127
```

A signed 8-bits integer

```
SizeInt = LongInt
```

`SizeInt` is used to describe sizes of structures in FPC using a signed integer. The actual type of this type depends on the architecture: its size reflects the maximum addressable memory on the current architecture, thus it is 64-bit on 64-bit platforms, 32-bit on 32-bit platforms, and 16 bit on 16 bit platforms.

```
SizeUInt = DWord
```

`SizeUInt` is used to describe sizes of structures in FPC using an unsigned integer. The actual type of this type depends on the architecture: its size reflects the maximum addressable memory on the current architecture, thus it is 64-bit on 64-bit platforms, 32-bit on 32-bit platforms, and 16 bit on 16 bit platforms.

```
SmallInt = -32768..32767
```

A signed 16-bits integer

```
TAbstractErrorProc = procedure
```

Abstract error handler procedural type.

```
TAllocateThreadVarsHandler = procedure
```

Threadvar allocation callback type for `TThreadManager` (1337).

```
TAnsiChar = Char
```

Alias for 1-byte sized char.

```
TAssertErrorProc = procedure(const msg: ShortString;
  const fname: ShortString; lineno: LongInt;
  erroraddr: pointer)
```

Assert error handler procedural type.

```
TBackTraceStrFunc = function(Addr: CodePointer) : ShortString
```

Type for formatting of backtrace dump.

```
TBasicEventCreateHandler = function(EventAttributes: Pointer;
  AManualReset: Boolean;
  InitialState: Boolean;
  const Name: ansistring)
  : PEventState
```

callback type for creating eventstate in `TThreadManager` (1337).

```
TBasicEventHandler = procedure(state: PEventState)
```

Generic callback type for handling eventstate in TThreadManager (1337).

```
TBasicEventWaitForHandler = function(timeout: Cardinal;
    state: PEventState) : LongInt
```

Wait for basic event callback type for TThreadManager (1337).

```
TBeginThreadHandler = function(sa: Pointer; stacksize: PtrUInt;
    ThreadFunction: TThreadFunc; p: pointer
    ;
    creationFlags: DWord;
    var ThreadId: TThreadID) : TThreadID
```

Callback for thread start in TThreadManager (1337).

```
TBoundArray = Array of SizeInt
```

Dynamic array of integer.

```
tcalldesc = packed record
    calltype : Byte;
    argcount : Byte;
    namedargcount : Byte;
    argtypes : Array[0..255] of Byte;
end
```

tcalldesc is used to encode the arguments to a dispatch call to an OLE dual interface. It is used on windows only. It describes the arguments to a call.

```
TClass = Class of TObject
```

Class of TObject (1527).

```
TCompareOption = (coLingIgnoreCase, coLingIgnoreDiacritic, coIgnoreCase
    ,
    coIgnoreKanaType, coIgnoreNonSpace, coIgnoreSymbols
    ,
    coIgnoreWidth, coLingCasing, coDigitAsNumbers,
    coStringSort)
```

Table 75.10: Enumeration values for type TCompareOption

Value	Explanation
coDigitAsNumbers	Treat digits as numbers (20 before 120)
coIgnoreCase	Ignore case (usually identical to coLingIgnoreCase)
coIgnoreKanaType	Corresponding hiragana and katakana characters compare as equal.
coIgnoreNonSpace	Ignore nonspace characters (usually identical to coLingIgnoreDiacritic)
coIgnoreSymbols	Ignore symbols and punctuation characters
coIgnoreWidth	Ignore half-width and full width characters (used in Chinese and Japanese)
coLingCasing	Use linguistic rules for casing, instead of file system rules
coLingIgnoreCase	Ignore case linguistically (usually identical to coIgnoreCase)
coLingIgnoreDiacritic	Ignore diacritic caharacters
coStringSort	Handle punctuation as symbols

`TCompareOption` indicates how 2 strings should be compared. This option is used in the `WideString-Manager` (1346) implementation when comparing 2 strings. The following options exist:

- Ignore case linguistically (usually identical to `coIgnoreCase`)
- Ignore diacritic characters
- Ignore case (usually identical to `coLingIgnoreCase`)
- Corresponding hiragana and katakana characters compare as equal.
- Corresponding hiragana and katakana characters compare as equal.
- Ignore nonspace characters (usually identical to `coLingIgnoreDiacritic`)
- Ignore symbols and punctuation characters
- Ignore half-width and full width characters (used in Chinese and Japanese)
- Use linguistic rules for casing, instead of file system rules
- Treat digits as numbers (20 before 120)
- Handle punctuation as symbols

Not all platforms will support all possibilities.

`TCompareOptions` = Set of `TCompareOption`

`TCompareOptions` is simply a set of `TCompareOption` (1323) enumeration values.

`TCriticalSectionHandler` = procedure (var cs)

Generic callback type for critical section handling in `TThreadManager` (1337).

`TCriticalSectionHandlerTryEnter` = function (var cs) : LongInt

`TCriticalSectionHandlerTryEnter` is the function prototype for the `TryEnterCriticalSection` (1500) function, in the `TThreadManager` (1337) record's `TryEnterCriticalSection` field.

`TCtrlBreakHandler` = function (CtrlBreak: Boolean) : Boolean

`TCtrlBreakHandler` is the prototype for the CTRL-C handler. If `CtrlBreak` is `True` then CTRL-Break was hit, otherwise CTRL-C was hit. The handlers should return `True` to signal that the key-combination was handled. If `False` is returned, then default handling will be used, which by default means an exception will be raised if the `sysutils` unit is used.

`TDate` = `TDateTime`

`TDate` is defined for Delphi compatibility. This type is deprecated, use `TDateTime` (1324) instead.

`TDateTime` = `Double`

Encoded Date-Time type.

```

tdispdesc = packed record
  dispid : LongInt;
  restype : Byte;
  calldesc : tcalldesc;
end

```

tcalldesc is used to encode a dispatch call to an OLE dispatch interface. It is used on windows only. It describes the dispatch call call.

```
tdynarrayindex = SizeInt
```

A variable of type tdynarrayindex will always have the correct size, suitable for serving as an index in a dynamic array.

```

tdynarraytypeinfo = packed record
  kind : Byte;
  namelen : Byte
  ;
  elesize : SizeInt;
  eletype : pdynarraytypeinfo;
  vartype :
  LongInt;
end

```

tdynarraytypeinfo describes the structure of a multi-dimensional dynamical array. It is used in the DynArraySetLength (1400) call.

```
TEndThreadHandler = procedure(ExitCode: DWord)
```

Callback for thread end in TThreadManager (1337).

```

TEntryInformation = record
  InitFinalTable : Pointer;
  ThreadvarTablesTable
  : Pointer;
  asm_exit : procedure;
  PascalMain : procedure;
  valgrind_used
  : Boolean;
end

```

TEntryInformation is used to initialize a Free Pascal program or library. Under normal circumstances, there should be no need to use this structure directly: it is used by the system unit and special linking units.

```
TError = LongInt
```

Error type, used in variants.

```

TErrorProc = procedure(ErrNo: LongInt; Address: CodePointer;
  Frame: Pointer)

```

Standard error handler procedural type.

```

TExceptObject = record
  FObject : TObject;
  Addr : CodePointer;
  Next : PExceptObject;
  refcount : LongInt;
  Framecount : LongInt
  ;
  Frames : PCodePointer;
end

```

TExceptObject is the exception description record which is found on the exception stack.

```

TExceptProc = procedure (Obj: TObject; Addr: CodePointer;
  FrameCount: LongInt; Frame: PCodePointer)

```

Exception handler procedural type

```

TextBuf = Array[0..TextRecBufSize-1] of AnsiChar

```

TextBuf is a type for the default buffer used in TextRec (1326).

```

TextFile = Text

```

Alias for Text file type.

```

TextRec = record
  Handle : THandle;
  Mode : LongInt;
  bufsize
  : SizeInt;
  _private : SizeInt;
  bufpos : SizeInt;
  bufend : SizeInt
  ;
  bufptr : ^TextBuf;
  openfunc : CodePointer;
  inoutfunc : CodePointer
  ;
  flushfunc : CodePointer;
  closefunc : CodePointer;
  UserData
  : Array[1..32] of Byte;
  name : Array[0..textrecnamelength-1] of
  TFileTextRecChar;
  LineEnd : TLineEndStr;
  buffer : TextBuf;
end

```

TextRec is the underlying type used in text files. It should be treated as opaque and never manipulated directly.

```

TFileTextRecChar = UnicodeChar

```

TFileTextRecChar is the type of character used in TextRec (1326) or FileRec (1311) file types. It is an alias type, depending on platform and RTL compilation flags. No assumptions should be made on the actual character type.

```
TFloatSpecial = (fsZero, fsNZero, fsDenormal, fsNDenormal, fsPositive
,
                fsNegative, fsInf, fsNInf, fsNaN, fsInvalidOp)
```

Table 75.11: Enumeration values for type TFloatSpecial

Value	Explanation
fsDenormal	Denormal value
fsInf	Infinity
fsInvalidOp	Invalid operation
fsNaN	Not a number
fsNDenormal	Negative enormal value
fsNegative	Negative value
fsNInf	Negative infinity
fsNZero	Negative zero
fsPositive	Positive value
fsZero	Zero

TFloatSpecial enumerates a series of floating point value properties.

```
TFPHeapStatus = record
  MaxHeapSize : PtrUInt;
  MaxHeapUsed : PtrUInt
;
  CurrHeapSize : PtrUInt;
  CurrHeapUsed : PtrUInt;
  CurrHeapFree
  : PtrUInt;
end
```

TFPHeapStatus describes the state of the FPC heap manager. This is not equivalent to the THeapStatus (1330) record defined by Delphi, which contains information not meaningful for the FPC heap manager. The heap status can be retrieved by the GetFPCHepStatus (1419) call.

```
TFPResourceHandle = PtrUInt
```

TFPResourceHandle represents a handle to a binary resource and is used in the various resource calls. Its actual type and size may differ across platforms.

```
TFPResourceHGLOBAL = PtrUInt
```

TFPResourceHGLOBAL represents a handle to the global module containing a resource. It is used in the various resource calls. It is an opaque type: its actual type and size may differ across platforms.

```
TFPResourceHMODULE = PtrUInt
```

TFPResourceHMODULE represents a module (library, executable, other) in which a resource is located. It is used in the various resource calls. It is an opaque type: its actual type and size may differ across platforms.

TFPUException = (exInvalidOp, exDenormalized, exZeroDivide, exOverflow, exUnderflow, exPrecision)

Table 75.12: Enumeration values for type TFPException

Value	Explanation
exDenormalized	
exInvalidOp	Invalid operation error
exOverflow	Float overflow error
exPrecision	Precision error
exUnderflow	Float underflow error
exZeroDivide	Division by zero error.

TFPUException describes what floating point errors raise exceptions. It has been moved here from the Math unit.

TFPUExceptionMask = Set of TFPException

TFPUExceptionMask is a set of TFPException constants

TFPUPrecisionMode = (pmSingle, pmReserved, pmDouble, pmExtended)

Table 75.13: Enumeration values for type TFPUPrecisionMode

Value	Explanation
pmDouble	Double-type precision
pmExtended	Extended-type precision
pmReserved	?
pmSingle	Single-type precision

TFPUPrecisionMode describes the possible default precisions for the software Floating Point math routines. It has been moved here from the math unit.

TFPURoundingMode = (rmNearest, rmDown, rmUp, rmTruncate)

Table 75.14: Enumeration values for type TFPURoundingMode

Value	Explanation
rmDown	Round to biggest integer smaller than value.
rmNearest	Round to nearest integer
rmTruncate	Cut off fractional part
rmUp	Round to smallest integer larger than value

TFPURoundingMode enumerates the possible values for software floating point math rounding. It has been moved here from the math unit.

TGetCurrentThreadIdHandler = function : TThreadId

Callback type for retrieving thread ID in TThreadManager (1337).

```
TGuid = packed record
case Integer of
1: (
  Data1 : DWord;
  Data2
  : Word;
  Data3 : Word;
  Data4 : Array[0..7] of Byte;
);
2: (
  D1 : DWord;
  D2 : Word;
  D3 : Word;
  D4 : Array[0..7] of Byte
  ;
);
3: (
  time_low : DWord;
  time_mid : Word;
  time_hi_and_version
  : Word;
  clock_seq_hi_and_reserved : Byte;
  clock_seq_low : Byte
  ;
  node : Array[0..5] of Byte;
);
end
```

Standard GUID representation type.

THandle = LongInt

This type should be considered opaque. It is used to describe file and other handles.

```
THeapStatus = record
  TotalAddrSpace : Cardinal;
  TotalUncommitted
  : Cardinal;
  TotalCommitted : Cardinal;
  TotalAllocated : Cardinal
  ;
  TotalFree : Cardinal;
  FreeSmall : Cardinal;
  FreeBig : Cardinal
  ;
  Unused : Cardinal;
```

```

    Overhead : Cardinal;
    HeapErrorCode : Cardinal
;
end

```

THeapStatus is the record describing the current heap status. It is returned by the GetHeapStatus (1419) call.

TInitThreadVarHandler = procedure (var offset: DWord; size: DWord)

Threadvar initialization callback type for TThreadManager (1337).

TInterfacedClass = Class of TInterfacedObject

TInterfacedClass is a descendent of

```

tinterfaceentry = record
    IID : PGuid;
    VTable : Pointer;
    IOffset
    : SizeUInt;
    IIDStr : PShortString;
case Boolean of
True: (
    IType
    : tinterfaceentrytype;
);
False: (
    __pad_dummy : SizeInt;
);
end

```

tinterfaceentry is used to store the list of Interfaces of a class. This list is stored as an array of tinterfaceentry records.

```

tinterfaceentrytype = (etStandard, etVirtualMethodResult,
    etStaticMethodResult, etFieldValue,
    etVirtualMethodClass, etStaticMethodClass,
    etFieldValueClass)

```

Table 75.15: Enumeration values for type tinterfaceentrytype

Value	Explanation
etFieldValue	Field value
etFieldValueClass	Interface provided by a class field
etStandard	Standard entry
etStaticMethodClass	Interface provided by a static class method
etStaticMethodResult	Statis method
etVirtualMethodClass	Interface provided by a virtual class method
etVirtualMethodResult	Virtual method

This is an internal type for the compiler to encode calls to dispatch interfaces.

```
tinterfacetable = record
  EntryCount : SizeUInt;
  Entries : Array
    [0..0] of tinterfaceentry;
end
```

Record to store list of interfaces of a class.

```
TLineEndStr = string
```

TLineEndStr is an alias for the actual line ending string type, used in TextRec (1326). It should be treated as opaque.

```
TMemoryManager = record
  NeedLock : Boolean;
  Getmem : function
    (Size: PtrUInt) : Pointer;
  Freemem : function(p: pointer) : PtrUInt
  ;
  FreememSize : function(p: pointer; Size: PtrUInt) : PtrUInt;
  AllocMem : function(Size: PtrUInt) : Pointer;
  ReAllocMem : function
    (var p: pointer; Size: PtrUInt) : Pointer;
  MemSize : function(p
    : pointer) : PtrUInt;
  InitThread : procedure;
  DoneThread : procedure
  ;
  RelocateHeap : procedure;
  GetHeapStatus : function : THeapStatus
  ;
  GetFPCHeapStatus : function : TFPCHeapStatus;
end
```

TMemoryManager describes the memory manager. For more information about the memory manager, see the programmer's reference.

```
TMethod = record
  Code : CodePointer;
  Data : Pointer;
end
```

TMethod describes a general method pointer, and is used in Run-Time Type Information handling.

```
TMsgStrTable = record
  name : PShortString;
  method : CodePointer
  ;
end
```

Record used in string message handler table.

TCharArray = packed Array[0..(MaxLongintdivSizeOf(PChar))-1] of
PChar

Array of PChar

TProcedure = procedure

Simple procedural type.

TReleaseThreadVarsHandler = procedure

Threadvar release callback type for TThreadManager (1337).

TRelocateThreadVarHandler = function(offset: DWord) : pointer

Threadvar relocation callback type for TThreadManager (1337).

TResourceHandle = PtrUInt

This is an opaque type.

```
TResourceManager = record
  HINSTANCEFunc : function : TFPResourceHMODULE
  ;
  EnumResourceTypesFunc : function(ModuleHandle: TFPResourceHMODULE
  ; EnumFunc: EnumResTypeProc;
  lParam: PtrInt) : LongBool
  ;
  EnumResourceNamesFunc : function(ModuleHandle: TFPResourceHMODULE
  ; ResourceType: PChar;
  EnumFunc: EnumResNameProc; lParam
  : PtrInt) : LongBool;
  EnumResourceLanguagesFunc : function(ModuleHandle
  : TFPResourceHMODULE; ResourceType: PChar;
  ResourceName
  : PChar; EnumFunc: EnumResLangProc; lParam: PtrInt)
  :
  LongBool;
  FindResourceFunc : function(ModuleHandle: TFPResourceHMODULE
  ; ResourceName: PChar;
  ResourceType: PChar) : TFPResourceHandle
  ;
  FindResourceExFunc : function(ModuleHandle: TFPResourceHMODULE
  ; ResourceType: PChar;
  ResourceName: PChar; Language:
  Word) : TFPResourceHandle;
  LoadResourceFunc : function(ModuleHandle
  : TFPResourceHMODULE; ResHandle: TFPResourceHandle)
  :
  TFPResourceHGLOBAL;
  SizeofResourceFunc : function(ModuleHandle
  : TFPResourceHMODULE; ResHandle: TFPResourceHandle)
```

```

:
LongWord;
LockResourceFunc : function(ResData: TFResourceHGLOBAL
) : Pointer;
UnlockResourceFunc : function(ResData: TFResourceHGLOBAL
) : LongBool;
FreeResourceFunc : function(ResData: TFResourceHGLOBAL
) : LongBool;
end

```

TResourceManager is the record describing the resource manager. Depending on the kind of resources (internal, external), another resource managing handler is installed by the system. The resource manager record is used by all resource handling functions to do the actual work: for each function in the API, a handler function is available. People wishing to implement their own resource manager, must implement all handler functions in their implementation.

As soon as resources are used, the compiler will install a resource manager, depending on the platform, this may be an internal or an external resource manager.

```
TRTLCreateEventHandler = function : PRTLEvent
```

Callback type for creating a TRTLEvent type in TThreadManager (1337).

```
TRTLCriticalSection = Opaque type
```

TRTLCriticalSection represents a critical section (a mutex). This is an opaque type, it can differ from operating system to operating system. No assumptions should be made about its structure or contents.

```
TRTLEventHandler = procedure(AEvent: PRTLEvent)
```

Generic TRTLEvent handling type for TThreadManager (1337).

```
TRTLEventHandlerTimeout = procedure(AEvent: PRTLEvent; timeout: LongInt
)
```

TRTLEvent timeout handling type for TThreadManager (1337).

```
trtlmethod = procedure of object
```

Callback type for synchronization event.

```
TRuntimeError = (reNone, reOutOfMemory, reInvalidPtr, reDivByZero,
reRangeError, reIntOverflow, reInvalidOp, reZeroDivide
,
reOverflow, reUnderflow, reInvalidCast, reAccessViolation
,
rePrivInstruction, reControlBreak, reStackOverflow
,
reVarTypeCast, reVarInvalidOp, reVarDispatch,
reVarArrayCreate, reVarNotArray, reVarArrayBounds,
reAssertionFailed, reExternalException, reIntfCastError
,
reSafeCallError, reQuit, reCodesetConversion)
```

Table 75.16: Enumeration values for type TRuntimeError

Value	Explanation
reAccessViolation	Access Violation
reAssertionFailed	Assertion failed error
reCodesetConversion	Code set conversion error
reControlBreak	User pressed CTRL-C
reDivByZero	Division by zero error
reExternalException	An external exception occurred
reIntfCastError	Interface typecast error
reIntOverflow	Integer overflow error
reInvalidCast	Invalid (class) typecast error
reInvalidOp	Invalid operation error
reInvalidPtr	Invalid pointer error
reNone	No error
reOutOfMemory	Out of memory error
reOverflow	Overflow error
rePrivInstruction	Privileged instruction error
reQuit	Quit signal error
reRangeError	Range check error
reSafeCallError	Safecall (IDispInterface) error
reStackOverflow	Stack overflow error
reUnderflow	Underflow error
reVarArrayBounds	Variant array bounds error
reVarArrayCreate	Variant array creation error
reVarDispatch	Variant Dispatch error.
reVarInvalidOp	Invalid variant operation error
reVarNotArray	Variant is not an array error.
reVarTypeCast	Invalid typecase from variant
reZeroDivide	Division by zero error

TRuntimeError is used in the Error (1405) procedure to indicate what kind of error should be reported.

```
TSafeCallErrorProc = procedure(error: HRESULT; addr: pointer)
```

Prototype of a safecall error handler routine. Error is the error number (passed by the Windows operating system) and Addr is the address where the error occurred.

```
TSemaphoreDestroyHandler = procedure(const sem: Pointer)
```

TSemaphoreDestroyHandler is the function prototype to destroy an existing semaphore, as returned by (ThreadManager.SemaphoreInit). It is used by the thread manager (ThreadManager.SemaphoreDest

```
TSemaphorePostHandler = procedure(const sem: Pointer)
```

TSemaphorePostHandler is the function prototype to post an event to the semaphore. It should handle a pointer as returned by the ThreadManager.SemaphoreInit procedure. it's used by the thread manager ThreadManager.SemaphorePost.

```
TSemaphoreWaitHandler = procedure(const sem: Pointer)
```

`TSemaphoreWaitHandler` is the function prototype to wait on an event on the semaphore (which should be posted to the semaphore with `ThreadManager.SemaphorePost`). It should handle a pointer as returned by the `ThreadManager.SemaphoreInit` procedure. It's used by the thread manager `ThreadManager.SemaphoreWait`.

```
TSemaphoreInitHandler = function : Pointer
```

`TSemaphoreInitHandler` is the function prototype for initializing a semaphore. It is used by the thread manager (`ThreadManager.SemaphoreInit`) to create semaphores. The function should return a pointer, usable by the other semaphore functions of the thread manager.

```
TStandardCodePageEnum = (scpAnsi, scpConsoleInput, scpConsoleOutput
,
                        scpFileSystemSingleByte)
```

Table 75.17: Enumeration values for type `TStandardCodePageEnum`

Value	Explanation
<code>scpAnsi</code>	Ansi codepage (CP_ACP)
<code>scpConsoleInput</code>	Console input codepage
<code>scpConsoleOutput</code>	Console output codepage
<code>scpFileSystemSingleByte</code>	File system single byte codepage.

`TStandardCodePageEnum` describes several types of standard used codepages, which can be queried by the unicode string manager `TUnicodeStringManager` (1339).

```
TStringMessageTable = record
  count : LongInt;
  msgstrtable : Array
  [0..0] of TMsgStrTable;
end
```

Record used to describe the string messages handled by a class. It consists of a count, followed by an array of `TMsgStrTable` (1331) records.

```
TSystemCodePage = Word
```

`TSystemCodePage` is a type used to indicate code pages. It should be treated as an opaque type.

```
TTextBuf = TextBuf
```

`TTextBuf` is an alias for `TextBuf`

```
TTextLineBreakStyle = (tlbsLF, tlbsCRLF, tlbsCR)
```

Table 75.18: Enumeration values for type `TTextLineBreakStyle`

Value	Explanation
<code>tlbsCR</code>	Carriage-return (#13, Mac-OS style)
<code>tlbsCRLF</code>	Carriage-return, line-feed (#13#30, Windows style)
<code>tlbsLF</code>	Line-feed only (#10, Unix style)

Text line break style. (end of line character)

```
TThreadFunc = function(parameter: pointer) : PtrInt
```

Thread function prototype

```
TThreadGetPriorityHandler = function(threadHandle: TThreadID) :
    LongInt
```

Callback type for thread priority getting in TThreadManager (1337).

```
TThreadHandler = function(threadHandle: TThreadID) : DWord
```

Generic thread handler callback for TThreadManager (1337).

```
TThreadID = PtrUInt
```

This is an opaque type, it can differ from operating system to operating system.

```
TThreadManager = record
    InitManager : function : Boolean;
    DoneManager
    : function : Boolean;
    BeginThread : TBeginThreadHandler;
    EndThread
    : TEndThreadHandler;
    SuspendThread : TThreadHandler;
    ResumeThread
    : TThreadHandler;
    KillThread : TThreadHandler;
    CloseThread :
    TThreadHandler;
    ThreadSwitch : TThreadSwitchHandler;
    WaitForThreadTerminate
    : TWaitForThreadTerminateHandler;
    ThreadSetPriority : TThreadSetPriorityHandler
    ;
    ThreadGetPriority : TThreadGetPriorityHandler;
    GetCurrentThreadId
    : TGetCurrentThreadIdHandler;
    InitCriticalSection : TCriticalSectionHandler
    ;
    DoneCriticalSection : TCriticalSectionHandler;
    EnterCriticalSection
    : TCriticalSectionHandler;
    TryEnterCriticalSection : TCriticalSectionHandlerTryEnter
    ;
    LeaveCriticalSection : TCriticalSectionHandler;
    InitThreadVar
    : TInitThreadVarHandler;
    RelocateThreadVar : TRelocateThreadVarHandler
    ;
end record
```

```

AllocateThreadVars : TAllocateThreadVarsHandler;
ReleaseThreadVars
: TReleaseThreadVarsHandler;
BasicEventCreate : TBasicEventCreateHandler
;
BasicEventDestroy : TBasicEventHandler;
BasicEventResetEvent
: TBasicEventHandler;
BasicEventSetEvent : TBasicEventHandler;
BasiceventWaitFor : TBasicEventWaitForHandler;
RTLEventCreate
: TRTLCreateEventHandler;
RTLEventDestroy : TRTLEventHandler;
RTLEventSetEvent : TRTLEventHandler;
RTLEventResetEvent : TRTLEventHandler
;
RTLEventWaitFor : TRTLEventHandler;
RTLEventWaitForTimeout
: TRTLEventHandlerTimeout;
SemaphoreInit : TSemaphoreInitHandler
;
SemaphoreDestroy : TSemaphoreDestroyHandler;
SemaphorePost
: TSemaphorePostHandler;
SemaphoreWait : TSemaphoreWaitHandler;
end

```

`TThreadManager` is a record that contains all callbacks needed for the thread handling routines of the Free Pascal Run-Time Library. The thread manager can be set by the `SetThreadManager` (1482) procedure, and the current thread manager can be retrieved with the `GetThreadManager` (1421) procedure.

The Windows RTL will set the thread manager automatically to a system thread manager, based on the Windows threading routines. Unix operating systems provide a unit `cthreads` which implements threads based on the C library POSIX thread routines. It is not included by default, because it would make the system unit dependent on the C library.

For more information about thread programming, see the programmer's guide.

```

TThreadSetPriorityHandler = function(threadHandle: TThreadID;
  Prio: LongInt) : Boolean

```

Callback type for thread priority setting in `TThreadManager` (1337).

```

TThreadSwitchHandler = procedure

```

Callback type for thread switch in `TThreadManager` (1337).

```

TTime = TDateTime

```

`TTime` is defined for Delphi compatibility. This type is deprecated, use `TDateTime` (1324) instead.

```

TUCS4CharArray = Array[0..$effffff] of UCS4Char

```

Array of `UCS4Char` (1347) characters.

```

TUnicodeStringManager = record
  Wide2AnsiMoveProc : procedure(source
    : PWideChar; var dest: RawByteString;
      cp: TSystemCodePage
    ; len: SizeInt);
  Ansi2WideMoveProc : procedure(source: PChar; cp
    : TSystemCodePage; var dest: widestring;
      len: SizeInt
    );
  UpperWideStringProc : function(const S: WideString) : WideString
  ;
  LowerWideStringProc : function(const S: WideString) : WideString
  ;
  CompareWideStringProc : function(const s1: WideString; const s2
    : WideString;
      Options: TCompareOptions) : PtrInt;
  CharLengthPCharProc
    : function(const Str: PChar) : PtrInt;
  CodePointLengthProc : function
    (const Str: PChar; MaxLookAhead: PtrInt) : PtrInt;
  UpperAnsiStringProc
    : function(const s: ansistring) : ansistring;
  LowerAnsiStringProc
    : function(const s: ansistring) : ansistring;
  CompareStrAnsiStringProc
    : function(const S1: ansistring; const S2: ansistring) : PtrInt;
  CompareTextAnsiStringProc : function(const S1: ansistring; const
    S2: ansistring) : PtrInt;
  StrCompAnsiStringProc : function(S1:
    PChar; S2: PChar) : PtrInt;
  StrICompAnsiStringProc : function(S1
    : PChar; S2: PChar) : PtrInt;
  StrLCompAnsiStringProc : function
    (S1: PChar; S2: PChar; MaxLen: PtrUInt) : PtrInt;
  StrLICompAnsiStringProc
    : function(S1: PChar; S2: PChar; MaxLen: PtrUInt) : PtrInt;
  StrLowerAnsiStringProc
    : function(Str: PChar) : PChar;
  StrUpperAnsiStringProc : function
    (Str: PChar) : PChar;
  ThreadInitProc : procedure;
  ThreadFiniProc
    : procedure;
  Unicode2AnsiMoveProc : procedure(source: PUnicodeChar
    ; var dest: RawByteString;
      cp: TSystemCodePage; len:
    SizeInt);
  Ansi2UnicodeMoveProc : procedure(source: PChar; cp: TSystemCodePage
    ; var dest: unicodestring;
      len: SizeInt);
  UpperUnicodeStringProc
    : function(const S: UnicodeString) : UnicodeString;
  LowerUnicodeStringProc
    : function(const S: UnicodeString) : UnicodeString;

```

```

CompareUnicodeStringProc
: function(const s1: UnicodeString; const s2: UnicodeString;
Options: TCompareOptions) : PtrInt;
GetStandardCodePageProc
: function(const stdcp: TStandardCodePageEnum) : TSystemCodePage
;
end

```

TUnicodeStringManager is currently the same as the TUnicodeStringManager (1339) manager record. It performs the same functions: converting unicode strings to ansistrings and vice-versa, performing uppercase to lowercase transformations and comparing strings.

```

tvararray = record
  dimcount : Word;
  flags : Word;
  elementsize
  : LongInt;
  lockcount : LongInt;
  data : pointer;
  bounds : tvararrayboundarray
  ;
end

```

tvararray is a record describing a variant array. It contains some general data, followed by a number of TVarArrayBound (1339) records equal to the number of dimensions in the array (dimcount).

```

tvararraybound = record
  elementcount : LongInt;
  lowbound : LongInt
  ;
end

```

tvararraybound is used to describe one dimension in a variant array.

tvararrayboundarray = Array[0..0] of tvararraybound

array of tvararraybound (1339) records.

tvararraycoorarray = Array[0..0] of LongInt

Array of variant array coordinates

```

tvardata = packed record
  vtype : tvartype;
case Integer of
0: (
  res1 : Word;
case Integer of
0: (
  res2 : Word;
  res3 : Word
  ;

```



```
case Word of
varsmallint: (
    vsmallint : SmallInt;
);
varinteger
    : (
        vinteger : LongInt;
    );
varsingle: (
    vsingle : single;
);
vardouble
    : (
        vdouble : Double;
    );
vardate: (
    vdate : TDateTime;
);
varcurrency
    : (
        vcurrency : currency;
    );
varolestr: (
    volestr : PWideChar
    ;
);
vardispatch: (
    vdispatch : pointer;
);
varerror: (
    verror
        : HRESULT;
);
varboolean: (
    vboolean : wordbool;
);
varunknown
    : (
        vunknown : pointer;
    );
varshortint: (
    vshortint : ShortInt
    ;
);
varbyte: (
    vbyte : Byte;
);
varword: (
    vword : Word;
);
varlongword
    : (
        vlongword : DWord;
    );
);
```

```

varint64: (
  vint64 : Int64;
);
varqword
  : (
    vqword : QWord;
  );
varword64: (
  vword64 : QWord;
);
varstring
  : (
    vstring : pointer;
  );
varany: (
  vany : pointer;
);
vararray
  : (
    varray : pvararray;
  );
varbyref: (
  vpointer : pointer;
);
);
1: (
  vlongs : Array[0..2] of LongInt;
);
);
1: (
  vwords :
  Array[0..6] of Word;
);
2: (
  vbytes : Array[0..13] of Byte;
);
end

```

TVarData is a record representation of a variant. It contains the internal structure of a variant and is handled by the various variant handling routines.

```

tvariantmanager = record
  vartoint : function(const v: variant)
    : LongInt;
  vartoint64 : function(const v: variant) : Int64;
  vartoword64
  : function(const v: variant) : QWord;
  vartobool : function(const
  v: variant) : Boolean;
  vartoreal : function(const v: variant)
  : extended;
  vartotdatetime : function(const v: variant) : TDateTime
  ;
  vartocurr : function(const v: variant) : currency;

```

```

vartopstr
: procedure(var s; const v: variant);
vartolstr : procedure(var
s: ansistring; const v: variant);
vartowstr : procedure(var s:
widestring; const v: variant);
vartointf : procedure(var intf:
IInterface; const v: variant);
vartodisp : procedure(var disp:
IDispatch; const v: variant);
vartodynarray : procedure(var dynarr
: pointer; const v: variant; typeinfo: pointer);
varfrombool : procedure
(var dest: variant; const source: Boolean);
varfromint : procedure
(var dest: variant; const source: LongInt;
const Range
: LongInt);
varfromint64 : procedure(var dest: variant; const source
: Int64);
varfromword64 : procedure(var dest: variant; const source
: QWord);
varfromreal : procedure(var dest: variant; const source
: extended);
varfromdatetime : procedure(var dest: Variant; const
source: TDateTime);
varfromcurr : procedure(var dest: Variant;
const source: Currency);
varfrompstr : procedure(var dest: variant
; const source: ShortString);
varfromlstr : procedure(var dest:
variant; const source: ansistring);
varfromwstr : procedure(var
dest: variant; const source: WideString);
varfromintf : procedure
(var dest: variant; const source: IInterface);
varfromdisp : procedure
(var dest: variant; const source: IDispatch);
varfromdynarray :
procedure(var dest: variant; const source: pointer; typeinfo: pointer
);
olevarfrompstr : procedure(var dest: olevariant; const source
: shortstring);
olevarfromlstr : procedure(var dest: olevariant
; const source: ansistring);
olevarfromvar : procedure(var dest
: olevariant; const source: variant);
olevarfromint : procedure
(var dest: olevariant; const source: LongInt;
const range
: ShortInt);
varop : procedure(var left: variant; const right: variant
; opcode: tvarop);
cmpop : function(const left: variant; const right

```

```

: variant;
      const opcode: tvarop) : Boolean;
varneg
: procedure(var v: variant);
varnot : procedure(var v: variant)
;
varinit : procedure(var v: variant);
varclear : procedure(var
v: variant);
varaddrf : procedure(var v: variant);
varcopy
: procedure(var dest: variant; const source: variant);
varcast
: procedure(var dest: variant; const source: variant; vartype: LongInt
);
varcastole : procedure(var dest: variant; const source: variant
; vartype: LongInt);
dispinvoke : procedure(dest: pvardata; var
source: tvardata; calldesc: pcalldesc;
      params: pointer
);
vararrayredim : procedure(var a: variant; highbound: SizeInt
);
vararrayget : function(const a: variant; indexcount: SizeInt
; indices: PLongint)
      : variant;
vararrayput : procedure
(var a: variant; const value: variant; indexcount: SizeInt;
indices: PLongint);
writevariant : function(var t: text
; const v: variant; width: LongInt) : Pointer;
write0Variant : function
(var t: text; const v: Variant) : Pointer;
end

```

TVariantManager describes the variant manager as expected by the SetVariantManager (1483) call.

```

tvarop = (opadd,opsubtract,opmultiply,opdivide,opintdivide,opmodulus
,
      opshiftleft,opshiftright,opand,opor,opxor,opcompare,opnegate
,
      opnot,opcmpeq,opcmpne,opcmplt,opcmple,opcmpgt,opcmpge
,oppower)

```

Table 75.19: Enumeration values for type tvarop

Value	Explanation
opadd	Variant operation: Addition.
opand	Variant operation: Binary AND operation
opcmpeq	Variant operation: Compare equal.
opcmpge	Variant operation: Compare larger than or equal
opcmpgt	Variant operation: Compare larger than
opcmple	Variant operation: Compare less than or equal to
opcmplt	Variant operation: Compare less than.
opcmpne	Variant operation: Compare not equal
opcompare	Variant operation: Compare
opdivide	Variant operation: division
opintdivide	Variant operation: integer divide
opmodulus	Variant operation: Modulus
opmultiply	Variant operation: multiplication
opnegate	Variant operation: negation.
opnot	Variant operation: Binary NOT operation.
opor	Variant operation: Binary OR operation
oppower	Variant operation: Power
opshiftright	Variant operation: Shift left
opshiftright	Variant operation: Shift right
opsubtract	Variant operation: Substraction
opxor	Variant operation: binary XOR operation.

tvarop describes a variant operation. It is mainly used for the variant manager to implement the various conversions and mathematical operations on a variant.

```
TVarRec = record
case VType : SizeInt of
vtInteger: (
  VInteger
  : LongInt;
);
vtBoolean: (
  VBoolean : Boolean;
);
vtChar: (
  VChar
  : Char;
);
vtWideChar: (
  VWideChar : WideChar;
);
vtExtended:
(
  VExtended : PExtended;
);
vtString: (
  VString : PShortString
  ;
);
```

```

vtPointer: (
  VPointer : Pointer;
);
vtPChar: (
  VPChar : PAnsiChar
  ;
);
vtObject: (
  VObject : TObject;
);
vtClass: (
  VClass : TClass
  ;
);
vtPWideChar: (
  VPWideChar : PWideChar;
);
vtAnsiString: (
  VAnsiString : Pointer;
);
vtCurrency: (
  VCurrency : PCurrency
  ;
);
vtVariant: (
  VVariant : PVariant;
);
vtInterface: (
  VInterface
  : Pointer;
);
vtWideString: (
  VWideString : Pointer;
);
vtInt64
  : (
  VInt64 : PInt64;
);
vtUnicodeString: (
  VUnicodeString : Pointer
  ;
);
vtQWord: (
  VQWord : PQWord;
);
end

```

TVarRec is a record generated by the compiler for each element in a array of const call. The procedure that receives the constant array receives an array of TVarRec elements, with lower bound zero and high bound equal to the number of elements in the array minus one (as returned by High(Args))

```
tvartype = Word
```

Type with size of variant type.

```

TVmt = record
  vInstanceSize : SizeInt;
  vInstanceSize2 : SizeInt
  ;
  vParent : PVmt;
  vClassName : PShortString;
  vDynamicTable
  : Pointer;
  vMethodTable : Pointer;
  vFieldTable : Pointer;
  vTypeInfo
  : Pointer;
  vInitTable : Pointer;
  vAutoTable : Pointer;
  vIntfTable
  : pinterfacetable;
  vMsgStrPtr : pstringmessagetable;
  vDestroy
  : CodePointer;
  vNewInstance : CodePointer;
  vFreeInstance : CodePointer
  ;
  vSafeCallException : CodePointer;
  vDefaultHandler : CodePointer
  ;
  vAfterConstruction : CodePointer;
  vBeforeDestruction : CodePointer
  ;
  vDefaultHandlerStr : CodePointer;
  vDispatch : CodePointer;
  vDispatchStr : CodePointer;
  vEquals : CodePointer;
  vGetHashCode
  : CodePointer;
  vToString : CodePointer;
end

```

TVMT is a record describing the VMT of a class. It's various fields represent the available information in the VMT, as far as it is common to all classes.

```

TWaitForThreadTerminateHandler = function(threadHandle: TThreadID
  ;
                                     TimeoutMs: LongInt)
  : DWord

```

Callback type for thread termination in TThreadManager ([1337](#)).

```
TWideStringManager = TUnicodeStringManager
```

TWideStringManager contains the definition of the widestring manager.

```
UCS2Char = WideChar
```

UCS2 unicode character.

UCS4Char =

UCS unicode character (unsigned 32 bit word)

UCS4String = Array of UCS4Char

String of UCS4Char (1347) characters.

UInt16 = Word

An unsigned 16-bits integer

UInt32 = Cardinal

An unsigned 32-bits integer

UInt64 = QWord

Unsigned 64-bit integer

UInt8 = Byte

An unsigned 8-bits integer

UIntPtr = PtrUInt

Alias for PtrUInt (1319) type for compatibility with later Delphi versions.

UnicodeChar = WideChar

UnicodeChar is a single character from a UnicodeString. It equals WideChar in all respects.

UnicodeString = UnicodeString

UnicodeString is a string of WideChars. The main difference with WideString is that unicode-string is reference counted, and WideString is not reference counted on Windows.

UTF8String = ansistring

UTF-8 unicode (ansi) string.

ValReal = Extended

ValReal is an alias for the largest available floating point type on the architecture the program runs on. On most processors, it should be one of Double or Extended.

ValSInt = LongInt

Integer with the same size as the return code of the Val (1506) function.

`ValUInt = Cardinal`

Integer with the same size as the return code of the `Val` (1506) function.

`WChar = WideChar`

Wide char (16-bit sized char)

`WideChar = #$0000..#$FFFF`

This type is the base unit for all two byte character types, like `UnicodeString` (1347) and `WideString` (1348)

`WideString = WideString`

`WideString` is an alias for `UnicodeString` on unix. On windows, it is a different type which has no reference counting.

`Word = 0..65535`

An unsigned 16-bit integer

75.10.3 Variables

`DefaultFileSystemCodePage : TSystemCodePage`

`DefaultFileSystemCodePage` determines the code page to which file/path names are translated before they are passed to OS API calls, if the RTL uses a single byte OS API for this purpose on the current platform.

This code page is also used for intermediate operations on file paths inside the RTL before making OS API calls.

This variable does not exist in Delphi, and has been introduced in FPC to make it possible to change the value of `DefaultSystemCodePage` without breaking RTL interfaces with the OS file system API calls.

The initial value of this variable depends on the platform:

- Windows: UTF-8, because the RTL uses UTF-16 OS API calls (so no data is lost in intermediate operations).
- OS X and iOS: UTF-8 (as defined by Apple)
- Unix (excluding OS X and iOS): equals `DefaultSystemCodePage` (1349). This is because the encoding of file names is undefined on Unix platforms: it is an untyped array of bytes that can be interpreted in any way; Specifically, it is not guaranteed to be valid UTF-8.
- Other platforms: same as `DefaultSystemCodePage` (1349).

The value of this variable may be changed using the `SetMultiByteFileSystemCodePage` (1479) procedure.

Remark: The Unix/OS X/iOS settings only apply in case the `cwstring` `widestring` manager is installed, otherwise `DefaultFileSystemCodePage` will have the same value as `DefaultSystemCodePage` after program startup.

`DefaultRTLFileSystemCodePage` : `TSystemCodePage`

`DefaultRTLFileSystemCodePage` determines the code page to which file/path names are translated before they are returned from `RawByteString` (1321) file/path RTL routines.

Examples include the file/path names returned by the `RawByteString` versions of `SysUtils.FindFirst` (1280) and `GetDir` (1419).

The main reason for its existence is to enable the RTL to provide backward compatibility with earlier versions of FPC, as these always returned strings encoded in whatever the OS' single byte API used (normally `DefaultSystemCodePage` (1349)).

The initial value of this variable depends on the platform:

- Windows: `DefaultSystemCodePage`, for backward compatibility.
- OS X and iOS: UTF-8, for backward compatibility. It was already always UTF-8 in the past, since that's what the OS file APIs returned, and the data was never converted.
- Other Unixes: `DefaultSystemCodePage`, for the same reason as `DefaultFileSystemCodePage` (1348). Setting this to a different value than `DefaultFileSystemCodePage` is a bad idea on these platforms, since any code page conversion can corrupt these strings as their initial encoding is unknown.
- Other platforms: same as `DefaultSystemCodePage`.

The value of this variable can be set using the `SetMultiByteRTLFileSystemCodePage` (1479) call.

`DefaultSystemCodePage` : `TSystemCodePage`

`DefaultSystemCodePage` is used to determine how `CP_ACP` is interpreted; it is what the program considers to be the current system codepage.

It is initialized to the default system codepage.

- On windows, this is the result of the `GetACP` operating call, which returns the Windows ANSI code page.
- On iOS, this is UTF-8
- on other Unixes this will be based on the currently set `LANG` or `LC_CTYPE` environment variables. Normally this is UTF-8, but that is not guaranteed to be the case.
- For all other platforms it is set to `CP_ACP`, as these platforms currently do not support multiple code pages, and are hardcoded to use their OS-specific code page in all cases.

The `DefaultSystemCodePage` value may be set using `SetMultiByteConversionCodePage` (1479). That means that it is not a good idea to use its value to determine the real OS "default system code page".

`DefaultUnicodeCodePage` : `TSystemCodePage`

`DefaultUnicodeCodePage` is the unicode code page for a new unicode string. On most platforms, this is `CP_UTF16` (1287).

`DispCallByIDProc` : `CodePointer`

VarDispProc is called by the compiler if it needs to perform an interface call from a variant which contains a dispatch interface. For instance, the following call:

```
Var
  V : OleVariant;
begin
  (V as IWord).OpenDocument('c:\temp\mydoc.doc');
end;
```

where IWord is a dispatch interface is encoded by the compiler and passed to DispCallByIDProc. This pointer must be set by a routine that calls the OS COM handling routines.

```
ErrOutput : Text
```

ErrOutput is provided for Delphi compatibility.

```
ExitCode : LongInt;public name 'operatingsystem_result'
```

Exit code for the program, will be communicated to the OS on exit.

```
FirstDotAtFileNameStartIsExtension : Boolean = False
```

FirstDotAtFileNameStartIsExtension determines what happens if a filename starts with a dot (.) character. If True, then the whole file name will be treated as extension. If False, then the extension is empty.

```
InOutRes : Word
```

Result of last I/O operation. Read-Only.

```
Input : Text
```

Standard input text file.

```
IsConsole : Boolean;public name 'operatingsystem_isconsole' =
  False
```

True for console applications, False for GUI applications.

```
IsLibrary : Boolean;public name 'operatingsystem_islibrary' =
  False
```

True if the current module is a library. Otherwise module is an executable

```
mem : Array[0..$7fffffff-1] of Byte
```

mem is an array of bytes, representing the computer's memory. This array is available only when compiling for the Dos Go32V2 target. Its use is not recommended, and it is not even available on other platforms.

```
mem1 : Array[0..($7fffffffdivsizeof(longint))-1] of LongInt
```

`memw` is an array of longints, representing the computer's memory as 32-bit signed integers. This array is available only when compiling for the Dos Go32V2 target. It's use is not recommended, and it is not even available on other platforms.

```
memw : Array[0..($7fffffffdivsizeof(word))-1] of Word
```

`memw` is an array of words, representing the computer's memory as 2-byte words. This array is available only when compiling for the Dos Go32V2 target. It's use is not recommended, and it is not even available on other platforms.

```
NoErrMsg : Boolean = Falseplatform
```

Unused, for Delphi compatibility

```
Output : Text
```

Standard output text file.

```
RandSeed : Cardinal
```

Seed for Random (1459) function.

```
ReturnNilIfGrowHeapFails : Boolean
```

`ReturnNilIfGrowHeapFails` describes what happens if there is no more memory available from the operating system. if set to `True` the memory manager will return `Nil`. If set to `False` then a run-time error will occur.

```
softfloat_exception_flags : TFPUExceptionMask
```

Current soft float exception flags

```
softfloat_exception_mask : TFPUExceptionMask
```

Current soft float exception mask

```
softfloat_rounding_mode : TFPURoundingMode
```

`softfloat_rounding_mode` determines how the software floating-point emulation routines do the rounding. The value can be one of the following:

float_round_nearest_even Round to nearest even number

float_round_down Round down

float_round_up Round up

float_round_to_zero Round in the direction of zero (down for positive, up for negative)

```
StackBottom : Pointer
```

Current stack bottom.

`StackLength : SizeUInt`

Maximum stack length.

`StdErr : Text`

Standard diagnostic output text file.

`StdOut : Text`

Alias for Output ([1351](#)).

`ThreadID : TThreadID`

Current Thread ID.

`UTF8CompareLocale : TSystemCodePage`

`UTF8CompareLocale` is currently present for Delphi compatibility only, it is not used in FPC code.

`widestringmanager : TUnicodeStringManager`

Contains the current widestring manager. Do not use directly.

`WriteErrorsToStdErr : Boolean = True`

`WriteErrorsToStdErr` can be set to `True` to write error messages (run-time errors, exceptions) to `StdErr` instead of to standard output. This is the default behaviour. When set to `False`, error message will be written to standar output.

75.11 Procedures and functions

75.11.1 `abs`

Synopsis: Calculate absolute value

Declaration: `function abs(l: LongInt) : LongInt`
`function abs(l: Int64) : Int64`
`function abs(d: ValReal) : ValReal`

Visibility: default

Description: `Abs` returns the absolute value of a variable. The result of the function has the same type as its argument, which can be any numerical type.

Errors: None.

See also: `Round` ([1470](#))

Listing: `./refex/ex1.pp`

```

Program Example1;

{ Program to demonstrate the Abs function. }

Var
  r : real;
  i : integer;

begin
  r:=abs(-1.0); { r:=1.0 }
  i:=abs(-21); { i:=21 }
end.

```

75.11.2 AbstractError

Synopsis: Generate an abstract error.

Declaration: procedure AbstractError

Visibility: default

Description: AbstractError generates an abstract error (run-time error 211). If the AbstractErrorProc ([1285](#)) constant is set, it will be called instead.

Errors: This routine causes a run-time error 211.

See also: AbstractErrorProc ([1285](#))

75.11.3 AcquireExceptionObject

Synopsis: Obtain a reference to the current exception object

Declaration: function AcquireExceptionObject : Pointer

Visibility: default

Description: AcquireExceptionObject returns the current exception object. It raises the reference count of the exception object, so it will not be freed. Calling this method is only valid within an except block.

The effect of this function is countered by re-raising an exception via raise;

To make sure that the exception object is released when it is no longer needed, ReleaseExceptionObject ([1464](#)) must be called when the reference is no longer needed.

Errors: If there is no current exception, a run-time error 231 will occur.

See also: ReleaseExceptionObject ([1464](#))

75.11.4 add(variant,variant):variant

Synopsis: Implement addition (+) operation on variants.

Declaration: operator +(const op1: variant; const op2: variant) : variant

Visibility: default

Description: The implementation of the addition + operation is delegated to the variant manager with operation `opadd`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `-(variant, variant): variant` ([1280](#))

75.11.5 AddExitProc

Synopsis: Add an exit procedure to the exit procedure chain.

Declaration: `procedure AddExitProc(Proc: TProcedure)`

Visibility: `default`

Description: `AddExitProc` adds `Proc` to the exit procedure chain. At program exit, all procedures added in this way will be called in reverse order.

Errors: None.

See also: `ExitProc` ([1288](#))

75.11.6 Addr

Synopsis: Return address of a variable

Declaration: `function Addr(X: TAnytype) : Pointer`

Visibility: `default`

Description: `Addr` returns a pointer to its argument, which can be any type, or a function or procedure name. The returned pointer isn't typed. The same result can be obtained by the `@` operator, which can return a typed pointer (see the programmer's guide).

Errors: None

See also: `SizeOf` ([1484](#))

Listing: `./refex/ex2.pp`

```

Program Example2;

{ Program to demonstrate the Addr function. }

Const Zero : integer = 0;

Var p : pointer;
    i : Integer;

begin
  p:=Addr(p);    { P points to itself }
  p:=Addr(1);   { P points to 1 }
  p:=Addr(Zero); { P points to 'Zero' }
end.

```

75.11.7 Align

Synopsis: Return aligned version of an address

Declaration: `function Align(Addr: PtrUInt; Alignment: PtrUInt) : PtrUInt`
`function Align(Addr: Pointer; Alignment: PtrUInt) : Pointer`

Visibility: default

Description: `Align` returns `Address`, aligned to `Alignment` bytes.

Errors: None.

75.11.8 AllocMem

Synopsis: Allocate and clear memory.

Declaration: `function AllocMem(Size: PtrUInt) : pointer`

Visibility: default

Description: `AllocMem` calls `getmem GetMem (1419)`, and clears the allocated memory, i.e. the allocated memory is filled with `Size` zero bytes.

See also: `GetMem (1419)`

75.11.9 AnsiToUtf8

Synopsis: Convert ansi string to UTF-8 string

Declaration: `function AnsiToUtf8(const s: RawByteString) : RawByteString`

Visibility: default

Description: `AnsiToUtf8` converts the ansistring `S` to a UTF-8 format, that is, it converts the string from whatever codepage is currently in use, to UTF-8.

The current codepage is fetched from the system, if internationalization support is enabled. It can be UTF-8, in which case the function simply returns `S`.

Errors: None.

See also: `Utf8toAnsi (1506)`

75.11.10 Append

Synopsis: Open a file in append mode

Declaration: `procedure Append(var t: Text)`

Visibility: default

Description: `Append` opens an existing file in append mode. Any data written to `F` will be appended to the file. Only text files can be opened in append mode. After a call to `Append`, the file `F` becomes write-only. File sharing is not taken into account when calling `Append`.

Errors: If the file doesn't exist when appending, a run-time error will be generated. This behaviour has changed on Windows and Linux platforms, where in versions prior to 1.0.6, the file would be created in append mode.

See also: Rewrite ([1466](#)), Close ([1385](#)), Reset ([1465](#))

Listing: ./refex/ex3.pp

Program Example3;

{ Program to demonstrate the Append function. }

Var f : text;

begin

Assign (f, 'test.txt');

Rewrite (f); *{ file is opened for write , and emptied }*

WriteIn (F, 'This is the first line of text.txt');

close (f);

Append(f); *{ file is opened for write , but NOT emptied.
any text written to it is appended. }*

WriteIn (f, 'This is the second line of text.txt');

close (f);

end.

75.11.11 arctan

Synopsis: Calculate inverse tangent

Declaration: function arctan(d: ValReal) : ValReal

Visibility: default

Description: Arctan returns the Arctangent of X, which can be any Real type. The resulting angle is in radial units.

Errors: None

See also: Sin ([1484](#)), Cos ([1393](#))

Listing: ./refex/ex4.pp

Program Example4;

{ Program to demonstrate the ArcTan function. }

Var R : Real;

begin

R:=ArcTan (0); *{ R:=0 }*

R:=ArcTan (1)/pi; *{ R:=0.25 }*

end.

75.11.12 ArrayStringToPPchar

Synopsis: Concert an array of string to an array of null-terminated strings

Declaration: function ArrayStringToPPchar(const S: Array of AnsiString;
reserveentries: LongInt) : PPChar

Visibility: default

Description: `ArrayStringToPPchar` creates an array of null-terminated strings that point to strings which are the same as the strings in the array `S`. The function returns a pointer to this array. The array and the strings it contains must be disposed of after being used, because it they are allocated on the heap.

The `ReserveEntries` parameter tells `ArrayStringToPPchar` to allocate room at the end of the array for another `ReserveEntries` entries.

Errors: If not enough memory is available, an error may occur.

See also: `StringToPPChar` ([1491](#))

75.11.13 Assert

Synopsis: Check validity of a given condition.

Declaration: `procedure Assert(Expr: Boolean)`
`procedure Assert(Expr: Boolean; const Msg: string)`

Visibility: default

Description: With assertions on, `Assert` tests if `expr` is false, and if so, aborts the application with a Runtime error 227 and an optional error message in `msg`. If `expr` is true, program execution continues normally. If assertions are not enabled at compile time, this routine does nothing, and no code is generated for the `Assert` call. Enabling and disabling assertions at compile time is done via the `\$C` or `\$ASSERTIONS` compiler switches. These are global switches. The default behavior of the assert call can be changed by setting a new handler in the `AssertErrorProc` variable. `Sysutils` overrides the default handler to raise a `EAssertionFailed` exception.

Errors: None.

See also: `Halt` ([1425](#)), `Runerror` ([1471](#))

75.11.14 Assign

Synopsis: Assign a name to a file

Declaration: `procedure Assign(out f: File; const Name: ShortString)`
`procedure Assign(out f: File; const p: PAnsiChar)`
`procedure Assign(out f: File; const c: AnsiChar)`
`procedure Assign(out f: File; const Name: UnicodeString)`
`procedure Assign(out f: File; const Name: RawByteString)`
`procedure Assign(out f: TypedFile; const Name: shortstring)`
`procedure Assign(out f: TypedFile; const p: PAnsiChar)`
`procedure Assign(out f: TypedFile; const c: AnsiChar)`
`procedure Assign(out f: TypedFile; const Name: unicodestring)`
`procedure Assign(out f: TypedFile; const Name: RawByteString)`
`procedure Assign(out t: Text; const s: shortstring)`
`procedure Assign(out t: Text; const p: PAnsiChar)`
`procedure Assign(out t: Text; const c: AnsiChar)`
`procedure Assign(out t: Text; const s: unicodestring)`
`procedure Assign(out t: Text; const s: RawByteString)`

Visibility: default

Description: `Assign` assigns a name to `F`, which can be any file type. This call doesn't open the file, it just assigns a name to a file variable, and marks the file as closed.

Errors: None.

See also: [Reset \(1465\)](#), [Rewrite \(1466\)](#), [Append \(1355\)](#)

Listing: ./refex/ex5.pp

Program Example5;

{ Program to demonstrate the Assign function. }

Var F : text;

begin

Assign (F, '');

Rewrite (f);

*{ The following can be put in any file by redirecting it
from the command line. }*

Writeln (f, 'This goes to standard output !');

Close (f);

Assign (F, 'Test.txt');

rewrite (f);

writeln (f, 'This doesn't go to standard output !');

close (f);

end.

75.11.15 assign(ansistring):olevariant

Synopsis:

Declaration: operator :=(const source: ansistring) : olevariant

Visibility: default

Description:

75.11.16 assign(ansistring):variant

Synopsis:

Declaration: operator :=(const source: ansistring) : variant

Visibility: default

Description:

75.11.17 assign(Boolean):olevariant

Synopsis:

Declaration: operator :=(const source: Boolean) : olevariant

Visibility: default

Description:

75.11.18 assign(Boolean):variant

Synopsis:

Declaration: `operator :=(const source: Boolean) : variant`

Visibility: default

Description:

75.11.19 assign(Byte):olevariant

Synopsis:

Declaration: `operator :=(const source: Byte) : olevariant`

Visibility: default

Description:

75.11.20 assign(Byte):variant

Synopsis:

Declaration: `operator :=(const source: Byte) : variant`

Visibility: default

Description:

75.11.21 assign(Char):olevariant

Synopsis:

Declaration: `operator :=(const source: Char) : olevariant`

Visibility: default

Description:

75.11.22 assign(Char):variant

Synopsis:

Declaration: `operator :=(const source: Char) : variant`

Visibility: default

Description:

75.11.23 assign(comp):olevariant

Synopsis: Assign a comp-precision float to an ole-variant

Declaration: `operator :=(const source: comp) : olevariant`

Visibility: default

75.11.24 assign(comp):variant

Synopsis: Assign a comp-precision float to a variant

Declaration: `operator :=(const source: comp) : variant`

Visibility: default

Description: The resulting variant is a double-precision value.

75.11.25 assign(currency):olevariant

Synopsis:

Declaration: `operator :=(const source: currency) : olevariant`

Visibility: default

Description:

75.11.26 assign(currency):variant

Synopsis:

Declaration: `operator :=(const source: currency) : variant`

Visibility: default

Description:

75.11.27 assign(Double):olevariant

Synopsis:

Declaration: `operator :=(const source: Double) : olevariant`

Visibility: default

Description:

75.11.28 assign(Double):variant

Synopsis:

Declaration: `operator :=(const source: Double) : variant`

Visibility: default

Description:

75.11.29 assign(DWord):olevariant

Synopsis:

Declaration: `operator :=(const source: DWord) : olevariant`

Visibility: default

Description:

75.11.30 assign(DWord):variant

Synopsis:

Declaration: operator :=(const source: DWord) : variant

Visibility: default

Description:

75.11.31 assign(extended):olevariant

Synopsis: Assign an extended-precision float to an ole-variant

Declaration: operator :=(const source: extended) : olevariant

Visibility: default

75.11.32 assign(extended):variant

Synopsis: Assign an extended-precision float to a variant

Declaration: operator :=(const source: extended) : variant

Visibility: default

Description: The resulting variant is a double-precision value

75.11.33 assign(Int64):olevariant

Synopsis:

Declaration: operator :=(const source: Int64) : olevariant

Visibility: default

Description:

75.11.34 assign(Int64):variant

Synopsis:

Declaration: operator :=(const source: Int64) : variant

Visibility: default

Description:

75.11.35 assign(longbool):olevariant

Synopsis:

Declaration: operator :=(const source: longbool) : olevariant

Visibility: default

Description:

75.11.36 assign(longbool):variant

Synopsis:

Declaration: operator :=(const source: longbool) : variant

Visibility: default

Description:

75.11.37 assign(LongInt):olevariant

Synopsis:

Declaration: operator :=(const source: LongInt) : olevariant

Visibility: default

Description:

75.11.38 assign(LongInt):variant

Synopsis:

Declaration: operator :=(const source: LongInt) : variant

Visibility: default

Description:

75.11.39 assign(olevariant):ansistring

Synopsis:

Declaration: operator :=(const source: olevariant) : ansistring

Visibility: default

Description:

75.11.40 assign(olevariant):Boolean

Synopsis:

Declaration: operator :=(const source: olevariant) : Boolean

Visibility: default

Description:

75.11.41 assign(olevariant):Byte

Synopsis:

Declaration: operator :=(const source: olevariant) : Byte

Visibility: default

Description:

75.11.42 assign(olevariant):Char

Synopsis:

Declaration: operator :=(const source: olevariant) : Char

Visibility: default

Description:

75.11.43 assign(olevariant):comp

Synopsis: Assign an ole-variant to a comp-precision float

Declaration: operator :=(const source: olevariant) : comp

Visibility: default

75.11.44 assign(olevariant):currency

Synopsis:

Declaration: operator :=(const source: olevariant) : currency

Visibility: default

Description:

75.11.45 assign(olevariant):Double

Synopsis:

Declaration: operator :=(const source: olevariant) : Double

Visibility: default

Description:

75.11.46 assign(olevariant):DWord

Synopsis:

Declaration: operator :=(const source: olevariant) : DWord

Visibility: default

Description:

75.11.47 assign(olevariant):extended

Synopsis: Assign an ole-variant to an extended-precision float

Declaration: operator :=(const source: olevariant) : extended

Visibility: default

75.11.48 assign(olevariant):Int64

Synopsis:

Declaration: `operator :=(const source: olevariant) : Int64`

Visibility: default

Description:

75.11.49 assign(olevariant):longbool

Synopsis:

Declaration: `operator :=(const source: olevariant) : longbool`

Visibility: default

Description:

75.11.50 assign(olevariant):LongInt

Synopsis:

Declaration: `operator :=(const source: olevariant) : LongInt`

Visibility: default

Description:

75.11.51 assign(olevariant):QWord

Synopsis:

Declaration: `operator :=(const source: olevariant) : QWord`

Visibility: default

Description:

75.11.52 assign(olevariant):Real

Synopsis: Assign an ole-variant to a real-precision float

Declaration: `operator :=(const source: olevariant) : Real`

Visibility: default

75.11.53 assign(olevariant):ShortInt

Synopsis:

Declaration: `operator :=(const source: olevariant) : ShortInt`

Visibility: default

Description:

75.11.54 assign(olevariant):shortstring

Synopsis:

Declaration: operator :=(const source: olevariant) : shortstring

Visibility: default

Description:

75.11.55 assign(olevariant):single

Synopsis: Assign an ole-variant to a single-precision float

Declaration: operator :=(const source: olevariant) : single

Visibility: default

75.11.56 assign(olevariant):SmallInt

Synopsis:

Declaration: operator :=(const source: olevariant) : SmallInt

Visibility: default

Description:

75.11.57 assign(olevariant):TDateTime

Synopsis:

Declaration: operator :=(const source: olevariant) : TDateTime

Visibility: default

Description:

75.11.58 assign(olevariant):TError

Synopsis:

Declaration: operator :=(const source: olevariant) : TError

Visibility: default

Description:

75.11.59 assign(olevariant):UnicodeString

Synopsis: Assign an ole-variant to a unicode string

Declaration: operator :=(const source: olevariant) : UnicodeString

Visibility: default

75.11.60 assign(olevariant):variant

Synopsis:

Declaration: operator :=(const source: olevariant) : variant

Visibility: default

Description:

75.11.61 assign(olevariant):WideChar

Synopsis:

Declaration: operator :=(const source: olevariant) : WideChar

Visibility: default

Description:

75.11.62 assign(olevariant):widestring

Synopsis:

Declaration: operator :=(const source: olevariant) : widestring

Visibility: default

Description:

75.11.63 assign(olevariant):Word

Synopsis:

Declaration: operator :=(const source: olevariant) : Word

Visibility: default

Description:

75.11.64 assign(olevariant):wordbool

Synopsis:

Declaration: operator :=(const source: olevariant) : wordbool

Visibility: default

Description:

75.11.65 assign(QWord):olevariant

Synopsis:

Declaration: operator :=(const source: QWord) : olevariant

Visibility: default

Description:

75.11.66 assign(QWord):variant

Synopsis:

Declaration: operator :=(const source: QWord) : variant

Visibility: default

Description:

75.11.67 assign(Real):olevariant

Synopsis: Assign a real-precision float to an ole-variant

Declaration: operator :=(const source: Real) : olevariant

Visibility: default

Description: Assign a real-precision float to an ole-variant

75.11.68 assign(Real):variant

Synopsis: Assign a real-precision float to a variant

Declaration: operator :=(const source: Real) : variant

Visibility: default

Description: The resulting variant is a double-precision value.

75.11.69 assign(real48):Double

Synopsis:

Declaration: operator :=(b: real48) : Double

Visibility: default

Description:

75.11.70 assign(real48):extended

Synopsis:

Declaration: operator :=(b: real48) : extended

Visibility: default

Description:

75.11.71 assign(ShortInt):olevariant

Synopsis:

Declaration: operator :=(const source: ShortInt) : olevariant

Visibility: default

Description:

75.11.72 assign(ShortInt):variant

Synopsis:

Declaration: operator :=(const source: ShortInt) : variant

Visibility: default

Description:

75.11.73 assign(shortstring):olevariant

Synopsis:

Declaration: operator :=(const source: shortstring) : olevariant

Visibility: default

Description:

75.11.74 assign(shortstring):variant

Synopsis:

Declaration: operator :=(const source: shortstring) : variant

Visibility: default

Description:

75.11.75 assign(single):olevariant

Synopsis: Assign a single-precision float to an ole-variant

Declaration: operator :=(const source: single) : olevariant

Visibility: default

75.11.76 assign(single):variant

Synopsis: Assign a single-precision float to a variant

Declaration: operator :=(const source: single) : variant

Visibility: default

Description: The resulting variant is a double-precision value

75.11.77 assign(SmallInt):olevariant

Synopsis:

Declaration: operator :=(const source: SmallInt) : olevariant

Visibility: default

Description:

75.11.78 **assign(SmallInt):variant**

Synopsis:

Declaration: `operator :=(const source: SmallInt) : variant`

Visibility: default

Description:

75.11.79 **assign(TDateTime):olevariant**

Synopsis:

Declaration: `operator :=(const source: TDateTime) : olevariant`

Visibility: default

Description:

75.11.80 **assign(TDateTime):variant**

Synopsis:

Declaration: `operator :=(const source: TDateTime) : variant`

Visibility: default

Description:

75.11.81 **assign(TError):olevariant**

Synopsis:

Declaration: `operator :=(const source: TError) : olevariant`

Visibility: default

Description:

75.11.82 **assign(TError):variant**

Synopsis:

Declaration: `operator :=(const source: TError) : variant`

Visibility: default

Description:

75.11.83 **assign(UCS4String):variant**

Synopsis: Assign UCS4String to a variant, performing the necessary conversions

Declaration: `operator :=(const source: UCS4String) : variant`

Visibility: default

Description: The resulting variant is a widestring.

75.11.84 assign(UnicodeString):olevariant

Synopsis: Assign a unicodestring to an ole-variant

Declaration: operator :=(const source: UnicodeString) : olevariant

Visibility: default

75.11.85 assign(UnicodeString):variant

Synopsis: Assign UnicodeString to a variant, performing the necessary conversions

Declaration: operator :=(const source: UnicodeString) : variant

Visibility: default

Description: The resulting variant is a widestring.

75.11.86 assign(UTF8String):variant

Synopsis: Assign an UTF-8 string to a variant, performing the necessary conversions

Declaration: operator :=(const source: UTF8String) : variant

Visibility: default

Description: The resulting variant is a widestring.

75.11.87 assign(variant):ansistring

Synopsis:

Declaration: operator :=(const source: variant) : ansistring

Visibility: default

Description:

75.11.88 assign(variant):Boolean

Synopsis:

Declaration: operator :=(const source: variant) : Boolean

Visibility: default

Description:

75.11.89 assign(variant):Byte

Synopsis:

Declaration: operator :=(const source: variant) : Byte

Visibility: default

Description:

75.11.90 assign(variant):Char

Synopsis:

Declaration: operator :=(const source: variant) : Char

Visibility: default

Description:

75.11.91 assign(variant):comp

Synopsis: Assign a variant to a comp-precision float

Declaration: operator :=(const source: variant) : comp

Visibility: default

75.11.92 assign(variant):currency

Synopsis:

Declaration: operator :=(const source: variant) : currency

Visibility: default

Description:

75.11.93 assign(variant):Double

Synopsis:

Declaration: operator :=(const source: variant) : Double

Visibility: default

Description:

75.11.94 assign(variant):DWord

Synopsis:

Declaration: operator :=(const source: variant) : DWord

Visibility: default

Description:

75.11.95 assign(variant):extended

Synopsis: Assign a variant to a extended-precision float

Declaration: operator :=(const source: variant) : extended

Visibility: default

75.11.96 assign(variant):Int64

Synopsis:

Declaration: `operator :=(const source: variant) : Int64`

Visibility: default

Description:

75.11.97 assign(variant):longbool

Synopsis:

Declaration: `operator :=(const source: variant) : longbool`

Visibility: default

Description:

75.11.98 assign(variant):LongInt

Synopsis:

Declaration: `operator :=(const source: variant) : LongInt`

Visibility: default

Description:

75.11.99 assign(variant):olevariant

Synopsis:

Declaration: `operator :=(const source: variant) : olevariant`

Visibility: default

Description:

75.11.100 assign(variant):QWord

Synopsis:

Declaration: `operator :=(const source: variant) : QWord`

Visibility: default

Description:

75.11.101 assign(variant):Real

Synopsis: Assign a variant to a real-precision float

Declaration: `operator :=(const source: variant) : Real`

Visibility: default

75.11.102 assign(variant):ShortInt

Synopsis:

Declaration: `operator :=(const source: variant) : ShortInt`

Visibility: default

Description:

75.11.103 assign(variant):shortstring

Synopsis:

Declaration: `operator :=(const source: variant) : shortstring`

Visibility: default

Description:

75.11.104 assign(variant):single

Synopsis: Assign a variant to a single-precision float

Declaration: `operator :=(const source: variant) : single`

Visibility: default

75.11.105 assign(variant):SmallInt

Synopsis:

Declaration: `operator :=(const source: variant) : SmallInt`

Visibility: default

Description:

75.11.106 assign(variant):TDateTime

Synopsis:

Declaration: `operator :=(const source: variant) : TDateTime`

Visibility: default

Description:

75.11.107 assign(variant):TError

Synopsis:

Declaration: `operator :=(const source: variant) : TError`

Visibility: default

Description:

75.11.108 assign(variant):unicodestring

Synopsis: Assign a variant to a unicodestring

Declaration: `operator :=(const source: variant) : unicodestring`

Visibility: default

75.11.109 assign(variant):UTF8String

Synopsis: Assign a variant to an UTF8String

Declaration: `operator :=(const source: variant) : UTF8String`

Visibility: default

75.11.110 assign(variant):WideChar

Synopsis:

Declaration: `operator :=(const source: variant) : WideChar`

Visibility: default

Description:

75.11.111 assign(variant):widestring

Synopsis:

Declaration: `operator :=(const source: variant) : widestring`

Visibility: default

Description:

75.11.112 assign(variant):Word

Synopsis:

Declaration: `operator :=(const source: variant) : Word`

Visibility: default

Description:

75.11.113 assign(variant):wordbool

Synopsis:

Declaration: `operator :=(const source: variant) : wordbool`

Visibility: default

Description:

75.11.114 assign(WideChar):olevariant

Synopsis:

Declaration: `operator :=(const source: WideChar) : olevariant`

Visibility: default

Description:

75.11.115 assign(WideChar):variant

Synopsis:

Declaration: `operator :=(const source: WideChar) : variant`

Visibility: default

Description:

75.11.116 assign(widestring):olevariant

Synopsis:

Declaration: `operator :=(const source: widestring) : olevariant`

Visibility: default

Description:

75.11.117 assign(widestring):variant

Synopsis:

Declaration: `operator :=(const source: widestring) : variant`

Visibility: default

Description:

75.11.118 assign(Word):olevariant

Synopsis:

Declaration: `operator :=(const source: Word) : olevariant`

Visibility: default

Description:

75.11.119 assign(Word):variant

Synopsis:

Declaration: `operator :=(const source: Word) : variant`

Visibility: default

Description:

75.11.120 assign(wordbool):olevariant

Synopsis:

Declaration: operator :=(const source: wordbool) : olevariant

Visibility: default

Description:

75.11.121 assign(wordbool):variant

Synopsis:

Declaration: operator :=(const source: wordbool) : variant

Visibility: default

Description:

75.11.122 Assigned

Synopsis: Check if a pointer is valid

Declaration: function Assigned(P: Pointer) : Boolean

Visibility: default

Description: Assigned returns True if P is non-nil and returns False if P is nil. The main use of Assigned is that Procedural variables, method variables and class-type variables also can be passed to Assigned.

Errors: None

See also: New ([1450](#))**Listing:** ./refex/ex96.pp**Program** Example96;*{ Program to demonstrate the Assigned function. }***Var** P : Pointer;**begin** **If Not Assigned**(P) **then** **Writeln** ('Pointer is initially NIL');

P:=@P;

If Not Assigned(P) **then** **Writeln** ('Internal inconsistency') **else** **Writeln** ('All is well in FPC')**end.**

75.11.123 BasicEventCreate

Synopsis: Obsolete. Don't use

Declaration: `function BasicEventCreate(EventAttributes: Pointer;
 AManualReset: Boolean; InitialState: Boolean;
 const Name: ansistring) : PEventState`

Visibility: default

Description: `BasicEventCreate` is obsolete, use `RTLEventCreate` (1470) instead.

See also: `RTLEventCreate` (1470)

75.11.124 basiceventdestroy

Synopsis: Obsolete. Don't use

Declaration: `procedure basiceventdestroy(state: PEventState)`

Visibility: default

Description: `basiceventdestroy` is obsolete. Use `RTLEventDestroy` (1470) instead.

See also: `RTLEventDestroy` (1470)

75.11.125 basiceventResetEvent

Synopsis: Obsolete. Don't use

Declaration: `procedure basiceventResetEvent(state: PEventState)`

Visibility: default

Description: `basiceventResetEvent` is obsolete. Use `RTLEventResetEvent` (1471) instead.

See also: `RTLEventResetEvent` (1471)

75.11.126 basiceventSetEvent

Synopsis: Obsolete. Don't use

Declaration: `procedure basiceventSetEvent(state: PEventState)`

Visibility: default

Description: `basiceventSetEvent` is obsolete. Use `RTLEventSetEvent` (1471) instead.

See also: `RTLEventSetEvent` (1471)

75.11.127 basiceventWaitFor

Synopsis: Obsolete. Don't use

Declaration: `function basiceventWaitFor(Timeout: Cardinal; state: PEventState)
 : LongInt`

Visibility: default

Description: `basiceventwaitfor` is obsolete. Use `RTLEventWaitFor` (1471) instead.

See also: `RTLEventWaitFor` (1471)

75.11.128 BeginThread

Synopsis: Start a new thread.

Declaration:

```
function BeginThread(sa: Pointer; stacksize: SizeUInt;
    ThreadFunction: TThreadFunc; p: pointer;
    creationFlags: DWord; var ThreadId: TThreadID)
    : TThreadID
function BeginThread(ThreadFunction: TThreadFunc) : TThreadID
function BeginThread(ThreadFunction: TThreadFunc; p: pointer)
    : TThreadID
function BeginThread(ThreadFunction: TThreadFunc; p: pointer;
    var ThreadId: TThreadID) : TThreadID
function BeginThread(ThreadFunction: TThreadFunc; p: pointer;
    var ThreadId: TThreadID; const stacksize: SizeUInt)
    : TThreadID
```

Visibility: default

Description: `BeginThread` starts a new thread and executes `ThreadFunction` in the new thread. If `P` is specified, then it is passed to `ThreadFunction`. If `ThreadId` is specified, it is filled with the thread ID of the newly started thread. If `StackSize` is specified, it is set as the stack size for the new thread. If none is specified, a default stack size of 4MiB is used.

The function returns the thread handle (or ID, on some other operating systems like Linux or OS/2) on success, or 0 if an error occurred. Note that the thread ID and handle are the same on Unix processes, and that the thread ID and thread handle are different on windows systems.

Errors: On error, the value "0" is returned.

See also: `EndThread` ([1401](#))

75.11.129 BEtoN

Synopsis: Convert Big Endian-ordered integer to Native-ordered integer

Declaration:

```
function BEtoN(const AValue: SmallInt) : SmallInt
function BEtoN(const AValue: Word) : Word
function BEtoN(const AValue: LongInt) : LongInt
function BEtoN(const AValue: DWord) : DWord
function BEtoN(const AValue: Int64) : Int64
function BEtoN(const AValue: QWord) : QWord
```

Visibility: default

Description: `BEtoN` will rearrange the bytes in a Big-Endian number to the native order for the current processor. That is, for a big-endian processor, it will do nothing, and for a little-endian processor, it will invert the order of the bytes.

See also: `LEtoN` ([1443](#)), `NtoBE` ([1451](#)), `NtoLE` ([1451](#))

75.11.130 binStr

Synopsis: Convert integer to string with binary representation.

Declaration:

```
function binStr(Val: LongInt; cnt: Byte) : shortstring
function binStr(Val: Int64; cnt: Byte) : shortstring
function binStr(Val: QWord; cnt: Byte) : shortstring
```

Visibility: default

Description: `BinStr` returns a string with the binary representation of `Value`. The string has at most `cnt` characters. (i.e. only the `cnt` rightmost bits are taken into account) To have a complete representation of any longint-type value, 32 bits are needed, i.e. `cnt=32`

Errors: None.

See also: `Str` (1488), `Val` (1506), `HexStr` (1425), `OctStr` (1452)

Listing: `./refex/ex82.pp`

```

Program example82;

{ Program to demonstrate the BinStr function }

Const Value = 45678;

Var I : longint;

begin
  For I:=8 to 20 do
    Writeln ( BinStr(Value,I):20);
end.

```

75.11.131 BlockRead

Synopsis: Read data from an untyped file into memory

Declaration: `procedure BlockRead(var f: File; var Buf; count: Int64; var Result: Int64)`
`procedure BlockRead(var f: File; var Buf; count: LongInt; var Result: LongInt)`
`procedure BlockRead(var f: File; var Buf; count: Cardinal; var Result: Cardinal)`
`procedure BlockRead(var f: File; var Buf; count: Word; var Result: Word)`
`procedure BlockRead(var f: File; var Buf; count: Word; var Result: Integer)`
`procedure BlockRead(var f: File; var Buf; count: Int64)`

Visibility: default

Description: `Blockread` reads `count` or less records from file `F`. A record is a block of bytes with size specified by the `Rewrite` (1466) or `Reset` (1465) statement. The result is placed in `Buffer`, which must contain enough room for `Count` records. The function cannot read partial records. If `Result` is specified, it contains the number of records actually read. If `Result` isn't specified, and less than `Count` records were read, a run-time error is generated. This behavior can be controlled by the `{SI}` switch.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Blockwrite` (1380), `Close` (1385), `Reset` (1465), `Assign` (1357)

Listing: `./refex/ex6.pp`

Program Example6;

{ Program to demonstrate the BlockRead and BlockWrite functions. }

```

Var Fin, fout : File;
    NumRead, NumWritten : Word;
    Buf : Array[1..2048] of byte;
    Total : Longint;

begin
    Assign ( Fin , Paramstr(1));
    Assign ( Fout , Paramstr(2));
    Reset ( Fin , 1);
    Rewrite ( Fout , 1);
    Total := 0;
    Repeat
        BlockRead ( Fin , buf , Sizeof(buf) , NumRead);
        BlockWrite ( Fout , Buf , NumRead , NumWritten);
        inc( Total , NumWritten);
    Until ( NumRead = 0 ) or ( NumWritten <> NumRead);
    Write ( 'Copied ' , Total , ' bytes from file ' , paramstr(1));
    Writeln ( ' to file ' , paramstr(2));
    close( fin );
    close( fout );
end.

```

75.11.132 BlockWrite

Synopsis: Write data from memory to an untyped file

Declaration:

```

procedure BlockWrite( var f: File; const Buf; Count: Int64;
    var Result: Int64)
procedure BlockWrite( var f: File; const Buf; Count: LongInt;
    var Result: LongInt)
procedure BlockWrite( var f: File; const Buf; Count: Cardinal;
    var Result: Cardinal)
procedure BlockWrite( var f: File; const Buf; Count: Word;
    var Result: Word)
procedure BlockWrite( var f: File; const Buf; Count: Word;
    var Result: Integer)
procedure BlockWrite( var f: File; const Buf; Count: LongInt)

```

Visibility: default

Description: BlockWrite writes count records from buffer to the file F. A record is a block of bytes with size specified by the Rewrite (1466) or Reset (1465) statement. If the records couldn't be written to disk, a run-time error is generated. This behavior can be controlled by the {\$I} switch.

Errors: Depending on the state of the {\$I} switch, a runtime error can be generated if there is an error. In the {\$I-} state, use IOResult to check for errors.

See also: Blockread (1379), Close (1385), Rewrite (1466), Assign (1357)

75.11.133 Break

Synopsis: Exit current loop construct.

Declaration: procedure Break

Visibility: default

Description: Break jumps to the statement following the end of the current repetitive statement. The code between the Break call and the end of the repetitive statement is skipped. The condition of the repetitive statement is NOT evaluated.

This can be used with For, var{repeat} and While statements.

Note that while this is a procedure, Break is a reserved word and hence cannot be redefined.

Errors: None.

See also: Continue (1391), Exit (1407)

Listing: ./refex/ex87.pp

Program Example87;

{ Program to demonstrate the Break function. }

Var I : longint;

```
begin
  I:=0;
  While I<10 Do
    begin
      Inc(I);
      If I>5 Then
        Break;
      Writeln(i);
    end;
  I:=0;
  Repeat
    Inc(I);
    If I>5 Then
      Break;
    Writeln(i);
  Until I>=10;
  For I:=1 to 10 do
    begin
      If I>5 Then
        Break;
      Writeln(i);
    end;
end.
```

75.11.134 BsfByte

Synopsis: Return the position of the rightmost set bit in an 8-bit value

Declaration: function BsfByte(const AValue: Byte) : Byte

Visibility: default

Description: BsfByte scans the byte AValue, starting at position 0 (rightmost position) and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: BsrByte (1382), BsfWord (1382), BsfDWord (1382), BsfQWord (1382)

75.11.135 BsfDWord

Synopsis: Return the position of the rightmost set bit in a 32-bit value

Declaration: `function BsfDWord(const AValue: DWord) : Cardinal`

Visibility: default

Description: `BsfDWord` scans the `DWord` `AValue`, starting at position 0 (rightmost position), and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsfByte` (1381), `BsfWord` (1382), `BsrDWord` (1383), `BsfQWord` (1382)

75.11.136 BsfQWord

Synopsis: Return the position of the rightmost set bit in a 64-bit value

Declaration: `function BsfQWord(const AValue: QWord) : Cardinal`

Visibility: default

Description: `BsfQWord` scans the `QWord` `AValue`, starting at position 0 (rightmost position), and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsfByte` (1381), `BsfWord` (1382), `BsfDWord` (1382), `BsrQWord` (1383)

75.11.137 BsfWord

Synopsis: Return the position of the rightmost set bit in a 16-bit value

Declaration: `function BsfWord(const AValue: Word) : Cardinal`

Visibility: default

Description: `BsfWord` scans the word `AValue`, starting at position 0 (rightmost position), and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsfByte` (1381), `BsrWord` (1383), `BsfDWord` (1382), `BsfQWord` (1382)

75.11.138 BsrByte

Synopsis: Return the position of the leftmost set bit in an 8-bit value

Declaration: `function BsrByte(const AValue: Byte) : Byte`

Visibility: default

Description: `BsrByte` scans the byte `AValue`, starting at the leftmost position and working towards position 0, and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsfByte` (1381), `BsrWord` (1383), `BsrDWord` (1383), `BsrQWord` (1383)

75.11.139 BsrDWord

Synopsis: Return the position of the leftmost set bit in a 32-bit value

Declaration: `function BsrDWord(const AValue: DWord) : Cardinal`

Visibility: default

Description: `BsrDWord` scans the `DWord` `AValue`, starting at the leftmost position and working towards position 0, and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsrByte` (1382), `BsrWord` (1383), `BsfDWord` (1382), `BsrQWord` (1383)

75.11.140 BsrQWord

Synopsis: Return the position of the leftmost set bit in a 64-bit value

Declaration: `function BsrQWord(const AValue: QWord) : Cardinal`

Visibility: default

Description: `BsfQWord` scans the `QWord` `AValue`, starting at the leftmost position and working towards position 0, and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsfByte` (1381), `BsfWord` (1382), `BsfDWord` (1382), `BsrQWord` (1383)

75.11.141 BsrWord

Synopsis: Return the position of the leftmost set bit in a 16-bit value

Declaration: `function BsrWord(const AValue: Word) : Cardinal`

Visibility: default

Description: `BsrWord` scans the word `AValue`, starting at the leftmost position and working towards position 0, and returns the index of the first set bit. The position is measured from the 0-th, rightmost bit.

When the input is 0, the result is 255 (unsigned equivalent of -1).

See also: `BsrByte` (1382), `BsfWord` (1382), `BsrDWord` (1383), `BsrQWord` (1383)

75.11.142 CaptureBacktrace

Synopsis: Return stack trace

Declaration: `function CaptureBacktrace(skipframes: SizeInt; count: SizeInt; frames: PCodePointer) : SizeInt`

Visibility: default

Description: `CaptureBacktrace` will fill the array pointed to by `frames` with the addresses of a backtrace. It will skip `skipframes` frames, and will write at most `count` addresses. Frames must point to enough memory to hold the stacktrace, which is `count*sizeof(codepointer)` bytes.

See also: `Get_pc_addr` (1424), `get_caller_stackinfo` (1423), `get_caller_addr` (1423), `get_caller_frame` (1423)

75.11.143 chdir

Synopsis: Change current working directory.

Declaration: `procedure chdir(const s: shortstring); Overload`
`procedure chdir(const s: RawByteString); Overload`
`procedure chdir(const s: unicodestring); Overload`

Visibility: default

Description: `Chdir` changes the working directory of the process to `S`.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Mkdir` (1448), `Rmdir` (1467)

Listing: `./refex/ex7.pp`

Program Example7;

{ Program to demonstrate the ChDir function. }

```
begin
  {SI-}
  ChDir (ParamStr(1));
  if IOResult <> 0 then
    Writeln ('Cannot change to directory : ', paramstr (1));
end.
```

75.11.144 chr

Synopsis: Convert byte value to character value

Declaration: `function chr(b: Byte) : Char`

Visibility: default

Description: `Chr` returns the character which has ASCII value `X`.

Historical note:

Originally, Pascal did not have typecasts and `chr` was a necessary function in order to do certain operations on ASCII values of characters. With the arrival of typecasting a generic approach became possible, making `chr` mostly obsolete. However, `chr` is not considered deprecated and remains in wide use today.

Errors: None.

See also: `Ord` (1453), `Str` (1488)

Listing: `./refex/ex8.pp`

Program Example8;

{ Program to demonstrate the Chr function. }

```
begin
  Write (chr(10),chr(13)); { The same effect as Writeln; }
end.
```

75.11.145 Close

Synopsis: Close a file

Declaration: `procedure Close(var f: File)`
`procedure Close(var t: Text)`

Visibility: default

Description: `Close` flushes the buffer of the file `F` and closes `F`. After a call to `Close`, data can no longer be read from or written to `F`. To reopen a file closed with `Close`, it isn't necessary to assign the file again. A call to `Reset` (1465) or `Rewrite` (1466) is sufficient.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Assign` (1357), `Reset` (1465), `Rewrite` (1466), `Flush` (1415)

Listing: `./refex/ex9.pp`

Program Example9;

{ Program to demonstrate the Close function. }

Var `F` : text;

begin

`Assign (f, 'Test.txt');`

ReWrite (`F`);

WriteLn (`F`, 'Some text written to Test.txt');

`close (f); { Flushes contents of buffer to disk,`
`closes the file. Omitting this may`
`cause data NOT to be written to disk. }`

end.

75.11.146 CloseThread

Synopsis: Close a thread and free up resources used by the thread

Declaration: `function CloseThread(threadHandle: TThreadID) : DWord`

Visibility: default

Description: `CloseThread` must be called on any thread started with `BeginThread` (1378). It must be called after the thread has ended (either by exiting the thread function or after calling `EndThread` (1401)).

Errors: If no threadmanager is installed, an exception may be raised or runtime error 232 may occur if no exceptions are used.

See also: `BeginThread` (1378), `EndThread` (1401)

75.11.147 CompareByte

Synopsis: Compare 2 memory buffers byte per byte

Declaration: `function CompareByte(const buf1; const buf2; len: SizeInt) : SizeInt`

Visibility: default

Description: CompareByte compares two memory regions buf1,buf2 on a byte-per-byte basis for a total of len bytes.

The function returns one of the following values:

less than 0 if buf1 and buf2 contain different bytes in the first len bytes, and the first such byte is smaller in buf1 than the byte at the same position in buf2.

0 if the first len bytes in buf1 and buf2 are equal.

greater than 0 if buf1 and buf2 contain different bytes in the first len bytes, and the first such byte is larger in buf1 than the byte at the same position in buf2.

Errors: None.

See also: CompareChar (1386), CompareChar0 (1388), CompareWord (1389), CompareDWord (1388)

Listing: ./refex/ex99.pp

Program Example99;

{ Program to demonstrate the CompareByte function. }

Const

```
ArraySize      = 100;
HalfArraySize = ArraySize Div 2;
```

Var

```
Buf1, Buf2 : Array[1..ArraySize] of byte;
l : longint;
```

Procedure CheckPos(Len : Longint);

Begin

```
Write('First ', Len, ' positions are ');
if CompareByte(Buf1, Buf2, Len) <> 0 then
  Write('NOT ');
  Writeln('equal');
end;
```

begin

```
For l:=1 to ArraySize do
  begin
    Buf1[l]:=l;
    If l<=HalfArraySize Then
      Buf2[l]:=l
    else
      Buf2[l]:= HalfArraySize-l;
    end;
  CheckPos(HalfArraySize div 2);
  CheckPos(HalfArraySize);
  CheckPos(HalfArraySize+1);
  CheckPos(HalfArraySize + HalfArraySize Div 2);
end.
```

75.11.148 CompareChar

Synopsis: ompare 2 memory buffers character per character

Declaration: `function CompareChar(const buf1; const buf2; len: SizeInt) : SizeInt`

Visibility: default

Description: `CompareChar` compares two memory regions `buf1`, `buf2` on a character-per-character basis for a total of `len` characters.

The `CompareChar0` variant compares `len` bytes, or until a zero character is found.

The function returns one of the following values:

-**if** `buf1` and `buf2` contain different characters in the first `len` positions, and the first such character is smaller in `buf1` than the character at the same position in `buf2`.

0if the first `len` characters in `buf1` and `buf2` are equal.

1if `buf1` and `buf2` contain different characters in the first `len` positions, and the first such character is larger in `buf1` than the character at the same position in `buf2`.

Errors: None.

See also: `CompareByte` (1385), `CompareChar0` (1388), `CompareWord` (1389), `CompareDWord` (1388)

Listing: `./refex/ex100.pp`

Program `Example100`;

{ Program to demonstrate the CompareChar function. }

Const

`ArraySize = 100;`
`HalfArraySize = ArraySize Div 2;`

Var

`Buf1, Buf2 : Array[1..ArraySize] of char;`
`l : longint;`

Procedure `CheckPos(Len : Longint);`

Begin

`Write('First ', Len, ' characters are ');`
`if CompareChar(Buf1, Buf2, Len) <> 0 then`
`Write('NOT ');`
`Writeln('equal');`
`end;`

Procedure `CheckNullPos(Len : Longint);`

Begin

`Write('First ', Len, ' non-null characters are ');`
`if CompareChar0(Buf1, Buf2, Len) <> 0 then`
`Write('NOT ');`
`Writeln('equal');`
`end;`

begin

`For l:=1 to ArraySize do`
`begin`
`Buf1[l]:=chr(l);`
`If l<=HalfArraySize Then`
`Buf2[l]:=chr(l)`


```

    else
      Buf2[i]:=chr(HalfArraySize-1);
    end;
  CheckPos(HalfArraySize div 2);
  CheckPos(HalfArraySize);
  CheckPos(HalfArraySize+1);
  CheckPos(HalfArraySize + HalfArraySize Div 2);
  For l:=1 to 4 do
    begin
      buf1[Random(ArraySize)+1]:=Chr(0);
      buf2[Random(ArraySize)+1]:=Chr(0);
    end;
  Randomize;
  CheckNullPos(HalfArraySize div 2);
  CheckNullPos(HalfArraySize);
  CheckNullPos(HalfArraySize+1);
  CheckNullPos(HalfArraySize + HalfArraySize Div 2);
end.

```

75.11.149 CompareChar0

Synopsis: Compare two buffers character by character till a null-character is reached.

Declaration: function CompareChar0(const buf1; const buf2; len: SizeInt) : SizeInt

Visibility: default

Description: CompareChar0 compares 2 buffers buf1 and buf2 for a maximum length of len or till a null character is reached in either buffer. The result depends on the contents of the buffers:

< 0 If buf1 contains a character less than the corresponding character in buf2.

0 If both buffers are equal

> 0 If buf1 contains a character greater than the corresponding character in buf2.

Errors: None.

See also: CompareByte (1385), CompareChar (1386), CompareDWord (1388), CompareWord (1389)

75.11.150 CompareDWord

Synopsis: Compare 2 memory buffers DWord per DWord

Declaration: function CompareDWord(const buf1; const buf2; len: SizeInt) : SizeInt

Visibility: default

Description: CompareDWord compares two memory regions buf1, buf2 on a DWord-per-DWord basis for a total of len DWords. (A DWord is 4 bytes).

The function returns one of the following values:

-1 if buf1 and buf2 contain different DWords in the first len DWords, and the first such DWord is smaller in buf1 than the DWord at the same position in buf2.

0 if the first len DWords in buf1 and buf2 are equal.

1 if buf1 and buf2 contain different DWords in the first len DWords, and the first such DWord is larger in buf1 than the DWord at the same position in buf2.

Errors: None.

See also: CompareChar (1386), CompareByte (1385), CompareWord (1389)

Listing: ./refex/ex101.pp

Program Example101;

{ Program to demonstrate the CompareDWord function. }

Const

```
ArraySize      = 100;
HalfArraySize = ArraySize Div 2;
```

Var

```
Buf1, Buf2 : Array[1..ArraySize] of Dword;
l : longint;
```

Procedure CheckPos(Len : Longint);

Begin

```
  Write('First ', Len, ' DWords are ');
  if CompareDWord(Buf1, Buf2, Len) <> 0 then
    Write('NOT ');
  Writeln('equal');
end;
```

begin

```
  For l:=1 to ArraySize do
    begin
      Buf1[l]:=l;
      If l<=HalfArraySize Then
        Buf2[l]:=l
      else
        Buf2[l]:= HalfArraySize-l;
    end;
  CheckPos(HalfArraySize div 2);
  CheckPos(HalfArraySize);
  CheckPos(HalfArraySize+1);
  CheckPos(HalfArraySize + HalfArraySize Div 2);
end.
```

75.11.151 CompareWord

Synopsis: Compare 2 memory buffers word per word

Declaration: function CompareWord(const buf1; const buf2; len: SizeInt) : SizeInt

Visibility: default

Description: CompareWord compares two memory regions buf1, buf2 on a Word-per-Word basis for a total of len Words. (A Word is 2 bytes).

The function returns one of the following values:

- 1 if buf1 and buf2 contain different Words in the first len Words, and the first such Word is smaller in buf1 than the Word at the same position in buf2.

0if the first `len` Words in `buf1` and `buf2` are equal.

1if `buf1` and `buf2` contain different Words in the first `len` Words, and the first such Word is larger in `buf1` than the Word at the same position in `buf2`.

Errors: None.

See also: `CompareChar` (1386), `CompareByte` (1385), `CompareDWord` (1388)

Listing: `./refex/ex102.pp`

Program `Example102`;

{ Program to demonstrate the CompareWord function. }

Const

```
ArraySize      = 100;
HalfArraySize = ArraySize Div 2;
```

Var

```
Buf1, Buf2 : Array[1..ArraySize] of Word;
I : longint;
```

Procedure `CheckPos`(`Len` : Longint);

Begin

```
Write('First ', Len, ' words are ');
if CompareWord(Buf1, Buf2, Len) <> 0 then
  Write('NOT ');
Writeln('equal');
end;
```

begin

```
For I:=1 to ArraySize do
  begin
    Buf1[I]:=I;
    If I<=HalfArraySize Then
      Buf2[I]:=I
    else
      Buf2[I]:=HalfArraySize-I;
    end;
  CheckPos(HalfArraySize div 2);
  CheckPos(HalfArraySize);
  CheckPos(HalfArraySize+1);
  CheckPos(HalfArraySize + HalfArraySize Div 2);
end.
```

75.11.152 Concat

Synopsis: Append one string to another.

Declaration: `function Concat(const S1: string; const S2: string; const S3: string; const Sn: string) : string`

Visibility: default

Description: `Concat` concatenates the strings `S1`, `S2` etc. to one long string. The resulting string is truncated at a length of 255 bytes. The same operation can be performed with the `+` operation.

Errors: None.

See also: Copy ([1392](#)), Delete ([1396](#)), Insert ([1435](#)), Pos ([1456](#)), Length ([1442](#))

Listing: ./refex/ex10.pp

```

Program Example10;

{ Program to demonstrate the Concat function. }
Var
  S : String;

begin
  S:=Concat('This can be done', ' Easier ', 'with the + operator !');
end.

```

75.11.153 Continue

Synopsis: Continue with next loop cycle.

Declaration: procedure Continue

Visibility: default

Description: Continue jumps to the end of the current repetitive statement. The code between the Continue call and the end of the repetitive statement is skipped. The condition of the repetitive statement is then checked again.

This can be used with For, repeat and While statements.

Note that while this is a procedure, Continue is a reserved word and hence cannot be redefined.

Errors: None.

See also: Break ([1380](#)), Exit ([1407](#))

Listing: ./refex/ex86.pp

```

Program Example86;

{ Program to demonstrate the Continue function. }

Var I : longint;

begin
  I:=0;
  While I<10 Do
    begin
      Inc(I);
      If I<5 Then
        Continue;
      Writeln (i);
    end;
  I:=0;
  Repeat
    Inc(I);
    If I<5 Then
      Continue;
    Writeln (i);

```

```

Until I >= 10;
For I := 1 to 10 do
  begin
    If I < 5 Then
      Continue;
    WriteLn (i);
  end;
end.

```

75.11.154 Copy

Synopsis: Copy part of a string.

Declaration: `function Copy(S: AStringType; Index: SizeInt; Count: SizeInt) : string`
`function Copy(A: DynArrayType; Index: SizeInt; Count: SizeInt)`
`: DynArray`

Visibility: default

Description: Copy returns a string which is a copy of the Count characters in S, starting at position Index. If Count is larger than the length of the string S, the result is truncated. If Index is larger than the length of the string S, then an empty string is returned. Index is 1-based.

For dynamical arrays, Copy returns a new dynamical array of the same type as the original one, and copies Count elements from the old array, starting at position Index.

In Delphi mode, the Count argument can be omitted. In that case, the string (or dynamic array) is copied from the position Index till the end of the string or array.

Errors: None.

See also: Delete ([1396](#)), Insert ([1435](#)), Pos ([1456](#))

Listing: ./refex/ex11.pp

Program Example11;

{ Program to demonstrate the Copy function. }

Var S, T : **String**;

```

begin
  T := '1234567';
  S := Copy (T, 1, 2);   { S := '12' }
  S := Copy (T, 4, 2);   { S := '45' }
  S := Copy (T, 4, 8);   { S := '4567' }
end.

```

75.11.155 CopyArray

Synopsis: Copy managed-type elements in array

Declaration: `procedure CopyArray(dest: Pointer; source: Pointer; typeInfo: Pointer;`
`count: SizeInt)`

Visibility: default

Description: `CopyArray` copies `count` elements containing managed types from the array pointed to by `source` to the array pointed to by `dest`. For this, it uses the type information of the elements as specified in `typeinfo`.

Under normal circumstances, this procedure should not be used, it is called automatically by the compiler when an array-typed variables are assigned to each other.

See also: `InitializeArray` (1435), `FinalizeArray` (1413), `DynArraySize` (1401), `DynArrayClear` (1399), `DynArrayDim` (1400), `DynArrayBounds` (1399)

75.11.156 `cos`

Synopsis: Calculate cosine of angle

Declaration: `function cos(d: ValReal) : ValReal`

Visibility: default

Description: `Cos` returns the cosine of `X`, where `X` is an angle, in radians. If the absolute value of the argument is larger than $2\hat{6}3$, then the result is undefined.

Errors: None.

See also: `Arctan` (1356), `Sin` (1484)

Listing: `./refex/ex12.pp`

```
Program Example12;

{ Program to demonstrate the Cos function. }

Var R : Real;

begin
  R:=Cos(Pi);    { R:=-1 }
  R:=Cos(Pi/2); { R:=0  }
  R:=Cos(0);     { R:=1  }
end.
```

75.11.157 `Cseg`

Synopsis: Return code segment

Declaration: `function Cseg : Word`

Visibility: default

Description: `Cseg` returns the Code segment register. In Free Pascal, it returns always a zero, since Free Pascal is a 32/64 bit compiler.

Errors: None.

See also: `Dseg` (1398), `Seg` (1475), `Ofs` (1453), `Ptr` (1458)

Listing: `./refex/ex13.pp`

```

Program Example13;

{ Program to demonstrate the CSeg function. }

var W : word;

begin
  W:=CSeg; {W:=0, provided for compatibility,
           FPC is 32 bit.}
end.

```

75.11.158 Dec

Synopsis: Decrease value of variable

Declaration: procedure Dec(var X: TOrdinal)
 procedure Dec(var X: TOrdinal; Decrement: TOrdinal)

Visibility: default

Description: Dec decreases the value of X with Decrement. If Decrement isn't specified, then 1 is taken as a default.

Errors: A range check can occur, or an underflow error, if an attempt is made to decrease X below its minimum value.

See also: Inc ([1428](#))

Listing: ./refex/ex14.pp

```

Program Example14;

{ Program to demonstrate the Dec function. }

Var
  I : Integer;
  L : Longint;
  W : Word;
  B : Byte;
  Si : ShortInt;

begin
  I:=1;
  L:=2;
  W:=3;
  B:=4;
  Si:=5;
  Dec (i); { i:=0 }
  Dec (L,2); { L:=0 }
  Dec (W,2); { W:=1 }
  Dec (B, -2); { B:=6 }
  Dec (Si,0); { Si:=5 }
end.

```

75.11.159 Default

Synopsis: Return Default initialized value

Declaration: `function Default(const T: AnyType) : AnyType`

Visibility: default

Description: `Default` is a compiler intrinsic: it returns for every type `T` a default value. In essence, this is a block of memory that is zeroed out. It can be used to correctly initialize any type, and more importantly, a managed type. It also works using a generic type template.

This function cannot be used on any of the file types or complex types that contain a file type.

See also: [TypeInfo \(1500\)](#), [Initialize \(1433\)](#), [Finalize \(1413\)](#)

75.11.160 DefaultAnsi2UnicodeMove

Synopsis: Standard widestring manager callback

Declaration: `procedure DefaultAnsi2UnicodeMove(source: PChar; cp: TSystemCodePage;
var dest: unicodestring; len: SizeInt)`

Visibility: default

Description: `DefaultAnsi2UnicodeMove` is the standard callback used for the widestring manager when an ansistring must be converted to a unicodestring. It simply copies over all characters from the ansistring to the unicodestring, no conversion whatsoever is performed.

75.11.161 DefaultAnsi2WideMove

Synopsis: Standard implementation of Ansi to Widestring conversion routine

Declaration: `procedure DefaultAnsi2WideMove(source: PChar; cp: TSystemCodePage;
var dest: widestring; len: SizeInt)`

Visibility: default

Description: `DefaultAnsi2WideMove` simply copies each character of the null-terminated ansi-string `Source` to the corresponding `WideChar` in `Dest`. At most `Len` characters will be copied.

Errors: None.

See also: [DefaultUnicode2AnsiMove \(1395\)](#)

75.11.162 DefaultUnicode2AnsiMove

Synopsis: Standard widestring manager callback

Declaration: `procedure DefaultUnicode2AnsiMove(source: PUnicodeChar;
var dest: RawByteString;
cp: TSystemCodePage; len: SizeInt)`

Visibility: default

Description: `DefaultUnicode2AnsiMove` is the standard callback used for the widestring manager when a unicode string must be converted to an ansistring. It replaces all words with value < 256 with their value as ASCII code.

Errors: None.

See also: [WidestringManager \(1352\)](#)

75.11.163 Delete

Synopsis: Delete part of a string.

Declaration: `procedure Delete(var s: shortstring; index: SizeInt; count: SizeInt)`
`procedure Delete(var S: RawByteString; Index: SizeInt; Size: SizeInt)`
`procedure Delete(var S: UnicodeString; Index: SizeInt; Size: SizeInt)`
`procedure Delete(var S: WideString; Index: SizeInt; Size: SizeInt)`

Visibility: default

Description: `Delete` removes `Count` characters from string `S`, starting at position `Index`. All characters after the deleted characters are shifted `Count` positions to the left, and the length of the string is adjusted.

Errors: `Shortstring` variant's third parameter is called `Count`, in other overloaded variants it is called `Index`

See also: [Copy \(1392\)](#), [Pos \(1456\)](#), [Insert \(1435\)](#)

Listing: `./refex/ex15.pp`

Program `Example15;`

{ Program to demonstrate the Delete function. }

Var

`S : String;`

begin

`S := 'This is not easy !';`

`Delete (S,9,4); { S := 'This is easy !' }`

end.

75.11.164 Dispose

Synopsis: Free dynamically allocated memory

Declaration: `procedure Dispose(P: Pointer)`
`procedure Dispose(P: TypedPointer; Des: TProcedure)`

Visibility: default

Description: The first form `Dispose` releases the memory allocated with a call to `New (1450)`. The pointer `P` must be typed. The released memory is returned to the heap.

The second form of `Dispose` accepts as a first parameter a pointer to an object type, and as a second parameter the name of a destructor of this object. The destructor will be called, and the memory allocated for the object will be freed.

Errors: An runtime error will occur if the pointer doesn't point to a location in the heap.

See also: [New \(1450\)](#), [Getmem \(1419\)](#), [Freemem \(1417\)](#)

Listing: `./refex/ex16.pp`

Program `Example16;`

{ Program to demonstrate the Dispose and New functions. }

Type `SS = String[20];`

```

AnObj = Object
  I : integer;
  Constructor Init;
  Destructor Done;
  end;

Var
  P : ^SS;
  T : ^AnObj;

Constructor Anobj.Init;

begin
  WriteLn ('Initializing an instance of AnObj !');
end;

Destructor AnObj.Done;

begin
  WriteLn ('Destroying an instance of AnObj !');
end;

begin
  New (P);
  P^:= 'Hello , World !';
  Dispose (P);
  { P is undefined from here on !}
  New(T, Init);
  T^.i:=0;
  Dispose (T, Done);
end.

```

75.11.165 **divide(variant,variant):variant**

Synopsis: Implement division (/) operation on variants.

Declaration: `operator / (const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the division / operation is delegated to the variant manager with operation `opDivide`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `*(variant, variant): variant` ([1280](#))

75.11.166 **DoneCriticalsection**

Synopsis: Clean up a critical section.

Declaration: `procedure DoneCriticalsection(var cs: TRTLCriticalSection)`

Visibility: default

Description: DoneCriticalSection cleans up the critical section CS. After a call to DoneCriticalSection, the critical section can no longer be used with EnterCriticalSection (1401) or LeaveCriticalSection (1441), unless it is again initialized with InitCriticalSection (1432)

See also: InitCriticalSection (1432), EnterCriticalSection (1401), LeaveCriticalSection (1441)

75.11.167 DoneThread

Synopsis: End the current thread

Declaration: procedure DoneThread

Visibility: default

Description: DoneThread should be used to end the current thread. It performs the necessary housekeeping before actually ending the thread. Using the operating system calls to end the thread may result in data corruption or memory leaks.

See also: BeginThread (1378)

75.11.168 Dseg

Synopsis: Return data segment

Declaration: function Dseg : Word

Visibility: default

Description: DSeg returns the data segment register. In Free Pascal, it returns always a zero, since Free Pascal is a 32/64 bit compiler.

Errors: None.

See also: CSeg (1393), Seg (1475), Ofs (1453), Ptr (1458)

Listing: ./refex/ex17.pp

Program Example17;

{ Program to demonstrate the DSeg function. }

Var

W : Word;

begin

W:=DSeg; *{W:=0, This function is provided for compatibility,
FPC is a 32 bit compiler.}*

end.

75.11.169 DumpExceptionBackTrace

Synopsis: Create backtrace

Declaration: procedure DumpExceptionBackTrace(var f: text)

Visibility: default

Description: `DumpExceptionBackTrace` writes a backtrace of the current exception to the file `f`. If no exception is currently being raised, nothing is written. As much frames as available are written. If debug info is available, then file names and line numbers will be written as well.

Errors: No check is done to see whether `f` is opened for writing.

See also: [dump_stack \(1399\)](#)

75.11.170 Dump_Stack

Synopsis: Dump stack to the given text file.

Declaration: `procedure Dump_Stack(var f: text; fp: pointer; addr: CodePointer)`
`procedure Dump_Stack(var f: text; skipframes: LongInt)`

Visibility: default

Description: `Dump_Stack` prints a stack dump to the file `f`, with base frame pointer `bp`

Errors: The file `f` must be opened for writing or an error will occur.

See also: [get_caller_addr \(1423\)](#), [get_caller_frame \(1423\)](#), [get_frame \(1424\)](#)

75.11.171 DynArrayBounds

Synopsis: Return the bounds of the dynamic array

Declaration: `function DynArrayBounds(a: Pointer; typeInfo: Pointer) : TBoundArray`

Visibility: default

Description: `DynArrayBounds` returns the bounds of all the dimensions of the dynamic array `a` with type information `typeInfo`.

The result is an array (zero-based) with the maximum valid index for each dimension in the array: the lower bound is not present in the result, it is always zero.

See also: [InitializeArray \(1435\)](#), [FinalizeArray \(1413\)](#), [CopyArray \(1392\)](#), [DynArraySize \(1401\)](#), [DynArrayClear \(1399\)](#), [DynArrayDim \(1400\)](#)

75.11.172 DynArrayClear

Synopsis: Clear dynamical array

Declaration: `procedure DynArrayClear(var a: Pointer; typeInfo: Pointer)`

Visibility: default

Description: `DynArrayClear` clears the array (`a`) using its type info (`typeInfo`). It is equal to setting the length to zero.

See also: [InitializeArray \(1435\)](#), [FinalizeArray \(1413\)](#), [CopyArray \(1392\)](#), [DynArraySize \(1401\)](#), [DynArrayDim \(1400\)](#), [DynArrayBounds \(1399\)](#)

75.11.173 DynArrayDim

Synopsis: Return the number of dimensions in a dynamic array

Declaration: `function DynArrayDim(typeInfo: Pointer) : Integer`

Visibility: default

Description: `DynArrayDim` returns the number of dimensions in a dynamic array, using the type information (`typeInfo`) of the array.

See also: [InitializeArray \(1435\)](#), [FinalizeArray \(1413\)](#), [CopyArray \(1392\)](#), [DynArraySize \(1401\)](#), [DynArrayClear \(1399\)](#), [DynArrayBounds \(1399\)](#)

75.11.174 DynArrayIndex

Synopsis: Return pointer to indicated element

Declaration: `function DynArrayIndex(a: Pointer; const indices: Array of SizeInt; typeInfo: Pointer) : Pointer`

Visibility: default

Description: `DynArrayIndex` returns a pointer to the element indicated by `indices` in dynamic array `a` with type information `typeInfo`. The length of `indices` must equal the number of dimensions of the array (as returned by [DynArrayDim \(1400\)](#)).

Errors: No bounds checking is performed, it is therefor possible to get an access violation if one of the indexes is out of range.

See also: [InitializeArray \(1435\)](#), [FinalizeArray \(1413\)](#), [CopyArray \(1392\)](#), [DynArraySize \(1401\)](#), [DynArrayClear \(1399\)](#), [DynArrayBounds \(1399\)](#), [DynArrayDim \(1400\)](#), [IsDynArrayRectangular \(1440\)](#)

75.11.175 DynArraySetLength

Synopsis: Set the length of a dynamic array

Declaration: `procedure DynArraySetLength(var a: Pointer; typeInfo: Pointer; dimCnt: SizeInt; lengthVec: PSizeInt)`

Visibility: default

Description: `DynArraySetLength` sets the length of the dynamical array `a` to the first `dimCnt` lengths specified in the array `lengthVec`. The dynamical array type is described in `typeInfo` which points to a record of type `TDynArrayTypeInfo (1325)`

It should never be necessary to call this function directly, the standard [SetLength \(1478\)](#) function should be used instead.

Errors: If an invalid pointer is specified, an error may occur.

See also: [SetLength \(1478\)](#), [tdynarraytypeinfo \(1325\)](#)

75.11.176 DynArraySize

Synopsis: Return length of dynamic array

Declaration: `function DynArraySize(a: pointer) : tdynarrayindex`

Visibility: default

Description: `DynArraySize` gets the number of elements in the array (a) the result is equal to `Length` (1442) for dynamic arrays.

See also: `InitializeArray` (1435), `FinalizeArray` (1413), `CopyArray` (1392), `DynArrayClear` (1399), `DynArrayDim` (1400), `DynArrayBounds` (1399)

75.11.177 EmptyMethod

Synopsis: Empty method alias

Declaration: `procedure EmptyMethod`

Visibility: default

Description: `EmptyMethod` is meant for the compiler only. It should not be used directly.

75.11.178 EndThread

Synopsis: End the current thread.

Declaration: `procedure EndThread(ExitCode: DWord)`
`procedure EndThread`

Visibility: default

Description: `EndThread` ends the current thread. If `ExitCode` is supplied, it is returned as the exit code for the thread to a function waiting for the thread to terminate (`WaitForThreadTerminate` (1508)). If it is omitted, zero is used.

This function does not return.

See also: `WaitForThreadTerminate` (1508), `BeginThread` (1378)

75.11.179 EnterCriticalSection

Synopsis: Enter a critical section

Declaration: `procedure EnterCriticalSection(var cs: TRTLCriticalSection)`

Visibility: default

Description: `EnterCriticalSection` will suspend the current thread if another thread has currently entered the critical section. When the other thread has left the critical section (through `LeaveCriticalSection` (1441)), the current thread resumes execution. The result is that only 1 thread is executing code which is protected by a `EnterCriticalSection` and `LeaveCriticalSection` pair.

The critical section must have been initialized with `InitCriticalSection` (1432) prior to a call to `EnterCriticalSection`.

A call to `EnterCriticalSection` must always be matched by a call to `LeaveCriticalSection` (1441). To avoid problems, it is best to include the code to be execute in a `try...finally` block, as follows:

```

EnterCriticalSection(Section);
Try
    // Code to be protected goes here.
Finally
    LeaveCriticalSection(Section);
end;

```

For performance reasons it is best to limit the code between the entering and leaving of a critical section as short as possible.

See also: [InitCriticalsection \(1432\)](#), [DoneCriticalsection \(1397\)](#), [LeaveCriticalsection \(1441\)](#)

75.11.180 EnumResourceLanguages

Synopsis: Enumerate available languages for a resource of given type and name

Declaration: `function EnumResourceLanguages (ModuleHandle: TFPResourceHMODULE;
ResourceType: PChar; ResourceName: PChar;
EnumFunc: EnumResLangProc; lParam: PtrInt)
: LongBool`

Visibility: default

Description: `EnumResourceLanguages` enumerates the available languages for a resource of given `ResourceName` and type `ResourceType` in the module `ModuleHandle`. For each language available, it calls `EnumFunc` and passes it `ModuleHandle`, the type of the resource `ResourceType`, the name of the resource `ResourceName`, the language ID, and `lParam`. It returns `False` if no resources are available for the specified resource type and module, or `True` if there are resources available.

Errors: None.

See also: [EnumResourceTypes \(1403\)](#), [EnumResourceNames \(1402\)](#), [EnumResourceLanguages \(1402\)](#)

75.11.181 EnumResourceNames

Synopsis: Enumerate available resource names for a specified resource type

Declaration: `function EnumResourceNames (ModuleHandle: TFPResourceHMODULE;
ResourceType: PChar;
EnumFunc: EnumResNameProc; lParam: PtrInt)
: LongBool`

Visibility: default

Description: `EnumResourceNames` enumerates the names of all resources of type `ResourceType` in the module `ModuleHandle`. For each resource available it calls `EnumFunc` and passes it `ModuleHandle`, the type of the resource `ResourceType`, the name of the resource, and `lParam`. It returns `False` if no resources are available for the specified resource type and module, or `True` if there are resources available.

Errors: None.

See also: [EnumResourceTypes \(1403\)](#), [EnumResourceLanguages \(1402\)](#)

75.11.182 EnumResourceTypes

Synopsis: Enumerate available resource types

Declaration: `function EnumResourceTypes (ModuleHandle: TFPResourceHMODULE;
EnumFunc: EnumResTypeProc; lParam: PtrInt)
: LongBool`

Visibility: default

Description: `EnumResourceTypes` enumerates the types of all resources in the module `ModuleHandle`. For each resource available it calls `EnumFunc` and passes it `ModuleHandle`, the type of the resource, and `lParam`. It returns `False` if no resources are available for the specified module, or `True` if there are resources available.

Errors: None.

See also: [EnumResourceNames \(1402\)](#), [EnumResourceLanguages \(1402\)](#)

75.11.183 EOF

Synopsis: Check for end of file

Declaration: `function EOF (var f: File) : Boolean
function EOF (var t: Text) : Boolean
function EOF : Boolean`

Visibility: default

Description: `Eof` returns `True` if the file-pointer has reached the end of the file, or if the file is empty. In all other cases `Eof` returns `False`. If no file `F` is specified, standard input is assumed.

Note that calling this function may cause your program to wait: to determine whether you are at EOF, it is necessary to read data. If the file descriptor is not a real file (for instance for standard input or sockets), then this call may seem to hang the program while it is waiting for data to appear or for the file descriptor to be closed.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{I-}` state, use `IOResult` to check for errors.

See also: [Eoln \(1404\)](#), [Assign \(1357\)](#), [Reset \(1465\)](#), [Rewrite \(1466\)](#)

Listing: `./refex/ex18.pp`

Program `Example18;`

{ Program to demonstrate the Eof function. }

Var `T1,T2 : text;
C : Char;`

begin

```
{ Set file to read from. Empty means from standard input. }  
assign (t1, paramstr(1));  
reset (t1);  
{ Set file to write to. Empty means to standard output. }  
assign (t2, paramstr(2));  
rewrite (t2);  
While not eof(t1) do
```

```

begin
  read (t1,C);
  write (t2,C);
end;
Close (t1);
Close (t2);
end.
```

75.11.184 EOLn

Synopsis: Check for end of line

Declaration: `function EOLn(var t: Text) : Boolean`
`function EOLn : Boolean`

Visibility: default

Description: `EoLn` returns `True` if the file pointer has reached the end of a line, which is demarcated by a line-feed character (ASCII value 10), or if the end of the file is reached. In all other cases `EoLn` returns `False`. If no file `F` is specified, standard input is assumed. It can only be used on files of type `Text`.

Errors: None.

See also: `Eof` (1403), `Assign` (1357), `Reset` (1465), `Rewrite` (1466)

Listing: `./refex/ex19.pp`

Program `Example19`;

{ Program to demonstrate the EoLn function. }

```

begin
  { This program waits for keyboard input. }
  { It will print True when an empty line is put in,
    and false when you type a non-empty line.
    It will only stop when you press enter. }
  While not EoLn do
    Writeln (eoln);
end.
```

75.11.185 equal(variant,variant):Boolean

Synopsis: Implement = (equality) operation on variants.

Declaration: `operator =(const op1: variant; const op2: variant) : Boolean`

Visibility: default

Description: The implementation of the equality (=) operation is delegated to the variant manager with operation `opcmpseq`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: `operator <(variant, variant): boolean` (1280)

75.11.186 Erase

Synopsis: Delete a file from disk

Declaration: `procedure Erase(var f: File)`
`procedure Erase(var t: Text)`

Visibility: default

Description: `Erase` removes an unopened file from disk. The file should be assigned with `Assign`, but not opened with `Reset` or `Rewrite`

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Assign` ([1357](#))

Listing: `./refex/ex20.pp`

Program `Example20`;

{ Program to demonstrate the Erase function. }

Var `F : Text`;

begin

{ Create a file with a line of text in it }

`Assign (F, 'test.txt');`

Rewrite (`F`);

Writeln (`F`, 'Try and find this when I'm finished !');

`close (f);`

{ Now remove the file }

Erase (`f`);

end.

75.11.187 Error

Synopsis: Generate run-time error

Declaration: `procedure Error(RuntimeError: TRuntimeError)`

Visibility: default

Description: `Error` generates a run-time error with an exit code corresponding to `RuntimeError`. This function is implemented for Delphi compatibility, and is not used by the Free Pascal Run-Time Library.

See also: `RunError` ([1471](#)), `Halt` ([1425](#))

75.11.188 Exclude

Synopsis: Exclude element from a set if it is present.

Declaration: `procedure Exclude(var S: TSetType; E: TSetElement)`

Visibility: default

Description: `Exclude` removes `E` from the set `S` if it is included in the set. `E` should be of the same type as the base type of the set `S`.

Thus, the two following statements do the same thing:

```
S:=S-[E];
Exclude(S,E);
```

Errors: If the type of the element `E` is not equal to the base type of the set `S`, the compiler will generate an error.

See also: `Include` ([1428](#))

Listing: `./refex/ex111.pp`

```
program Example111;

{ Program to demonstrate the Include/Exclude functions }

Type
TEnumA = (aOne,aTwo,aThree);
TEnumAs = Set of TEnumA;

Var
SA : TEnumAs;

Procedure PrintSet(S : TEnumAs);

var
B : Boolean;

procedure DoEI(A : TEnumA; Desc : String);

begin
  If A in S then
    begin
      If B then
        Write(' ');
        B:=True;
        Write(Desc);
      end;
    end;

begin
  Write(' ');
  B:=False;
  DoEI(aOne, 'aOne');
  DoEI(aTwo, 'aTwo');
  DoEI(aThree, 'aThree');
  WriteLn(' ');
end;

begin
SA:=[];
Include(SA,aOne);
PrintSet(SA);
Include(SA,aThree);
PrintSet(SA);
Exclude(SA,aOne);
PrintSet(SA);
Exclude(SA,aTwo);
PrintSet(SA);
Exclude(SA,aThree);
```

```
PrintSet(SA);
end.
```

75.11.189 Exit

Synopsis: Exit current subroutine.

Declaration: `procedure Exit(const X: TAnyType)`
`procedure Exit`

Visibility: default

Description: `Exit` exits the current subroutine, and returns control to the calling routine. If invoked in the main program routine, exit stops the program. The optional argument `X` allows to specify a return value, in the case `Exit` is invoked in a function. The function result will then be equal to `X`.

In Object Pascal or Delphi modes, if the `Exit` statement is surrounded by one or more `Try .. Finally` constructs, the `Finally` blocks are executed, which means that if the finally blocks are used to free resources, then these resources will also be freed when `Exit` is called.

Errors: None.

See also: [Halt \(1425\)](#)

Listing: `./refex/ex21.pp`

Program Example21;

{ Program to demonstrate the Exit function. }

Procedure DoAnExit (Yes : Boolean);

{ This procedure demonstrates the normal Exit }

begin

WriteLn ('Hello from DoAnExit !');

If Yes **then**

begin

WriteLn ('Bailing out early.');

exit;

end;

WriteLn ('Continuing to the end.');

end;

Function Positive (Which : Integer) : Boolean;

*{ This function demonstrates the extra FPC feature of Exit :
 You can specify a return value for the function }*

begin

if Which > 0 **then**

exit (True)

else

exit (False);

end;

begin

{ This call will go to the end }

```

DoAnExit ( False );
{ This call will bail out early }
DoAnExit ( True );
if Positive ( -1 ) then
  Writeln ( 'The compiler is nuts, -1 is not positive.' )
else
  Writeln ( 'The compiler is not so bad, -1 seems to be negative.' );
end.

```

75.11.190 exp

Synopsis: Exponentiate

Declaration: `function exp(d: ValReal) : ValReal`

Visibility: default

Description: `Exp` returns the exponent of X, i.e. the number e to the power X.

Errors: None.

See also: [Ln \(1443\)](#)

Listing: `./refex/ex22.pp`

Program Example22;

```
{ Program to demonstrate the Exp function. }
```

```

begin
  Writeln ( Exp(1):8:2 ); { Should print 2.72 }
end.

```

75.11.191 Fail

Synopsis: Fail a constructor

Declaration: `procedure Fail`

Visibility: default

Description: `Fail` can be used in a constructor for an object or class. It will exit the constructor at once, and the memory allocated for the constructor is freed. This means that for objects allocated with `New (1450)`, the resulting pointer is `Nil` and for classes, the object instance will be `Nil`.

See also: [TypeOf \(1501\)](#), [New \(1450\)](#), [Initialize \(1433\)](#), [Finalize \(1413\)](#)

Listing: `./refex/ex116.pp`

program testfail;

```
{ $mode objfpc }
```

Type

```

TMyClass = Class
  Constructor Create;
end;

```

```

Constructor TMyClass.Create;

begin
  Fail;
end;

var
  M : TMyClass;

begin
  M:=TMyClass.Create;
  WriteIn ('M is nil : ',Not Assigned(M));
end.

```

75.11.192 FilePos

Synopsis: Get position in file

Declaration: `function FilePos(var f: File) : Int64`

Visibility: default

Description: `Filepos` returns the current record position of the file-pointer in file `F`. It cannot be invoked with a file of type `Text`. A compiler error will be generated if this is attempted. Untyped files have a default record size of 128, if the second parameter to `Reset` (1465) isn't specified.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Filesize` (1410)

Listing: `./refex/ex23.pp`

```

Program Example23;

{ Program to demonstrate the FilePos function. }

Var F : File of Longint;
     L,FP : longint;

begin
  { Fill a file with data :
    Each position contains the position ! }
  Assign (F, 'test.tmp');
  Rewrite (F);
  For L:=0 to 100 do
    begin
      FP:=FilePos(F);
      Write (F,FP);
    end;
  Close (F);
  Reset (F);
  { If all goes well, nothing is displayed here. }
  While not (Eof(F)) do
    begin
      FP:=FilePos (F);

```

```

    Read (F,L);
    if L<>FP then
        WriteLn ('Something wrong: Got ',l,', ' on pos ',FP);
    end;
    Close (F);
    Erase (f);
end.

```

75.11.193 FileSize

Synopsis: Size of file

Declaration: `function FileSize(var f: File) : Int64`

Visibility: default

Description: `Filesize` returns the total number of records in file `F`. It cannot be invoked with a file of type `Text`. (under Linux and Unix, this also means that it cannot be invoked on pipes). If `F` is empty, 0 is returned. Untyped files have a default record size of 128, if the second parameter to `Reset` (1465) isn't specified.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Filepos` (1409)

Listing: `./refex/ex24.pp`

Program `Example24`;

{ Program to demonstrate the FileSize function. }

```

Var F : File Of byte;
    L : File Of Longint;

```

```

begin
    Assign (F,paramstr(1));
    Reset (F);
    WriteLn ('File size in bytes : ',FileSize(F));
    Close (F);
    Assign (L,paramstr(1));
    Reset (L);
    WriteLn ('File size in Longints : ',FileSize(L));
    Close (f);
end.

```

75.11.194 FillByte

Synopsis: Fill memory region with 8-bit pattern

Declaration: `procedure FillByte(var x; count: SizeInt; value: Byte)`

Visibility: default

Description: `FillByte` fills the memory starting at `X` with `Count` bytes with value equal to `Value`. This is useful for quickly zeroing out a memory location. When the size of the memory location to be filled out is a multiple of 2 bytes, it is better to use `FillWord` (1413), and if it is a multiple of 4 bytes it is better to use `FillDWord` (1412), these routines are optimized for their respective sizes.

Errors: No checking on the size of `X` is done.

See also: `FillChar` (1411), `FillDWord` (1412), `FillWord` (1413), `Move` (1449)

Listing: `./refex/ex103.pp`

Program `Example103`;

{ Program to demonstrate the FillByte function. }

```

Var S : String [10];
      I : Byte;

begin
  For i:=10 downto 0 do
    begin
      { Fill S with i bytes }
      FillByte (S, SizeOf(S), 32);
      { Set Length }
      SetLength(S, I);
      Writeln (s, '*');
    end;
end.
```

75.11.195 FillChar

Synopsis: Fill memory region with certain character

Declaration: `procedure FillChar(var x; count: SizeInt; Value: Byte)`
`procedure FillChar(var x; count: SizeInt; Value: Boolean)`
`procedure FillChar(var x; count: SizeInt; Value: Char)`

Visibility: default

Description: `FillChar` fills the memory starting at `X` with `Count` bytes or characters with value equal to `Value`.

Errors: No checking on the size of `X` is done.

See also: `FillWord` (1413), `Move` (1449), `FillByte` (1410), `FillDWord` (1412)

Listing: `./refex/ex25.pp`

Program `Example25`;

{ Program to demonstrate the FillChar function. }

```

Var S : String [10];
      I : Byte;

begin
  For i:=10 downto 0 do
    begin
      { Fill S with i spaces }

```



```

FillChar (S, SizeOf(S), ' ');
  { Set Length }
  SetLength(S, l);
  WriteLn (s, '*');
end;
end.

```

75.11.196 FillDWord

Synopsis: Fill memory region with 32-bit pattern

Declaration: `procedure FillDWord(var x; count: SizeInt; value: DWord)`

Visibility: default

Description: `FillDWord` fills the memory starting at `X` with `Count` `DWords` with value equal to `Value`. A `DWord` is 4 bytes in size.

Errors: No checking on the size of `X` is done.

See also: `FillByte` (1410), `FillChar` (1411), `FillWord` (1413), `Move` (1449)

Listing: `./refex/ex104.pp`

Program `Example104`;

```
{ Program to demonstrate the FillDWord function. }
```

Const

```
  ArraySize = 1000;
```

Var

```
  S : Array [1..ArraySize] of DWord;
  l : longint;
```

begin

```
  FillDWord(S, ArraySize, 0);
  For l:=1 to ArraySize do
    If S[l]<>0 then
      WriteLn('Position ',l,' not zeroed out');
```

end.

75.11.197 FillQWord

Synopsis: Fill memory range with QWord (64-bit) values

Declaration: `procedure FillQWord(var x; count: SizeInt; value: QWord)`

Visibility: default

Description: `FillQWord` fills the memory location of `x` with `Count` times `value`. The size of the filled memory location is therefore `8*count` bytes.

Errors: No checks are made to see if `X` actually has a minimum size of `(Count*8)` bytes. Therefore, other variables can be overwritten or the memory may be out of the accessible memory for the program. In the latter case a run-error or exception may be triggered.

See also: `FillChar` (1411), `FillWord` (1413)

75.11.198 FillWord

Synopsis: Fill memory region with 16-bit pattern

Declaration: `procedure FillWord(var x; count: SizeInt; Value: Word)`

Visibility: default

Description: `FillWord` fills the memory starting at `X` with `Count` words with value equal to `Value`. A word is 2 bytes in size.

Errors: No checking on the size of `X` is done.

See also: `FillChar` (1411), `Move` (1449)

Listing: `./refex/ex76.pp`

Program `Example76`;

```
{ Program to demonstrate the FillWord function. }
```

```
Var W : Array[1..100] of Word;
```

```
begin
```

```
  { Quick initialization of array W }
```

```
  FillWord(W,100,0);
```

```
end.
```

75.11.199 Finalize

Synopsis: Finalize (clean up) memory block using RTTI

Declaration: `procedure Finalize(var T: TAnyType; ACount: SizeInt)`

Visibility: default

Description: `Finalize` is a compiler intrinsic: it cleans up (finalizes) a memory area `T` for any kind of managed variable. Finalizing means decreasing reference counts where necessary and generally zeroing out the memory area. It performs the opposite operation of `initialize` (1433).

The optional `ACount` parameter can be used to initialize an array.

For examples, see `initialize` (1433).

See also: `initialize` (1433), `Default` (1395), `TypeInfo` (1500)

75.11.200 FinalizeArray

Synopsis: Finalize managed-type elements in array

Declaration: `procedure FinalizeArray(p: Pointer; typeInfo: Pointer; count: SizeInt)`

Visibility: default

Description: `FinalizeArray` dereferences and clears managed types in the array pointed to by `p`. For this, it uses the type information of the elements as specified in `typeInfo`.

Under normal circumstances, this procedure should not be used, it is called automatically by the compiler when an array-typed variable containing managed types goes out of scope.

See also: `InitializeArray` (1435), `CopyArray` (1392), `DynArraySize` (1401), `DynArrayClear` (1399), `DynArrayDim` (1400), `DynArrayBounds` (1399)

75.11.201 FindResource

Synopsis: Locate a resource and return a handle to it.

Declaration:

```
function FindResource(ModuleHandle: TFPResourceHMODULE;
                    ResourceName: PChar; ResourceType: PChar)
                    : TFPResourceHandle
function FindResource(ModuleHandle: TFPResourceHMODULE;
                    const ResourceName: AnsiString;
                    const ResourceType: AnsiString) : TFPResourceHandle
```

Visibility: default

Description: FindResource searches for a resource with name ResourceName and of type ResourceType in the executable or library identified by ModuleHandle. It returns a TResourceHandle which can be used to load the resource with LoadResource (1444).

Errors: None. In case the resource was not found, 0 is returned.

See also: FreeResource (1418), LoadResource (1444), SizeofResource (1485), LockResource (1445), UnlockResource (1503), FreeResource (1418)

75.11.202 FindResourceEx

Synopsis: Find a resource based on type, name, language

Declaration:

```
function FindResourceEx(ModuleHandle: TFPResourceHMODULE;
                      ResourceType: PChar; ResourceName: PChar;
                      Language: Word) : TFPResourceHandle
function FindResourceEx(ModuleHandle: TFPResourceHMODULE;
                      const ResourceType: AnsiString;
                      const ResourceName: AnsiString; Language: Word)
                      : TFPResourceHandle
```

Visibility: default

Description: FindResourceEx looks in module ModuleHandle for a resource of type ResourceType and name ResourceName with language ID Language. Both ResourceName and ResourceName can be specified as a null-terminated array of characters, or as an AnsiString.

If the requested language/sublanguage is not found, then the search is conducted

1. with only primary language.
2. with the neutral language (LANG_NEUTRAL)
3. with the english language

If none of these has returned a match, then the first available language is returned.

If a match is found, a handle to the resource is returned. If none is found, an empty handle (nil or 0) is returned.

Errors: None.

75.11.203 float_raise

Synopsis: Raise floating point exception

Declaration: `procedure float_raise(i: TFPUException)`
`procedure float_raise(i: TFPUExceptionMask)`

Visibility: default

Description: `float_raise` raises the floating point exceptions specified by `softfloat_exception_flags` (1351).

See also: `softfloat_exception_flags` (1351), `softfloat_exception_mask` (1351)

75.11.204 Flush

Synopsis: Write file buffers to disk

Declaration: `procedure Flush(var t: Text)`

Visibility: default

Description: `Flush` empties the internal buffer of an opened file `F` and writes the contents to disk. The file is `\textit{not}` closed as a result of this call.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Close` (1385)

Listing: `./refex/ex26.pp`

Program `Example26;`

{ Program to demonstrate the Flush function. }

Var `F : Text;`

begin

{ Assign F to standard output }

`Assign (F, '');`

Rewrite `(F);`

Writeln `(F, 'This line is written first , but appears later !');`

*{ At this point the text is in the internal pascal buffer ,
and not yet written to standard output }*

Writeln `('This line appears first , but is written later !');`

*{ A writeln to 'output' always causes a flush – so this text is
written to screen }*

Flush `(f);`

{ At this point , the text written to F is written to screen. }

Write `(F, 'Finishing ');`

`Close (f); { Closing a file always causes a flush first }`

Writeln `('off.');`

end.

75.11.205 FlushThread

Synopsis: Flush all standard files

Declaration: `procedure FlushThread`

Visibility: default

Description: `FlushThread` flushes any buffers from standard file descriptors such as standard input/output/error. It should normally not be called by user code, but is executed when a thread exits.

See also: `EndThread` ([1401](#))

75.11.206 FMADouble

Synopsis: Internal function, do not use

Declaration: `function FMADouble(d1: Double; d2: Double; d3: Double) : Double`

Visibility: default

75.11.207 FMAExtended

Synopsis: Internal function, do not use

Declaration: `function FMAExtended(e1: extended; e2: extended; e3: extended)
: extended`

Visibility: default

75.11.208 FMASingle

Synopsis: Internal function, do not use

Declaration: `function FMASingle(s1: single; s2: single; s3: single) : single`

Visibility: default

75.11.209 fpc_SarInt64

Synopsis: SAR (int64)

Declaration: `function fpc_SarInt64(const AValue: Int64; const Shift: Byte) : Int64`

Visibility: default

Description: `fpc_SarInt64` is a FPC helper function which should not be used directly.

75.11.210 FPower10

Synopsis: Fast multiply with a power of 10

Declaration: `function FPower10(val: Extended; Power: LongInt) : Extended`

Visibility: default

Description: `FPower10` multiplies `val` with 10 to the power `Power`. It uses a fast algorithm to calculate the result.

75.11.211 frac

Synopsis: Return fractional part of floating point value.

Declaration: `function frac(d: ValReal) : ValReal`

Visibility: default

Description: `Frac` returns the non-integer part of `X`.

Errors: None.

See also: `Round` ([1470](#)), `Int` ([1436](#))

Listing: `./refex/ex27.pp`

Program `Example27;`

{ Program to demonstrate the Frac function. }

Var `R : Real;`

begin

`WriteLn (Frac (123.456):0:3); { Prints 0.456 }`

`WriteLn (Frac (-123.456):0:3); { Prints -0.456 }`

end.

75.11.212 Freemem

Synopsis: Release allocated memory

Declaration: `procedure Freemem(p: pointer; Size: PtrUInt)`
`function Freemem(p: pointer) : PtrUInt`

Visibility: default

Description: `Freemem` releases the memory occupied by the pointer `P`, of size `Count` (in bytes), and returns it to the heap. `P` should point to the memory allocated to a dynamic variable.

Errors: An error will occur when `P` doesn't point to the heap.

See also: `Getmem` ([1419](#)), `New` ([1450](#)), `Dispose` ([1396](#))

Listing: `./refex/ex28.pp`

Program `Example28;`

{ Program to demonstrate the FreeMem and GetMem functions. }

Var `P : Pointer;`

`MM : Longint;`

begin

{ Get memory for P }

`GetMem (P,80);`

`FillChar (P^,80,' ');`

`FreeMem (P,80);`

end.

75.11.213 Freememory

Synopsis: Alias for FreeMem ([1417](#))

Declaration: `procedure Freememory(p: pointer; Size: PtrUInt)`
`function Freememory(p: pointer) : PtrUInt`

Visibility: default

Description: FreeMemory is an alias for FreeMem ([1417](#)).

See also: FreeMem ([1417](#))

75.11.214 FreeResource

Synopsis: Free a loaded resource

Declaration: `function FreeResource(ResData: TFPResourceHGLOBAL) : LongBool`

Visibility: default

Description: FreeResource unloads the resource identified by ResData from memory. The resource must have been loaded by LoadResource ([1444](#)). It returns True if the operation was successful, False otherwise.

Errors: On error, False is returned.

See also: FindResource ([1414](#)), LoadResource ([1444](#)), SizeofResource ([1485](#)), LockResource ([1445](#)), UnlockResource ([1503](#)), FreeResource ([1418](#))

75.11.215 GetCPUCount

Synopsis: Return the number of cores on the system

Declaration: `function GetCPUCount : LongWord`

Visibility: default

Description: GetCPUCount returns the number of CPU cores on the system. Whether these are physically separate CPUs or cores on a single CPU is deliberately undefined.

See also: CPUCount ([1280](#))

75.11.216 GetCurrentThreadId

Synopsis: Return the id of the currently running thread.

Declaration: `function GetCurrentThreadId : TThreadId`

Visibility: default

Description: GetCurrentThreadId returns the ID of the currently running thread. It can be used in calls such as KillThread ([1441](#)) or ThreadSetPriority ([1498](#))

Errors: None.

See also: KillThread ([1441](#)), ThreadSetPriority ([1498](#))

75.11.217 getdir

Synopsis: Return the current directory

Declaration: `procedure getdir(drivenr: Byte; var dir: shortstring); Overload`
`procedure getdir(drivenr: Byte; var dir: RawByteString); Overload`
`procedure getdir(drivenr: Byte; var dir: unicodestring); Overload`

Visibility: default

Description: `Getdir` returns in `dir` the current directory on the drive `drivenr`, where `{drivenr}` is 1 for the first floppy drive, 3 for the first hard disk etc. A value of 0 returns the directory on the current disk. On Linux and Unix systems, `drivenr` is ignored, as there is only one directory tree.

Errors: An error is returned under dos, if the drive requested isn't ready.

See also: `Chdir` ([1384](#))

Listing: `./refex/ex29.pp`

Program `Example29;`

{ Program to demonstrate the GetDir function. }

Var `S : String;`

begin

`GetDir (0,S);`

`Writeln ('Current directory is : ',S);`

end.

75.11.218 GetFPCHeapStatus

Synopsis: Return FPC heap manager status information

Declaration: `function GetFPCHeapStatus : TFPCHeapStatus`

Visibility: default

Description: Return FPC heap manager status information

75.11.219 GetHeapStatus

Synopsis: Return the memory manager heap status.

Declaration: `function GetHeapStatus : THeapStatus`

Visibility: default

75.11.220 GetMem

Synopsis: Allocate new memory on the heap

Declaration: `procedure Getmem(out p: pointer; Size: PtrUInt)`
`function GetMem(size: PtrUInt) : pointer`

Visibility: default

Description: `Getmem` reserves `Size` bytes memory on the heap, and returns a pointer to this memory in `p`. What happens if no more memory is available, depends on the value of the variable `ReturnNilIfGrowHeapFails` (1351): if the variable is `True` then `Nil` is returned. If the variable is `False`, a run-time error is generated. The default value is `False`, so by default an error is generated.

The newly allocated memory is not initialized in any way, and may contain garbage data. It must be cleared with a call to `FillChar` (1411) or `FillWord` (1413).

For an example, see `Freemem` (1417).

Errors: None.

See also: `Freemem` (1417), `Dispose` (1396), `New` (1450), `returnnilifgrowheapfails` (1351)

75.11.221 GetMemory

Synopsis: Alias for `GetMem` (1419)

Declaration: `procedure Getmemory(out p: pointer; Size: PtrUInt)`
`function GetMemory(size: PtrUInt) : pointer`

Visibility: default

Description: `Getmemory` is an alias for `GetMem` (1419).

See also: `GetMem` (1419)

75.11.222 GetMemoryManager

Synopsis: Return current memory manager

Declaration: `procedure GetMemoryManager(var MemMgr: TMemoryManager)`

Visibility: default

Description: `GetMemoryManager` stores the current Memory Manager record in `MemMgr`.

For an example, see the programmer's guide.

Errors: None.

See also: `SetMemoryManager` (1478), `IsMemoryManagerSet` (1440)

75.11.223 GetProcessID

Synopsis: Get the current process ID

Declaration: `function GetProcessID : SizeUInt`

Visibility: default

Description: `GetProcessID` returns the current process ID. The meaning of the return value of this call is system dependent.

Errors: None.

See also: `GetThreadID` (1421)

75.11.224 GetResourceManager

Synopsis: Return the currently active resource manager

Declaration: `procedure GetResourceManager (var Manager: TResourceManager)`

Visibility: default

Description: `GetResourceManager` returns the currently active resource manager record in `Manager`. There is always an active resource manager record.

Errors: None.

See also: `TResourceManager` (1333), `SetResourceManager` (1480)

75.11.225 GetTextCodePage

Synopsis: Get the codepage used in a text file.

Declaration: `function GetTextCodePage (var T: Text) : TSystemCodePage`

Visibility: default

Description: `GetTextCodePage` returns the codepage that the text file `T` uses. All strings written to the file will be converted to the indicated codepage. By default, the codepage is set to `CP_ACP`.

Errors: None.

See also: `TextRec` (1326), `SetTextCodePage` (1481)

75.11.226 GetThreadID

Synopsis: Get the current Thread ID.

Declaration: `function GetThreadID : TThreadID`

Visibility: default

Description: `GetThreadID` returns the current process ID. The meaning of the return value of this call is system dependent.

See also: `GetProcessID` (1420)

75.11.227 GetThreadManager

Synopsis: Return the current thread manager

Declaration: `function GetThreadManager (var TM: TThreadManager) : Boolean`

Visibility: default

Description: `GetThreadManager` returns the currently used thread manager in `TM`.

For more information about thread programming, see the programmer's guide.

See also: `SetThreadManager` (1482), `TThreadManager` (1337)

75.11.228 GetUnicodeStringManager

Synopsis: Return a copy of the currently active unicodetring manager.

Declaration: `procedure GetUnicodeStringManager (var Manager: TUnicodeStringManager)`

Visibility: default

Description: `GetUnicodeStringManager` returns a copy of the currently active unicode string manager in `Old`

UnicodeStrings are implemented in different ways on different platforms. Therefore, the Free Pascal Runtime library has no fixed implementation of widestring routines. Instead, it defines a `UnicodeStringManager` record, with callbacks that can be set to an implementation which is most efficient on the current platform. On windows, standard Windows routines will be used. On Unix and Linux, an implementation based on the C library is available (in unit `cwstring`).

It is possible to implement a custom unicodetring manager, optimized for the current application, without having to recompile the complete Run-Time Library.

See also: `SetUnicodeStringManager` (1482), `TUnicodeStringManager` (1339)

75.11.229 GetVariantManager

Synopsis: Return the current variant manager.

Declaration: `procedure GetVariantManager (var VarMgr: tvariantmanager)`

Visibility: default

Description: `GetVariantManager` returns the current variant manager in `varmgr`.

See also: `SetVariantManager` (1483)

75.11.230 GetWideStringManager

Synopsis: Return a copy of the currently active widestring manager.

Declaration: `procedure GetWideStringManager (var Manager: TUnicodeStringManager)`

Visibility: default

Description: `GetWideStringManager` returns a copy of the currently active heap manager in `Old`

WideStrings are implemented in different ways on different platforms. Therefore, the Free Pascal Runtime library has no fixed implementation of widestring routines. Instead, it defines a `WideString` manager record, with callbacks that can be set to an implementation which is most efficient on the current platform. On windows, standard Windows routines will be used. On Unix and Linux, an implementation based on the C library is available (in unit `cwstring`).

It is possible to implement a custom widestring manager, optimized for the current application, without having to recompile the complete Run-Time Library.

See also: `SetWideStringManager` (1483), `TWideStringManager` (1346)

75.11.231 `get_caller_addr`

Synopsis: Return the address of the caller.

Declaration: `function get_caller_addr(framebp: pointer; addr: CodePointer)
: CodePointer`

Visibility: default

Description: `get_caller_frame` returns a pointer to address (the return address) of the caller of the routine which has as frame `framebp`.

See also: `get_frame` (1424), `get_caller_frame` (1423), `Dump_Stack` (1399)

75.11.232 `get_caller_frame`

Synopsis: Return the frame pointer of the caller

Declaration: `function get_caller_frame(framebp: pointer; addr: CodePointer) : pointer`

Visibility: default

Description: `get_caller_frame` returns a pointer to the frame of the caller of the routine which has as frame `framebp`.

See also: `get_caller_addr` (1423), `get_frame` (1424), `Dump_Stack` (1399)

75.11.233 `get_caller_stackinfo`

Synopsis: Return caller stack infomation

Declaration: `procedure get_caller_stackinfo(var framebp: pointer;
var addr: CodePointer)`

Visibility: default

Description: `get_caller_stackinfo` returns caller address in `addr` and frame base pointer in `framebp`.

See also: `CaptureBacktrace` (1383), `Get_pc_addr` (1424), `get_caller_addr` (1423), `get_caller_frame` (1423)

75.11.234 `get_cmdline`

Synopsis: Return the command-line as a null-terminated string

Declaration: `function get_cmdline : PChar`

Visibility: default

Description: `get_cmdline` returns the complete command-line as a null-terminated string. It is not recommended to use this function, since it builds a complete value from the actual command-line arguments. Instead, `ParamCount` (1454) and `ParamStr` (1455) should be used.

See also: `ParamCount` (1454), `ParamStr` (1455)

75.11.235 get_frame

Synopsis: Return the current frame

Declaration: `function get_frame : pointer`

Visibility: default

Description: `get_frame` returns a pointer to the current stack frame.

See also: `get_caller_addr` (1423), `get_caller_frame` (1423)

75.11.236 Get_pc_addr

Synopsis: Get Program Counter address

Declaration: `function Get_pc_addr : CodePointer`

Visibility: default

Description: `Get_pc_addr` returns the program counter address (current execution address).

See also: `CaptureBacktrace` (1383), `get_caller_stackinfo` (1423), `get_caller_addr` (1423), `get_caller_frame` (1423)

75.11.237 greaterthan(variant,variant):Boolean

Synopsis: Implement `>` (greater than) operation on variants.

Declaration: `operator >(const op1: variant; const op2: variant) : Boolean`

Visibility: default

Description: The implementation of the "greater than" comparison (`>`) operation is delegated to the variant manager with operation `opcmpgt`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: `operator <(variant, variant): boolean` (1280)

75.11.238 greaterthanorequal(variant,variant):Boolean

Synopsis: Implement `>=` (greater than or equal) operation on variants.

Declaration: `operator >=(const op1: variant; const op2: variant) : Boolean`

Visibility: default

Description: The implementation of the "greater than or equal" comparison (`>=`) operation is delegated to the variant manager with operation `opcmpge`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: `operator <(variant, variant): boolean` (1280)

75.11.239 halt

Synopsis: Stop program execution.

Declaration: `procedure halt (errnum: LongInt)`
`procedure halt`

Visibility: default

Description: `Halt` stops program execution and returns control to the calling program. The optional argument `Errnum` specifies an exit value. If omitted, zero is returned.

Errors: None.

See also: [Exit \(1407\)](#)

Listing: `./refex/ex30.pp`

Program `Example30;`

```
{ Program to demonstrate the Halt function. }

begin
  WriteLn ('Before Halt. ');
  Halt (1); { Stop with exit code 1 }
  WriteLn ('After Halt doesn't get executed. ');
end.
```

75.11.240 hexStr

Synopsis: Convert integer value to string with hexadecimal representation.

Declaration: `function hexStr (Val: LongInt; cnt: Byte) : shortstring`
`function hexStr (Val: Int64; cnt: Byte) : shortstring`
`function hexStr (Val: QWord; cnt: Byte) : shortstring`
`function hexStr (Val: Pointer) : shortstring`

Visibility: default

Description: `HexStr` returns a string with the hexadecimal representation of `Value`. The string has exactly `cnt` characters. (i.e. only the `cnt` rightmost nibbles are taken into account) To have a complete representation of a Longint-type value, 8 nibbles are needed, i.e. `cnt=8`.

Errors: None.

See also: [Str \(1488\)](#), [Val \(1506\)](#), [BinStr \(1378\)](#)

Listing: `./refex/ex81.pp`

Program `example81;`

```
{ Program to demonstrate the HexStr function }

Const Value = 45678;

Var I : longint;

begin
  For I:=1 to 10 do
```

```

    Writeln (HexStr(Value, I));
end.

```

75.11.241 hi

Synopsis: Return high byte/word/nibble of value.

Declaration:

```

function hi(b: Byte) : Byte
function hi(i: Integer) : Byte
function hi(w: Word) : Byte
function hi(l: LongInt) : Word
function hi(l: DWord) : Word
function hi(i: Int64) : DWord
function hi(q: QWord) : DWord

```

Visibility: default

Description: `Hi` returns the high nibble, byte or word from `X`, depending on the size of `X`. If the size of `X` is 4, then the high word is returned. If the size is 2 then the high byte is returned. If the size is 1, the high nibble is returned.

Errors: None

See also: `Lo` ([1444](#))

Listing: `./refex/ex31.pp`

Program Example31;

```

{ Program to demonstrate the Hi function. }

```

var

```

L : Longint;
W : Word;
B : Byte;

```

begin

```

L:=1 Shl 16;    { = $10000 }
W:=1 Shl 8;    { = $100 }
B:=1 Shl 4;    { = $10 }
Writeln (Hi(L)); { Prints 1 }
Writeln (Hi(W)); { Prints 1 }
Writeln (Hi(B)); { Prints 1 }

```

end.

75.11.242 High

Synopsis: Return highest index of open array or enumerated

Declaration: `function High(Arg: TypeOrVariable) : TOrdinal`

Visibility: default

Description: The return value of `High` depends on it's argument:

- 1.If the argument is an ordinal type, `High` returns the highest value in the range of the given ordinal type.

- 2.If the argument is an array type or an array type variable then `High` returns the highest possible value of it's index. For dynamic arrays, it returns the same as `Length -1`, meaning that it reports -1 for empty arrays.
- 3.If the argument is an open array identifier in a function or procedure, then `High` returns the highest index of the array, as if the array has a zero-based index. If the array is empty, then -1 is returned.
- 4.If the argument is a set type then it returns the highest value of the underlying ordinal type.

The return type is always the same type as the type of the argument (This can lead to some nasty surprises !).

Errors: None.

See also: `Low` ([1447](#)), `Ord` ([1453](#)), `Pred` ([1457](#)), `Succ` ([1492](#))

Listing: ./refex/ex80.pp

Program example80;

{ Example to demonstrate the High and Low functions. }

Type TEnum = (North , East , South , West);
 TRange = 14..55;
 TArray = **Array** [2..10] **of** Longint;

Function Average (Row : **Array of** Longint) : Real;

Var I : longint;
 Temp : Real;

begin
 Temp := Row[0];
For I := 1 **to** **High**(Row) **do**
 Temp := Temp + Row[i];
 Average := Temp / (**High**(Row)+1);
end;

Var A : TEnum;
 B : TRange;
 C : TArray;
 I : longint;

begin
Writeln ('TEnum goes from : ', **Ord**(**Low**(TEnum)), ' to ', **Ord**(**high**(TEnum)), '. ');
Writeln ('A goes from : ', **Ord**(**Low**(A)), ' to ', **Ord**(**high**(A)), '. ');
Writeln ('TRange goes from : ', **Ord**(**Low**(TRange)), ' to ', **Ord**(**high**(TRange)), '. ');
Writeln ('B goes from : ', **Ord**(**Low**(B)), ' to ', **Ord**(**high**(B)), '. ');
Writeln ('TArray index goes from : ', **Ord**(**Low**(TArray)), ' to ', **Ord**(**high**(TArray)), '. ');
Writeln ('C index goes from : ', **Low**(C), ' to ', **high**(C), '. ');
For I:=**Low**(C) **to** **High**(C) **do**
 C[i]:=I;
Writeln ('Average : ', Average(c));
Write ('Type of return value is always same as type of argument: ');
Writeln (**high**(**high**(word)));
end.

75.11.243 HINSTANCE

Synopsis: Windows compatibility type for use in resources

Declaration: `function HINSTANCE : TFPResourceHMODULE`

Visibility: default

Description: This is an opaque type.

75.11.244 Inc

Synopsis: Increase value of integer variable

Declaration: `procedure Inc(var X: TOrdinal)`
`procedure Inc(var X: TOrdinal; Increment: TOrdinal)`

Visibility: default

Description: `Inc` increases the value of `X` with `Increment`. If `Increment` isn't specified, then 1 is taken as a default.

Errors: If range checking is on, then A range check can occur, or an overflow error, when an attempt is made to increase `X` over its maximum value.

See also: `Dec` ([1394](#))

Listing: `./refex/ex32.pp`

Program `Example32`;

{ Program to demonstrate the Inc function. }

Const

```
C : Cardinal = 1;
L : Longint  = 1;
I : Integer  = 1;
W : Word     = 1;
B : Byte     = 1;
SI : ShortInt = 1;
CH : Char    = 'A';
```

begin

```
Inc (C);      { C:=2   }
Inc (L,5);    { L:=6   }
Inc (I,-3);   { I:=-2  }
Inc (W,3);    { W:=4   }
Inc (B,100);  { B:=101 }
Inc (SI,-3);  { SI:=-2 }
Inc (CH,1);   { ch:='B' }
```

end.

75.11.245 Include

Synopsis: Include element in set if it was not yet present.

Declaration: `procedure Include(var S: TSetType; E: TSetElement)`

Visibility: default

Description: `Include` includes `E` in the set `S` if it is not yet part of the set. `E` should be of the same type as the base type of the set `S`.

Thus, the two following statements do the same thing:

```
S := S + [E];
Include (S, E);
```

For an example, see `Exclude` (1405)

Errors: If the type of the element `E` is not equal to the base type of the set `S`, the compiler will generate an error.

See also: `Exclude` (1405)

75.11.246 IndexByte

Synopsis: Search for a byte in a memory range.

Declaration: `function IndexByte(const buf; len: SizeInt; b: Byte) : SizeInt`

Visibility: default

Description: `IndexByte` searches the memory at `buf` for maximally `len` positions for the byte `b` and returns it's position if it found one. If `b` is not found then -1 is returned. The position is zero-based.

Errors: `Buf` and `Len` are not checked to see if they are valid values.

See also: `IndexChar` (1430), `IndexDWord` (1431), `IndexWord` (1432), `CompareByte` (1385)

Listing: `./refex/ex105.pp`

Program Example105;

```
{ Program to demonstrate the IndexByte function. }
```

Const

```
  ArraySize = 256;
  MaxValue = 256;
```

Var

```
  Buffer : Array[1..ArraySize] of Byte;
  I, J : longint;
  K : Byte;
```

begin

```
  Randomize;
  For I:=1 To ArraySize do
    Buffer[I]:=Random(MaxValue);
  For I:=1 to 10 do
    begin
      K:=Random(MaxValue);
      J:=IndexByte(Buffer, ArraySize, K);
      if J=-1 then
        WriteLn('Value ', K, ' was not found in buffer.')
      else
        WriteLn('Found ', K, ' at position ', J, ' in buffer');
    end;
```

```
end.
```

75.11.247 IndexChar

Synopsis: Search for a character in a memory range.

Declaration: `function IndexChar(const buf; len: SizeInt; b: Char) : SizeInt`

Visibility: default

Description: `IndexChar` searches the memory at `buf` for maximally `len` positions for the character `b` and returns its position if it found one. If `b` is not found then -1 is returned. The position is zero-based. The `IndexChar0` variant stops looking if a null character is found, and returns -1 in that case.

Errors: `Buf` and `Len` are not checked to see if they are valid values.

See also: `IndexByte` (1429), `IndexDWord` (1431), `IndexWord` (1432), `CompareChar` (1386)

Listing: `./refex/ex108.pp`

Program Example108;

{ Program to demonstrate the IndexChar function. }

Const

ArraySize = 1000;
MaxValue = 26;

Var

Buffer : **Array**[1..ArraySize] **of** Char;
I,J : longint;
K : Char;

begin

Randomize;

For I:=1 **To** ArraySize **do**

 Buffer[I]:=chr(Ord('A')+Random(MaxValue));

For I:=1 **to** 10 **do**

begin

 K:=chr(Ord('A')+Random(MaxValue));

 J:=IndexChar(Buffer, ArraySize, K);

if J=-1 **then**

 WriteLn('Value ',K,' was not found in buffer.')

else

 WriteLn('Found ',K,' at position ',J,' in buffer');

end;

end.

75.11.248 IndexChar0

Synopsis: Return index of a character in null-terminated array of char.

Declaration: `function IndexChar0(const buf; len: SizeInt; b: Char) : SizeInt`

Visibility: default

Description: `IndexChar0` returns the index of the character `b` in the null-terminated array `Buf`. At most `len` characters will be searched, or the null character if it is encountered first. If the character is not found, -1 is returned.

Errors: On error, -1 is returned.

See also: `IndexByte` (1429), `IndexChar` (1430), `IndexWord` (1432), `IndexDWord` (1431), `CompareChar0` (1388)

75.11.249 IndexDWord

Synopsis: Search for a DWord value in a memory range.

Declaration: `function IndexDWord(const buf; len: SizeInt; b: DWord) : SizeInt`

Visibility: default

Description: `IndexDWord` searches the memory at `buf` for maximally `len` positions for the DWord `DW` and returns its position if it found one. If `DW` is not found then -1 is returned. The position is zero-based.

Errors: `Buf` and `Len` are not checked to see if they are valid values.

See also: `IndexByte` ([1429](#)), `IndexChar` ([1430](#)), `IndexWord` ([1432](#)), `CompareDWord` ([1388](#))

Listing: `./refex/ex106.pp`

Program `Example106;`

{ Program to demonstrate the IndexDWord function. }

Const

`ArraySize = 1000;`
`MaxValue = 1000;`

Var

`Buffer : Array[1..ArraySize] of DWord;`
`I, J : longint;`
`K : DWord;`

begin

`Randomize;`

`For I:=1 To ArraySize do`

`Buffer[I]:=Random(MaxValue);`

`For I:=1 to 10 do`

`begin`

`K:=Random(MaxValue);`

`J:=IndexDWord(Buffer, ArraySize, K);`

`if J=-1 then`

`Writeln('Value ', K, ' was not found in buffer.')`

`else`

`Writeln('Found ', K, ' at position ', J, ' in buffer');`

`end;`

`end.`

75.11.250 IndexQWord

Synopsis: Return the position of a QWord in a memory range

Declaration: `function IndexQWord(const buf; len: SizeInt; b: QWord) : SizeInt`

Visibility: default

Description: `IndexQWord` checks the first `len` qwords starting at `Buf`, and returns the position (zero-based) of `b`. If `b` does not appear in the first `len` qwords, then -1 is returned.

Note that the search is done on QWord boundaries, but that the address of `buf` need not be on a QWord boundary.

Errors: No check is done to see whether the indicated memory range is valid. If it is not, a run-error or exception may be triggered.

See also: [IndexDWord \(1431\)](#)

75.11.251 Indexword

Synopsis: Search for a WORD value in a memory range.

Declaration: `function Indexword(const buf; len: SizeInt; b: Word) : SizeInt`

Visibility: default

Description: `IndexWord` searches the memory at `buf` for maximally `len` positions for the Word `W` and returns its position if it found one. If `W` is not found then -1 is returned.

Errors: `Buf` and `Len` are not checked to see if they are valid values.

See also: [IndexByte \(1429\)](#), [IndexDWord \(1431\)](#), [IndexChar \(1430\)](#), [CompareWord \(1389\)](#)

Listing: `./refex/ex107.pp`

Program Example107;

{ Program to demonstrate the IndexWord function. }

Const

 ArraySize = 1000;
 MaxValue = 1000;

Var

 Buffer : **Array**[1..ArraySize] **of** Word;
 I,J : longint;
 K : Word;

begin

Randomize;
 For I:=1 **To** ArraySize **do**
 Buffer[I]:=Random(MaxValue);
 For I:=1 **to** 10 **do**
 begin
 K:=Random(MaxValue);
 J:=IndexWord(Buffer, ArraySize, K);
 if J=-1 **then**
 WriteLn('Value ',K,' was not found in buffer.') **else**
 WriteLn('Found ',K,' at position ',J,' in buffer'); **end**;

end.

75.11.252 InitCriticalSection

Synopsis: Initialize a critical section

Declaration: `procedure InitCriticalSection(var cs: TRTLCriticalSection)`

Visibility: default

Description: `InitCriticalSection` initializes a critical section CS for use. Before using a critical section with `EnterCriticalSection` (1401) or `LeaveCriticalSection` (1441) the critical section should be initialized with `InitCriticalSection`.

When a critical section is no longer used, it should be disposed of with `DoneCriticalSection` (1397)

See also: `DoneCriticalSection` (1397), `EnterCriticalSection` (1401), `LeaveCriticalSection` (1441)

75.11.253 Initialize

Synopsis: Initialize memory block using RTTI

Declaration: `procedure Initialize(var T: TAnyType; ACount: SizeInt)`

Visibility: default

Description: `Initialize` is a compiler intrinsic: it initializes a memory area T for any kind of managed variable. Initializing means zeroing out the memory area. In this sense it is close in functionality to `Default` (1395), but `Default` requires an already initialized variable. It performs the opposite operation of `finalize` (1413), which should be used to clean up the memory block when it is no longer needed.

The optional `ACount` parameter can be used to initialize an array. It then specifies the number of elements in the array.

See also: `finalize` (1413), `Default` (1395), `TypeInfo` (1500)

Listing: `./refex/ex117.pp`

```

{
  This example demonstrates the use of the Initialize and Finalize functions
  used to initialize (and clean up) any RTTI-enabled data not allocated with
  New or Create.
}

{$mode objfpc}
{$h+} // use ansistrings, they need to be initialized.
Type
  PData = ^TData;
  TData = record
    Street, City, Zip, Country, Tel: String;
    StreetNumber: Integer;
  end;

var
  Data: PData;

begin
  // Do not use New.
  GetMem(Data, SizeOf(TData));
  Try
    { Initialize the structure in memory, using Run-Time Type Information }
    Initialize(Data^);
    { Assign some string data to the ansistring contents.
      Note that this only works because the record was zeroed out by Initialize }
    Data^.Street := 'Sesame Street';
    Data^.City := 'Heaven';
    Data^.Zip := '7777777';
    Data^.Country := 'Spain';
  
```

```

    Data^.StreetNumber:=3;
Finally
    { Clean up the record contents.
      Again, the structure of the record is detected through
      Run-time Type Information }
    Finalize(Data^);
    FreeMem(Data);
end;
end.

```

Listing: ./refex/ex118.pp

```

{
  This example demonstrates the use of the Initialize and Finalize functions
  used to initialize (and clean up) any RTTI-enabled data not allocated with
  New or Create.
}

{$mode objfpc}
{$h+} // use ansistrings, they need to be initialized.
Type
  PData = ^TData;
  TData = record
    Street, City, Zip, Country, Tel: String;
    StreetNumber : Integer;
  end;

var
  Data: PData;

begin
  // We use the fact that a pointer is also usable as an array.
  GetMem(Data, SizeOf(TData)*2);
  Try
    { Initialize the structure in memory, using Run-Time Type Information}
    Initialize(Data^,2);
    { Assign some string data to the ansistring contents.
      Note that this only works because the record was zeroed out by Initialize }
    Data[0].Street:= 'Sesame Street';
    Data[0].City:= 'Heaven';
    Data[0].Zip:= '7777777';
    Data[0].Country:= 'Spain';
    Data[0].StreetNumber:=3;
    // Second, well known street
    Data[1].Street:= 'Wall Street';
    Data[1].City:= 'New York';
    Data[1].Zip:= '10005';
    Data[1].Country:= 'USA';
    Data[1].StreetNumber:=11;
  Finally
    { Clean up the record contents.
      Again, the structure of the record is detected through
      Run-time Type Information }
    Finalize(Data^);
    FreeMem(Data);
  end;
end.

```

75.11.254 InitializeArray

Synopsis: Initialize managed-type elements in array

Declaration: `procedure InitializeArray(p: Pointer; typeInfo: Pointer; count: SizeInt)`

Visibility: default

Description: `InitializeArray` initializes managed types in the array pointed to by `p`. For this, it uses the type information of the elements as specified in `typeinfo`.

Under normal circumstances, this procedure should not be used, it is called automatically by the compiler when an array-typed variable is declared and the array contains elements with managed types.

See also: `FinalizeArray` ([1413](#)), `CopyArray` ([1392](#))

75.11.255 InitThread

Synopsis: Initialize a thread

Declaration: `procedure InitThread(stklen: SizeUInt)`

Visibility: default

Description: Do not use, this is used internally by the thread manager.

75.11.256 InitThreadVars

Synopsis: Initialize threadvars

Declaration: `procedure InitThreadVars(RelocProc: TRelocateThreadVarHandler)`

Visibility: default

Description: This routine should be called when threading is started. It is called by the compiler and should never be called manually, only from a thread manager.

Errors: None.

See also: `TThreadManager` ([1337](#))

75.11.257 Insert

Synopsis: Insert one string in another.

```
Declaration: procedure Insert(const source: shortstring; var s: shortstring;
                             index: SizeInt)
             procedure Insert(source: Char; var s: shortstring; index: SizeInt)
             procedure Insert(const Source: RawByteString; var S: RawByteString;
                             Index: SizeInt)
             procedure Insert(const Source: UnicodeString; var S: UnicodeString;
                             Index: SizeInt)
             procedure Insert(const Source: WideString; var S: WideString;
                             Index: SizeInt)
```

Visibility: default

Description: `Insert` inserts string `Source` in string `S`, at position `Index`, shifting all characters after `Index` to the right. The resulting string is truncated at 255 characters, if needed. (i.e. for shortstrings)

Errors: None.

See also: `Delete` ([1396](#)), `Copy` ([1392](#)), `Pos` ([1456](#))

Listing: `./refex/ex33.pp`

Program `Example33`;

{ Program to demonstrate the Insert function. }

Var `S` : **String**;

begin

`S := 'Free Pascal is difficult to use !';`

`Insert ('NOT ', S, pos('difficult', S));`

`writeln (s);`

end.

75.11.258 `int`

Synopsis: Calculate integer part of floating point value.

Declaration: `function int(d: ValReal) : ValReal`

Visibility: default

Description: `Int` returns the integer part of any `Real X`, as a `Real`.

Errors: None.

See also: `Frac` ([1417](#)), `Round` ([1470](#))

Listing: `./refex/ex34.pp`

Program `Example34`;

{ Program to demonstrate the Int function. }

begin

`Writeln (Int(123.456):0:1); { Prints 123.0 }`

`Writeln (Int(-123.456):0:1); { Prints -123.0 }`

end.

75.11.259 `intdivide(variant,variant):variant`

Synopsis: Implement `div` (integer division) operation on variants.

Declaration: `operator div(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the integer division `Div` operation is delegated to the variant manager with operation `opintdivide`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: `operator mod(variant, variant): variant` ([1280](#))

75.11.260 InterlockedCompareExchange

Synopsis: Conditional exchange

Declaration:

```
function InterlockedCompareExchange(var Target: LongInt;
                                   NewValue: LongInt;
                                   Comperand: LongInt) : LongInt
function InterlockedCompareExchange(var Target: Pointer;
                                   NewValue: Pointer;
                                   Comperand: Pointer) : Pointer
function InterlockedCompareExchange(var Target: Cardinal;
                                   NewValue: Cardinal;
                                   Comperand: Cardinal) : Cardinal
```

Visibility: default

Description: `InterlockedCompareExchange` does an compare-and-exchange operation on the specified values in a thread-safe way. The function compares `Target` and `Comperand` and exchanges `Target` with `NewValue` if `Target` and `Comperand` are equal. It returns the old value of `Target`. This is done in a thread-safe way, i.e., only one processor is accessing the `Target` variable at a time.

Errors: None.

See also: `InterLockedDecrement` ([1437](#)), `InterLockedIncrement` ([1438](#)), `InterLockedExchange` ([1437](#)), `InterLockedExchangeAdd` ([1438](#))

75.11.261 InterLockedDecrement

Synopsis: Thread-safe decrement

Declaration:

```
function InterLockedDecrement(var Target: LongInt) : LongInt
function InterLockedDecrement(var Target: Pointer) : Pointer
function InterLockedDecrement(var Target: Cardinal) : Cardinal
```

Visibility: default

Description: `InterLockedDecrement` decrements `Target` with 1 and returns the result. This is done in a thread-safe way. (i.e. only one processor is accessing the variable at a time).

Errors: None.

See also: `InterLockedIncrement` ([1438](#)), `InterLockedExchange` ([1437](#)), `InterLockedExchangeAdd` ([1438](#)), `InterlockedCompareExchange` ([1437](#))

75.11.262 InterLockedExchange

Synopsis: Exchange 2 integers in a thread-safe way

Declaration: `function InterLockedExchange (var Target: LongInt; Source: LongInt) : LongInt`
`function InterLockedExchange (var Target: Pointer; Source: Pointer) : Pointer`
`function InterLockedExchange (var Target: Cardinal; Source: Cardinal) : Cardinal`

Visibility: default

Description: `InterLockedExchange` stores `Source` in `Target` and returns the old value of `Target`. This is done in a thread-safe way, i.e., only one processor is accessing the `Target` variable at a time.

Errors: None.

See also: `InterLockedDecrement` (1437), `InterLockedIncrement` (1438), `InterLockedExchangeAdd` (1438), `InterlockedCompareExchange` (1437)

75.11.263 InterLockedExchangeAdd

Synopsis: Thread-safe add and exchange of 2 values

Declaration: `function InterLockedExchangeAdd (var Target: LongInt; Source: LongInt) : LongInt`
`function InterLockedExchangeAdd (var Target: Pointer; Source: Pointer) : Pointer`
`function InterLockedExchangeAdd (var Target: Cardinal; Source: Cardinal) : Cardinal`

Visibility: default

Description: `InterLockedExchangeAdd` adds to `Target` the value of `Source` in a thread-safe way, and returns the old value of `Target`. This is done in a thread-safe way, i.e., only one processor is accessing the `Target` variable at a time.

Errors: None.

See also: `InterLockedDecrement` (1437), `InterLockedIncrement` (1438), `InterLockedExchange` (1437), `InterlockedCompareExchange` (1437)

75.11.264 InterLockedIncrement

Synopsis: Thread-safe increment

Declaration: `function InterLockedIncrement (var Target: LongInt) : LongInt`
`function InterLockedIncrement (var Target: Pointer) : Pointer`
`function InterLockedIncrement (var Target: Cardinal) : Cardinal`

Visibility: default

Description: `InterLockedIncrement` increments `Target` with 1 and returns the result. This is done in a thread-safe way (i.e. only one processor is accessing the variable at a time).

Errors: None.

See also: `InterLockedDecrement` (1437), `InterLockedExchange` (1437), `InterLockedExchangeAdd` (1438), `InterlockedCompareExchange` (1437)

75.11.265 IOResult

Synopsis: Return result of last file IO operation

Declaration: `function IOResult : Word`

Visibility: default

Description: IOResult contains the result of any input/output call, when the `{\$i-}` compiler directive is active, disabling IO checking. When the flag is read, it is reset to zero. If IOResult is zero, the operation completed successfully. If non-zero, an error occurred. The following errors can occur:

dos errors :

- 2**File not found.
- 3**Path not found.
- 4**Too many open files.
- 5**Access denied.
- 6**Invalid file handle.
- 12**Invalid file-access mode.
- 15**Invalid disk number.
- 16**Cannot remove current directory.
- 17**Cannot rename across volumes.

I/O errors :

- 100**Error when reading from disk.
- 101**Error when writing to disk.
- 102**File not assigned.
- 103**File not open.
- 104**File not opened for input.
- 105**File not opened for output.
- 106**Invalid number.

Fatal errors :

- 150**Disk is write protected.
- 151**Unknown device.
- 152**Drive not ready.
- 153**Unknown command.
- 154**CRC check failed.
- 155**Invalid drive specified..
- 156**Seek error on disk.
- 157**Invalid media type.
- 158**Sector not found.
- 159**Printer out of paper.
- 160**Error when writing to device.
- 161**Error when reading from device.
- 162**Hardware failure.

Errors: None.

Listing: ./refex/ex35.pp

Program Example35;

```
{ Program to demonstrate the IOResult function. }

Var F : text;

begin
  Assign (f, paramstr(1));
  {$i-}
  Reset (f);
  {$i+}
  If IOresult <> 0 then
    writeln ('File ', paramstr(1), ' doesn't exist')
  else
    writeln ('File ', paramstr(1), ' exists');
end.
```

75.11.266 IsDynArrayRectangular

Synopsis: Check whether all dimensions have the same size

Declaration: `function IsDynArrayRectangular(a: Pointer; typeInfo: Pointer) : Boolean`

Visibility: default

Description: `IsDynArrayRectangular` returns `True` if all dimensions of the dynamic array `a` with type information `typeinfo` have the same bounds. It returns `True` if the array is empty.

See also: [InitializeArray \(1435\)](#), [FinalizeArray \(1413\)](#), [CopyArray \(1392\)](#), [DynArraySize \(1401\)](#), [DynArrayClear \(1399\)](#), [DynArrayBounds \(1399\)](#), [DynArrayDim \(1400\)](#)

75.11.267 IsMemoryManagerSet

Synopsis: Is the memory manager set

Declaration: `function IsMemoryManagerSet : Boolean`

Visibility: default

Description: `IsMemoryManagerSet` will return `True` if the memory manager has been set to another value than the system heap manager, it will return `False` otherwise.

Errors: None.

See also: [SetMemoryManager \(1478\)](#), [GetMemoryManager \(1420\)](#)

75.11.268 Is_IntResource

Synopsis: Check whether a resource is an internal resource

Declaration: `function Is_IntResource(aStr: PChar) : Boolean`

Visibility: default

Description: `Is_IntResource` returns `True` if the resource type is internal (system predefined) resource or `false` if it is a user-defined resource type.

Errors: None.

75.11.269 KillThread

Synopsis: Kill a running thread

Declaration: `function KillThread(threadHandle: TThreadID) : DWord`

Visibility: default

Description: `KillThread` causes a running thread to be aborted. The thread is identified by its handle or ID `threadHandle`.

The function returns zero if successful. A nonzero return value indicates failure.

Errors: If a failure occurred, a nonzero result is returned. The meaning is system dependent.

See also: `WaitForThreadTerminate` (1508), `EndThread` (1401), `SuspendThread` (1493)

75.11.270 LeaveCriticalSection

Synopsis: Leave a critical section

Declaration: `procedure LeaveCriticalSection(var cs: TRTLCriticalSection)`

Visibility: default

Description: `LeaveCriticalSection` signals that the current thread is exiting the critical section `CS` it has entered with `EnterCriticalSection` (1401).

The critical section must have been initialized with `InitCriticalSection` (1432) prior to a call to `EnterCriticalSection` and `LeaveCriticalSection`.

See also: `InitCriticalSection` (1432), `DoneCriticalSection` (1397), `EnterCriticalSection` (1401)

75.11.271 leftshift(variant,variant):variant

Synopsis: Implement binary `shl` operation on variants.

Declaration: `operator shl(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the `shl` operation is delegated to the variant manager with operation `opshiftright`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: `operator shr(variant, variant): variant` (1280)

75.11.272 Length

Synopsis: Returns length of a string or array.

Declaration: `function Length(S: AStringType) : SizeInt`
`function Length(A: DynArrayType) : SizeInt`

Visibility: default

Description: `Length` returns the length of the string or array `S`, which is limited to 255 for shortstrings. If the string `S` is empty, 0 is returned.

Note: The length of the string `S` is stored in `S[0]` for shortstrings only. The `Length` function should always be used on ansistrings and widestrings.

For dynamical or statical arrays, the function returns the number of elements in the array.

`Length` also supports arguments of type `PChar` and `PWideChar`, in which case it is identical to the `StrLen` and `WStrLen` functions, respectively. In this case, the function actually calculates the length of the null-terminated string, and its execution time is proportional to the string length because the terminating null character is searched through a linear scan.

Errors: None.

See also: `Pos` ([1456](#)), `SetLength` ([1478](#))

Listing: `./refex/ex36.pp`

Program `Example36`;

{ Program to demonstrate the Length function. }

type

`somebytes = array [6..10] of byte;`
`somewords = array [3..10] of word;`

Var

`S : String;`
`I : Integer;`
`bytes : somebytes;`
`words : somewords;`

begin

`S:= '';`
for `i:=1 to 10 do`
 begin
 `S:=S+'*';`
 WriteIn (`Length(S):2, ' : ',s`);
 end;
WriteIn (`'Bytes : ',length(bytes)`);
WriteIn (`'Words : ',length(words)`);
end.

75.11.273 lessthan(variant,variant):Boolean

Synopsis: Implement `<` (less than) operation on variants.

Declaration: `operator <(const op1: variant; const op2: variant) : Boolean`

Visibility: default

Description: The implementation of the "less than" comparison (<) operation is delegated to the variant manager with operation `opcmlt`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `>(variant, variant): boolean` ([1280](#))

75.11.274 `lessthanorequal(variant,variant):Boolean`

Synopsis: Implement `<=` (less than or equal) operation on variants.

Declaration: `operator <=(const op1: variant; const op2: variant) : Boolean`

Visibility: default

Description: The implementation of the "less than or equal" comparison (`<=`) operation is delegated to the variant manager with operation `opcuple`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `<(variant, variant): boolean` ([1280](#))

75.11.275 `LEtoN`

Synopsis: Convert Little Endian-ordered integer to Native-ordered integer

Declaration: `function LEtoN(const AValue: SmallInt) : SmallInt`
`function LEtoN(const AValue: Word) : Word`
`function LEtoN(const AValue: LongInt) : LongInt`
`function LEtoN(const AValue: DWord) : DWord`
`function LEtoN(const AValue: Int64) : Int64`
`function LEtoN(const AValue: QWord) : QWord`

Visibility: default

Description: `LEtoN` will rearrange the bytes in a Little-Endian number to the native order for the current processor. That is, for a little-endian processor, it will do nothing, and for a big-endian processor, it will invert the order of the bytes.

See also: `BEtoN` ([1378](#)), `NtoBE` ([1451](#)), `NtoLE` ([1451](#))

75.11.276 `ln`

Synopsis: Calculate logarithm

Declaration: `function ln(d: ValReal) : ValReal`

Visibility: default

Description: `Ln` returns the natural logarithm of the Real parameter `X`. `X` must be positive.

Errors: An run-time error will occur when `X` is negative.

See also: `Exp` ([1408](#))

Listing: ./refex/ex37.pp

Program Example37;

```
{ Program to demonstrate the Ln function. }

begin
  Writeln (Ln(1));      { Prints 0 }
  Writeln (Ln(Exp(1))); { Prints 1 }
end.
```

75.11.277 lo

Synopsis: Return low nibble/byte/word of value.

Declaration:

```
function lo(B: Byte) : Byte
function lo(i: Integer) : Byte
function lo(w: Word) : Byte
function lo(l: LongInt) : Word
function lo(l: DWord) : Word
function lo(i: Int64) : DWord
function lo(q: QWord) : DWord
```

Visibility: default

Description: Lo returns the low byte of its argument if this is of size 2 (such as Word or SmallInt), or the low nibble if the size is 1 (such as byte). It returns the low word of its argument if this is of type Longint or Cardinal.

Errors: None.

See also: Ord ([1453](#)), Chr ([1384](#)), Hi ([1426](#))

Listing: ./refex/ex38.pp

Program Example38;

```
{ Program to demonstrate the Lo function. }

Var L : Longint;
    W : Word;
    B : Byte;
begin
  L:=(1 Shl 16) + (1 Shl 4); { $10010 }
  Writeln (Lo(L));          { Prints 16 }
  W:=(1 Shl 8) + (1 Shl 4); { $110 }
  Writeln (Lo(W));          { Prints 16 }
  B:=$EF;
  Writeln (Lo(B));          { Prints 15 }
end.
```

75.11.278 LoadResource

Synopsis: Load a resource for use

Declaration: `function LoadResource(ModuleHandle: TFPResourceHMODULE;
ResHandle: TFPResourceHandle) : TFPResourceHGLOBAL`

Visibility: default

Description: `LoadResource` loads a resource identified by `ResHandle` from a module identified by `ModuleHandle` into memory. It returns a handle to the resource.

Loaded resources must be unloaded again using the `FreeResource` (1418) function.

Errors: On error, 0 is returned.

See also: `FindResource` (1414), `FreeResource` (1418), `SizeofResource` (1485), `LockResource` (1445), `UnlockResource` (1503), `FreeResource` (1418)

75.11.279 LockResource

Synopsis: Lock a resource

Declaration: `function LockResource(ResData: TFPResourceHGLOBAL) : Pointer`

Visibility: default

Description: `LockResource` locks a resource previously loaded by `LoadResource` into memory. This means that any attempt to modify the resource will fail while it is locked. The function returns a pointer to the resource location in memory.

The resource can be freed again using the `UnlockResource` (1503) function.

Errors: if the function fails, `Nil` is returned.

See also: `FindResource` (1414), `FreeResource` (1418), `SizeofResource` (1485), `LoadResource` (1444), `UnlockResource` (1503), `FreeResource` (1418)

75.11.280 logicaland(variant,variant):variant

Synopsis: Implement logical/binary and operation on variants

Declaration: `operator and(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the `and` operation is delegated to the variant manager with operation `opand`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `or(variant, variant): variant` (1280), operator `xor(variant, variant): variant` (1280), operator `not(variant): variant` (1280)

75.11.281 logicalnot(variant):variant

Synopsis: Implement logical/binary not operation on variants

Declaration: `operator not(const op: variant) : variant`

Visibility: default

Description: The implementation of the `not` operation is delegated to the variant manager with operation `opnot`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `and`(variant, variant): variant ([1280](#)), operator `or`(variant, variant): variant ([1280](#)), operator `xor`(variant, variant): variant ([1280](#))

75.11.282 `logicalor(variant,variant):variant`

Synopsis: Implement logical/binary `or` operation on variants

Declaration: `operator or(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the `or` operation is delegated to the variant manager with operation `opor`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `and`(variant, variant): variant ([1280](#)), operator `xor`(variant, variant): variant ([1280](#)), operator `not`(variant): variant ([1280](#))

75.11.283 `logicalxor(variant,variant):variant`

Synopsis: Implement logical/binary `xor` operation on variants

Declaration: `operator xor(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the `xor` operation is delegated to the variant manager with operation `opxor`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `or`(variant, variant): variant ([1280](#)), operator `and`(variant, variant): variant ([1280](#)), operator `not`(variant): variant ([1280](#))

75.11.284 `longjmp`

Synopsis: Jump to address.

Declaration: `procedure longjmp(var S: jmp_buf; value: LongInt)`

Visibility: default

Description: `LongJump` jumps to the address in the `envjmp_buf`, and restores the registers that were stored in it at the corresponding `SetJump` ([1477](#)) call. In effect, program flow will continue at the `SetJump` call, which will return `value` instead of 0. If a `value` equal to zero is passed, it will be converted to 1 before passing it on. The call will not return, so it must be used with extreme care. This can be used for error recovery, for instance when a segmentation fault occurred.

For an example, see `SetJump` ([1477](#))

Errors: None.

See also: `SetJump` ([1477](#))

75.11.285 Low

Synopsis: Return lowest index of open array or enumerated

Declaration: `function Low(Arg: TypeOrVariable) : TOrdinal`

Visibility: default

Description: The return value of `Low` depends on it's argument:

- 1.If the argument is an ordinal type, `Low` returns the lowest value in the range of the given ordinal type.
- 2.If the argument is an array type or an array type variable then `Low` returns the lowest possible value of it's index.
- 3.If the argument is an open array identifier in a function or procedure, then `Low` returns the lowest element of the array, which is always zero.
- 4.If the argument is a set type then it returns the lowest value of the underlying ordinal type.

The return type is always the same type as the type of the argument.

for an example, see [High \(1426\)](#).

Errors: None.

See also: [High \(1426\)](#), [Ord \(1453\)](#), [Pred \(1457\)](#), [Succ \(1492\)](#)

75.11.286 lowerCase

Synopsis: Return lowercase version of a string.

Declaration: `function lowerCase(const s: shortstring) : shortstring; Overload`
`function lowerCase(c: Char) : Char; Overload`
`function lowercase(const s: ansistring) : ansistring`
`function LowerCase(const s: UnicodeString) : UnicodeString`
`function LowerCase(c: UnicodeChar) : UnicodeChar`

Visibility: default

Description: `Lowercase` returns the lowercase version of its argument `C`. If its argument is a string, then the complete string is converted to lowercase. The type of the returned value is the same as the type of the argument.

`Lowercase` does not change the number of characters (or bytes) in an `ansistring`.

Errors: None.

See also: [Ucase \(1504\)](#)

Listing: `./refex/ex73.pp`

```

program Example73;

  { Program to demonstrate the Lowercase function. }

  var c:char;

  begin
    for c:= 'A' to 'Z' do
      write(lowercase(c));
  
```

```

WriteLn ;
WriteLn (Lowercase ( 'ABCDEFGHIJKLMNOPQRSTUVWXYZ' ));
end .

```

75.11.287 MakeLangID

Synopsis: Create a language ID

Declaration: `function MakeLangID(primary: Word; sub: Word) : Word`

Visibility: default

Description: `MakeLangID` creates a language ID from the `primary` and `sub` language IDs.

75.11.288 MemSize

Synopsis: Return the size of a memory block.

Declaration: `function MemSize(p: pointer) : PtrUInt`

Visibility: default

Description: `MemSize` returns the size of a memory block on the heap.

Errors: Passing an invalid pointer may lead to run-time errors (access violations).

See also: [GetMem \(1419\)](#), [FreeMem \(1417\)](#)

75.11.289 mkdir

Synopsis: Create a new directory.

Declaration: `procedure mkdir(const s: shortstring); Overload`
`procedure mkdir(const s: RawByteString); Overload`
`procedure mkdir(const s: unicodestring); Overload`

Visibility: default

Description: `Mkdir` creates a new directory `S`.

For an example, see [Rmdir \(1467\)](#).

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: [Chdir \(1384\)](#), [Rmdir \(1467\)](#)

75.11.290 modulus(variant,variant):variant

Synopsis: Implement `mod` (modulo) operation on variants.

Declaration: `operator mod(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the modulo `Mod` operation is delegated to the variant manager with operation `opModulus`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `div(variant, variant)`: variant ([1280](#))

75.11.291 Move

Synopsis: Move data from one location in memory to another

Declaration: `procedure Move(const source; var dest; count: SizeInt)`

Visibility: default

Description: Move moves Count bytes from Source to Dest.

Errors: If either Dest or Source is outside the accessible memory for the process, then a run-time error will be generated.

See also: Fillword ([1413](#)), Fillchar ([1411](#))

Listing: `./refex/ex42.pp`

Program Example42;

{ Program to demonstrate the Move function. }

Var S1,S2 : **String** [30];

begin

 S1:= 'Hello World !';

 S2:= 'Bye, bye !';

Move (S1, S2, **Sizeof**(S1));

Writeln (S2);

end.

75.11.292 MoveChar0

Synopsis: Move data till first zero character

Declaration: `procedure MoveChar0(const buf1; var buf2; len: SizeInt)`

Visibility: default

Description: MoveChar0 moves Count bytes from buf1 to buf2, and stops moving if a zero character is found.

Errors: No checking is done to see if Count stays within the memory allocated to the process.

See also: Move ([1449](#))

Listing: `./refex/ex109.pp`

Program Example109;

{ Program to demonstrate the MoveChar0 function. }

Var

 Buf1, Buf2 : **Array**[1..80] **of** char;

```

I : longint;

begin
  Randomize;
  For I:=low(buf1) to high(buf1) do
    Buf1[I]:=chr(Random(16)+Ord('A'));
  Writeln('Original buffer');
  writeln(Buf1);
  Buf1[Random(80)+1]:=#0;
  MoveChar0(Buf1, Buf2, 80);
  Writeln('Randomly zero-terminated Buffer');
  Writeln(Buf2);
end.

```

75.11.293 multiply(variant,variant):variant

Synopsis: Implement multiplication (*) operation on variants.

Declaration: operator *(const op1: variant; const op2: variant) : variant

Visibility: default

Description: The implementation of the multiplication * operation is delegated to the variant manager with operation opMultiply.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator /(variant, variant): variant ([1280](#))

75.11.294 negative(variant):variant

Synopsis: Implement - (unary minus, negation) operation on variants.

Declaration: operator -(const op: variant) : variant

Visibility: default

Description: The implementation of the unary minus (-) operation is delegated to the variant manager with operation varNeg.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator -(variant, variant): variant ([1280](#))

75.11.295 New

Synopsis: Dynamically allocate memory for variable

Declaration: procedure New(var P: Pointer)
 procedure New(var P: Pointer; Cons: TProcedure)

Visibility: default

Description: `New` allocates a new instance of the type pointed to by `P`, and puts the address in `P`. If `P` is an object, then it is possible to specify the name of the constructor with which the instance will be created.

The newly allocated memory is not initialized in any way, and may contain garbage data. It must be cleared with a call to `FillChar` (1411) or `FillWord` (1413).

For an example, see `Dispose` (1396).

Errors: What happens if no more memory is available, depends on the value of the variable `ReturnNilIfGrowHeapfails` (1351): if the variable is `True` then `Nil` is returned. If the variable is `False`, a run-time error is generated.

See also: `Dispose` (1396), `Freemem` (1417), `Getmem` (1419), `ReturnNilIfGrowHeapfails` (1351)

75.11.296 NtoBE

Synopsis: Convert Native-ordered integer to a Big Endian-ordered integer

Declaration:

```
function NtoBE(const AValue: SmallInt) : SmallInt
function NtoBE(const AValue: Word) : Word
function NtoBE(const AValue: LongInt) : LongInt
function NtoBE(const AValue: DWord) : DWord
function NtoBE(const AValue: Int64) : Int64
function NtoBE(const AValue: QWord) : QWord
```

Visibility: default

Description: `NtoBE` will rearrange the bytes in a natively-ordered number to the Big-Endian order. That is, for a Little-Endian processor, it will invert the order of the bytes and for a big-endian processor, it will do nothing.

See also: `BEtoN` (1378), `LEtoN` (1443), `NtoLE` (1451)

75.11.297 NtoLE

Synopsis: Convert Native-ordered integer to a Little Endian-ordered integer

Declaration:

```
function NtoLE(const AValue: SmallInt) : SmallInt
function NtoLE(const AValue: Word) : Word
function NtoLE(const AValue: LongInt) : LongInt
function NtoLE(const AValue: DWord) : DWord
function NtoLE(const AValue: Int64) : Int64
function NtoLE(const AValue: QWord) : QWord
```

Visibility: default

Description: `NtoLE` will rearrange the bytes in a natively-ordered number to the little-Endian order. That is, for a Big-Endian processor, it will invert the order of the bytes and for a Little-Endian processor, it will do nothing.

See also: `BEtoN` (1378), `LEtoN` (1443), `NtoBE` (1451)

75.11.298 Null

Synopsis: Null variant

Declaration: `function Null : Variant`

Visibility: default

75.11.299 OctStr

Synopsis: Convert integer to a string with octal representation.

Declaration: `function OctStr(Val: LongInt; cnt: Byte) : shortstring`
`function OctStr(Val: Int64; cnt: Byte) : shortstring`
`function OctStr(Val: QWord; cnt: Byte) : shortstring`

Visibility: default

Description: `OctStr` returns a string with the octal representation of `Value`. The string has exactly `cnt` characters.

Errors: None.

See also: `Str` (1488), `Val` (1506), `BinStr` (1378), `HexStr` (1425)

Listing: `./refex/ex112.pp`

```

Program example112;

  { Program to demonstrate the OctStr function }

  Const Value = 45678;

  Var I : longint;

  begin
    For I:=1 to 10 do
      Writeln ( OctStr(Value, I));
    For I:=1 to 16 do
      Writeln ( OctStr(I,3));
  end.

```

75.11.300 odd

Synopsis: Is a value odd or even ?

Declaration: `function odd(l: LongInt) : Boolean`
`function odd(l: LongWord) : Boolean`
`function odd(l: Int64) : Boolean`
`function odd(l: QWord) : Boolean`

Visibility: default

Description: `Odd` returns `True` if `X` is odd, or `False` otherwise.

Errors: None.

See also: `Abs` (1352), `Ord` (1453)

Listing: `./refex/ex43.pp`

```

Program Example43;

  { Program to demonstrate the Odd function. }

  begin
    If Odd(1) Then

```

```

  WriteLn ( 'Everything OK with 1 !');
  If Not Odd(2) Then
    WriteLn ( 'Everything OK with 2 !');
end.

```

75.11.301 Ofs

Synopsis: Return offset of a variable.

Declaration: `function Ofs(var X) : LongInt`

Visibility: default

Description: `Ofs` returns the offset of the address of a variable. This function is only supported for compatibility. In Free Pascal, it returns always the complete address of the variable, since Free Pascal is a 32/64 bit compiler.

Errors: None.

See also: `DSeg` ([1398](#)), `CSeg` ([1393](#)), `Seg` ([1475](#)), `Ptr` ([1458](#))

Listing: `./refex/ex44.pp`

Program Example44;

{ Program to demonstrate the Ofs function. }

Var W : Pointer;

begin

 W:= Pointer(**Ofs**(W)); *{ W contains its own offset. }*

end.

75.11.302 Ord

Synopsis: Return ordinal value of an ordinal type.

Declaration: `function Ord(X: TOrdinal) : LongInt`

Visibility: default

Description: `Ord` returns the Ordinal value of a ordinal-type variable X.

Historical note:

Originally, Pascal did not have typecasts and `ord` was a necessary function in order to do certain operations on non-integer ordinal types. With the arrival of typecasting a generic approach became possible, making `ord` mostly obsolete. However `ord` is not considered deprecated and remains in wide use today.

Errors: None.

See also: `Chr` ([1384](#)), `Succ` ([1492](#)), `Pred` ([1457](#)), `High` ([1426](#)), `Low` ([1447](#))

Listing: `./refex/ex45.pp`

Program Example45;

{ Program to demonstrate the Ord, Pred, Succ functions. }

Type

TEnum = (Zero, One, Two, Three, Four);

Var

X : LongInt;

Y : TEnum;

begin

X:=125;

Writeln (Ord(X)); *{ Prints 125 }*

X:=Pred(X);

Writeln (Ord(X)); *{ prints 124 }*

Y:= One;

Writeln (Ord(y)); *{ Prints 1 }*

Y:=Succ(Y);

Writeln (Ord(Y)); *{ Prints 2 }*

end.

75.11.303 Pack

Synopsis: Create packed array from normal array

Declaration: procedure Pack(const A: UnpackedArrayType; StartIndex: TIndexType;
out Z: PackedArrayType)

Visibility: default

Description: Pack will copy the elements of an unpacked array (A) to a packed array (Z). It will start the copy at the index denoted by StartIndex. The type of the index variable StartIndex must match the type of the index of A. The elements are always transferred to the beginning of the packed array Z. (i.e. it starts at Low(Z)).

Obviously, the type of the elements of the arrays A and Z must match.

See also: [unpack \(1504\)](#)

75.11.304 ParamCount

Synopsis: Return number of command-line parameters passed to the program.

Declaration: function ParamCount : LongInt

Visibility: default

Description: Paramcount returns the number of command-line arguments. If no arguments were given to the running program, 0 is returned.

Errors: None.

See also: [Paramstr \(1455\)](#)

Listing: ./refex/ex46.pp

Program Example46;

```
{ Program to demonstrate the ParamCount and ParamStr functions. }
Var
  l : Longint;

begin
  Writeln (paramstr(0), ' : Got ', ParamCount, ' command-line parameters: ');
  For i:=1 to ParamCount do
    Writeln (ParamStr (i));
end.
```

75.11.305 ParamStr

Synopsis: Return value of a command-line argument.

Declaration: `function ParamStr(l: LongInt) : string`

Visibility: default

Description: `Paramstr` returns the `L`-th command-line argument. `L` must be between 0 and `Paramcount`, these values included. The zeroth argument is the path and file name with which the program was started.

The command-line parameters will be truncated to a length of 255, even though the operating system may support bigger command-lines. The `Objpas` unit (used in `objfpc` or `delphi` mode) defines versions of `Paramstr` which return the full-length command-line arguments, using `ansistrings`.

In the interest of portability, the `ParamStr` function tries to behave the same on all operating systems: like the original `ParamStr` function in Turbo Pascal. This means even on Unix, `paramstr(0)` returns the full path to the program executable. A notable exception is Mac OS X, where the return value depends on how the application was started. It may be that just the name of the application is returned (in case of a command-line launch)

In general, it's a bad idea to rely on the location of the binary. Often, this goes against best OS practices. Configuration data should (or can) not be stored next to the binary, but on designated locations. What locations these are, is very much operating system dependent. Therefore, `ParamStr(0)` should be used with care.

For an example, see `Paramcount` ([1454](#)).

Errors: None.

See also: `Paramcount` ([1454](#))

75.11.306 pi

Synopsis: Return the value of PI.

Declaration: `function pi : ValReal`

Visibility: default

Description: `Pi` returns the value of Pi (3.1415926535897932385).

Errors: None.

See also: `Cos` ([1393](#)), `Sin` ([1484](#))

Listing: ./refex/ex47.pp

Program Example47;

{ Program to demonstrate the Pi function. }

```
begin
  Writeln (Pi);           {3.1415926}
  Writeln (Sin(Pi));
end.
```

75.11.307 PopCnt

Synopsis: Count number of set bits

Declaration: function PopCnt(const AValue: Byte) : Byte
 function PopCnt(const AValue: Word) : Word
 function PopCnt(const AValue: DWord) : DWord
 function PopCnt(const AValue: QWord) : QWord

Visibility: default

Description: PopCnt (population count) counts the number of set bits in AValue.

75.11.308 Pos

Synopsis: Search for substring in a string.

Declaration: function Pos(const substr: shortstring; const s: shortstring) : SizeInt
 function Pos(C: Char; const s: shortstring) : SizeInt
 function Pos(const Substr: ShortString; const Source: RawByteString)
 : SizeInt
 function pos(const substr: shortstring; c: Char) : SizeInt
 function Pos(const Substr: RawByteString; const Source: RawByteString)
 : SizeInt
 function Pos(c: AnsiChar; const s: RawByteString) : SizeInt
 function Pos(const Substr: UnicodeString; const Source: UnicodeString)
 : SizeInt
 function Pos(c: Char; const s: UnicodeString) : SizeInt
 function Pos(c: UnicodeChar; const s: UnicodeString) : SizeInt
 function Pos(const c: RawByteString; const s: UnicodeString) : SizeInt
 function Pos(const c: UnicodeString; const s: RawByteString) : SizeInt
 function Pos(const c: ShortString; const s: UnicodeString) : SizeInt
 function Pos(const Substr: WideString; const Source: WideString)
 : SizeInt
 function Pos(c: Char; const s: WideString) : SizeInt
 function Pos(c: WideChar; const s: WideString) : SizeInt
 function Pos(c: WideChar; const s: RawByteString) : SizeInt
 function Pos(const c: RawByteString; const s: WideString) : SizeInt
 function Pos(const c: WideString; const s: RawByteString) : SizeInt
 function Pos(const c: ShortString; const s: WideString) : SizeInt
 function Pos(c: Char; const v: Variant) : SizeInt
 function Pos(s: ShortString; const v: Variant) : SizeInt
 function Pos(const a: AnsiString; const v: Variant) : SizeInt

```

function Pos(const w: WideString; const v: Variant) : SizeInt
function Pos(const w: UnicodeString; const v: Variant) : SizeInt
function Pos(const v: Variant; const c: Char) : SizeInt
function Pos(const v: Variant; const s: ShortString) : SizeInt
function Pos(const v: Variant; const a: AnsiString) : SizeInt
function Pos(const v: Variant; const w: WideString) : SizeInt
function Pos(const v: Variant; const w: UnicodeString) : SizeInt
function Pos(const v1: Variant; const v2: Variant) : SizeInt

```

Visibility: default

Description: Pos returns the index of Substr in S, if S contains Substr. In case Substr isn't found, 0 is returned. The search is case-sensitive.

Errors: None

See also: Length (1442), Copy (1392), Delete (1396), Insert (1435)

Listing: ./refex/ex48.pp

Program Example48;

{ Program to demonstrate the Pos function. }

Var

S : **String**;

begin

S:= 'The first space in this sentence is at position : ';

Writeln (S, **pos**(' ',S));

S:= 'The last letter of the alphabet doesn't appear in this sentence ';

If (**Pos** ('Z',S)=0) **and** (**Pos** ('z',S)=0) **then**

Writeln (S);

end.

75.11.309 power(variant,variant):variant

Synopsis: Implement power (**) operation on variants.

Declaration: operator ******(const op1: variant; const op2: variant) : variant

Visibility: default

Description: The implementation of the power ** operation is delegated to the variant manager with operation opPower.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator *(variant, variant): variant (1280)

75.11.310 Pred

Synopsis: Return previous element for an ordinal type.

Declaration: function **Pred**(X: TOrdinal) : TOrdinal

Visibility: default

Description: `Pred` returns the element that precedes the element that was passed to it. If it is applied to the first value of the ordinal type, and the program was compiled with range checking on (`{ $R+ }`), then a run-time error will be generated.

For an example, see `Ord` (1453)

Errors: Run-time error 201 is generated when the result is out of range.

See also: `Ord` (1453), `Succ` (1492), `High` (1426), `Low` (1447)

75.11.311 `prefetch`

Synopsis: Prefetch a memory location

Declaration: `procedure prefetch(const mem)`

Visibility: default

Description: `Prefetch` can be used to optimize the CPU behaviour by already loading a memory location. It is mainly used as a hint for those processors that support it.

Errors: None.

75.11.312 `ptr`

Synopsis: Combine segment and offset to pointer

Declaration: `function ptr(sel: LongInt; off: LongInt) : FarPointer`

Visibility: default

Description: `Ptr` returns a pointer, pointing to the address specified by segment `Sel` and offset `Off`.

Remark:

1. In the 32/64-bit flat-memory model supported by Free Pascal, this function is obsolete.
2. The returned address is simply the offset.

Errors: None.

See also: `Addr` (1354)

Listing: `./refex/ex59.pp`

Program Example59;

{ Program to demonstrate the Ptr (compatibility) function. }

type pString = ^String;

Var P : pString;
S : String;

begin
S := 'Hello , World !';
P := pString(**Ptr**(**Seg**(S), **Longint**(**Ofs**(S))));
{ P now points to S ! }
Writeln (P^);
end.

75.11.313 RaiseList

Synopsis: List of currently raised exceptions.

Declaration: `function RaiseList : PExceptObject`

Visibility: default

Description: `RaiseList` returns a pointer to the list of currently raised exceptions (i.e. a pointer to the first exception block).

75.11.314 Random

Synopsis: Generate random number

Declaration: `function Random(l: LongInt) : LongInt`
`function Random(l: Int64) : Int64`
`function Random : extended`

Visibility: default

Description: `Random` returns a random number larger or equal to 0 and strictly less than L. If the argument L is omitted, a Real number between 0 and 1 is returned (0 included, 1 excluded).

Remark: The Free Pascal implementation of the `Random` routine uses the Mersenne Twister to simulate randomness. This implementation has a better statistical distribution than for example a Linear Congruential generator algorithm, but is considerably slower than the latter. If speed is an issue, then alternate random number generators should be considered.

Errors: None.

See also: [Randomize \(1460\)](#)

Listing: `./refex/ex49.pp`

Program Example49;

{ Program to demonstrate the Random and Randomize functions. }

Var I, Count, guess : Longint;
 R : Real;

begin

Randomize; *{ This way we generate a new sequence every time the program is run }*

Count:=0;

For i:=1 **to** 1000 **do**

If **Random**>0.5 **then inc**(Count);

WriteIn ('Generated ',Count, ' numbers > 0.5 ');

WriteIn ('out of 1000 generated numbers. ');

count:=0;

For i:=1 **to** 5 **do**

begin

write ('Guess a number between 1 and 5 : ');

readIn(Guess);

If Guess=**Random**(5)+1 **then inc**(count);

end;

WriteIn ('You guessed ',Count, ' out of 5 correct. ');

end.

75.11.315 Randomize

Synopsis: Initialize random number generator

Declaration: `procedure Randomize`

Visibility: default

Description: `Randomize` initializes the random number generator of Free Pascal, by giving a value to `Randseed`, calculated with the system clock.

For an example, see `Random` (1459).

Errors: None.

See also: `Random` (1459)

75.11.316 Read

Synopsis: Read from a text file into variable

Declaration: `procedure Read(var F: Text; Args: Arguments)`
`procedure Read(Args: Arguments)`

Visibility: default

Description: `Read` reads one or more values from a file `F`, and stores the result in `V1`, `V2`, etc.; If no file `F` is specified, then standard input is read. If `F` is of type `Text`, then the variables `V1`, `V2` etc. must be of type `Char`, `Integer`, `Real`, `String`. If `F` is a typed file, then each of the variables must be of the type specified in the declaration of `F`. Untyped files are not allowed as an argument.

In earlier versions of FPC, it was also allowed to read `Pchar` null-terminated strings, but this has been removed, since there is no buffer checking possible.

Errors: If no data is available, empty values are returned (0 for ordinal values, empty strings for string values)

See also: `ReadLn` (1461), `Blockread` (1379), `Write` (1510), `Blockwrite` (1380)

Listing: `./refex/ex50.pp`

Program `Example50`;

{ Program to demonstrate the Read(Ln) function. }

```

Var S : String;
      C : Char;
      F : File of char;

begin
  Assign (F, 'ex50.pp');
  Reset (F);
  C:= 'A';
  WriteLn ('The characters before the first space in ex50.pp are : ');
  While not Eof(f) and (C<>' ') do
    Begin
      Read (F,C);
      Write (C);
    end;
  WriteLn;
  Close (F);

```

```

WriteLn ('Type some words. An empty line ends the program. ');
repeat
  ReadLn (S);
until S= '';
end.

```

75.11.317 ReadBarrier

Synopsis: Memory Read Barrier

Declaration: `procedure ReadBarrier`

Visibility: default

Description: `ReadBarrier` is a low-level instruction to force a read barrier in the CPU: all memory reads before the instruction will be finished before this instruction, before memory reads after the instruction occur.

See also: [ReadDependencyBarrier \(1461\)](#), [ReadWriteBarrier \(1462\)](#), [WriteBarrier \(1511\)](#)

75.11.318 ReadDependencyBarrier

Synopsis: Memory Read Dependency Barrier

Declaration: `procedure ReadDependencyBarrier`

Visibility: default

Description: `ReadDependencyBarrier` is a low-level instruction to force a read barrier in the CPU: all memory reads (loads) depending on previous loads are separate from the ones following the instruction.

See also: [ReadBarrier \(1461\)](#), [ReadWriteBarrier \(1462\)](#), [WriteBarrier \(1511\)](#)

75.11.319 ReadLn

Synopsis: Read from a text file into variable and goto next line

Declaration: `procedure ReadLn(var F: Text; Args: Arguments)`
`procedure ReadLn(Args: Arguments)`

Visibility: default

Description: `Read` reads one or more values from a file `F`, and stores the result in `V1`, `V2`, etc. After that it goes to the next line in the file. The end of the line is marked by any of the supported line ending styles, independent of the platform on which the code is running (supported line ending styles are CRLF, LF or CR). The end-of-line marker is not considered part of the line and is ignored.

If no file `F` is specified, then standard input is read. The variables `V1`, `V2` etc. must be of type `Char`, `Integer`, `Real`, `String` or `PChar`.

For an example, see [Read \(1460\)](#).

Errors: If no data is available, empty values are returned (0 for ordinal values, empty strings for string values)

See also: [Read \(1460\)](#), [Blockread \(1379\)](#), [Write \(1510\)](#), [Blockwrite \(1380\)](#)

75.11.320 ReadStr

Synopsis: Read variables from a string

Declaration: `procedure ReadStr(const S: string; Args: Arguments)`

Visibility: default

Description: `ReadStr` behaves like `Read` (1460), except that it reads its input from the string variable `S` instead of a file. Semantically, the `ReadStr` call is equivalent to writing the string to a file using the `Write` call, and then reading them into the various arguments `Arg` using the `Read` call from the same file:

```
var
  F : Text;
begin
  Rewrite(F);
  Write(F, S);
  Close(F);
  Reset(F);
  Read(F, Args);
  Close(F);
end;
```

Obviously, the `ReadStr` call does not use a temporary file.

`ReadStr` is defined in the ISO Extended Pascal standard. More information on the allowed arguments and the behaviour of the arguments can be found in the description of `Read` (1460).

See also: `Read` (1460), `WriteStr` (1512), `Write` (1510)

75.11.321 ReadWriteBarrier

Synopsis: Memory read/write barrier

Declaration: `procedure ReadWriteBarrier`

Visibility: default

Description: `ReadWriteBarrier` is a low-level instruction to force a read/write barrier in the CPU: both read (Loads) and write (stores) operations before and after the barrier are separate.

See also: `ReadBarrier` (1461), `ReadDependencyBarrier` (1461), `WriteBarrier` (1511)

75.11.322 Real2Double

Synopsis: Convert Turbo Pascal style real to double.

Declaration: `function Real2Double(r: real48) : Double`

Visibility: default

Description: The `Real2Double` function converts a Turbo Pascal style real (6 bytes long) to a native Free Pascal double type. It can be used e.g. to read old binary TP files with FPC and convert them to Free Pascal binary files.

Note that the assignment operator has been overloaded so a `Real48` type can be assigned directly to a double or extended.

Errors: None.

Listing: ./refex/ex110.pp

```

program Example110;

{ Program to demonstrate the Real2Double function. }

Var
  i : integer;
  R : Real48;
  D : Double;
  E : Extended;
  F : File of Real48;

begin
  Assign(F, 'reals.dat');
  Reset(f);
  For I:=1 to 10 do
    begin
      Read(F,R);
      D:=Real2Double(R);
      Writeln('Real ',i,' : ',D);
      D:=R;
      Writeln('Real (direct to double) ',i,' : ',D);
      E:=R;
      Writeln('Real (direct to Extended) ',i,' : ',E);
    end;
  Close(f);
end.

```

75.11.323 ReAllocMem

Synopsis: Re-allocate memory on the heap

Declaration: function ReAllocMem(var p: pointer; Size: PtrUInt) : pointer

Visibility: default

Description: ReAllocMem resizes the memory pointed to by P so it has size Size. The value of P may change during this operation. The contents of the memory pointed to by P (if any) will be copied to the new location, but may be truncated if the newly allocated memory block is smaller in size. If a larger block is allocated, only the used memory is initialized, extra memory will not be zeroed out.

Note that P may be nil, in that case the behaviour of ReAllocMem is equivalent to Getmem.

See also: GetMem (1419), FreeMem (1417)

75.11.324 ReAllocMemory

Synopsis: Alias for ReAllocMem (1463)

Declaration: function ReAllocMemory(p: pointer; Size: PtrUInt) : pointer

Visibility: default

Description: ReAllocMemory is an alias for ReAllocMem (1463).

See also: ReAllocMem (1463)

75.11.325 ReleaseExceptionObject

Synopsis: Decrease the reference count of the current exception object.

Declaration: `procedure ReleaseExceptionObject`

Visibility: default

Description: `ReleaseExceptionObject` decreases the reference count of the current exception object. This should be called whenever a reference to the exception object was obtained via the `AcquireExceptionObject` (1353) call.

Calling this method is only valid within an `except` block.

Errors: If there is no current exception object, a run-time error 231 will occur.

See also: `AcquireExceptionObject` (1353)

75.11.326 Rename

Synopsis: Rename file on disk

Declaration: `procedure Rename (var f: File; const s: ShortString)`
`procedure Rename (var f: File; const p: PAnsiChar)`
`procedure Rename (var f: File; const c: AnsiChar)`
`procedure Rename (var f: File; const s: UnicodeString)`
`procedure Rename (var f: File; const s: RawByteString)`
`procedure Rename (var t: Text; const s: shortstring)`
`procedure Rename (var t: Text; const p: PAnsiChar)`
`procedure Rename (var t: Text; const c: AnsiChar)`
`procedure Rename (var t: Text; const s: unicodestring)`
`procedure Rename (var t: Text; const s: RawByteString)`

Visibility: default

Description: `Rename` changes the name of the assigned file `F` to `S`. `F` must be assigned, but not opened.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Erase` (1405)

Listing: `./refex/ex77.pp`

Program `Example77`;

```
{ Program to demonstrate the Rename function. }
Var F : Text;

begin
  Assign (F, paramstr (1));
  Rename (F, paramstr (2));
end.
```

75.11.327 Reset

Synopsis: Open file for reading

Declaration: `procedure Reset (var f: File; l: LongInt)`
`procedure Reset (var f: File)`
`procedure Reset (var f: TypedFile)`
`procedure Reset (var t: Text)`

Visibility: default

Description: `Reset` opens a file `F` for reading. `F` can be any file type. If `F` is a text file, or refers to standard I/O (e.g. `”) then it is opened read-only, otherwise it is opened using the mode specified in filemode. If F is an untyped file, the record size can be specified in the optional parameter L. A default value of 128 is used. File sharing is not taken into account when calling Reset.`

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: Rewrite (1466), Assign (1357), Close (1385), Append (1355)

Listing: `./refex/ex51.pp`

Program Example51;

{ Program to demonstrate the Reset function. }

Function FileExists (Name : String) : boolean;

Var F : File;

begin

{ \$i- }

Assign (F,Name);

Reset (F);

{ \$!+ }

FileExists := (IOResult=0) and (Name<>'');

if FileExists then

Close (f);

end;

begin

If FileExists (Paramstr(1)) then

Writeln ('File found')

else

Writeln ('File NOT found');

end.

75.11.328 ResumeThread

Synopsis: Resume a suspended thread.

Declaration: `function ResumeThread (threadHandle: TThreadID) : DWord`

Visibility: default

Description: `ResumeThread` causes a suspended thread (using `SuspendThread` (1493)) to resume its execution. The thread is identified with its handle or ID `threadHandle`.

The function returns zero if successful. A nonzero return value indicates failure.

Errors: If a failure occurred, a nonzero result is returned. The meaning is system dependent.

See also: [SuspendThread \(1493\)](#), [KillThread \(1441\)](#)

75.11.329 Rewrite

Synopsis: Open file for writing

Declaration: `procedure Rewrite(var f: File; l: LongInt)`
`procedure Rewrite(var f: File)`
`procedure Rewrite(var f: TypedFile)`
`procedure Rewrite(var t: Text)`

Visibility: default

Description: `Rewrite` opens a file `F` for writing. `F` can be any file type. If `F` is an untyped or typed file, then it is opened for reading and writing. If `F` is an untyped file, the record size can be specified in the optional parameter `L`. Default a value of 128 is used. if `Rewrite` finds a file with the same name as `F`, this file is truncated to length 0. If it doesn't find such a file, a new file is created. Contrary to Turbo Pascal, Free Pascal opens the file with mode `fmoutput`. If it should be opened in `fminout` mode, an extra call to [Reset \(1465\)](#) is needed. File sharing is not taken into account when calling `Rewrite`.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: [Reset \(1465\)](#), [Assign \(1357\)](#), [Close \(1385\)](#), [Flush \(1415\)](#), [Append \(1355\)](#)

Listing: `./refex/ex52.pp`

Program `Example52`;

{ Program to demonstrate the Rewrite function. }

Var `F : File`;
`l : longint`;

begin

`Assign (F, 'Test.tmp');`
{ Create the file. Recordsize is 4 }
`Rewrite (F, Sizeof(l));`
For `l:=1 to 10 do`
`BlockWrite (F,l,1);`
`close (f);`
{ F contains now a binary representation of
10 longints going from 1 to 10 }

end.

75.11.330 rightshift(variant,variant):variant

Synopsis: Implement binary `shr` operation on variants.

Declaration: `operator shr(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the `shr` operation is delegated to the variant manager with operation `opshiftright`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: operator `shl`(variant, variant): variant ([1280](#))

75.11.331 `rmdir`

Synopsis: Remove directory when empty.

Declaration: `procedure rmdir(const s: shortstring); Overload`
`procedure rmdir(const s: RawByteString); Overload`
`procedure rmdir(const s: unicodestring); Overload`

Visibility: default

Description: `Rmdir` removes the directory `S`.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Chdir` ([1384](#)), `Mkdir` ([1448](#))

Listing: `./refex/ex53.pp`

Program Example53;

{ Program to demonstrate the Mkdir and Rmdir functions. }

Const D : **String**[8] = 'TEST.DIR';

Var S : **String**;

begin

```

Writeln ('Making directory ',D);
Mkdir (D);
Writeln ('Changing directory to ',D);
ChDir (D);
GetDir (0,S);
Writeln ('Current Directory is : ',S);
WRITelN ('Going back');
ChDir ('..');
Writeln ('Removing directory ',D);
Rmdir (D);

```

end.

75.11.332 `RolByte`

Synopsis: Rotate bits of a byte value to the left

Declaration: `function RolByte(const AValue: Byte) : Byte`
`function RolByte(const AValue: Byte; const Dist: Byte) : Byte`

Visibility: default

Description: `RolByte` rotates the bits of the byte `AValue` with `Dist` positions to the left. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: `RorByte` ([1468](#)), `RolWord` ([1468](#)), `RolDWord` ([1468](#)), `RolQWord` ([1468](#))

75.11.333 RolDWord

Synopsis: Rotate bits of a DWord (cardinal) value to the left

Declaration: `function RolDWord(const AValue: DWord) : DWord`
`function RolDWord(const AValue: DWord; const Dist: Byte) : DWord`

Visibility: default

Description: `RolDWord` rotates the bits of the DWord (cardinal) `AValue` with `Dist` positions to the left. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: `RolByte` (1467), `RolWord` (1468), `RorDWord` (1469), `RolQWord` (1468)

75.11.334 RolQWord

Synopsis: Rotate bits of a QWord (64-bit) value to the left

Declaration: `function RolQWord(const AValue: QWord) : QWord`
`function RolQWord(const AValue: QWord; const Dist: Byte) : QWord`

Visibility: default

Description: `RorQWord` rotates the bits of the QWord (64-bit) `AValue` with `Dist` positions to the left. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: `RolByte` (1467), `RolWord` (1468), `RolDWord` (1468), `RorQWord` (1469)

75.11.335 RolWord

Synopsis: Rotate bits of a word value to the left

Declaration: `function RolWord(const AValue: Word) : Word`
`function RolWord(const AValue: Word; const Dist: Byte) : Word`

Visibility: default

Description: `RolWord` rotates the bits of the word `AValue` with `Dist` positions to the right. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: `RolByte` (1467), `RorWord` (1469), `RolDWord` (1468), `RolQWord` (1468)

75.11.336 RorByte

Synopsis: Rotate bits of a byte value to the right

Declaration: `function RorByte(const AValue: Byte) : Byte`
`function RorByte(const AValue: Byte; const Dist: Byte) : Byte`

Visibility: default

Description: `RorByte` rotates the bits of the byte `AValue` with `Dist` positions to the right. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: [RolByte \(1467\)](#), [RorWord \(1469\)](#), [RorDWord \(1469\)](#), [RorQWord \(1469\)](#)

75.11.337 RorDWord

Synopsis: Rotate bits of a DWord (cardinal) value to the right

Declaration: `function RorDWord(const AValue: DWord) : DWord`
`function RorDWord(const AValue: DWord; const Dist: Byte) : DWord`

Visibility: default

Description: `RorDWord` rotates the bits of the DWord (cardinal) `AValue` with `Dist` positions to the right. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: [RorByte \(1468\)](#), [RolDWord \(1468\)](#), [RorWord \(1469\)](#), [RorQWord \(1469\)](#)

75.11.338 RorQWord

Synopsis: Rotate bits of a QWord (64-bit) value to the right

Declaration: `function RorQWord(const AValue: QWord) : QWord`
`function RorQWord(const AValue: QWord; const Dist: Byte) : QWord`

Visibility: default

Description: `RorQWord` rotates the bits of the QWord (64-bit) `AValue` with `Dist` positions to the right. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: [RorByte \(1468\)](#), [RorWord \(1469\)](#), [RorDWord \(1469\)](#), [RolQWord \(1468\)](#)

75.11.339 RorWord

Synopsis: Rotate bits of a word value to the right

Declaration: `function RorWord(const AValue: Word) : Word`
`function RorWord(const AValue: Word; const Dist: Byte) : Word`

Visibility: default

Description: `RorWord` rotates the bits of the word `AValue` with `Dist` positions to the right. If `Dist` is not specified, then 1 is assumed.

Errors: None.

See also: [RorByte \(1468\)](#), [RolWord \(1468\)](#), [RorDWord \(1469\)](#), [RorQWord \(1469\)](#)

75.11.340 round

Synopsis: Round floating point value to nearest integer number.

Declaration: `function round(d: ValReal) : Int64`

Visibility: default

Description: Round rounds X to the closest integer, which may be bigger or smaller than X.

In the case of .5, the algorithm uses "banker's rounding": .5 values are always rounded towards the even number.

Errors: None.

See also: [Frac \(1417\)](#), [Int \(1436\)](#), [Trunc \(1499\)](#)

Listing: `./refex/ex54.pp`

Program Example54;

{ Program to demonstrate the Round function. }

```
begin
  Writeln (Round(1234.56)); { Prints 1235 }
  Writeln (Round(-1234.56)); { Prints -1235 }
  Writeln (Round(12.3456)); { Prints 12 }
  Writeln (Round(-12.3456)); { Prints -12 }
  Writeln (Round(2.5)); { Prints 2 (down) }
  Writeln (Round(3.5)); { Prints 4 (up) }
end.
```

75.11.341 RTLEventCreate

Synopsis: Create a new RTL event

Declaration: `function RTLEventCreate : PRTLEvent`

Visibility: default

Description: `RTLEventCreate` creates and initializes a new RTL event. RTL events are used to notify other threads that a certain condition is met, and to notify other threads of condition changes (conditional variables).

The function returns an initialized RTL event, which must be disposed of with `RTLEventdestroy` ([1470](#))

`RTLEvent` is used mainly for the `synchronize` method.

See also: [RTLEventDestroy \(1470\)](#), [RTLEventSetEvent \(1471\)](#), [RTLEventReSetEvent \(1471\)](#), [RTLEventWaitFor \(1471\)](#)

75.11.342 RTLEventdestroy

Synopsis: Destroy a RTL Event

Declaration: `procedure RTLEventdestroy(state: PRTLEvent)`

Visibility: default

Description: `RTLeventdestroy` destroys the RTL event `State`. After a call to `RTLeventdestroy`, the `State` RTL event may no longer be used.

See also: `RTLeventCreate` (1470), `RTLeventResetEvent` (1471), `RTLeventSetEvent` (1471)

75.11.343 RTLeventResetEvent

Synopsis: Reset an event

Declaration: `procedure RTLeventResetEvent (state: PRTLevent)`

Visibility: default

Description: `RTLeventResetEvent` resets the event: this should be used to undo the signaled state of an event. Resetting an event that is not set (or was already reset) has no effect.

See also: `RTLeventCreate` (1470), `RTLeventDestroy` (1470), `RTLeventSetEvent` (1471), `RTLeventWaitFor` (1471)

75.11.344 RTLeventSetEvent

Synopsis: Notify threads of the event.

Declaration: `procedure RTLeventSetEvent (state: PRTLevent)`

Visibility: default

Description: `RTLeventSetEvent` notifies other threads which are listening, that the event has occurred.

See also: `RTLeventCreate` (1470), `RTLeventResetEvent` (1471), `RTLeventDestroy` (1470), `RTLeventWaitFor` (1471)

75.11.345 RTLeventWaitFor

Synopsis: Wait for an event.

Declaration: `procedure RTLeventWaitFor (state: PRTLevent)`
`procedure RTLeventWaitFor (state: PRTLevent; timeout: LongInt)`

Visibility: default

Description: `RTLeventWaitFor` suspends the thread till the event occurs. The event will occur when another thread calls `RTLeventSetEvent` (1471) on `State`.

By default, the thread will be suspended indefinitely. However, if `TimeOut` is specified, then the thread will resume after timeout milliseconds have elapsed.

See also: `RTLeventCreate` (1470), `RTLeventDestroy` (1470), `RTLeventSetEvent` (1471), `RTLeventWaitFor` (1471)

75.11.346 RunError

Synopsis: Generate a run-time error.

Declaration: `procedure RunError (w: Word)`
`procedure RunError`

Visibility: default

Description: `RunError` stops the execution of the program, and generates a run-time error `ErrorCode`.

Errors: None.

See also: `Exit` (1407), `Halt` (1425)

Listing: `./refex/ex55.pp`

Program `Example55`;

```
{ Program to demonstrate the RunError function. }

begin
  { The program will stop and emit a run-error 106 }
  RunError (106);
end.
```

75.11.347 SarInt64

Synopsis: 64-bit Shift Arithmetic Right

Declaration: `function SarInt64(const AValue: Int64) : Int64`
`function SarInt64(const AValue: Int64; Shift: Byte) : Int64`

Visibility: default

Description: `SarInt64` performs an arithmetic right shift for `Shift` positions on a 64-bit integer `AValue` and returns the result. `Shift` is optional, and is 1 by default. The difference with the regular `Shr` shift operation is that the leftmost bit is preserved during the shift operation.

See also: `SarShortInt` (1472), `SarSmallInt` (1473), `SarLongInt` (1472)

75.11.348 SarLongint

Synopsis: 32-bit Shift Arithmetic Right

Declaration: `function SarLongint(const AValue: LongInt; const Shift: Byte) : LongInt`

Visibility: default

Description: `SarLongint` performs an arithmetic right shift for `Shift` positions on a 32-bit integer `AValue` and returns the result. `Shift` is optional, and is 1 by default. The difference with the regular `Shr` shift operation is that the leftmost bit is preserved during the shift operation.

See also: `SarShortInt` (1472), `SarSmallInt` (1473), `SarInt64` (1472)

75.11.349 SarShortint

Synopsis: 8-bit Shift Arithmetic Right

Declaration: `function SarShortint(const AValue: ShortInt; const Shift: Byte)`
`: ShortInt`

Visibility: default

Description: `SarShortint` performs an arithmetic right shift for `Shift` positions on an 8-bit integer `AValue` and returns the result. `Shift` is optional, and is 1 by default. The difference with the regular `Shr` shift operation is that the leftmost bit is preserved during the shift operation.

See also: `SarSmallint` (1473), `SarLongint` (1472), `SarInt64` (1472)

75.11.350 SarSmallint

Synopsis: 16-bit Shift Arithmetic Right

Declaration: `function SarSmallint(const AValue: SmallInt; const Shift: Byte)
: SmallInt`

Visibility: default

Description: `SarSmallint` performs an arithmetic right shift for `Shift` positions on an 16-bit integer `AValue` and returns the result. `Shift` is optional, and is 1 by default. The difference with the regular `Shr` shift operation is that the leftmost bit is preserved during the shift operation.

See also: `SarShortint` (1472), `SarLongint` (1472), `SarInt64` (1472)

75.11.351 Seek

Synopsis: Set file position

Declaration: `procedure Seek(var f: File; Pos: Int64)`

Visibility: default

Description: `Seek` sets the file-pointer for file `F` to record `Nr`. `Count`. The first record in a file has `Count=0`. `F` can be any file type, except `Text`. If `F` is an untyped file, with no record size specified in `Reset` (1465) or `Rewrite` (1466), 128 is assumed.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: `Eof` (1403), `SeekEof` (1474), `SeekEoln` (1474)

Listing: `./refex/ex56.pp`

Program `Example56;`

{ Program to demonstrate the Seek function. }

Var

`F : File;`
`I, j : longint;`

begin

{ Create a file and fill it with data }
`Assign (F, 'test.tmp');`
`Rewrite(F); { Create file }`
`Close(f);`
`FileMode:=2;`
`ReSet (F, Sizeof(i)); { Opened read/write }`
`For I:=0 to 10 do`
 `BlockWrite (F,I,1);`
{ Go Back to the beginning of the file }
`Seek(F,0);`
`For I:=0 to 10 do`
 begin
 `BlockRead (F,J,1);`
 If `J<>I` **then**
 `WriteLn ('Error: expected ',i,', got ',j);`
 end;

```

    Close (f);
end.

```

75.11.352 SeekEOF

Synopsis: Set file position to end of file

Declaration: `function SeekEOF (var t: Text) : Boolean`
`function SeekEOF : Boolean`

Visibility: default

Description: `SeekEof` returns `True` if the file-pointer is at the end of the file. It ignores all whitespace. Calling this function has the effect that the file-position is advanced until the first non-whitespace character or the end-of-file marker is reached.

If the end-of-file marker is reached, `True` is returned. Otherwise, `False` is returned.

If the parameter `F` is omitted, standard `Input` is assumed.

Remark: The `SeekEOF` function can only be used on real textfiles: when assigning the file to other kinds of (virtual) text files, the function may fail, although it will perform a number of tests to guard against wrong usage.

Errors: A run-time error is generated if the file `F` isn't opened.

See also: `Eof` ([1403](#)), `SeekEoln` ([1474](#)), `Seek` ([1473](#))

Listing: `./refex/ex57.pp`

Program `Example57`;

```

{ Program to demonstrate the SeekEof function. }
Var C : Char;

begin
  { this will print all characters from standard input except
    Whitespace characters. }
  While Not SeekEof do
    begin
      Read (C);
      Write (C);
    end;
end.

```

75.11.353 SeekEOLn

Synopsis: Set file position to end of line

Declaration: `function SeekEOLn (var t: Text) : Boolean`
`function SeekEOLn : Boolean`

Visibility: default

Description: `SeekEoln` returns `True` if the file-pointer is at the end of the current line. It ignores all whitespace. Calling this function has the effect that the file-position is advanced until the first non-whitespace character or the end-of-line marker is reached. If the end-of-line marker is reached, `True` is returned. Otherwise, `False` is returned. The end-of-line marker is defined as `#10`, the `LineFeed` character. If the parameter `F` is omitted, standard `Input` is assumed.

Errors: A run-time error is generated if the file F isn't opened.

See also: Eof ([1403](#)), SeekEof ([1474](#)), Seek ([1473](#))

Listing: ./refex/ex58.pp

Program Example58;

```
{ Program to demonstrate the SeekEoln function. }
Var
  C : Char;

begin
  { This will read the first line of standard output and print
    all characters except whitespace. }
  While not SeekEoln do
    Begin
      Read (c);
      Write (c);
    end;
end.
```

75.11.354 Seg

Synopsis: Return segment

Declaration: `function Seg(var X) : LongInt`

Visibility: default

Description: `Seg` returns the segment of the address of a variable. This function is only supported for compatibility. In Free Pascal, it returns always 0, since Free Pascal uses a flat 32/64 bit memory model. In such a memory model segments have no meaning.

Errors: None.

See also: DSeg ([1398](#)), CSeg ([1393](#)), Ofs ([1453](#)), Ptr ([1458](#))

Listing: ./refex/ex60.pp

Program Example60;

```
{ Program to demonstrate the Seg function. }
Var
  W : Word;

begin
  W:=Seg(W); { W contains its own Segment}
end.
```

75.11.355 SemaphoreDestroy

Synopsis: Destroy a semaphore

Declaration: `procedure SemaphoreDestroy(const sem: Pointer)`

Visibility: default

Description: `SemaphoreDestroy` destroys a semaphore, created with `SemaphoreInit` (1476).

The use of semaphores requires thread support (use `#rtl.threads` (545) unit on unices).

Errors: If no thread support is compiled in, then calling this function will result in a run-time error 232.

See also: `#rtl.threads` (545), `SemaphoreWait` (1476), `SemaphorePost` (1476), `SemaphoreInit` (1476)

75.11.356 SemaphoreInit

Synopsis: Create a new semaphore

Declaration: `function SemaphoreInit : Pointer`

Visibility: default

Description: `SemaphoreInit` creates a new semaphore, which can be used in thread synchronization. The semaphore can be used with `SemaphoreWait` (1476) and `SemaphorePost` (1476), and must be destroyed with `SemaphoreDestroy` (1475).

The result is an untyped pointer (thread support is platform dependent).

The use of semaphores requires thread support (use `#rtl.threads` (545) unit on unices).

Errors: On error, `Pointer(-1)` is returned. If no thread support is compiled in, then calling this function will result in a run-time error 232.

See also: `#rtl.threads` (545), `SemaphoreWait` (1476), `SemaphorePost` (1476), `SemaphoreDestroy` (1475)

75.11.357 SemaphorePost

Synopsis: Make semaphore available

Declaration: `procedure SemaphorePost(const sem: Pointer)`

Visibility: default

Description: `SemaphorePost` makes the semaphore `FSem` to available. Any threads that were waiting for the semaphore `FSem` to become available (using `SemaphoreWait` (1476), will continue to execute.

The use of semaphores requires thread support (use `#rtl.threads` (545) unit on unices).

Errors: If no thread support is compiled in, then calling this function will result in a run-time error 232.

See also: `#rtl.threads` (545), `SemaphoreInit` (1476), `SemaphoreWait` (1476), `SemaphoreDestroy` (1475)

75.11.358 SemaphoreWait

Synopsis: Wait for semaphore to become available

Declaration: `procedure SemaphoreWait(const sem: Pointer)`

Visibility: default

Description: `SemaphoreWait` waits (indefinitely) for the semaphore `FSem` to become available.

The use of semaphores requires thread support (use `#rtl.threads` (545) unit on unices).

Errors: If no thread support is compiled in, then calling this function will result in a run-time error 232.

See also: `#rtl.threads` (545), `SemaphoreInit` (1476), `SemaphorePost` (1476), `SemaphoreDestroy` (1475)

75.11.359 SetCodePage

Synopsis: Set the codepage of a string

Declaration: `procedure SetCodePage (var s: RawByteString; CodePage: TSystemCodePage;
Convert: Boolean)`

Visibility: default

Description: `SetCodePage` sets the codepage of a string `S` to `CodePage`. If `Convert` is `True` then the string will be transcoded to the new codepage. The resulting string will have reference count 1.

See also: `StringCodePage` (1489)

75.11.360 Setjmp

Synopsis: Save current execution point.

Declaration: `function Setjmp (var S: jmp_buf) : LongInt`

Visibility: default

Description: `SetJmp` fills `env` with the necessary data for a jump back to the point where it was called. It returns zero if called in this way. If the function returns nonzero, then it means that a call to `LongJump` (1446) with `env` as an argument was made somewhere in the program.

Errors: None.

See also: `LongJump` (1446)

Listing: `./refex/ex79.pp`

```

program example79;

{ Program to demonstrate the setjmp, longjmp functions }

procedure dojmp (var env : jmp_buf; value : longint);

begin
  value := 2;
  Writeln ('Going to jump !');
  { This will return to the setjmp call ,
  and return value instead of 0 }
  longjmp (env, value);
end;

var env : jmp_buf;

begin
  if setjmp (env) = 0 then
    begin
      writeln ('Passed first time. ');
      dojmp (env, 2);
    end
  else
    writeln ('Passed second time. ');
  end.

```

75.11.361 SetLength

Synopsis: Set length of a string.

Declaration: `procedure SetLength(var S: AStringType; Len: SizeInt)`
`procedure SetLength(var A: DynArrayType; Len: SizeInt)`

Visibility: default

Description: `SetLength` sets the length of the string `S` to `Len`. `S` can be an ansistring, a short string or a widestring. For `ShortStrings`, `Len` can maximally be 255. For `AnsiStrings` it can have any value. For `AnsiString` strings, `SetLength` *\emph{must}* be used to set the length of the string.

In the case of a dynamical array `A`, `setlength` sets the number of elements. The elements are numbered from index 0, so the count runs from 0 to `Len-1`. If Zero is specified, the array is cleared.

In case the length is set to a smaller length than the current one, the existing elements (characters in case of a string) are kept.

In case the length is set to a larger length than the current one, the new elements are zeroed out for a dynamic array. For a string, the string is zero-terminated at the correct length.

Errors: None.

See also: `Length` ([1442](#))

Listing: `./refex/ex85.pp`

Program `Example85`;

{ Program to demonstrate the SetLength function. }

Var `S : String`;

begin

`Setlength(S,100);`

`FillChar(S[1],100,#32);`

`Writeln ('"',S,'"');`

end.

75.11.362 SetMemoryManager

Synopsis: Set a memory manager

Declaration: `procedure SetMemoryManager(const MemMgr: TMemoryManager)`

Visibility: default

Description: `SetMemoryManager` sets the current memory manager record to `MemMgr`.

For an example, see the programmer's guide.

Errors: None.

See also: `GetMemoryManager` ([1420](#)), `IsMemoryManagerSet` ([1440](#))

75.11.363 SetMultiByteConversionCodePage

Synopsis: Set codepage for conversions from multi-byte strings to single-byte strings

Declaration: `procedure SetMultiByteConversionCodePage (CodePage: TSystemCodePage)`

Visibility: default

Description: `SetMultiByteConversionCodePage` sets `DefaultSystemCodePage` (1349) to `CodePage`. The effect of this change is that the default codepage used to translate multi-byte (UTF-16) strings to single-byte codepage-aware strings changes, and code page conversions will be done to the new codepage.

Do not set `DefaultSystemCodePage` directly, as additional actions may need to be done when changing the code page.

See also: `DefaultSystemCodePage` (1349), `SetMultiByteFileSystemCodePage` (1479), `SetMultiByteRTLFileSystemCodePage` (1479)

75.11.364 SetMultiByteFileSystemCodePage

Synopsis: Set codepage used when passing strings to OS single-byte filesystem APIs

Declaration: `procedure SetMultiByteFileSystemCodePage (CodePage: TSystemCodePage)`

Visibility: default

Description: `SetMultiByteFileSystemCodePage` sets the codepage used in single-byte OS filesystem APIs to `CodePage`. The effect of this change is that the default codepage used to translate multi-byte (UTF-16) strings to single-byte codepage-aware strings used in Filesystem APIs changes, and strings passed to the codepage-aware filesystem APIs will be passed using the new codepage.

This constant is not used if the filesystem API of the OS is multi-byte (such as on Windows).

Do not set `DefaultFileSystemCodePage` directly, as additional actions may need to be done when changing the code page.

See also: `DefaultFileSystemCodePage` (1348), `SetMultiByteConversionCodePage` (1479), `SetMultiByteRTLFileSystemCodePage` (1479)

75.11.365 SetMultiByteRTLFileSystemCodePage

Synopsis: Set codepage used when interpreting strings from OS single-byte filesystem APIs

Declaration: `procedure SetMultiByteRTLFileSystemCodePage (CodePage: TSystemCodePage)`

Visibility: default

Description: `SetMultiByteRTLFileSystemCodePage` sets the codepage used to interpret strings returned by single-byte OS filesystem APIs to `CodePage`.

The effect of this change is that the default codepage used to translate single byte strings obtained from the OS to single-byte codepage-aware strings or multi-byte strings changes, and strings obtained from the codepage-aware filesystem APIs will be interpreted using the new codepage.

his constant is not used if the filesystem API of the OS is multi-byte (such as on Windows).

Do not set `DefaultRTLFileSystemCodePage` directly, as additional actions may need to be done when changing the code page.

See also: `SetMultiByteFileSystemCodePage` (1479), `SetMultiByteConversionCodePage` (1479), `SetMultiByteRTLFileSystemCodePage` (1479)

75.11.366 SetResourceManager

Synopsis: Set the resource manager

Declaration: `procedure SetResourceManager(const New: TResourceManager)`

Visibility: default

Description: `SetResourceManager` sets the active resource manager to `Manager`. After a call to `SetResourceManager`, the functions in the `Manager` record will be used to handle resources.

Note that it is not supported to change resource managers on-the-fly: any resources or information about resources obtained should be discarded prior to a call to `SetResourceManager`. Typically, `SetResourceManager` should be called once, at program startup.

Errors: None.

See also: `TResourceManager` ([1333](#)), `GetResourceManager` ([1421](#))

75.11.367 SetString

Synopsis: Set length of a string and copy buffer.

Declaration: `procedure SetString(out S: AnsiString; Buf: PAnsiChar; Len: SizeInt)`
`procedure SetString(out S: AnsiString; Buf: PWideChar; Len: SizeInt)`
`procedure SetString(out S: Shortstring; Buf: PChar; Len: SizeInt)`
`procedure SetString(out S: UnicodeString; Buf: PUnicodeChar;`
`Len: SizeInt)`
`procedure SetString(out S: UnicodeString; Buf: PChar; Len: SizeInt)`
`procedure SetString(out S: WideString; Buf: PWideChar; Len: SizeInt)`
`procedure SetString(out S: WideString; Buf: PChar; Len: SizeInt)`

Visibility: default

Description: `SetString` sets the length of the string `S` to `Len` and if `Buf` is non-nil, copies `Len` characters from `Buf` into `S`. `S` can be an ansistring, a short string or a widestring. For `ShortStrings`, `Len` can maximally be 255.

Errors: None.

See also: `SetLength` ([1478](#))

75.11.368 SetTextBuf

Synopsis: Set size of text file internal buffer

Declaration: `procedure SetTextBuf(var f: Text; var Buf)`
`procedure SetTextBuf(var f: Text; var Buf; Size: SizeInt)`

Visibility: default

Description: `SetTextBuf` assigns an I/O buffer to a text file. The new buffer is located at `Buf` and is `Size` bytes long. If `Size` is omitted, then `SizeOf(Buf)` is assumed. The standard buffer of any text file is 128 bytes long. For heavy I/O operations this may prove too slow. The `SetTextBuf` procedure allows to set a bigger buffer for the I/O of the application, thus reducing the number of system calls, and thus reducing the load on the system resources. The maximum size of the newly assigned buffer is 65355 bytes.

Remark:

- Never assign a new buffer to an opened file. A new buffer can be assigned immediately after a call to Rewrite (1466), Reset (1465) or Append, but not after the file was read from/written to. This may cause loss of data. If a new buffer must be assigned after read/write operations have been performed, the file should be flushed first. This will ensure that the current buffer is emptied.
- Take care that the assigned buffer is always valid. If a local variable is assigned as a buffer, then after the program exits the local program block, the buffer will no longer be valid, and stack problems may occur.

Errors: No checking on Size is done.

See also: Assign (1357), Reset (1465), Rewrite (1466), Append (1355)

Listing: ./refex/ex61.pp

Program Example61;

{ Program to demonstrate the SetTextBuf function. }

Var

```
Fin, Fout : Text;
Ch : Char;
Bufin, Bufout : Array[1..10000] of byte;
```

begin

```
Assign (Fin, paramstr(1));
Reset (Fin);
Assign (Fout, paramstr(2));
Rewrite (Fout);
{ This is harmless before IO has begun }
{ Try this program again on a big file ,
  after commenting out the following 2
  lines and recompiling it. }
SetTextBuf (Fin, Bufin);
SetTextBuf (Fout, Bufout);
While not eof(Fin) do
  begin
    Read (Fin, ch);
    write (Fout, ch);
  end;
Close (Fin);
Close (Fout);
```

end.

75.11.369 SetTextCodePage

Synopsis: Set the codepage used in a text file.

Declaration: procedure SetTextCodePage (var T: Text; CodePage: TSystemCodePage)

Visibility: default

Description: GetTextCodePage sets the codepage that the text file T uses. All strings written to the file will be converted to the indicated codepage. By default, the codepage is set to CP_ACP.

Errors: None.

See also: TextRec (1326), GetTextCodePage (1421)

75.11.370 SetTextLineEnding

Synopsis: Set the end-of-line character for the given text file.

Declaration: `procedure SetTextLineEnding(var f: Text; Ending: string)`

Visibility: default

Description: `SetTextLineEnding` sets the end-of-line character for the text file `F` to `Ending`. By default, this is the string indicated by `DefaultTextLineBreakStyle` (1287).

Errors: None.

See also: `DefaultTextLineBreakStyle` (1287), `TTextLineBreakStyle` (1335)

75.11.371 SetThreadManager

Synopsis: Set the thread manager, optionally return the current thread manager.

Declaration: `function SetThreadManager(const NewTM: TThreadManager;
var OldTM: TThreadManager) : Boolean`
`function SetThreadManager(const NewTM: TThreadManager) : Boolean`

Visibility: default

Description: `SetThreadManager` sets the thread manager to `NewTM`. If `OldTM` is given, `SetThreadManager` uses it to return the previously used thread manager.

The function returns `True` if the threadmanager was set successfully, `False` if an error occurred.

For more information about thread programming, see the programmer's guide.

Errors: If an error occurred cleaning up the previous manager, or an error occurred initializing the new manager, `False` is returned.

See also: `GetThreadManager` (1421), `TThreadManager` (1337)

75.11.372 SetUnicodeStringManager

Synopsis: Set the unicodestring manager

Declaration: `procedure SetUnicodeStringManager(const New: TUnicodeStringManager)`
`procedure SetUnicodeStringManager(const New: TUnicodeStringManager;
var Old: TUnicodeStringManager)`

Visibility: default

Description: `SetUnicodeStringManager` sets the current unicodestring manager to `New`. Optionally, it returns the currently active widestring manager in `Old`.

UnicodeStrings are implemented in different ways on different platforms. Therefore, the Free Pascal Runtime library has no fixed implementation of widestring routines. Instead, it defines a UnicodeString manager record, with callbacks that can be set to an implementation which is most efficient on the current platform. On windows, standard Windows routines will be used. On Unix and Linux, an implementation based on the C library is available (in unit `cwstring`).

It is possible to implement a custom unicodestring manager, optimized for the current application, without having to recompile the complete Run-Time Library.

See also: `TUnicodeStringManager` (1339)

75.11.373 SetVariantManager

Synopsis: Set the current variant manager.

Declaration: `procedure SetVariantManager(const VarMgr: tvariantmanager)`

Visibility: default

Description: `SetVariantManager` sets the variant manager to `varmgr`.

See also: `GetVariantManager` ([1422](#))

75.11.374 SetWideStringManager

Synopsis: Set the widestring manager

Declaration: `procedure SetWideStringManager(const New: TUnicodeStringManager)`
`procedure SetWideStringManager(const New: TUnicodeStringManager;`
`var Old: TUnicodeStringManager)`

Visibility: default

Description: `SetWideStringManager` sets the current widestring manager to `New`. Optionally, it returns the currently active widestring manager in `Old`.

WideStrings are implemented in different ways on different platforms. Therefore, the Free Pascal Runtime library has no fixed implementation of widestring routines. Instead, it defines a `WideString` manager record, with callbacks that can be set to an implementation which is most efficient on the current platform. On windows, standard Windows routines will be used. On Unix and Linux, an implementation based on the C library is available (in unit `cwstring`).

It is possible to implement a custom widestring manager, optimized for the current application, without having to recompile the complete Run-Time Library.

See also: `TWideStringManager` ([1346](#))

75.11.375 ShortCompareText

Synopsis: Compare 2 shortstrings

Declaration: `function ShortCompareText(const S1: shortstring; const S2: shortstring)`
`: SizeInt`

Visibility: default

Description: `ShortCompareText` compares two shortstrings, `S1` and `S2`, and returns the following result:

`<0`if `S1<S2`.

`0`if `S1=S2`.

`>0`if `S1>S2`.

The comparison of the two strings is case-insensitive. The function does not take internationalization settings into account, it simply compares ASCII values.

Errors: None.

See also: `CompareText` ([1590](#))

75.11.376 sin

Synopsis: Calculate sine of angle

Declaration: `function sin(d: ValReal) : ValReal`

Visibility: default

Description: `Sin` returns the sine of its argument `X`, where `X` is an angle in radians. If the absolute value of the argument is larger than $2\hat{6}3$, then the result is undefined.

Errors: None.

See also: `Cos` ([1393](#)), `Pi` ([1455](#)), `Exp` ([1408](#)), `Ln` ([1443](#))

Listing: `./refex/ex62.pp`

```

Program Example62;

  { Program to demonstrate the Sin function. }

begin
  Writeln (Sin(Pi):0:1); { Prints 0.0 }
  Writeln (Sin(Pi/2):0:1); { Prints 1.0 }
end.

```

75.11.377 SizeOf

Synopsis: Return size of a variable or type.

Declaration: `function SizeOf(X: TAnyType) : LongInt`

Visibility: default

Description: `SizeOf` returns the size, in bytes, of any variable or type-identifier.

Remark: This isn't really a RTL function. Its result is calculated at compile-time, and hard-coded in the executable.

Errors: None.

See also: `Addr` ([1354](#))

Listing: `./refex/ex63.pp`

```

Program Example63;

  { Program to demonstrate the SizeOf function. }
Var
  I : Longint;
  S : String [10];

begin
  Writeln (SizeOf(I)); { Prints 4 }
  Writeln (SizeOf(S)); { Prints 11 }
end.

```

75.11.378 SizeofResource

Synopsis: Return the size of a particular resource

Declaration: `function SizeofResource(ModuleHandle: TFPResourceHMODULE;
ResHandle: TFPResourceHandle) : LongWord`

Visibility: default

Description: `SizeOfResource` returns the size of the resource identified by `ResHandle` in module identified by `ModuleHandle`. `ResHandle` should be obtained from a call to `LoadResource` (1444)

Errors: In case of an error, 0 is returned.

See also: `FindResource` (1414), `FreeResource` (1418), `LoadResource` (1444), `LockResource` (1445), `UnlockResource` (1503), `FreeResource` (1418)

75.11.379 Slice

Synopsis: Return part of an array

Declaration: `function Slice(const A: ArrayType; ACount: Integer) : ArrayType2`

Visibility: default

Description: `Slice` returns the first `ACount` elements from the array `A`. It returns an array with the same element type as `A`, but this array is not assignment compatible to any other array, and can therefore only be used in open array arguments to functions.

See also: `Length` (1442), `SetLength` (1478)

Listing: `./refex/ex113.pp`

Program `Example113;`

{ Program to demonstrate the Slice function. }

procedure `ShowArray(const A: array of Integer);`

var

`l: Integer;`

begin

`for l := Low(A) to High(A) do`

`WriteLn(l, ' : ', A[l]);`

end;

begin

`ShowArray(Slice([1,2,3,4],2));`

end.

75.11.380 Space

Synopsis: Return a string of spaces

Declaration: `function Space(b: Byte) : shortstring`

Visibility: default

Description: `Space` returns a `shortstring` with length `B`, consisting of spaces.

See also: `StringOfChar` (1490)

75.11.381 Sptr

Synopsis: Return current stack pointer

Declaration: `function Sptr : Pointer`

Visibility: default

Description: `Sptr` returns the current stack pointer.

Errors: None.

See also: `SSeg` ([1487](#))

Listing: `./refex/ex64.pp`

```

program Example64;

  { Program to demonstrate the sptr function. }

  var p: puint;

  begin
    p:=ofs(sptr); { P Contains now the current stack position. }
  end.

```

75.11.382 sqr

Synopsis: Calculate the square of a value.

Declaration: `function sqr(l: LongInt) : LongInt`
`function sqr(l: Int64) : Int64`
`function sqr(l: QWord) : QWord`
`function sqr(d: ValReal) : ValReal`

Visibility: default

Description: `Sqr` returns the square of its argument X.

Errors: None.

See also: `Sqrt` ([1487](#)), `Ln` ([1443](#)), `Exp` ([1408](#))

Listing: `./refex/ex65.pp`

```

Program Example65;

  { Program to demonstrate the Sqr function. }
  Var i : Integer;

  begin
    For i:=1 to 10 do
      writeln (Sqr(i):3);
  end.

```

75.11.383 sqrt

Synopsis: Calculate the square root of a value

Declaration: `function sqrt(d: ValReal) : ValReal`

Visibility: default

Description: `Sqrt` returns the square root of its argument `X`, which must be positive.

Errors: If `X` is negative, then a run-time error is generated.

See also: `Sqr` ([1486](#)), `Ln` ([1443](#)), `Exp` ([1408](#))

Listing: `./refex/ex66.pp`

Program `Example66`;

{ Program to demonstrate the Sqrt function. }

```
begin
  WriteLn ( Sqrt(4):0:3); { Prints 2.000 }
  WriteLn ( Sqrt(2):0:3); { Prints 1.414 }
end.
```

75.11.384 Sseg

Synopsis: Return stack segment register value.

Declaration: `function Sseg : Word`

Visibility: default

Description: `SSeg` returns the Stack Segment. This function is only supported for compatibility reasons, as `Sptr` returns the correct contents of the stackpointer.

Errors: None.

See also: `Sptr` ([1486](#))

Listing: `./refex/ex67.pp`

Program `Example67`;

{ Program to demonstrate the SSeg function. }

```
Var W : Longint;
```

```
begin
  W:=SSeg;
end.
```

75.11.385 StackTop

Synopsis: Top location of the stack.

Declaration: `function StackTop : Pointer`

Visibility: default

Description: `StackTop` contains the top of the stack for the current process. It is used to check the heap on some operating systems, and is set by the system unit initialization code. Do not use or modify this value.

See also: `StackBottom` ([1351](#)), `StackLength` ([1352](#))

75.11.386 Str

Synopsis: Convert a numerical or enumeration value to a string.

Declaration: `procedure Str(var X: TNumericType; var S: string)`

Visibility: default

Description: `Str` returns a string which represents the value of `X`. `X` can be any numerical or enumerated type. The actual declaration of `Str` is not according to pascal syntax, and should be

```
procedure Str(var X: TNumericType[:NumPlaces[:Decimals]];var S: String)
```

Where the optional `NumPlaces` and `Decimals` specifiers control the formatting of the string: `NumPlaces` gives the total width of the string, and `Decimals` the number of decimals after the decimal separator char.

`Str` can also be used to convert an enumerated type value to a string representation of the declared enumeration value. That means that the following will work:

```
Type
  TMyEnum = (OnE);

Var
  S : String;
begin
  Str(one, s);
  Writeln(S);
end.
```

This will write `OnE` on the screen, which is consistent with the following - equivalent - program:

```
Type
  TMyEnum = (OnE);

Var
  S : String;
  E : TMyEnum;
begin
  E:=one;
  Str(E, s);
  Writeln(S);
end.
```

For scoped enumerated types, only the value is written, which means the following program will have the same output:

```

{$SCOPEENUMS+}
Type
  TMyEnum = (OnE);

Var
  S : String;

begin
  Str(one, s);
  Writeln(S);
end.

```

Errors: None.

See also: Val ([1506](#))

Listing: ./refex/ex68.pp

```

Program Example68;

{ Program to demonstrate the Str function. }
Var S : String;

Function IntToStr (I : Longint) : String;

Var S : String;

begin
  Str (I,S);
  IntToStr:=S;
end;

begin
  S:= '*'+IntToStr(-233)+'*';
  Writeln (S);
end.

```

75.11.387 StringCodePage

Synopsis: Get the code page of a string

Declaration:

```

function StringCodePage(const S: RawByteString) : TSystemCodePage
    ; Overload
function StringCodePage(const S: UnicodeString) : TSystemCodePage
    ; Overload

```

Visibility: default

Description: `StringCodePage` returns the code page of a string (`S`), regardless of the string type. It accesses the internal structures of the string to retrieve this information. For an empty string, `DefaultSystemCodePage` ([1349](#)) is returned.

See also: `DefaultSystemCodePage` ([1349](#)), `StringElementSize` ([1490](#)), `StringRefCount` ([1490](#)), `SetCodePage` ([1477](#))

75.11.388 StringElementSize

Synopsis: Get the character size of a string.

Declaration: `function StringElementSize(const S: RawByteString) : Word; Overload`
`function StringElementSize(const S: UnicodeString) : Word; Overload`

Visibility: default

Description: `StringCodePage` returns the character size of a string (S), regardless of the string type. It accesses the internal structures of the string to retrieve this information. For an empty string, `SizeOf(AnsiChar)` (normally 1) is returned.

See also: `StringCodePage` (1489), `StringRefCount` (1490)

75.11.389 StringOfChar

Synopsis: Return a string consisting of 1 character repeated N times.

Declaration: `function StringOfChar(c: AnsiChar; l: SizeInt) : AnsiString`

Visibility: default

Description: `StringOfChar` creates a new `String` of length `l` and fills it with the character `c`.

It is equivalent to the following calls:

```
SetLength(StringOfChar, l);
FillChar(Pointer(StringOfChar)^, Length(StringOfChar), c);
```

Errors: None.

See also: `SetLength` (1478)

Listing: `./refex/ex97.pp`

Program Example97;

`{ $H+ }`

`{ Program to demonstrate the StringOfChar function. }`

Var S : **String**;

begin

 S:=StringOfChar(' ',40)+'Aligned at column 41.';

WriteLn(s);

end.

75.11.390 StringRefCount

Synopsis: Get the reference count of a string

Declaration: `function StringRefCount(const S: RawByteString) : SizeInt; Overload`
`function StringRefCount(const S: UnicodeString) : SizeInt; Overload`

Visibility: default

Description: `StringRefCount` returns the reference count of a string (`S`), regardless of the string type. It accesses the internal structures of the string to retrieve this information. For an empty string, 0 is returned.

See also: [StringCodePage \(1489\)](#), [StringElementSize \(1490\)](#)

75.11.391 StringToPPChar

Synopsis: Split string in list of null-terminated strings

Declaration:

```
function StringToPPChar(var S: AnsiString; ReserveEntries: Integer)
    : PPChar
function StringToPPChar(S: PChar; ReserveEntries: Integer) : PPChar
```

Visibility: default

Description: `StringToPPChar` splits the string `S` in words, replacing any whitespace with zero characters. It returns a pointer to an array of pchars that point to the first letters of the words in `S`. This array is terminated by a `Nil` pointer.

The function does *not* add a zero character to the end of the string unless it ends on whitespace.

The function reserves memory on the heap to store the array of `PChar`; The caller is responsible for freeing this memory.

This function is only available on certain platforms.

Errors: None.

See also: [ArrayStringToPPchar \(1356\)](#)

75.11.392 StringToUnicodeChar

Synopsis: Convert an ansistring to a null-terminated array of unicode characters.

Declaration:

```
function StringToUnicodeChar(const Src: RawByteString;
    Dest: PUnicodeChar; DestSize: SizeInt)
    : PUnicodeChar
```

Visibility: default

Description: `StringToUnicodeChar` converts the ansistring `S` to a unicodestring and places the result in `Dest`. The size of the memory location pointed to by `Dest` must be given in `DestSize`. If the result string is longer than the available size, the result string will be truncated.

The function always returns `Dest`.

Errors: No check is performed to see whether `Dest` points to a valid memory location.

See also: [UnicodeCharToString \(1502\)](#), [UnicodeCharLenToString \(1501\)](#)

75.11.393 StringToWideChar

Synopsis: Convert a string to an array of widechars.

Declaration:

```
function StringToWideChar(const Src: RawByteString; Dest: PWideChar;
    DestSize: SizeInt) : PWideChar
```

Visibility: default

Description: `StringToWideChar` converts an ansistring `Src` to a null-terminated array of `WideChars`. The destination for this array is pointed to by `Dest`, and contains room for at least `DestSize` widechars.

Errors: No validity checking is performed on `Dest`.

See also: `WideCharToString` (1509), `WideCharToStrVar` (1510), `WideCharLenToStrVar` (1509), `WideCharLenToString` (1509)

75.11.394 `strlen`

Synopsis: Length of a null-terminated string.

Declaration: `function strlen(p: PChar) : SizeInt`

Visibility: default

Description: Returns the length of the null-terminated string `P`.

Errors: None.

75.11.395 `strupas`

Synopsis: Convert a null-terminated string to a shortstring.

Declaration: `functionstrupas(p: PChar) : shortstring`

Visibility: default

Description: Converts a null terminated string in `P` to a Pascal string, and returns this string. The string is truncated at 255 characters.

Errors: None.

75.11.396 `subtract(variant,variant):variant`

Synopsis: Implement subtraction (`-`) operation on variants.

Declaration: `operator -(const op1: variant; const op2: variant) : variant`

Visibility: default

Description: The implementation of the subtraction `-` operation is delegated to the variant manager with operation `opSubtract`.

Errors: Execution of this operator may result in an exception if no variant manager is installed or if the types of the operand are not suitable for the operation.

See also: `operator -(variant, variant): variant` (1280)

75.11.397 `Succ`

Synopsis: Return next element of ordinal type.

Declaration: `function Succ(X: TOrdinal) : TOrdinal`

Visibility: default

Description: Succ returns the element that succeeds the element that was passed to it. If it is applied to the last value of the ordinal type, and the program was compiled with range checking on (`{ $R+ }`), then a run-time error will be generated.

for an example, see Ord (1453).

Errors: Run-time error 201 is generated when the result is out of range.

See also: Ord (1453), Pred (1457), High (1426), Low (1447)

75.11.398 SuspendThread

Synopsis: Suspend a running thread.

Declaration: `function SuspendThread(threadHandle: TThreadID) : DWord`

Visibility: default

Description: SuspendThread suspends a running thread. The thread is identified with its handle or ID `threadHandle`.

The function returns zero if succesful. A nonzero return value indicates failure.

Errors: If a failure occurred, a nonzero result is returned. The meaning is system dependent.

See also: ResumeThread (1465), KillThread (1441)

75.11.399 Swap

Synopsis: Swap high and low bytes/words of a variable

Declaration: `function swap(X: Word) : Word`
`function Swap(X: Integer) : Integer`
`function swap(X: LongInt) : LongInt`
`function Swap(X: Cardinal) : Cardinal`
`function Swap(X: QWord) : QWord`
`function swap(X: Int64) : Int64`

Visibility: default

Description: Swap swaps the high and low order bytes of X if X is of type `Word` or `Integer`, or swaps the high and low order words of X if X is of type `Longint` or `Cardinal`. The return type is the type of X

Errors: None.

See also: Lo (1444), Hi (1426)

Listing: `./refex/ex69.pp`

Program Example69;

{ Program to demonstrate the Swap function. }

Var W : Word;

 L : Longint;

begin

 W := \$1234;

 W := Swap(W);

if W > \$3412 **then**

```

    writeln ( 'Error when swapping word !' );
    L := $12345678;
    L := Swap(L);
    if L <> $56781234 then
        writeln ( 'Error when swapping Longint !' );
    end.

```

75.11.400 SwapEndian

Synopsis: Swap endianness of the argument

Declaration: function SwapEndian(const AValue: SmallInt) : SmallInt
function SwapEndian(const AValue: Word) : Word
function SwapEndian(const AValue: LongInt) : LongInt
function SwapEndian(const AValue: DWord) : DWord
function SwapEndian(const AValue: Int64) : Int64
function SwapEndian(const AValue: QWord) : QWord

Visibility: default

Description: SwapEndian will swap the endianness of the bytes in its argument.

Errors: None.

See also: hi ([1426](#)), lo ([1444](#)), swap ([1493](#)), BEToN ([1378](#)), NToBE ([1451](#)), NToLE ([1451](#)), LEToN ([1443](#))

75.11.401 SysAllocMem

Synopsis: System memory manager: Allocate memory

Declaration: function SysAllocMem(size: PtrUInt) : Pointer

Visibility: default

Description: SysFreeMem is the system memory manager implementation for AllocMem ([1355](#))

See also: AllocMem ([1355](#))

75.11.402 SysAssert

Synopsis: Standard Assert failure implementation

Declaration: procedure SysAssert(const Msg: ShortString; const FName: ShortString;
LineNo: LongInt; ErrorAddr: Pointer)

Visibility: default

Description: SysAssert is the standard implementation of the assertion failed code. It is the default value of the AssertErrorProc constant. It will print the assert message Msg together with the filename FName and linenumber LineNo to standard error output (StdErr) and will halt the program with exit code 227. The error address ErrorAddr is ignored.

See also: AssertErrorProc ([1286](#))

75.11.403 SysBackTraceStr

Synopsis: Format an address suitable for inclusion in a backtrace

Declaration: `function SysBackTraceStr(Addr: CodePointer) : ShortString`

Visibility: default

Description: `SysBackTraceStr` will create a string representation of the address `Addr`, suitable for inclusion in a stack backtrace.

Errors: None.

75.11.404 SysFlushStdIO

Synopsis: Flush all standard IO file descriptors

Declaration: `procedure SysFlushStdIO`

Visibility: default

Description: `SysFlushStdIO` calls `flush` (1415) on all standard file descriptors: `output` (1351), `stdout` (1352), `stderr` (1352), `erroutput` (1350)

See also: `output` (1351), `stdout` (1352), `stderr` (1352), `erroutput` (1350), `flush` (1415)

75.11.405 SysFreemem

Synopsis: System memory manager free routine.

Declaration: `function SysFreemem(p: pointer) : PtrUInt`

Visibility: default

Description: `SysFreeem` is the system memory manager implementation for `FreeMem` (1417)

See also: `FreeMem` (1417)

75.11.406 SysFreememSize

Synopsis: System memory manager free routine.

Declaration: `function SysFreememSize(p: pointer; Size: PtrUInt) : PtrUInt`

Visibility: default

Description: `SysFreeemSize` is the system memory manager implementation for `FreeMem` (1417)

See also: `MemSize` (1448)

75.11.407 SysGetFPCHeapStatus

Synopsis: Return the status of the FPC heapmanager

Declaration: `function SysGetFPCHeapStatus : TFPCHeapStatus`

Visibility: default

Description: `SysGetFPCHHeapStatus` returns the status of the default FPC heapmanager. It is set as the default value of the corresponding `GetFPCHHeapStatus` (1419) function.

Errors: None. The result of this function is bogus information if the current heapmanager is not the standard FPC heapmanager.

See also: `GetFPCHHeapStatus` (1419)

75.11.408 SysGetHeapStatus

Synopsis: System implementation of `GetHeapStatus` (1419)

Declaration: `function SysGetHeapStatus : THeapStatus`

Visibility: default

Description: `SysGetHeapStatus` is the system implementation of the `GetHeapStatus` (1419) call.

See also: `GetHeapStatus` (1419)

75.11.409 SysGetmem

Synopsis: System memory manager memory allocator.

Declaration: `function SysGetmem(Size: PtrUInt) : Pointer`

Visibility: default

Description: `SysGetmem` is the system memory manager implementation for `GetMem` (1419)

See also: `GetMem` (1419), `GetMemory` (1420)

75.11.410 SysInitExceptions

Synopsis: Initialize exceptions.

Declaration: `procedure SysInitExceptions`

Visibility: default

Description: `SysInitExceptions` initializes the exception system. This procedure should never be called directly, it is taken care of by the RTL.

75.11.411 SysInitFPU

Synopsis: Initialize the FPU

Declaration: `procedure SysInitFPU`

Visibility: default

Description: `SysInitFPU` initializes (resets) the floating point unit, if one is available. It is called for instance when a new thread is started.

See also: `BeginThread` (1378)

75.11.412 SysInitStdIO

Synopsis: Initialize standard input and output.

Declaration: `procedure SysInitStdIO`

Visibility: default

Description: `SysInitStdIO` initializes the standard input and output files: Output (1351), Input (1350) and `StdErr` (1352). This routine is called by the initialization code of the system unit, there should be no need to call it directly.

75.11.413 SysMemSize

Synopsis: System memory manager: free size.

Declaration: `function SysMemSize(p: pointer) : PtrUInt`

Visibility: default

Description: `SysFreeMemSize` is the system memory manager implementation for `MemSize` (1448)

See also: `MemSize` (1448)

75.11.414 SysReAllocMem

Synopsis: System memory manager: Reallocate memory

Declaration: `function SysReAllocMem(var p: pointer; size: PtrUInt) : Pointer`

Visibility: default

Description: `SysReAllocMem` is a help routine for the system memory manager implementation for `ReAllocMem` (1463).

See also: `ReAllocMem` (1463)

75.11.415 SysResetFPU

Synopsis: Reset the floating point unit.

Declaration: `procedure SysResetFPU`

Visibility: default

Description: `SysResetFPU` resets the floating point unit. There should normally be no need to call this unit; the compiler itself takes care of this.

75.11.416 SysSetCtrlBreakHandler

Synopsis: System CTRL-C handler

Declaration: `function SysSetCtrlBreakHandler(Handler: TCtrlBreakHandler)
: TCtrlBreakHandler`

Visibility: default

Description: `SysSetCtrlBreakHandler` sets the CTRL-C handler to the `Handler` callback, and returns the previous value of the handler.

See also: `TCtrlBreakHandler` (1324)

75.11.417 SysTryResizeMem

Synopsis: System memory manager: attempt to resize memory.

Declaration: `function SysTryResizeMem(var p: pointer; size: PtrUInt) : Boolean`

Visibility: default

Description: `SysTryResizeMem` is a help routine for the system memory manager implementation for `ReAllocMem` (1463), `SysReAllocMem` (1497)

See also: `SysReAllocMem` (1497), `ReAllocMem` (1463)

75.11.418 ThreadGetPriority

Synopsis: Return the priority of a thread.

Declaration: `function ThreadGetPriority(threadHandle: TThreadID) : LongInt`

Visibility: default

Description: `ThreadGetPriority` returns the priority of thread `TThreadID` to `Prio`. The returned priority is a value between -15 and 15.

Errors: None.

See also: `ThreadSetPriority` (1498)

75.11.419 ThreadSetPriority

Synopsis: Set the priority of a thread.

Declaration: `function ThreadSetPriority(threadHandle: TThreadID; Prio: LongInt) : Boolean`

Visibility: default

Description: `ThreadSetPriority` sets the priority of thread `TThreadID` to `Prio`. Priority is a value between -15 and 15.

Errors: None.

See also: `ThreadGetPriority` (1498)

75.11.420 ThreadSwitch

Synopsis: Signal possibility of thread switch

Declaration: `procedure ThreadSwitch`

Visibility: default

Description: `ThreadSwitch` signals the operating system that the thread should be suspended and that another thread should be executed.

This call is a hint only, and may be ignored.

See also: `SuspendThread` (1493), `ResumeThread` (1465), `KillThread` (1441)

75.11.421 ToSingleByteFileSystemEncodedFileName

Synopsis: Convert string to encoding for use in single-byte filesystem API

Declaration:

```
function ToSingleByteFileSystemEncodedFileName(const Str: UnicodeString)
                                         : RawByteString
function ToSingleByteFileSystemEncodedFileName
                                         (const arr: Array of WideChar)
                                         : RawByteString
function ToSingleByteFileSystemEncodedFileName(const Str: RawByteString)
                                         : RawByteString
```

Visibility: default

Description: `ToSingleByteFileSystemEncodedFileName` converts the argument (`Str` or `Arr`) to a single-byte string, encoded using the codepage used by the single-byte filesystem API.

This routine is simply an auxiliary routine, which converts the argument to a single-byte string using `DefaultFileSystemCodePage` (1348) as a codepage.

See also: `DefaultFileSystemCodePage` (1348)

75.11.422 trunc

Synopsis: Truncate a floating point value.

Declaration:

```
function trunc(d: ValReal) : Int64
```

Visibility: default

Description: `Trunc` returns the integer part of `X`, which is always smaller than (or equal to) `X` in absolute value.

Errors: None.

See also: `Frac` (1417), `Int` (1436), `Round` (1470)

Listing: `./refex/ex70.pp`

Program `Example70`;

{ Program to demonstrate the Trunc function. }

```
begin
  WriteLn (Trunc(123.456)); { Prints 123 }
  WriteLn (Trunc(-123.456)); { Prints -123 }
  WriteLn (Trunc(12.3456)); { Prints 12 }
  WriteLn (Trunc(-12.3456)); { Prints -12 }
end.
```

75.11.423 Truncate

Synopsis: Truncate the file at position

Declaration:

```
procedure Truncate(var F: File)
```

Visibility: default

Description: `Truncate` truncates the (opened) file `F` at the current file position.

Errors: Depending on the state of the `{SI}` switch, a runtime error can be generated if there is an error. In the `{SI-}` state, use `IOResult` to check for errors.

See also: [Append \(1355\)](#), [Filepos \(1409\)](#), [Seek \(1473\)](#)

Listing: `./refex/ex71.pp`

Program `Example71`;

```
{ Program to demonstrate the Truncate function. }

Var F : File of longint;
      I,L : Longint;

begin
  Assign (F, 'test.tmp');
  Rewrite (F);
  For I:=1 to 10 Do
    Write (F,I);
  Writeln ( 'Filesize before Truncate : ',FileSize(F));
  Close (f);
  Reset (F);
  Repeat
    Read (F,I);
  Until i=5;
  Truncate (F);
  Writeln ( 'Filesize after Truncate : ',FileSize(F));
  Close (f);
end.
```

75.11.424 TryEnterCriticalSection

Synopsis: Try entering a critical section

Declaration: `function TryEnterCriticalSection(var cs: TRTLCriticalSection) : LongInt`

Visibility: default

Description: `TryEnterCriticalSection` attempts to enter critical section `cs`. It returns at once. The return value is zero if another thread owns the critical section, or nonzero if the current thread already owns or successfully obtained the critical section.

75.11.425 TypeInfo

Synopsis: Return pointer to type information for type

Declaration: `function TypeInfo(const T: AnyType) : Pointer`

Visibility: default

Description: `TypeInfo` is a compiler intrinsic: it returns a pointer to the generated type information (RTTI) for the type `T`. If no type information was yet generated for the type, this statement will ensure that type information is available, i.e. the result is always non-nil.

See also: [Default \(1395\)](#), [TypeOf \(1501\)](#), [Initialize \(1433\)](#), [Finalize \(1413\)](#)

75.11.426 **TypeOf**

Synopsis: Return pointer to VMT of an object

Declaration: `function TypeOf(T: TObjectType) : Pointer`

Visibility: default

Description: `TypeOf` is a compiler intrinsic: it returns a pointer to the VMT of the object type `T`.

See also: [Default \(1395\)](#), [TypeInfo \(1500\)](#)

75.11.427 **UCS4StringToUnicodeString**

Synopsis: Convert a UCS-4 encoded string to a unicode string

Declaration: `function UCS4StringToUnicodeString(const s: UCS4String) : UnicodeString`

Visibility: default

Description: `UCS4StringToUnicodeString` converts the UCS-4 encoded string `S` to a unicode string and returns the resulting string.

This function requires the widestring manager.

See also: [UnicodeStringToUCS4String \(1503\)](#)

75.11.428 **UCS4StringToWideString**

Synopsis:

Declaration: `function UCS4StringToWideString(const s: UCS4String) : WideString`

Visibility: default

Description:

75.11.429 **Unassigned**

Synopsis: Unassigned variant.

Declaration: `function Unassigned : Variant`

Visibility: default

75.11.430 **UnicodeCharLenToString**

Synopsis: Convert a memory buffer with unicode characters to an ansistring

Declaration: `function UnicodeCharLenToString(S: PUnicodeChar; Len: SizeInt)
: UnicodeString`

Visibility: default

Description: `UnicodeCharLenToString` converts the unicode characters in buffer `S` with at most `len` bytes length, to an ansistring and returns the result.

This function requires the use of a widestring manager.

Errors: No checking is done to see if the pointer `S` or length `len` are valid.

See also: [StringToUnicodeChar \(1491\)](#), [UnicodeCharToString \(1502\)](#)

75.11.431 UnicodeCharLenToStrVar

Synopsis: Convert a memory buffer with unicode characters to an ansistring

```
Declaration: procedure UnicodeCharLenToStrVar(Src: PUnicodeChar; Len: SizeInt;
                                             out Dest: UnicodeString)
           procedure UnicodeCharLenToStrVar(Src: PUnicodeChar; Len: SizeInt;
                                             out Dest: AnsiString)
```

Visibility: default

Description: `UnicodeCharLenToString` converts the unicode characters in buffer `S` with at most `len` bytes length, to an ansistring and returns the result in `Dest`

This function does the same as `UnicodeCharLenToString` (1501).

Errors: No checking is done to see if the pointer `S` or length `len` are valid.

See also: `StringToUnicodeChar` (1491), `UnicodeCharToString` (1502), `UnicodeCharLenToString` (1501), `UnicodeCharToStrVar` (1502)

75.11.432 UnicodeCharToString

Synopsis: Convert unicode character to string

```
Declaration: function UnicodeCharToString(S: PUnicodeChar) : UnicodeString
```

Visibility: default

Description: `UnicodeCharToString` converts a null-word-terminated array of unicode characters in `S` to an `AnsiString` value. It simply calls `UnicodeCharLenToString` (1501) with the length of the string `S`.

This function requires the use of a widestring manager.

Errors: No checking is done to see if the pointer `S` is valid.

See also: `StringToUnicodeChar` (1491), `UnicodeCharLenToString` (1501), `WidestringManager` (1352)

75.11.433 UnicodeCharToStrVar

Synopsis: Convert a null-terminated memory buffer with unicode characters to an ansistring

```
Declaration: procedure UnicodeCharToStrVar(S: PUnicodeChar; out Dest: AnsiString)
```

Visibility: default

Description: `UnicodeCharLenToString` converts the unicode characters in buffer `S` up to the first null word, to an ansistring and returns the result in `Dest`

This function does the same as `UnicodeCharToString` (1502).

Errors: No checking is done to see if the pointer `S` is valid.

See also: `StringToUnicodeChar` (1491), `UnicodeCharToString` (1502), `UnicodeCharLenToString` (1501), `UnicodeCharToString` (1502)

75.11.434 UnicodeStringToUCS4String

Synopsis: Convert a unicode string to a UCS-4 string.

Declaration: `function UnicodeStringToUCS4String(const s: UnicodeString) : UCS4String`

Visibility: default

Description: `UnicodeStringToUCS4String` converts a unicode string `S` to a UCS-4 encoded string, and returns the resulting string.

This function requires the `widestring` manager.

See also: `UCS4StringToUnicodeString` ([1501](#))

75.11.435 UnicodeToUtf8

Synopsis:

Declaration: `function UnicodeToUtf8(Dest: PChar; Source: PUnicodeChar; MaxBytes: SizeInt) : SizeInt`
`function UnicodeToUtf8(Dest: PChar; MaxDestBytes: SizeUInt; Source: PUnicodeChar; SourceChars: SizeUInt) : SizeUInt`

Visibility: default

Description:

75.11.436 UniqueString

Synopsis: Make sure reference count of string is 1

Declaration: `procedure UniqueString(var S: RawByteString)`
`procedure UniqueString(var S: UnicodeString)`
`procedure UniqueString(var S: WideString)`

Visibility: default

Description: `UniqueString` ensures that the anstring `S` has reference count 1. It makes a copy of `S` if this is necessary, and returns the copy in `S`

Errors: None.

75.11.437 UnlockResource

Synopsis: Unlock a previously locked resource

Declaration: `function UnlockResource(ResData: TFPResourceHGLOBAL) : LongBool`

Visibility: default

Description: `UnlockResource` unlocks a previously locked resource. Note that this function does not exist on windows, it's only needed on other platforms.

Errors: The function returns `False` if it failed.

See also: `FindResource` ([1414](#)), `FreeResource` ([1418](#)), `SizeofResource` ([1485](#)), `LoadResource` ([1444](#)), `lockResource` ([1445](#)), `FreeResource` ([1418](#))

75.11.438 UnPack

Synopsis: Create unpacked array from packed array

Declaration: `procedure UnPack(const Z: PackedArrayType; out A: UnpackedArrayType;
StartIndex: TIndexType)`

Visibility: default

Description: `UnPack` will copy the elements of a packed array (Z) to an unpacked array (A). All elements in Z are copied to A, starting at index `StartIndex` in A. The type of the index variable `StartIndex` must match the type of the index of A.

Obviously, the type of the elements of the arrays A and Z must match.

See also: `Pack` ([1454](#))

75.11.439 upCase

Synopsis: Convert a string to all uppercase.

Declaration: `function upCase(const s: shortstring) : shortstring
function upCase(c: Char) : Char
function upcase(const s: ansistring) : ansistring
function UpCase(const s: UnicodeString) : UnicodeString
function UpCase(c: UnicodeChar) : UnicodeChar
function UpCase(const s: WideString) : WideString`

Visibility: default

Description: `UpCase` returns the uppercase version of its argument C. If its argument is a string, then the complete string is converted to uppercase. The type of the returned value is the same as the type of the argument.

`UpCase` does not change the number of characters in the string.

Errors: None.

See also: `Lowercase` ([1447](#))

Listing: `./refex/ex72.pp`

```

program Example72;

  { Program to demonstrate the upcase function. }

  var c:char;

  begin
    for c:= 'a' to 'z' do
      write(upcase(c));
      Writeln;
      { This doesn't work in TP, but it does in Free Pascal }
      Writeln(upcase('abcdefghijklmnopqrstuvwxy'));
  end.

```

75.11.440 Utf8CodePointLen

Synopsis: Length of an UTF-8 codepoint.

```
Declaration: function Utf8CodePointLen(P: PAnsiChar; MaxLookAhead: SizeInt;
                                     IncludeCombiningDiacriticalMarks: Boolean)
                                     : SizeInt
```

Visibility: default

Description: `Utf8CodePointLen` returns the length of the UTF-8 codepoint starting at the beginning of `P`. It will look at at most `MaxLookAhead` bytes to do create this codepoint. If `IncludeCombiningDiacriticalMarks` is true, combining diacritical marks trailing the first codepoint (which itself can also be such a mark) will be considered to be part of the codepoint.

If the function returns a value > 0 , then this is the number of bytes occupied by the codepoint and, if requested, the trailing combining diacritical marks. If the result $= 0$, this means that all bytes within the requested `MaxLookAhead` could be part of a single valid codepoint and, if requested, its trailing diacritical marks, but that the codepoint is incomplete and more bytes need to be looked at. If the result is < 0 , then the function determined that the codepoint was invalid after processing the number of bytes equal to the absolute value of the function result.

If `IncludeCombiningDiacriticalMarks` is True, then

- If the function processes all `MaxLookAhead` bytes, it will return the value `MaxLookAhead` rather than 0, even though in theory more combining diacritical marks might follow if more bytes would be looked at. Therefore, in order to ascertain that all combining diacritical marks are processed, pass all bytes at once to this function.
- If an invalid sequence is detected while processing a potential combining diacritical mark after a valid codepoint has been found already, the function will return the length of this valid codepoint (plus that of any preceding valid combining diacritical marks) as a positive value. The idea is that this invalid sequence at the end is by definition not a combining diacritical mark (since all of those are valid sequences) and hence should not render the preceding codepoint invalid.

Errors: None.

75.11.441 UTF8Decode

Synopsis: Convert an UTF-8 encoded ansistring to a unicodestring

```
Declaration: function UTF8Decode(const s: RawByteString) : UnicodeString
```

Visibility: default

Description: `UTF8Decode` converts the UTF-8 encoded ansistring `S` to a unicodestring and returns the resulting string. It calls the low-level `Utf8ToUnicode` (1506) function to do the actual work.

See also: `UTF8Encode` (1505), `Utf8ToAnsi` (1506), `SetWideStringManager` (1483), `Utf8ToUnicode` (1506)

75.11.442 UTF8Encode

Synopsis: Convert a widestring or unicodestring to an UTF-8 encoded ansistring

```
Declaration: function UTF8Encode(const s: RawByteString) : RawByteString
function UTF8Encode(const s: UnicodeString) : RawByteString
function UTF8Encode(const s: WideString) : RawByteString
```

Visibility: default

Description: `UTF8Encode` converts an `ansistring` or `widestring` `S` to the equivalent UTF-8 encoded unicode string and returns this resulting string. It calls the low-level `UnicodeToUTF8` (1503) function to do the actual work.

The resulting string has code page `CP_UTF8`.

See also: `UTF8Decode` (1505), `Utf8ToAnsi` (1506), `UnicodeToUtf8` (1503), `SetWideStringManager` (1483)

75.11.443 `Utf8ToAnsi`

Synopsis: Convert a UTF-8 encoded unicode string to an `ansistring`

Declaration: `function Utf8ToAnsi(const s: RawByteString) : RawByteString`

Visibility: default

Description: `Utf8ToAnsi` converts an utf8-encode unicode string to an `ansistring`. It converts the string to a `widestring` and then converts the `widestring` to an `ansistring`.

For this function to work, a `widestring` manager must be installed.

See also: `UTF8Encode` (1505), `UTF8Decode` (1505), `SetWideStringManager` (1483)

75.11.444 `Utf8ToUnicode`

Synopsis: Convert a buffer with UTF-8 characters to `widestring` characters

Declaration: `function Utf8ToUnicode(Dest: PUnicodeChar; Source: PChar;
MaxChars: SizeInt) : SizeInt`
`function Utf8ToUnicode(Dest: PUnicodeChar; MaxDestChars: SizeUInt;
Source: PChar; SourceBytes: SizeUInt) : SizeUInt`

Visibility: default

Description: `Utf8ToUnicode` converts the buffer in `Source` with a length of `SourceBytes` or for a maximum length of `MaxChars` (or `MaxDestChars`) `widestring` characters to the buffer pointed to by `Dest`.

The function returns the number of copied `widestring` characters.

Errors: On error, -1 is returned.

See also: `UTF8Encode` (1505), `UTF8Decode` (1505), `Utf8ToAnsi` (1506), `SetWideStringManager` (1483)

75.11.445 `Val`

Synopsis: Calculate numerical/enumerated value of a string.

Declaration: `procedure Val(const S: string; var V; var Code: Word)`

Visibility: default

Description: `Val` converts the value represented in the string `S` to a numerical value or an enumerated value, and stores this value in the variable `V`, which can be of type `Longint`, `Real` and `Byte` or any enumerated type. If the conversion isn't successful, then the parameter `Code` contains the index of the character in `S` which prevented the conversion. The string `S` is allowed to contain spaces in the beginning.

The string *S* can contain a number in decimal, hexadecimal, binary or octal format, as described in the language reference. For enumerated values, the string must be the name of the enumerated value. The name is searched case insensitively.

For hexadecimal values, the prefix '0x' or 'x' (case insensitive) may be used as well.

The conversion to enumerated exists only as of version 2.3.1 (or later) of the compiler.

Errors: If the conversion doesn't succeed, the value of *Code* indicates the position where the conversion went wrong. The value of *V* is then undefined.

See also: [Str \(1488\)](#)

Listing: ./refex/ex74.pp

Program Example74;

```
{ Program to demonstrate the Val function. }
Var I, Code : Integer;

begin
  Val ( ParamStr (1), I, Code);
  If Code <> 0 then
    WriteLn ( 'Error at position ', code, ' : ', Paramstr(1)[Code])
  else
    WriteLn ( 'Value : ', I);
end.
```

75.11.446 VarArrayGet

Synopsis:

Declaration: `function VarArrayGet(const A: Variant; const Indices: Array of LongInt) : Variant`

Visibility: default

Description:

75.11.447 VarArrayPut

Synopsis: Put a value in a single cell of a variant array

Declaration: `procedure VarArrayPut(var A: Variant; const Value: Variant; const Indices: Array of LongInt)`

Visibility: default

Description: `VarArrayPut` puts *Value* in the variant array *A* at the location indicated by *Indices*. Thus the statement

```
VarArrayPut (A, B, [2, 1]);
```

is equivalent to

```
A[2, 1] := B;
```


The difference is that the previous is usable when the amount of indices is not known at compile time.

Errors: If the number of indices is wrong (or out of range) an exception may be raised.

See also: [VarArrayGet \(1507\)](#)

75.11.448 **VarArrayRedim**

Synopsis: Redimension a variant array

Declaration: `procedure VarArrayRedim(var A: Variant; HighBound: SizeInt)`

Visibility: default

Description: `VarArrayRedim` re-sizes the first dimension of the variant array `A`, giving it a new high bound `HighBound`. Obviously, `A` must be a variant array for this function to work.

75.11.449 **VarCast**

Synopsis: Cast a variant to a certain type

Declaration: `procedure VarCast(var dest: variant; const source: variant;
vartype: LongInt)`

Visibility: default

Description: `VarCast` converts the variant in `Source` to the type indicated in `VarType` and returns the result in `dest`. The `VarType` must be one of the pre-defined `VarNNN` constants.

Errors: If the conversion is not possible because the value cannot be correctly casted, then a run-time error or an exception may occur.

75.11.450 **WaitForThreadTerminate**

Synopsis: Wait for a thread to terminate.

Declaration: `function WaitForThreadTerminate(threadHandle: TThreadID;
TimeoutMs: LongInt) : DWord`

Visibility: default

Description: `WaitForThreadTerminate` waits for a thread to finish its execution. The thread is identified by its handle or ID `threadHandle`. If the thread does not exit within `TimeoutMs` milliseconds, the function will return with an error value.

The function returns the exit code of the thread.

Not all platforms support the timeout parameter: the Unix platforms (with threads support based on `pthreads`) do not support timeout, and will wait indefinitely for the thread to exit.

See also: [EndThread \(1401\)](#), [KillThread \(1441\)](#)

75.11.451 WideCharLenToString

Synopsis: Convert a length-limited array of widechar to an ansistring

Declaration: `function WideCharLenToString(S: PWideChar; Len: SizeInt) : UnicodeString`

Visibility: default

Description: `WideCharLenToString` converts at most `Len` widecharacters from the null-terminated widechar array `S` to an ansistring, and returns the ansistring.

Errors: No validity checking is performed on `S`. Passing an invalid pointer may lead to access violations.

See also: [StringToWideChar \(1491\)](#), [WideCharToString \(1509\)](#), [WideCharToStrVar \(1510\)](#), [WideCharLenToStrVar \(1509\)](#)

75.11.452 WideCharLenToStrVar

Synopsis: Convert a length-limited array of widechar to an ansistring

Declaration: `procedure WideCharLenToStrVar(Src: PWideChar; Len: SizeInt;
out Dest: UnicodeString)
procedure WideCharLenToStrVar(Src: PWideChar; Len: SizeInt;
out Dest: AnsiString)`

Visibility: default

Description: `WideCharLenToString` converts at most `Len` widecharacters from the null-terminated widechar array `Src` to an ansistring, and returns the ansistring in `Dest`.

Errors: No validity checking is performed on `Src`. Passing an invalid pointer may lead to access violations.

See also: [StringToWideChar \(1491\)](#), [WideCharToString \(1509\)](#), [WideCharToStrVar \(1510\)](#), [WideCharLenToString \(1509\)](#)

75.11.453 WideCharToString

Synopsis: Convert a null-terminated array of widechar to an ansistring

Declaration: `function WideCharToString(S: PWideChar) : UnicodeString`

Visibility: default

Description: `WideCharToString` converts the null-terminated widechar array `S` to an ansistring, and returns the ansistring.

Errors: No validity checking is performed on `Src`. Passing an invalid pointer, or an improperly terminated array may lead to access violations.

See also: [StringToWideChar \(1491\)](#), [WideCharToStrVar \(1510\)](#), [WideCharLenToStrVar \(1509\)](#), [WideCharLenToString \(1509\)](#)

75.11.454 WideCharToStrVar

Synopsis: Convert a null-terminated array of widechar to an ansistring

Declaration: `procedure WideCharToStrVar(S: PWideChar; out Dest: UnicodeString)`
`procedure WideCharToStrVar(S: PWideChar; out Dest: AnsiString)`

Visibility: default

Description: `WideCharToString` converts the null-terminated widechar array `S` to an ansistring, and returns the ansistring in `Dest`.

Errors: No validity checking is performed on `S`. Passing an invalid pointer, or an improperly terminated array may lead to access violations.

See also: `StringToWideChar` (1491), `WideCharToString` (1509), `WideCharToStrVar` (1510), `WideCharLenToString` (1509)

75.11.455 WideStringToUCS4String

Synopsis: Convert a widestring to a UCS-4 encoded string.

Declaration: `function WideStringToUCS4String(const s: WideString) : UCS4String`

Visibility: default

Description: Convert a widestring to a UCS-4 encoded string.

75.11.456 Write

Synopsis: Write variable to a text file

Declaration: `procedure Write(Args: Arguments)`
`procedure Write(var F: Text; Args: Arguments)`

Visibility: default

Description: `Write` writes the contents of the variables `V1`, `V2` etc. to the file `F`. `F` can be a typed file, or a `Text` file. If `F` is a typed file, then the variables `V1`, `V2` etc. must be of the same type as the type in the declaration of `F`. Untyped files are not allowed.

If the parameter `F` is omitted, standard output is assumed. If `F` is of type `Text`, then the necessary conversions are done such that the output of the variables is in human-readable format. This conversion is done for all numerical types. Strings are printed exactly as they are in memory, as well as `PChar` types.

The format of the numerical conversions can be influenced through the following modifiers: `OutputVariable: NumChars [: Decimals]` This will print the value of `OutputVariable` with a minimum of `NumChars` characters, from which `Decimals` are reserved for the decimals. If the number cannot be represented with `NumChars` characters, `NumChars` will be increased, until the representation fits. If the representation requires less than `NumChars` characters then the output is filled up with spaces, to the left of the generated string, thus resulting in a right-aligned representation. If no formatting is specified, then the number is written using its natural length, with nothing in front of it if it's positive, and a minus sign if it's negative. Real numbers are, by default, written in scientific notation.

Remark: When writing string variables, no codepage conversions are done. The string is copied as-is to the file descriptor. In particular, for console output, it is the programmer's responsibility to make sure that the codepage of the string matches the codepage of the console.

Errors: If an error occurs, a run-time error is generated. This behavior can be controlled with the `{SI}` switch.

See also: [WriteLn \(1511\)](#), [Read \(1460\)](#), [ReadLn \(1461\)](#), [Blockwrite \(1380\)](#)

75.11.457 WriteBarrier

Synopsis: Memory write barrier

Declaration: `procedure WriteBarrier`

Visibility: default

Description: `WriteBarrier` is a low-level instruction to force a write barrier in the CPU: write (store) operations before and after the barrier are separate.

See also: [ReadBarrier \(1461\)](#), [ReadDependencyBarrier \(1461\)](#), [ReadWriteBarrier \(1462\)](#)

75.11.458 WriteLn

Synopsis: Write variable to a text file and append newline

Declaration: `procedure Writeln(Args: Arguments)`
`procedure WriteLn(var F: Text; Args: Arguments)`

Visibility: default

Description: `WriteLn` does the same as [Write \(1510\)](#) for text files, and emits a Carriage Return - LineFeed character pair after that. If the parameter `F` is omitted, standard output is assumed. If no variables are specified, a newline character sequence is emitted, resulting in a new line in the file `F`.

Remark: The newline character is determined by the [slinebreak \(1302\)](#) constant.

Remark: When writing string variables, no codepage conversions are done. The string is copied as-is to the file descriptor. In particular, for console output, it is the programmer's responsibility to make sure that the codepage of the string matches the codepage of the console.

Errors: If an error occurs, a run-time error is generated. This behavior can be controlled with the `{SI}` switch.

See also: [Write \(1510\)](#), [Read \(1460\)](#), [ReadLn \(1461\)](#), [Blockwrite \(1380\)](#), [slinebreak \(1302\)](#)

Listing: `./refex/ex75.pp`

Program Example75;

{ Program to demonstrate the Write(Ln) function. }

Var

F : **File of** Longint;
L : Longint;

begin

Write ('This is on the first line ! '); *{ No CR/LF pair! }*
Writeln ('And this too...');
Writeln ('But this is already on the second line...');
Assign (f, 'test.tmp');
Rewrite (f);
For L:=1 **to** 10 **do**

```

    write (F,L); { No writeln allowed here ! }
  Close (f);
end.

```

75.11.459 WriteStr

Synopsis: Write variables to a string

Declaration: procedure WriteStr(out S: string; Args: Arguments)

Visibility: default

Description: WriteStr behaves like Write (1510), except that it stores its output in the string variable S instead of a file. Semantically, the WriteStr call is equivalent to writing the arguments to a file using the Write call, and then reading them into S using the Read call from the same file:

```

var
  F : Text;
begin
  Rewrite(F);
  Write(F,Args);
  Close(F);
  Reset(F);
  Read(F,S);
  Close(F);
end;

```

Obviously, the WriteStr call does not use a temporary file.

WriteStr is defined in the ISO Extended Pascal standard. More information on the allowed arguments and the possible formatting can be found in the description of Write (1510).

See also: Write (1510), ReadStr (1462), Read (1460)

75.12 TDoubleRec

```

TDoubleRec = packed record
private
  function GetExp : QWord;
  procedure
    SetExp(e: QWord);
  function GetSign : Boolean;
  procedure SetSign
    (s: Boolean);
  function GetFrac : QWord;
  procedure SetFrac(e: QWord
  );
public
  function Mantissa : QWord;
  function Fraction : ValReal
  ;
  function Exponent : LongInt;
  property Sign : Boolean;

```

```

property
  Exp : QWord;
  property Frac : QWord;
  function SpecialType : TFloatSpecial
  ;
case Byte of
0: (
  Bytes : Array[0..7] of Byte;
);
1: (
  Words
  : Array[0..3] of Word;
);
2: (
  Data : QWord;
);
3: (
  Value :
  Double;
);
end

```

TDoubleRec models the memory layout of a double value when using software floating point math.

75.12.1 Method overview

Page	Method	Description
1514	Exponent	Exponent of the floating point value
1514	Fraction	Fraction of the floating point value
1513	Mantissa	Mantissa of the floating point value
1514	SpecialType	Is the floating point value special ?

75.12.2 Property overview

Page	Properties	Access	Description
1514	Exp	rw	Exponent bitpattern representation
1515	Frac	rw	Fractional part of double
1514	Sign	rw	Sign of the floating point value

75.12.3 TDoubleRec.Mantissa

Synopsis: Mantissa of the floating point value

Declaration: `function Mantissa : QWord`

Visibility: public

Description: `Mantissa` returns the Mantissa part (significant bitpattern without hidden bit) of the floating point value.

See also: `TDoubleRec.Fraction` ([1514](#)), `TDoubleRec.Exponent` ([1514](#)), `TDoubleRec.SpecialType` ([1514](#))

75.12.4 TDoubleRec.Fraction

Synopsis: Fraction of the floating point value

Declaration: `function Fraction : ValReal`

Visibility: public

Description: `Fraction` returns the fraction (value after decimal) of the floating point value.

See also: `TDoubleRec.Mantissa` (1513), `TDoubleRec.Exponent` (1514), `TDoubleRec.SpecialType` (1514)

75.12.5 TDoubleRec.Exponent

Synopsis: Exponent of the floating point value

Declaration: `function Exponent : LongInt`

Visibility: public

Description: `Exponent` returns the exponent (X in $m \cdot 2^X$ representation) of the floating point value.

See also: `TDoubleRec.Fraction` (1514), `TDoubleRec.Mantissa` (1513), `TDoubleRec.SpecialType` (1514)

75.12.6 TDoubleRec.SpecialType

Synopsis: Is the floating point value special ?

Declaration: `function SpecialType : TFloatSpecial`

Visibility: public

Description: `SpecialType` returns special characteristics of the floating point value, if any. See `TFloatSpecial` (1327) for an explanation of the various special values.

See also: `TDoubleRec.Fraction` (1514), `TDoubleRec.Mantissa` (1513), `TDoubleRec.Exponent` (1514), `TFloatSpecial` (1327)

75.12.7 TDoubleRec.Sign

Synopsis: Sign of the floating point value

Declaration: `Property Sign : Boolean`

Visibility: public

Access: Read,Write

75.12.8 TDoubleRec.Exp

Synopsis: Exponent bitpattern representation

Declaration: `Property Exp : QWord`

Visibility: public

Access: Read,Write

Description: `Exp` returns the internal bit representation of the exponent of the floating point value.

See also: `TDoubleRec.Sign` (1514), `TDoubleRec.Exponent` (1514)

75.12.9 TDoubleRec.Frac

Synopsis: Fractional part of double

Declaration: `Property Frac : QWord`

Visibility: `public`

Access: `Read,Write`

Description: `Frac` is the fractional part of the `Double`. This is the bit pattern representing the fractional part including the preceding 1. (The mantissa is that bit pattern without the preceding 1)

See also: `Frac` ([1417](#))

75.13 TExtended80Rec

```
TExtended80Rec = packed record
private
  function GetExp : QWord;
  procedure SetExp(e: QWord);
  function GetSign : Boolean;
  procedure
  SetSign(s: Boolean);
public
  function Mantissa : QWord;
  function
  Fraction : Extended;
  function Exponent : LongInt;
  property Sign
  : Boolean;
  property Exp : QWord;
  function SpecialType : TFloatSpecial
  ;
case Byte of
0: (
  Bytes : Array[0..9] of Byte;
);
1: (
  Words
  : Array[0..4] of Word;
);
2: (
  _Exp : Word;
  Frac : QWord;
);
3: (
  Value : Extended;
);
end
```

`TExtended80Rec` models the memory layout of an extended value when using software floating point math.

75.13.1 Method overview

Page	Method	Description
1516	Exponent	Exponent of the floating point value
1516	Fraction	Fraction of the floating point value
1516	Mantissa	Mantissa of the floating point value
1517	SpecialType	Is the floating point value special ?

75.13.2 Property overview

Page	Properties	Access	Description
1517	Exp	rw	Exponent representation
1517	Sign	rw	Sign of the floating point value

75.13.3 TExtended80Rec.Mantissa

Synopsis: Mantissa of the floating point value

Declaration: `function Mantissa : QWord`

Visibility: public

Description: `Mantissa` returns the Mantissa part (bit pattern of the significand, skipping the hidden bit) of the floating point value.

See also: `TExtended80Rec.Fraction` ([1516](#)), `TExtended80Rec.Exponent` ([1516](#)), `TExtended80Rec.SpecialType` ([1517](#))

75.13.4 TExtended80Rec.Fraction

Synopsis: Fraction of the floating point value

Declaration: `function Fraction : Extended`

Visibility: public

Description: `Fraction` returns the fraction (value after decimal) of the floating point value.

See also: `TExtended80Rec.Mantissa` ([1516](#)), `TExtended80Rec.Exponent` ([1516](#)), `TExtended80Rec.SpecialType` ([1517](#))

75.13.5 TExtended80Rec.Exponent

Synopsis: Exponent of the floating point value

Declaration: `function Exponent : LongInt`

Visibility: public

Description: `Exponent` returns the exponent (the X in the $m \times 2^X$ representation) of the floating point value.

See also: `TExtended80Rec.Fraction` ([1516](#)), `TExtended80Rec.Mantissa` ([1516](#)), `TExtended80Rec.SpecialType` ([1517](#))

75.13.6 TExtended80Rec.SpecialType

Synopsis: Is the floating point value special ?

Declaration: `function SpecialType : TFloatSpecial`

Visibility: public

Description: `SpecialType` returns special characteristics of the floating point value, if any. See `TFloatSpecial` (1327) for an explanation of the various special values.

See also: `TExtended80Rec.Fraction` (1516), `TExtended80Rec.Mantissa` (1516), `TExtended80Rec.Exponent` (1516), `TFloatSpecial` (1327)

75.13.7 TExtended80Rec.Sign

Synopsis: Sign of the floating point value

Declaration: `Property Sign : Boolean`

Visibility: public

Access: Read,Write

75.13.8 TExtended80Rec.Exp

Synopsis: Exponent representation

Declaration: `Property Exp : QWord`

Visibility: public

Access: Read,Write

Description: `Exponent` returns the internal bit representation of the exponent of the floating point value.

See also: `TExtended80Rec.Sign` (1517), `TExtended80Rec.Exponent` (1516)

75.14 TSingleRec

```

TSingleRec = packed record
private
    function GetExp : QWord;
    procedure
        SetExp(e: QWord);
    function GetSign : Boolean;
    procedure SetSign
        (s: Boolean);
    function GetFrac : QWord;
    procedure SetFrac(e: QWord
    );
public
    function Mantissa : QWord;
    function Fraction : ValReal
    ;
    function Exponent : LongInt;

```

```

property Sign : Boolean;
property
  Exp : QWord;
property Frac : QWord;
function SpecialType : TFloatSpecial
;
case Byte of
0: (
  Bytes : Array[0..3] of Byte;
);
1: (
  Words
  : Array[0..1] of Word;
);
2: (
  Data : DWord;
);
3: (
  Value :
  Single;
);
end

```

TsingleRec models the memory layout of a double value when using software floating point math.

75.14.1 Method overview

Page	Method	Description
1519	Exponent	Exponent of the floating point value
1519	Fraction	Fraction of the floating point value
1518	Mantissa	Mantissa of the floating point value
1519	SpecialType	Is the floating point value special ?

75.14.2 Property overview

Page	Properties	Access	Description
1519	Exp	rw	Exponent bitpattern representation
1520	Frac	rw	Fractional part of single
1519	Sign	rw	Sign of the floating point value

75.14.3 TSingleRec.Mantissa

Synopsis: Mantissa of the floating point value

Declaration: function Mantissa : QWord

Visibility: public

Description: Mantissa returns the Mantissa part (significant bitpattern without hidden bit) of the floating point value.

See also: TsingleRec.Fraction ([1519](#)), TsingleRec.Exponent ([1519](#)), TsingleRec.SpecialType ([1519](#))

75.14.4 TSingleRec.Fraction

Synopsis: Fraction of the floating point value

Declaration: `function Fraction : ValReal`

Visibility: public

Description: `Fraction` returns the fraction (after decimal) of the floating point value.

See also: `TSingleRec.Mantissa` (1518), `TSingleRec.Exponent` (1519), `TSingleRec.SpecialType` (1519)

75.14.5 TSingleRec.Exponent

Synopsis: Exponent of the floating point value

Declaration: `function Exponent : LongInt`

Visibility: public

Description: `Exponent` returns the exponent (X in $m \times 2^X$ representation) of the floating point value.

See also: `TSingleRec.Fraction` (1519), `TSingleRec.Mantissa` (1518), `TSingleRec.SpecialType` (1519)

75.14.6 TSingleRec.SpecialType

Synopsis: Is the floating point value special ?

Declaration: `function SpecialType : TFloatSpecial`

Visibility: public

Description: `SpecialType` returns special characteristics of the floating point value, if any. See `TFloatSpecial` (1327) for an explanation of the various special values.

See also: `TSingleRec.Fraction` (1519), `TSingleRec.Mantissa` (1518), `TSingleRec.Exponent` (1519), `TFloatSpecial` (1327)

75.14.7 TSingleRec.Sign

Synopsis: Sign of the floating point value

Declaration: `Property Sign : Boolean`

Visibility: public

Access: Read,Write

75.14.8 TSingleRec.Exp

Synopsis: Exponent bitpattern representation

Declaration: `Property Exp : QWord`

Visibility: public

Access: Read,Write

Description: `Exp` returns the internal bit representation of the exponent of the floating point value.

See also: `TSingleRec.Sign` (1519), `TSingleRec.Exponent` (1519)

75.14.9 TSingleRec.Frac

Synopsis: Fractional part of single

Declaration: `Property Frac : QWord`

Visibility: public

Access: Read,Write

Description: `Frac` is the fractional part of the `Single`. This is the bit pattern representing the fractional part including the preceding 1. (The mantissa is that bit pattern without the preceding 1)

See also: `Frac` ([1417](#))

75.15 IDispatch

75.15.1 Description

`IDispatch` is the pascal definition of the Windows Dispatch interface definition.

See also: `IUnknown` ([1523](#))

75.15.2 Method overview

Page	Method	Description
1520	<code>GetIDsOfNames</code>	Return IDs of named procedures
1520	<code>GetTypeInfo</code>	Return type information about properties
1520	<code>GetTypeInfoCount</code>	Return number of properties.
1521	<code>Invoke</code>	Invoke a dispatch method

75.15.3 IDispatch.GetTypeInfoCount

Synopsis: Return number of properties.

Declaration: `function GetTypeInfoCount(out count: LongInt) : HRESULT`

Visibility: default

75.15.4 IDispatch.GetTypeInfo

Synopsis: Return type information about properties

Declaration: `function GetTypeInfo(Index: LongInt; LocaleID: LongInt; out TypeInfo) : HRESULT`

Visibility: default

75.15.5 IDispatch.GetIDsOfNames

Synopsis: Return IDs of named procedures

Declaration: `function GetIDsOfNames(const iid: TGuid; names: Pointer; NameCount: LongInt; LocaleID: LongInt; DispIDs: Pointer) : HRESULT`

Visibility: default

Description: Return the ID of a procedure.

75.15.6 IDispatch.Invoke

Synopsis: Invoke a dispatch method

Declaration: `function Invoke(DispID: LongInt; const iid: TGuid; LocaleID: LongInt; Flags: Word; var params; VarResult: pointer; ExcepInfo: pointer; ArgErr: pointer) : HRESULT`

Visibility: default

75.16 IEnumerable

75.16.1 Description

`IEnumerable` can be used to get an enumerator from a class. If a class implements `IEnumerable`, it can return an enumerator interface `IEnumerator` (1521).

See also: `IEnumerator` (1521)

75.16.2 Method overview

Page	Method	Description
1521	<code>GetEnumerator</code>	Return an enumerator interface for this class

75.16.3 IEnumerable.GetEnumerator

Synopsis: Return an enumerator interface for this class

Declaration: `function GetEnumerator : IEnumerator`

Visibility: default

Description: `GetEnumerator` returns a new `IEnumerator` (1521) interface for this class. This is called by the compiler whenever a `for in` loop is encountered in the source code to retrieve the enumerator instance.

See also: `IEnumerator` (1521)

75.17 IEnumerator

75.17.1 Description

`IEnumerator` is the interface needed by the `For ... in ...` language construct, when operating on classes. It contains all methods that the compiler needs to implement a loop.

A `for in` loop like the following:

```
For O in MyObject do
  begin
    // do things
  end;
```

is treated by the compiler as equivalent to the following code:

```

Var
  I : IEnumerator;
  O : TObject;

begin
  I:=MyObject.GetEnumerator;
  While I.MoveNext do
    begin
      O:=I.GetCurrent;
      // Do things
    end;
  end.

```

Any class that implements the `IEnumerable` interface must be able to return an `IEnumerator` instance for the compiler to use in a `For in` loop.

See also: [IEnumerable \(1521\)](#)

75.17.2 Method overview

Page	Method	Description
1522	<code>GetCurrent</code>	Returns the current element in the iteration cycle
1522	<code>MoveNext</code>	Move to the next value
1523	<code>Reset</code>	Reset the pointer

75.17.3 Property overview

Page	Properties	Access	Description
1523	<code>Current</code>	<code>r</code>	Return the current item

75.17.4 IEnumerator.GetCurrent

Synopsis: Returns the current element in the iteration cycle

Declaration: `function GetCurrent : TObject`

Visibility: default

Description: `GetCurrent` should return the object instance representing the current value in the `for in` loop. `GetCurrent` will always be called immediately after `IEnumerator.MoveNext (1522)` returned `True`.

Remark: The actual return type of the interface should not necessarily be `TObject`, it can be any type. The compiler will check the actual return type with the type of the loop variable, and they should match.

See also: [IEnumerator.MoveNext \(1522\)](#), [IEnumerator.Reset \(1523\)](#)

75.17.5 IEnumerator.MoveNext

Synopsis: Move to the next value

Declaration: `function MoveNext : Boolean`

Visibility: default

Description: `MoveNext` should move the current item pointer to the next available item. It should return `True` if an item is available, `False` if no more items are available. The first time it is called It will be called at the beginning of the for loop, so it should position the enumerator on the first value (if there is one). After `MoveNext` has returned `True`, `IEnumerator.GetCurrent (1522)` will be called to retrieve the item.

See also: `IEnumerator.Reset (1523)`, `IEnumerator.GetCurrent (1522)`

75.17.6 `IEnumerator.Reset`

Synopsis: Reset the pointer

Declaration: `procedure Reset`

Visibility: default

Description: `Reset` can be implemented to put the pointer at the start of the list. It is not mandatory to implement this method, the compiler does not use it.

See also: `IEnumerator.GetCurrent (1522)`, `IEnumerator.MoveNext (1522)`

75.17.7 `IEnumerator.Current`

Synopsis: Return the current item

Declaration: `Property Current : TObject`

Visibility: default

Access: Read

Description: `Current` simply is the redefinition of `IEnumerator.GetCurrent (1522)` as a property. It is read-only.

See also: `IEnumerator.GetCurrent (1522)`, `IEnumerator.MoveNext (1522)`

75.18 `IInvokable`

75.18.1 `Description`

`IInvokable` is a descendent of `IInterface (1312)`, compiled in the `{ $M+ }` state, so Run-Time Type Information (RTTI) is generated for it.

See also: `IDispatch (1520)`, `IInterface (1312)`

75.19 `IUnknown`

75.19.1 `Description`

`IUnknown` is defined by windows. It's the basic interface which all COM objects must implement. The definition does not contain any code.

See also: `IInterface (1312)`, `IDispatch (1520)`, `IInvokable (1523)`

75.19.2 Method overview

Page	Method	Description
1524	<code>_AddRef</code>	Increase reference count of the interface
1524	<code>QueryInterface</code>	Return pointer to VMT table of interface
1524	<code>_Release</code>	Decrease reference count of the interface

75.19.3 IUnknown.QueryInterface

Synopsis: Return pointer to VMT table of interface

Declaration: `function QueryInterface(const iid: TGuid; out obj) : LongInt`

Visibility: default

75.19.4 IUnknown._AddRef

Synopsis: Increase reference count of the interface

Declaration: `function _AddRef : LongInt`

Visibility: default

See also: [IUnknown._Release \(1524\)](#)

75.19.5 IUnknown._Release

Synopsis: Decrease reference count of the interface

Declaration: `function _Release : LongInt`

Visibility: default

See also: [IUnknown._AddRef \(1524\)](#)

75.20 TAggregatedObject

75.20.1 Description

`TAggregatedObject` implements an object whose lifetime is governed by an external object (or interface). It does not implement the `IUnknown` interface by itself, but delegates all methods to the controller object, as exposed in the `Controller` ([1525](#)) property. In effect, the reference count of the aggregated object is the same as that of its controller, and additionally, all interfaces of the controller are exposed by the aggregated object.

Note that the aggregated object maintains a non-counted reference to the controller.

Aggregated objects should be used when using delegation to implement reference counted objects: the delegated interfaces can be implemented safely by `TAggregatedObject` descendents.

See also: [Create \(1525\)](#), [Controller \(1525\)](#)

75.20.2 Method overview

Page	Method	Description
1525	<code>Create</code>	Create a new instance of <code>TAggregatedObject</code>

75.20.3 Property overview

Page	Properties	Access	Description
1525	Controller	r	Controlling instance

75.20.4 TAggregatedObject.Create

Synopsis: Create a new instance of TAggregatedObject

Declaration: constructor `Create(const aController: IUnknown)`

Visibility: public

Description: `Create` creates a new instance of TAggregatedObject on the heap, and stores a reference to `aController`, so it can be exposed in the Controller ([1525](#)) property.

Errors: If not enough memory is present on the heap, an exception will be raised. If the `aController` is `Nil`, exceptions will occur when any of the TAggregatedObject methods (actually, the IUnknown methods) are used.

See also: Controller ([1525](#))

75.20.5 TAggregatedObject.Controller

Synopsis: Controlling instance

Declaration: Property `Controller : IUnknown`

Visibility: public

Access: Read

Description: `Controller` exposes the controlling object, with all interfaces it has.

The value of the controller is set when the TAggregatedObject instance is created.

See also: TAggregatedObject.Create ([1525](#))

75.21 TContainedObject

75.21.1 Description

TContainedObject is the base class for contained objects, i.e. objects that do not implement a reference counting mechanism themselves, but are owned by some other object which handles the reference counting mechanism. It implements the IUnknown interface and, more specifically, the QueryInterface method of IUnknown.

See also: IInterface ([1312](#))

75.21.2 Interfaces overview

Page	Interfaces	Description
1312	IInterface	Basic interface for all COM based interfaces

75.22 TInterfacedObject

75.22.1 Description

TInterfacedObject is a descendent of TObject (1527) which implements the IUnknown (1523) interface. It can be used as a base class for all classes which need reference counting.

See also: IUnknown (1523), TObject (1527)

75.22.2 Interfaces overview

Page	Interfaces	Description
1523	IUnknown	Basic interface for all COM-based interfaces

75.22.3 Method overview

Page	Method	Description
1526	AfterConstruction	Handle reference count properly.
1526	BeforeDestruction	Check reference count.
1527	NewInstance	Create a new instance

75.22.4 Property overview

Page	Properties	Access	Description
1527	RefCount	r	Return the current reference count

75.22.5 TInterfacedObject.AfterConstruction

Synopsis: Handle reference count properly.

Declaration: `procedure AfterConstruction; Override`

Visibility: public

Description: AfterConstruction overrides the basic method in TObject and adds some additional reference count handling.

Errors: None.

See also: BeforeDestruction (1526)

75.22.6 TInterfacedObject.BeforeDestruction

Synopsis: Check reference count.

Declaration: `procedure BeforeDestruction; Override`

Visibility: public

Description: AfterConstruction overrides the basic method in TObject and adds a reference count check: if the reference count is not zero, an error occurs.

Errors: A runtime-error 204 will be generated if the reference count is nonzero when the object is destroyed.

See also: AfterConstruction (1526)

75.22.7 TInterfacedObject.NewInstance

Synopsis: Create a new instance

Declaration: `class function NewInstance : TObject; Override`

Visibility: public

Description: `NewInstance` initializes a new instance of `TInterfacedObject` ([1526](#))

Errors: None.

75.22.8 TInterfacedObject.RefCount

Synopsis: Return the current reference count

Declaration: `Property RefCount : LongInt`

Visibility: public

Access: Read

Description: `RefCount` returns the current reference count. This reference count cannot be manipulated, except through the methods of `IUnknown` ([1523](#)). When it reaches zero, the class instance is destroyed.

See also: `IUnknown` ([1523](#))

75.23 TObject

75.23.1 Description

`TObject` is the parent root class for all classes in Object Pascal. If a class has no parent class explicitly declared, it is dependent on `TObject`. `TObject` introduces class methods that deal with the class' type information, and contains all necessary methods to create an instance at runtime, and to dispatch messages to the correct method (both string and integer messages).

See also: `TClass` ([1323](#))

75.23.2 Method overview

Page	Method	Description
1533	AfterConstruction	Method called after the constructor was called.
1534	BeforeDestruction	Method called before the destructor is called.
1531	ClassInfo	Return a pointer to the type information for this class.
1531	ClassName	Return the current class name.
1531	ClassNameIs	Check whether the class name equals the given name.
1532	ClassParent	Return the parent class.
1531	ClassType	Return a "class of" pointer for the current class
1530	CleanupInstance	Finalize the class instance.
1528	Create	TObject Constructor
1530	DefaultHandler	Default handler for integer message handlers.
1534	DefaultHandlerStr	Default handler for string messages.
1529	Destroy	TObject destructor.
1534	Dispatch	Dispatch an integer message
1534	DispatchStr	Dispatch a string message.
1537	Equals	Check if two objects are equal.
1533	FieldAddress	Return the address of a field.
1530	Free	Check for Nil and call destructor.
1529	FreeInstance	Clean up instance and free the memory reserved for the instance.
1537	GetHashCode	Return a hash code for the object
1535	GetInterface	Return a reference to an interface
1535	GetInterfaceByStr	Return an interface based on its GUID
1536	GetInterfaceEntry	Return the interface table entry by GUID
1536	GetInterfaceEntryByStr	Return the interface table entry by string
1536	GetInterfaceTable	Return a pointer to the table of implemented interfaces for a class
1535	GetInterfaceWeak	Get a reference to an interface, not increasing the reference count
1532	InheritsFrom	Check whether class is an ancestor.
1530	InitInstance	Initialize a new class instance.
1532	InstanceSize	Return the size of an instance.
1533	MethodAddress	Return the address of a method
1533	MethodName	Return the name of a method.
1529	newinstance	Allocate memory on the heap for a new instance
1529	SafeCallException	Handle exception object
1532	StringMessageTable	Return a pointer to the string message table.
1537	ToString	Return a string representation for the object
1536	UnitName	Unit name

75.23.3 TObject.Create

Synopsis: TObject Constructor

Declaration: constructor Create

Visibility: public

Description: Create creates a new instance of TObject. Currently it does nothing. It is also not virtual, so there is in principle no need to call it directly.

See also: Destroy ([1529](#))

75.23.4 TObject.Destroy

Synopsis: TObject destructor.

Declaration: destructor Destroy; Virtual

Visibility: public

Description: Destroy is the destructor of TObject. It will clean up the memory assigned to the instance. Descendent classes should override destroy if they want to do additional clean-up. No other destructor should be implemented.

It is bad programming practice to call Destroy directly. It is better to call the Free (1530) method, because that one will check first if Self is different from Nil.

To clean up an instance and reset the refence to the instance, it is best to use the FreeAndNil (1641) function.

See also: Create (1528), Free (1530)

75.23.5 TObject.newInstance

Synopsis: Allocate memory on the heap for a new instance

Declaration: class function newInstance : TObject; Virtual

Visibility: public

Description: NewInstance allocates memory on the heap for a new instance of the current class. If the memory was allocated, the class will be initialized by a call to InitInstance (1530). The function returns the newly initialized instance.

Errors: If not enough memory is available, a Nil pointer may be returned, or an exception may be raised.

See also: Create (1528), InitInstance (1530), InstanceSize (1532), FreeInstance (1529)

75.23.6 TObject.FreeInstance

Synopsis: Clean up instance and free the memory reserved for the instance.

Declaration: procedure FreeInstance; Virtual

Visibility: public

Description: FreeInstance cleans up an instance of the current class, and releases the heap memory occupied by the class instance.

See also: Destroy (1529), InitInstance (1530), NewInstance (1529)

75.23.7 TObject.SafeCallException

Synopsis: Handle exception object

Declaration: function SafeCallException(exceptobject: TObject;
exceptaddr: CodePointer) : HRESULT; Virtual

Visibility: public

Description: SafeCallException should be overridden to handle exceptions in a method marked with the savecall directive. The implementation in TObject simply returns zero.

75.23.8 TObject.DefaultHandler

Synopsis: Default handler for integer message handlers.

Declaration: `procedure DefaultHandler(var message); Virtual`

Visibility: `public`

Description: `DefaultHandler` is the default handler for messages. If a message has an unknown message ID (i.e. does not appear in the table with integer message handlers), then it will be passed to `DefaultHandler` by the `Dispatch` (1534) method.

See also: `Dispatch` (1534), `DefaultHandlerStr` (1534)

75.23.9 TObject.Free

Synopsis: Check for `Nil` and call destructor.

Declaration: `procedure Free`

Visibility: `public`

Description: `Free` will check the `Self` pointer and calls `Destroy` (1529) if it is different from `Nil`. This is a safer method than calling `Destroy` directly. If a reference to the object must be reset as well (a recommended technique), then the function `FreeAndNil` (1641) should be called.

Errors: None.

See also: `Destroy` (1529), `FreeAndNil` (1641)

75.23.10 TObject.InitInstance

Synopsis: Initialize a new class instance.

Declaration: `class function InitInstance(instance: pointer) : TObject`

Visibility: `public`

Description: `InitInstance` initializes the memory pointer to by `Instance`. This means that the VMT is initialized, and the interface pointers are set up correctly. The function returns the newly initialized instance.

See also: `NewInstance` (1529), `Create` (1528)

75.23.11 TObject.CleanupInstance

Synopsis: Finalize the class instance.

Declaration: `procedure CleanupInstance`

Visibility: `public`

Description: `CleanupInstance` finalizes the instance, i.e. takes care of all reference counted objects, by decreasing their reference count by 1, and freeing them if their count reaches zero.

Normally, `CleanupInstance` should never be called, it is called automatically when the object is freed with its constructor.

Errors: None.

See also: `Destroy` (1529), `Free` (1530), `InitInstance` (1530)

75.23.12 TObject.ClassType

Synopsis: Return a "class of" pointer for the current class

Declaration: `class function ClassType : TClass`

Visibility: public

Description: `ClassType` returns a `TClass` (1323) class type reference for the current class.

See also: `TClass` (1323), `ClassInfo` (1531), `ClassName` (1531)

75.23.13 TObject.ClassInfo

Synopsis: Return a pointer to the type information for this class.

Declaration: `class function ClassInfo : pointer`

Visibility: public

Description: `ClassInfo` returns a pointer to the type information for this class. This pointer can be used in the various type information routines.

75.23.14 TObject.ClassName

Synopsis: Return the current class name.

Declaration: `class function ClassName : shortstring`

Visibility: public

Description: `ClassName` returns the class name for the current class, in all-uppercase letters. To check for the class name, use the `ClassNameIs` (1531) class method.

Errors: None.

See also: `ClassInfo` (1531), `ClassType` (1531), `ClassNameIs` (1531)

75.23.15 TObject.ClassNameIs

Synopsis: Check whether the class name equals the given name.

Declaration: `class function ClassNameIs(const name: string) : Boolean`

Visibility: public

Description: `ClassNameIs` checks whether `Name` equals the class name. It takes of case sensitivity, i.e. it converts both names to uppercase before comparing.

See also: `ClassInfo` (1531), `ClassType` (1531), `ClassName` (1531)

75.23.16 TObject.ClassParent

Synopsis: Return the parent class.

Declaration: `class function ClassParent : TClass`

Visibility: public

Description: `ClassParent` returns the class of the parent class of the current class. This is always different from `Nil`, except for `TObject`.

Errors: None.

See also: [ClassInfo \(1531\)](#), [ClassType \(1531\)](#), [ClassNameIs \(1531\)](#)

75.23.17 TObject.InstanceSize

Synopsis: Return the size of an instance.

Declaration: `class function InstanceSize : SizeInt`

Visibility: public

Description: `InstanceSize` returns the number of bytes an instance takes in memory. This is Just the memory occupied by the class structure, and does not take into account any additional memory that might be allocated by the constructor of the class.

Errors: None.

See also: [InitInstance \(1530\)](#), [ClassName \(1531\)](#), [ClassInfo \(1531\)](#), [ClassType \(1531\)](#)

75.23.18 TObject.InheritsFrom

Synopsis: Check whether class is an ancestor.

Declaration: `class function InheritsFrom(aClass: TClass) : Boolean`

Visibility: public

Description: `InheritsFrom` returns `True` if `AClass` is an ancestor class from the current class, and returns `false` if it is not.

See also: [ClassName \(1531\)](#), [ClassInfo \(1531\)](#), [ClassType \(1531\)](#), [TClass \(1323\)](#)

75.23.19 TObject.StringMessageTable

Synopsis: Return a pointer to the string message table.

Declaration: `class function StringMessageTable : pstringmessagetable`

Visibility: public

Description: `StringMessageTable` returns a pointer to the string message table, which can be used to look up methods for dispatching a string message. It is used by the [DispatchStr \(1534\)](#) method.

Errors: If there are no string message handlers, `nil` is returned.

See also: [DispatchStr \(1534\)](#), [Dispatch \(1534\)](#)

75.23.20 TObject.MethodAddress

Synopsis: Return the address of a method

Declaration: `class function MethodAddress(const name: shortstring) : CodePointer`

Visibility: public

Description: `MethodAddress` returns the address of a method, searching the method by its name. The `Name` parameter specifies which method should be taken. The search is conducted in a case-insensitive manner.

Errors: If no matching method is found, `Nil` is returned.

See also: `MethodName` (1533), `FieldAddress` (1533)

75.23.21 TObject.MethodName

Synopsis: Return the name of a method.

Declaration: `class function MethodName(address: CodePointer) : shortstring`

Visibility: public

Description: `MethodName` searches the VMT for a method with the specified address and returns the name of the method.

Errors: If no method with the matching address is found, an empty string is returned.

See also: `MethodAddress` (1533), `FieldAddress` (1533)

75.23.22 TObject.FieldAddress

Synopsis: Return the address of a field.

Declaration: `function FieldAddress(const name: shortstring) : pointer`

Visibility: public

Description: `FieldAddress` returns the address of the field with name `name`. The address is the address of the field in the current class instance.

Errors: If no field with the specified name is found, `Nil` is returned.

See also: `MethodAddress` (1533), `MethodName` (1533)

75.23.23 TObject.AfterConstruction

Synopsis: Method called after the constructor was called.

Declaration: `procedure AfterConstruction; Virtual`

Visibility: public

Description: `AfterConstruction` is a method called after the constructor was called. It does nothing in the implementation of `TObject` and must be overridden by descendent classes to provide specific behaviour that is executed after the constructor has finished executing. (for instance, call an event handler)

Errors: None.

See also: `BeforeDestruction` (1534), `Create` (1528)

75.23.24 TObject.BeforeDestruction

Synopsis: Method called before the destructor is called.

Declaration: `procedure BeforeDestruction; Virtual`

Visibility: `public`

Description: `BeforeDestruction` is a method called before the destructor is called. It does nothing in the implementation of `TObject` and must be overridden by descendent classes to provide specific behaviour that is executed before the destructor has finished executing. (for instance, call an event handler)

Errors: None.

See also: [AfterConstruction \(1533\)](#), [Destroy \(1529\)](#), [Free \(1530\)](#)

75.23.25 TObject.DefaultHandlerStr

Synopsis: Default handler for string messages.

Declaration: `procedure DefaultHandlerStr(var message); Virtual`

Visibility: `public`

Description: `DefaultHandlerStr` is called for string messages which have no handler associated with them in the string message handler table. The implementation of `DefaultHandlerStr` in `TObject` does nothing and must be overridden by descendent classes to provide specific message handling behaviour.

See also: [DispatchStr \(1534\)](#), [Dispatch \(1534\)](#), [DefaultHandler \(1530\)](#)

75.23.26 TObject.Dispatch

Synopsis: Dispatch an integer message

Declaration: `procedure Dispatch(var message); Virtual`

Visibility: `public`

Description: `Dispatch` looks in the message handler table for a handler that handles `message`. The message is identified by the first dword (cardinal) in the message structure.

If no matching message handler is found, the message is passed to the `DefaultHandler (1530)` method, which can be overridden by descendent classes to add custom handling of messages.

See also: [DispatchStr \(1534\)](#), [DefaultHandler \(1530\)](#)

75.23.27 TObject.DispatchStr

Synopsis: Dispatch a string message.

Declaration: `procedure DispatchStr(var message); Virtual`

Visibility: `public`

Description: `DispatchStr` extracts the message identifier from `Message` and checks the message handler table to see if a handler for the message is found, and calls the handler, passing along the message. If no handler is found, the default `DefaultHandlerStr (1534)` is called.

Errors: None.

See also: [DefaultHandlerStr \(1534\)](#), [Dispatch \(1534\)](#), [DefaultHandler \(1530\)](#)

75.23.28 TObject.GetInterface

Synopsis: Return a reference to an interface

Declaration: `function GetInterface(const iid: TGuid; out obj) : Boolean`
`function GetInterface(const iidstr: shortstring; out obj) : Boolean`

Visibility: public

Description: `GetInterface` scans the interface tables and returns a reference to the interface `iid`. The reference is stored in `Obj` which should be an interface reference. It returns `True` if the interface was found, `False` if not.

The reference count of the interface is increased by this call.

Errors: If no interface was found, `False` is returned.

See also: [GetInterfaceByStr \(1535\)](#)

75.23.29 TObject.GetInterfaceByStr

Synopsis: Return an interface based on its GUID

Declaration: `function GetInterfaceByStr(const iidstr: shortstring; out obj) : Boolean`

Visibility: public

Description: `GetInterfaceByStr` returns in `obj` a pointer to the interface identified by `iidstr`. The function returns `True` if the interface is indeed implemented by the class, or `False` otherwise.

The `iidstr` is the unique GUID by which the interface was declared.

Errors: The function returns false if the requested interface is not implemented.

See also: [TObject.GetInterfaceEntry \(1536\)](#), [TObject.GetInterfaceEntryByStr \(1536\)](#)

75.23.30 TObject.GetInterfaceWeak

Synopsis: Get a reference to an interface, not increasing the reference count

Declaration: `function GetInterfaceWeak(const iid: TGuid; out obj) : Boolean`

Visibility: public

Description: `GetInterfaceWeak` performs the same function as [Getinterface \(1535\)](#), but unlike the latter, it will not increase the reference count of the interface.

See also: [TObject.GetInterface \(1535\)](#)

75.23.31 TObject.GetInterfaceEntry

Synopsis: Return the interface table entry by GUID

Declaration: `class function GetInterfaceEntry(const iid: TGuid) : pinterfaceentry`

Visibility: public

Description: `GetInterfaceEntry` returns the internal interface table entry for the interface identified by `iid` (the GUID used in the declaration of the interface). If the interface is not implemented by the class, the function returns `Nil`.

See also: `TObject.GetInterfaceByStr` (1535), `TObject.GetInterfaceEntryByStr` (1536)

75.23.32 TObject.GetInterfaceEntryByStr

Synopsis: Return the interface table entry by string

Declaration: `class function GetInterfaceEntryByStr(const iidstr: shortstring)
: pinterfaceentry`

Visibility: public

Description: `GetInterfaceEntryByStr` returns the internal interface table entry for the interface identified by `iidstr` (A string representation of the GUID used in the declaration of the interface). If the interface is not implemented by the class, the function returns `Nil`.

See also: `TObject.GetInterfaceByStr` (1535), `TObject.GetInterfaceEntry` (1536)

75.23.33 TObject.GetInterfaceTable

Synopsis: Return a pointer to the table of implemented interfaces for a class

Declaration: `class function GetInterfaceTable : pinterfacetable`

Visibility: public

Description: `GetInterfaceTable` returns a pointer to the internal table of implemented interfaces for a class. The result will always point to a valid address, if the class implements no interfaces the `EntryCount` field of the interface table will be zero.

See also: `TObject.GetInterfaceByStr` (1535), `TObject.GetInterfaceEntry` (1536)

75.23.34 TObject.UnitName

Synopsis: Unit name

Declaration: `class function UnitName : ansistring`

Visibility: public

Description: `UnitName` returns the unit name in which the class was defined. The name is obtained from the class definition data the compiler generates for each class.

75.23.35 TObject.Equals

Synopsis: Check if two objects are equal.

Declaration: `function Equals(Obj: TObject) : Boolean; Virtual`

Visibility: public

Description: `Equals` returns `True` if the object instance pointer (`Self`) equals the instance pointer `Obj`.

Descendent classes can override to check properties etc. in case the instance pointers are different.

See also: `TObject.GetHashCode` ([1537](#)), `TObject.ToString` ([1537](#))

75.23.36 TObject.GetHashCode

Synopsis: Return a hash code for the object

Declaration: `function GetHashCode : PtrInt; Virtual`

Visibility: public

Description: `GetHashCode` should return a hash code for the object. By default, the numerical (integer) address of `Self` is returned.

Descendent classes can use this to generate better suitable values to be used in a hash table.

See also: `TObject.ToString` ([1537](#)), `TObject.Equals` ([1537](#))

75.23.37 TObject.ToString

Synopsis: Return a string representation for the object

Declaration: `function ToString : ansistring; Virtual`

Visibility: public

Description: `ToString` returns by default the class name of the object. It is useful during sending of debug messages.

Descendent classes can override this method to give a better description of the object than just the class name.

See also: `TObject.GetHashCode` ([1537](#)), `TObject.Equals` ([1537](#))

Chapter 76

Reference for unit 'sysutils'

76.1 Used units

Table 76.1: Used units by unit 'sysutils'

Name	Page
errors	684
Linux	911
sysconst	??
System	1280
Unix	1927
unixtype	1966

76.2 Overview

This documentation describes the `sysutils` unit. The `sysutils` unit was started by Gertjan Schouten, and completed by Michael Van Canneyt. It aims to be compatible to the Delphi `sysutils` unit, but in contrast with the latter, it is designed to work on multiple platforms. It is implemented on all supported platforms.

76.3 Type Helpers for basic types

The `sysutils` unit contains type helpers for basic language types: boolean, ordinals (`shortint`, `smallint`, `byte`, `word`, `integer`, `cardinal`, `int64`, `wqord`, `nativeint`, `nativeuint`), strings, floating-point and GUID values. They can be used as-is, or they can be descended from to form your own type helpers.

See also: [TGUIDHelper \(1746\)](#), [TStringHelper \(1780\)](#), [TByteHelper \(1724\)](#), [TShortIntHelper \(1766\)](#), [TSmallIntHelper \(1778\)](#), [TWordHelper \(1806\)](#), [TCardinalHelper \(1727\)](#), [TIntegerHelper \(1750\)](#), [TInt64Helper \(1747\)](#), [TQWordHelper \(1763\)](#), [TNativeIntHelper \(1757\)](#), [TBooleanHelper \(1721\)](#), [TByteBoolHelper \(1723\)](#), [TWordBoolHelper \(1804\)](#), [TLongBoolHelper \(1753\)](#), [TSingleHelper \(1770\)](#), [TDoubleHelper \(1730\)](#), [TExtendedHelper \(1739\)](#)

76.4 Localization support

Localization support depends on various constants and structures being initialized correctly. On Windows and OS/2 this is done automatically: a widestring manager is installed by default which helps taking care of the current locale when performing various operations on strings. The various internationalization settings (date/time format, currency, language etc) are also initialized correctly on these platforms.

On unices, the widestring support is in a separate unit: `cwstring`, which loads the various needed functions from the C library. It should be added manually to the uses clause of your program. No internationalization (or localisation) settings are applied by this unit, these must be initialized separately by including the `locale` unit in the uses clause of your program.

76.5 Unicode and codepage awareness

The many functions that deal with filenames in the `sysutils` routines have been changed from `AnsiString` to `RawByteString` so they do not perform implicit codepage conversions to the ansi code page. At the same time, overloaded versions that accept a unicode string have been created.

For routines that access actual OS functions using single-byte string APIS, the strings are converted to ensure that the OS routine receives a string with the correct encoding when using single-byte strings. This encoding is normally the `DefaultFileSystemCodePage` (1348) encoding.

On systems with a unicode I/O API (2-byte strings), the native API is used, meaning that unicode strings will be passed on as-is, but single-byte strings will be converted (implicitly) to Unicode.

The following is a minimal list of functions that have been changed and duplicated:

Table 76.2:

Name	Description
<code>FileCreate</code> (1614)	Create a new file and return a handle to it.
<code>FileOpen</code> (1618)	Open an existing file and return a filehandle
<code>FileExists</code> (1615)	Check whether a particular file exists in the filesystem.
<code>DirectoryExists</code> (1600)	Check whether a directory exists in the file system.
<code>FileSetDate</code> (1622)	Set the date of a file.
<code>FileGetAttr</code> (1616)	Return attributes of a file.
<code>FileSetAttr</code> (1621)	Set the attributes of a file.
<code>DeleteFile</code> (1600)	Delete a file from the filesystem.
<code>RenameFile</code> (1660)	Rename a file.
<code>FileSearch</code> (1619)	Search for a file in a path.
<code>ExeSearch</code> (1607)	Search for an executable
<code>FindFirst</code> (1624)	Start a file search and return a findhandle
<code>FindNext</code> (1625)	Find the next entry in a findhandle.
<code>FindClose</code> (1623)	Close a find handle
<code>FileIsReadOnly</code> (1618)	Check whether a file is read-only.
<code>GetCurrentDir</code> (1643)	Return the current working directory of the application.
<code>SetCurrentDir</code> (1663)	Set the current directory of the application.

The following functions do not interact with the OS, but may nevertheless change the codepage of the strings involved in their operation:

Table 76.3:

Name	Description
ChangeFileExt (1587)	Change the extension of a filename.
ExtractFilePath (1611)	Extract the path from a filename.
ExtractFileDrive (1610)	Extract the drive part from a filename.
ExtractFileName (1611)	Extract the filename part from a full path filename.
ExtractFileExt (1611)	Return the extension from a filename.
ExtractFileDir (1610)	Extract the drive and directory part of a filename.
ExtractShortPathName (1612)	Returns a 8.3 path name
ExpandFileName (1608)	Expand a relative filename to an absolute filename.
ExpandFileNameCase (1608)	Expand a filename entered as case insensitive to the full path as stored on the disk.
ExtractRelativepath (1612)	Extract a relative path from a filename, given a base directory.
ExpandUNCFileName (1609)	Expand a relative filename to an absolute UNC filename.
IncludeTrailingPathDelimiter (1651)	Add trailing directory separator to a pathname, if needed.
IncludeTrailingBackslash (1651)	Add trailing directory separator to a pathname, if needed.
ExcludeTrailingBackslash (1606)	Strip trailing directory separator from a pathname, if needed.
ExcludeTrailingPathDelimiter (1606)	Strip trailing directory separator from a pathname, if needed.
IncludeLeadingPathDelimiter (1650)	Prepend a path delimiter if there is not already one.
ExcludeLeadingPathDelimiter (1606)	Strip the leading path delimiter of a path
IsPathDelimiter (1655)	Is the character at the given position a pathdelimiter ?
DoDirSeparators (1602)	Convert known directory separators to the current directory separator.
SetDirSeparators (1663)	Set the directory separators to the known directory separators.
GetDirs (1644)	Return a list of directory names from a path.
ConcatPaths (1591)	Concatenate an array of paths to form a single path
GetEnvironmentVariable (1645)	Return the value of an environment variable.

76.6 Miscellaneous conversion routines

Functions for various conversions.

Table 76.4:

Name	Description
BCDToInt (1585)	Convert BCD number to integer
CompareMem (1588)	Compare two memory regions
FloatToStrF (1627)	Convert float to formatted string
FloatToStr (1626)	Convert float to string
FloatToText (1629)	Convert float to string
FormatFloat (1640)	Format a floating point value
GetDirs (1644)	Split string in list of directories
IntToHex (1652)	return hexadecimal representation of integer
IntToStr (1653)	return decumal representation of integer
StrToIntDef (1687)	Convert string to integer with default value
StrToInt (1685)	Convert string to integer
StrToFloat (1684)	Convert string to float
TextToFloat (1691)	Convert null-terminated string to float

76.7 Date/time routines

Functions for date and time handling.

Table 76.5:

Name	Description
<code>DateTimeToFileDate</code> (1594)	Convert <code>DateTime</code> type to file date
<code>DateTimeToStr</code> (1595)	Construct string representation of <code>DateTime</code>
<code>DateTimeToString</code> (1595)	Construct string representation of <code>DateTime</code>
<code>DateTimeToSystemTime</code> (1596)	Convert <code>DateTime</code> to system time
<code>DateTimeToTimeStamp</code> (1597)	Convert <code>DateTime</code> to timestamp
<code>DateToStr</code> (1597)	Construct string representation of date
<code>Date</code> (1594)	Get current date
<code>DayOfWeek</code> (1598)	Get day of week
<code>DecodeDate</code> (1598)	Decode <code>DateTime</code> to year month and day
<code>DecodeTime</code> (1599)	Decode <code>DateTime</code> to hours, minutes and seconds
<code>EncodeDate</code> (1603)	Encode year, day and month to <code>DateTime</code>
<code>EncodeTime</code> (1604)	Encode hours, minutes and seconds to <code>DateTime</code>
<code>FormatDateTime</code> (1639)	Return string representation of <code>DateTime</code>
<code>IncMonth</code> (1651)	Add 1 to month
<code>IsLeapYear</code> (1654)	Determine if year is leap year
<code>MSecsToTimeStamp</code> (1657)	Convert nr of milliseconds to timestamp
<code>Now</code> (1658)	Get current date and time
<code>StrToDateTime</code> (1682)	Convert string to <code>DateTime</code>
<code>StrToDate</code> (1681)	Convert string to date
<code>StrToTime</code> (1688)	Convert string to time
<code>SystemTimeToDateTime</code> (1690)	Convert system time to datetime
<code>TimeStampToDateTime</code> (1692)	Convert time stamp to <code>DateTime</code>
<code>TimeStampToMSecs</code> (1693)	Convert <code>TimeStamp</code> to number of milliseconds
<code>TimeToStr</code> (1693)	return string representation of <code>Time</code>
<code>Time</code> (1692)	Get current time

76.8 FileName handling routines

Functions for file manipulation.

Table 76.6:

Name	Description
AnsiCompareFileName (1570)	Compare 2 filenames
AnsiLowerCaseFileName (1575)	Create lowercase filename
AnsiUpperCaseFileName (1583)	Create uppercase filename
AddDisk (1569)	Add disk to list of disk drives
ChangeFileExt (1587)	Change extension of file name
CreateDir (1592)	Create a directory
DeleteFile (1600)	Delete a file
DiskFree (1601)	Free space on disk
DiskSize (1601)	Total size of disk
ExpandFileName (1608)	Create full file name
ExpandFileNameCase (1608)	Create full file name case insensitively
ExpandUNCFileName (1609)	Create full UNC file name
ExtractFileDir (1610)	Extract drive and directory part of filename
ExtractFileDrive (1610)	Extract drive part of filename
ExtractFileExt (1611)	Extract extension part of filename
ExtractFileName (1611)	Extract name part of filename
ExtractFilePath (1611)	Extract path part of filename
ExtractRelativePath (1612)	Construct relative path between two files
FileAge (1613)	Return file age
FileDateToDateTime (1615)	Convert file date to system date
FileExists (1615)	Determine whether a file exists on disk
FileGetAttr (1616)	Get attributes of file
FileGetDate (1617)	Get date of last file modification
FileSearch (1619)	Search for file in path
FileSetAttr (1621)	Get file attributes
FileSetDate (1622)	Get file dates
FindFirst (1624)	Start finding a file
FindNext (1625)	Find next file
GetCurrentDir (1643)	Return current working directory
RemoveDir (1660)	Remove a directory from disk
RenameFile (1660)	Rename a file on disk
SameFileName (1662)	Check whether 2 filenames are the same
SetCurrentDir (1663)	Set current working directory
SetDirSeparators (1663)	Set directory separator characters
FindClose (1623)	Stop searching a file
DoDirSeparators (1602)	Replace directory separator characters

76.9 File input/output routines

Functions for reading/writing to file.

Table 76.7:

Name	Description
FileCreate (1614)	Create a file and return handle
FileOpen (1618)	Open file end return handle
FileRead (1619)	Read from file
FileSeek (1620)	Set file position
FileTruncate (1622)	Truncate file length
FileWrite (1623)	Write to file
FileClose (1613)	Close file handle

76.10 PChar related functions

Most PChar functions are the same as their counterparts in the STRINGS unit. The following functions are the same :

1. StrCat (1666) : Concatenates two PChar strings.
2. StrComp (1667) : Compares two PChar strings.
3. StrCopy (1667) : Copies a PChar string.
4. StrECopy (1668) : Copies a PChar string and returns a pointer to the terminating null byte.
5. StrEnd (1669) : Returns a pointer to the terminating null byte.
6. StrIComp (1670) : Case insensitive compare of 2 PChar strings.
7. StrLCat (1672) : Appends at most L characters from one PChar to another PChar.
8. StrLComp (1672) : Case sensitive compare of at most L characters of 2 PChar strings.
9. StrLCopy (1673) : Copies at most L characters from one PChar to another.
10. StrLen (1674) : Returns the length (exclusive terminating null byte) of a PChar string.
11. StrLIComp (1675) : Case insensitive compare of at most L characters of 2 PChar strings.
12. StrLower (1675) : Converts a PChar to all lowercase letters.
13. StrMove (1676) : Moves one PChar to another.
14. StrNew (1677) : Makes a copy of a PChar on the heap, and returns a pointer to this copy.
15. StrPos (1678) : Returns the position of one PChar string in another?
16. StrRScan (1679) : returns a pointer to the last occurrence of on PChar string in another one.
17. StrScan (1679) : returns a pointer to the first occurrence of on PChar string in another one.
18. StrUpper (1689) : Converts a PChar to all uppercase letters.

The subsequent functions are different from their counterparts in STRINGS, although the same examples can be used.

76.11 Date and time formatting characters

Various date and time formatting routines accept a format string to format the date and or time. The following characters can be used to control the date and time formatting:

- c** Formats date using `shortdateformat` and formats time using `longtimeformat` if the time is not zero.
- f** Same as **c**, but adds the time even if it is zero.
- d** day of month
- dd** day of month (leading zero)
- ddd** day of week (abbreviation)
- dddd** day of week (full)
- dddddd** `shortdateformat`
- ddddddd** `longdateformat`
- m** month
- mm** month (leading zero)
- mmm** month (abbreviation)
- mmmm** month (full)
- y** year (2 digits)
- yy** year (two digits)
- yyyy** year (with century)
- h** hour
- hh** hour (leading zero)
- n** minute
- nn** minute (leading zero)
- s** second
- ss** second (leading zero)
- t** `shorttimeformat`
- tt** `longtimeformat`
- am/pm** use 12 hour clock and display am and pm accordingly
- a/p** use 12 hour clock and display a and p accordingly
- /** insert date separator
- :** insert time separator
- "xx"** literal text
- 'xx'** literal text

z milliseconds

zzz milliseconds(leading zero)

The date and time separators are taken from the DefaultFormatSettings (1565) record, unless a TFormatSettings (1559) record is passed to the FormatDateTime (1639) function.

Note that to include any of the above characters literally in the result string, they must be enclosed in double quotes.

See also: DefaultFormatSettings (1565), TFormatSettings (1559), FormatDateTime (1639)

76.12 Formatting strings

Functions for formatting strings.

Table 76.8:

Name	Description
AdjustLineBreaks (1570)	Convert line breaks to line breaks for system
FormatBuf (1638)	Format a buffer
Format (1632)	Format arguments in string
FmtStr (1631)	Format buffer
QuotedStr (1659)	Quote a string
StrFmt (1670)	Format arguments in a string
StrLFmt (1674)	Format maximum L characters in a string
TrimLeft (1694)	Remove whitespace at the left of a string
TrimRight (1695)	Remove whitespace at the right of a string
Trim (1694)	Remove whitespace at both ends of a string

76.13 String functions

Functions for handling strings.

Table 76.9:

Name	Description
AnsiCompareStr (1571)	Compare two strings
AnsiCompareText (1572)	Compare two strings, case insensitive
AnsiExtractQuotedStr (1573)	Removes quotes from string
AnsiLastChar (1574)	Get last character of string
AnsiLowerCase (1574)	Convert string to all-lowercase
AnsiQuotedStr (1575)	Quotes a string
AnsiStrComp (1576)	Compare strings case-sensitive
AnsiStrIComp (1577)	Compare strings case-insensitive
AnsiStrLComp (1579)	Compare L characters of strings case sensitive
AnsiStrLIComp (1579)	Compare L characters of strings case insensitive
AnsiStrLastChar (1578)	Get last character of string
AnsiStrLower (1580)	Convert string to all-lowercase
AnsiStrUpper (1582)	Convert string to all-uppercase
AnsiUpperCase (1582)	Convert string to all-uppercase
AppendStr (1583)	Append 2 strings
AssignStr (1584)	Assign value of strings on heap
CompareStr (1589)	Compare two strings case sensitive
CompareText (1590)	Compare two strings case insensitive
DisposeStr (1602)	Remove string from heap
IsValidIdent (1655)	Is string a valid pascal identifier
LastDelimiter (1656)	Last occurrence of character in a string
LeftStr (1656)	Get first N characters of a string
LoadStr (1657)	Load string from resources
LowerCase (1657)	Convert string to all-lowercase
NewStr (1658)	Allocate new string on heap
RightStr (1662)	Get last N characters of a string
StrAlloc (1665)	Allocate memory for string
StrBufSize (1665)	Reserve memory for a string
StrDispose (1668)	Remove string from heap
StrPas (1677)	Convert PChar to pascal string
StrPCopy (1678)	Copy pascal string
StrPLCopy (1678)	Copy N bytes of pascal string
UpperCase (1703)	Convert string to all-uppercase

76.14 Constants, types and variables

76.14.1 Constants

```
ConfigExtension : string = '.cfg'
```

`ConfigExtension` is the default extension used by the `GetAppConfigFile (1643)` call. It can be set to any valid extension for the current OS.

```
CPUEndian = TEndian.Big
```

`CPUEndian` describes whether the current CPU is little or big endian.

```
DateDelta = 693594
```

Days between 1/1/0001 and 12/31/1899

```
DriveDelim = DriveSeparator
```

`DriveDelim` refers to the system unit's `DriveSeparator` constant, it is for Delphi compatibility only.

```
EmptyStr : string = ''
```

Empty String Constant

```
EmptyWideStr : WideString = ''
```

Empty wide string.

```
faAnyFile = $000001FF
```

Use this attribute in the `FindFirst` (1624) call to find all matching files.

```
faArchive = $00000020
```

Attribute of a file, meaning the file has the archive bit set. Used in `TSearchRec` (1561) and `FindFirst` (1624)

```
faCompressed = $00000800platform
```

`faTemporary` can be returned by `FindFirst` (1624) or `FindNext` (1625) to indicate that a returned file is compressed (on filesystems that support this).

```
faDirectory = $00000010
```

Attribute of a file, meaning the file is a directory. Used in `TSearchRec` (1561) and `FindFirst` (1624)

```
faEncrypted = $00004000platform
```

`faEncrypted` can be returned by `FindFirst` (1624) or `FindNext` (1625) to indicate that a returned file is encrypted (on filesystems that support this).

```
faHidden = $00000002platform
```

Attribute of a file, meaning the file is read-only. Used in `TSearchRec` (1561) and `FindFirst` (1624)

```
faNormal = $00000080
```

`faNormal` can be used in `FindFirst` (1624) to indicate that normal files must be included in the result.

```
faReadOnly = $00000001
```

Attribute of a file, meaning the file is read-only. Used in `TSearchRec` (1561) and `FindFirst` (1624)

`faSymLink = $00000400platform`

`faSymLink` means the file (as returned e.g. by `FindFirst (1624)`/`FindNext (1625)`), is a symlink. It's ignored under Windows.

`faSysFile = $00000004platform`

Attribute of a file, meaning the file is a system file. Used in `TSearchRec (1561)` and `FindFirst (1624)`

`faTemporary = $00000100platform`

`faTemporary` can be returned by `FindFirst (1624)` or `FindNext (1625)` to indicate that a returned file is a temporary file.

`faVirtual = $00010000platform`

`faVirtual` can be returned by `FindFirst (1624)` or `FindNext (1625)` to indicate that a returned file is virtual (on filesystems that support this).

`faVolumeId = $00000008deprecated; platform`

Attribute of a file, meaning the entry contains the volume ID. Used in `TSearchRec (1561)` and `FindFirst (1624)`

`feInvalidHandle : THandle = (-1)`

`feInvalidHandle` is the return value of `FileOpen (1618)` in case of an error.

`fmOpenRead = $0000`

`fmOpenRead` is used in the `FileOpen (1618)` call to open a file in read-only mode.

`fmOpenReadWrite = $0002`

`fmOpenReadWrite` is used in the `FileOpen (1618)` call to open a file in read-write mode.

`fmOpenWrite = $0001`

`fmOpenWrite` is used in the `FileOpen (1618)` call to open a file in write-only mode.

`fmShareCompat = $0000`

`fmOpenShareCompat` is used in the `FileOpen (1618)` call OR-ed together with one of `fmOpenReadWrite (1548)`, `fmOpenRead (1548)` or `fmOpenWrite (1548)`, to open a file in a sharing modus that is equivalent to sharing implemented in MS-DOS.

`fmShareDenyNone = $0040`

`fmShareDenyNone` is used in the `FileOpen (1618)` call OR-ed together with one of `fmOpenReadWrite (1548)`, `fmOpenRead (1548)` or `fmOpenWrite (1548)`, to open a file so other processes can read/write the file as well.

```
fmShareDenyRead = $0030
```

`fmOpenShareRead` is used in the `FileOpen` (1618) call OR-ed together with one of `fmOpenReadWrite` (1548), `fmOpenRead` (1548) or `fmOpenWrite` (1548), to open a file so other processes cannot read from it.

This constant only works on Windows, because other operating systems do not support this constants.

```
fmShareDenyWrite = $0020
```

`fmOpenShareDenyWrite` is used in the `FileOpen` (1618) call OR-ed together with one of `fmOpenReadWrite` (1548), `fmOpenRead` (1548) or `fmOpenWrite` (1548), to open a file so other processes cannot write to it, they can only read.

```
fmShareExclusive = $0010
```

`fmOpenShareExclusive` is used in the `FileOpen` (1618) call OR-ed together with one of `fmOpenReadWrite` (1548), `fmOpenRead` (1548) or `fmOpenWrite` (1548), to open a file exclusively.

```
fsFromBeginning = 0
```

`fsFromBeginning` is used to indicate in the `FileSeek` (1620) call that a seek operation should be started at the start of the file.

```
fsFromCurrent = 1
```

`fsFromBeginning` is used to indicate in the `FileSeek` (1620) call that a seek operation should be started at the current position in the file.

```
fsFromEnd = 2
```

`fsFromBeginning` is used to indicate in the `FileSeek` (1620) call that a seek operation should be started at the last position in the file.

```
GUID_NULL : TGuid = '{00000000-0000-0000-0000-000000000000}'
```

NULL GUID constant

```
HexDisplayPrefix : string = '$'
```

`HexDisplayPrefix` is used by the formatting routines to indicate that the number which follows the prefix is in Hexadecimal notation.

```
HoursPerDay = 24
```

Number of hours in a day.

```
JulianEpoch = (-2415018.5)
```

Starting point of the Julian calendar

```
LeadBytes : Set of Char = []
```

LeadBytes contains the set of bytes that serve as lead byte in a MBCS string.

MaxCurrency : Currency = 922337203685477.0000

Maximum currency value

MaxDateTime : TDateTime = 2958465.999999999

Maximum TDateTime value.

MAX_PATH = MaxPathLen

MAX_PATH is the maximum number of characters that a filename (including path) can contain on the current operating system.

MinCurrency : Currency = -922337203685477.0000

Minimum Currency value

MinDateTime : TDateTime = -693593.0

Minimum TDateTime value.

MinsPerDay = HoursPerDay * MinsPerHour

Number of minutes per day.

MinsPerHour = 60

Number of minutes per hour.

MonthDays : Array[Boolean] of TDayTable = ((31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31), (31, 29, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31))

Array with number of days in the months for leap and non-leap years.

MSecsPerDay = SecsPerDay * MSecsPerSec

Number of milliseconds per day

MSecsPerSec = 1000

Number of milliseconds per second

NullStr : PString = @EmptyStr

Pointer to an empty string

PathDelim = DirectorySeparator

`PathDelim` refers to the system unit's `DirectorySeparator` constant, it is for Delphi compatibility only.

`PathSep = PathSeparator`

`PathSep` refers to the system unit's `PathSeparator` constant, it is for Delphi compatibility only.

`pfBCB4Produced = $08000000`

Not used in Free Pascal.

`pfDelphi4Produced = $0C000000`

Not used in Free Pascal.

`pfDesignOnly = $00000002`

Package is a design-time only package

`pfExeModule = $00000000`

Package is an executable

`pfIgnoreDupUnits = $00000008`

Ignore duplicate units in package

`pfLibraryModule = $80000000`

Package is a library

`pfModuleTypeMask = $C0000000`

Mask for module type flags

`pfNeverBuild = $00000001`

Never-build flag was specified when compiling package

`pfPackageModule = $40000000`

Package is a real package (not exe)

`pfProducerMask = $0C000000`

Mask for producer flags

`pfProducerUndefined = $04000000`

Not used in Free Pascal.

`pfRunOnly = $00000004`

Package is a run-time only package

`pfV3Produced = $00000000`

Not used in Free Pascal.

`RTL_SIGBUS = 4`

Bus error signal number (Unix only)

`RTL_SIGDEFAULT = -1`

Default signal handler (Unix only)

`RTL_SIGFPE = 1`

Floating Point Error signal number (Unix only)

`RTL_SIGILL = 3`

Illegal instruction signal number (Unix only)

`RTL_SIGINT = 0`

INTERRUPT signal number (Unix only)

`RTL_SIGLAST = RTL_SIGQUIT`

Last signal number (Unix only)

`RTL_SIGQUIT = 5`

QUIT signal number (Unix only)

`RTL_SIGSEGV = 2`

Segmentation fault signal number (Unix only)

`SecsPerDay = MinsPerDay * SecsPerMin`

Number of seconds per day

`SecsPerMin = 60`

Number of seconds per minute

`SwitchChars = ['-']`

The characters in this set will be used by the `FindCmdLineSwitch` (1623) function to determine whether a command-line argument is a switch (an option) or a value. If the first character of an argument is in `SwitchChars`, it will be considered an option or switch.

```
SysConfigDir : string = ''
```

`SysConfigDir` is the default system configuration directory. It is set at application startup by the `sysutils` initialization routines.

This directory may be returned by the `GetAppConfigDir` (1642) call on some systems.

```
ufImplicitUnit = $10
```

Unit was implicitly imported into package (did not appear in package contains list)

```
ufMainUnit = $01
```

Unit is the main unit of the package

```
ufOrgWeakUnit = $08
```

Unit is the original weak packaged unit

```
ufPackageUnit = $02
```

Unit is a packaged unit (appeared in package contains list)

```
ufWeakPackageUnit = ufPackageUnit or ufWeakUnit
```

Weak (original or not) packaged unit

```
ufWeakUnit = $04
```

Unit is a weak packaged unit

```
UnixDateDelta = (UnixEpoch)
```

Number of days between 1.1.1900 and 1.1.1970

```
UnixEpoch = JulianEpoch + (2440587.5)
```

Starting point of the unix calendar (1/1/1970)

76.14.2 Types

```
EHeapException = EHeapMemoryError
```

`EHeapMemoryError` is raised when an error occurs in the heap management routines.

```
ExceptClass = Class of Exception
```

ExceptClass is a [Exception \(1716\)](#) class reference.

```

Int128Rec = packed record
case Integer of
0: (
  Hi : QWord;
  Lo
  : QWord;
);
1: (
  DWords : Array[0..3] of DWord;
);
2: (
  Words
  : Array[0..7] of Word;
);
3: (
  Bytes : Array[0..15] of Byte;
)
;
end

```

Int128Rec is a record defining a 128-bit integer. It is made up of 2 QWords or 4 DWords or 8 words or 16 bytes.

```

Int64Rec = packed record
case Integer of
0: (
  Hi : Cardinal;
  Lo
  : Cardinal;
);
1: (
  Words : Array[0..3] of Word;
);
2: (
  Bytes
  : Array[0..7] of Byte;
);
end

```

Int64Rec can be used to extract the parts of a Int64: the high and low cardinal, or a zero-based array of 4 words, or a zero based array of 8 bytes. Note that the meaning of the High and Low parts are different on various CPUs.

```

LongRec = packed record
case Integer of
0: (
  Hi : Word;
  Lo : Word
  ;
);
1: (

```

```

    Bytes : Array[0..3] of Byte;
  );
end

```

LongRec can be used to extract the parts of an long Integer: the high and low word, or the 4 separate bytes as a zero-based array of bytes. Note that the meaning of High and Low parts are different on various CPUs.

```

OWordRec = packed record
case Integer of
0: (
    Hi : QWord;
    Lo
    : QWord;
);
1: (
    DWords : Array[0..3] of DWord;
);
2: (
    Words
    : Array[0..7] of Word;
);
3: (
    Bytes : Array[0..15] of Byte;
)
;
end

```

OWordRec is a record defining a 128-bit integer. It is made up of 2 QWords or 4 DWords or 8 words or 16 bytes.

```
PByteArray = ^TByteArray
```

Generic pointer to TByteArray (1556). Use to access memory regions as a byte array.

```
PDayTable = ^TDayTable
```

Pointer to TDayTable type.

```
PString = ObjPas.PString
```

Pointer to a ansistring

```
PSysCharSet = ^TSysCharSet
```

Pointer to TSysCharSet (1562) type.

```
PWordarray = ^TWordArray
```

Generic pointer to TWordArray (1564). Use to access memory regions as a word array.

```
TArray = Array of T
```


TArray is a generic array. It can be used to define dynamic arrays in generic functions or classes.

This definition is provided for Delphi compatibility only, it is not needed in Free Pascal, where 2 array types are equal if they element types are equal.

TBeepHandler = procedure

TBeepHandler is the prototype used by the OnBeep (1566) handler. This in turn is called by the Beep (1585) call to actually implement the beep functionality. The call takes no arguments.

TByteArray = Array[0..32767] of Byte

TByteArray is a generic array definition, mostly for use as a base type of the PByteArray (1555) type.

TBytes = Array of Byte

TBytes defines a dynamic array of bytes. This can be used to typecast e.g. strings to manipulate them byte for byte.

TCharArray = Array of Char

TCharArray is a dynamic array of characters.

TCompareOption = system.TCompareOption

TCompareOption is an alias for System.TCompareOption (1323).

TCompareOptions = system.TCompareOptions

TCompareOptions is an alias for System.TCompareOptions (1324).

TCreateGUIDFunc = function(out GUID: TGuid) : Integer

TCreateGUIDFunc is the prototype for a GUID creation handler. On return, the GUID argument should contain a new (unique) GUID. The return value of the function should be zero for success, nonzero for failure.

TDayTable = Array[1..12] of Word

Array of day names.

TEndian = (Little, Big)

Table 76.10: Enumeration values for type TEndian

Value	Explanation
Big	Big endian (MSB first)
Little	Little endian (LSB first)

TEndian indicates whether the platform is little endian (LSB first), or big endian (MSB first).

TEventType = (etCustom, etInfo, etWarning, etError, etDebug)

Table 76.11: Enumeration values for type TEventType

Value	Explanation
etCustom	Custom log event, with application-specific meaning
etDebug	Debug message.
etError	Error condition message
etInfo	General information event message
etWarning	Warning message

TEventType is a type to be used by logging mechanisms (in particular, the TCustomApplication and TEventLog classes). It can be used to filter events, and write only certain types of event to the event log.

TEventTypes = Set of TEventType

TEventTypes is a set type of TEventType, defined for convenience. It is used in the custom application classes for logging purposes.

TExecuteFlags= Set of (ExecInheritsHandles)

Table 76.12: Enumeration values for type

Value	Explanation
ExecInheritsHandles	The new process inherits all (file) handles owned by the current process

TExecuteFlags is a set of flags to influence the behaviour of the ExecuteProcess (1607) call.

TFilename = String

TFileName is used in the TSearchRec (1561) definition.

TFileRec = FileRec

Alias for FileRec (1538) for Delphi compatibility.

TFileSearchOption = (sfoImplicitCurrentDir, sfoStripQuotes)

Table 76.13: Enumeration values for type TFileSearchOption

Value	Explanation
sfoImplicitCurrentDir	Always search the current directory first, even if it is not specified.
sfoStripQuotes	Strip quotes from the components in the search path.

TFileSearchOption enumerates the options that can be used in the FileSearch call to control the behaviour of the search mechanism

TFileSearchOptions = Set of TFileSearchOption

TFileSearchOptions is a set of TFileSearchOption (1557) values, used in the FileSearch (1619) call when searching for files.

TFloatFormat = (ffGeneral, ffExponent, ffFixed, ffNumber, ffCurrency)

Table 76.14: Enumeration values for type TFloatFormat

Value	Explanation
ffCurrency	Monetary format.
ffExponent	Scientific format.
ffFixed	Fixed point format.
ffGeneral	General number format.
ffNumber	Fixed point format with thousand separator

TFloatFormat is used to determine how a float value should be formatted in the FloatToText (1629) function.

```
TFloatRec = record
  Exponent : Integer;
  Negative : Boolean;
  Digits
  : Array[0..18] of Char;
end
```

TFloatRec is used to describe a floating point value by the FloatToDecimal (1626) function.

TFloatValue = (fvExtended, fvCurrency, fvSingle, fvReal, fvDouble, fvComp)

Table 76.15: Enumeration values for type TFloatValue

Value	Explanation
fvComp	Comp value
fvCurrency	Currency value
fvDouble	Double value
fvExtended	Extended value
fvReal	Real value
fvSingle	Single value

TFloatValue determines which kind of value should be returned in the (untyped) buffer used by the TextToFloat (1691) function.

TFormatDateTimeOption = (fdoInterval)

Table 76.16: Enumeration values for type TFormatDateTimeOption

Value	Explanation
fdoInterval	Format the time as an interval, 24+hours are presented as such

TFormatDateTimeOption enumerates possible options to the FormatDateTime (1639) routine.

TFormatDateTimeOptions = Set of TFormatDateTimeOption

TFormatDateTimeOptions is a set of TFormatDateTimeOptions (1559), and is used in the last argument of FormatDateTime (1639)

```
TFormatSettings = record
  CurrencyFormat : Byte;
  NegCurrFormat
  : Byte;
  ThousandSeparator : Char;
  DecimalSeparator : Char;
  CurrencyDecimals : Byte;
  DateSeparator : Char;
  TimeSeparator
  : Char;
  ListSeparator : Char;
  CurrencyString : string;
  ShortDateFormat
  : string;
  LongDateFormat : string;
  TimeAMString : string;
  TimePMString
  : string;
  ShortTimeFormat : string;
  LongTimeFormat : string;
  ShortMonthNames : TMonthNameArray;
  LongMonthNames : TMonthNameArray
  ;
  ShortDayNames : TWeekNameArray;
  LongDayNames : TWeekNameArray
  ;
  TwoDigitYearCenturyWindow : Word;
end
```

TFormatSettings is a record that contains a copy of all variables which determine formatting in the various string formatting routines. It is used to pass local copies of these values to the various formatting routines in a thread-safe way.

```
TGetAppNameEvent = function : string
```

This callback type is used by the OnGetApplicationName (1567) to return an alternative application name.

```
TGetTempDirEvent = function(Global: Boolean) : string
```

Function prototype for OnGetTempDir (1567) handler.

```
TGetTempFileEvent = function(const Dir: string; const Prefix: string
)
    : string
```

Function prototype for OnGetTempFile (1567) handler.

```
TGetVendorNameEvent = function : string
```

TGetVendorNameEvent is the function prototype for the OnGetVendorName (1567) callback, used by the VendorName (1703) function.

```
THandle = System.THandle
```

THandle refers to the definition of THandle in the system unit, and is provided for backward compatibility only.

```
TIntegerSet = Set of
```

TIntegerSet is a generic integer subrange set definition whose size fits in a single integer.

```
TMbcsByteType = (mbSingleByte, mbLeadByte, mbTrailByte)
```

Table 76.17: Enumeration values for type TMbcsByteType

Value	Explanation
mbLeadByte	Uses lead-byte
mbSingleByte	Single bytes
mbTrailByte	Uses trailing byte

Type of multi-byte character set.

```
TMonthNameArray = Array[1..12] of string
```

TMonthNameArray is used in the month long and short name arrays.

```
TProcedure = procedure
```

TProcedure is a general definition of a procedural callback.

```
TRawbyteSearchRec = record
    Time : LongInt;
    Size : Int64;
    Attr
    : LongInt;
    Name : RawByteString;
    ExcludeAttr : LongInt;
    FindHandle
    : THandle;
    Mode : TMode;
end
```

TRawbyteSearchRec is a search handle description record using single-byte strings. It is initialized by a call to FindFirst (1624) and can be used to do subsequent calls to FindNext (1625). It contains the result of these function calls. It must be used to close the search sequence with a call to FindClose (1623).

Remark: Not all fields of this record should be used. Some of the fields are for internal use only. (PathOnly for example, is only provided for Kylix compatibility)

Remark: Note that for files with unicode filenames this is a converted value from the unicode filename. Depending on the codepage, this may or may not be a correct rendering of the correct unicode filename.

TReplaceFlags= Set of (rfReplaceAll,rfIgnoreCase)

Table 76.18: Enumeration values for type

Value	Explanation
rfIgnoreCase	Search case insensitive.
rfReplaceAll	Replace all occurrences of the search string with the replacement string.

TReplaceFlags determines the behaviour of the StringReplace (1671) function.

TSearchRec = TRawbyteSearchRec

TSearchRec is a search handle description record. It is initialized by a call to FindFirst (1624) and can be used to do subsequent calls to FindNext (1625). It contains the result of these function calls. It must be used to close the search sequence with a call to FindClose (1623).

Remark: Not all fields of this record should be used. Some of the fields are for internal use only. (PathOnly for example, is only provided for Kylix compatibility)

TSignalState = (ssNotHooked,ssHooked,ssOverridden)

Table 76.19: Enumeration values for type TSignalState

Value	Explanation
ssHooked	A signal handler is set by the RTL code for the signal.
ssNotHooked	No signal handler is set for the signal.
ssOverridden	A signal handler was set for the signal by third-party code.

TSignalState indicates the state of a signal handler in a unix system for a particular signal.

TStringArray = Array of string

TStringArray is a dynamic array of strings.

TStringSplitOptions = (None,ExcludeEmpty)

Table 76.20: Enumeration values for type TStringSplitOptions

Value	Explanation
ExcludeEmpty	Do not include empty strings in the result.
None	No options specified. The default

TStringSplitOptions describes the possible options for TStringHelper.Split (1797).

TSysCharSet = Set of AnsiChar

Generic set of characters type.

```
TSysLocale = record
  DefaultLCID : Integer;
  PriLangID : Integer
  ;
  SubLangID : Integer;
case Byte of
1: (
  FarEast : Boolean;
  MiddleEast : Boolean;
);
2: (
  MBCS : Boolean;
  RightToLeft : Boolean
  ;
);
end
```

TSysLocale describes the current locale. If Fareast or MBCS is True, then the current locale uses a Multi-Byte Character Set. If MiddleEast or RightToLeft is True then words and sentences are read from right to left.

```
TSystemTime = record
  Year : Word;
  Month : Word;
  Day : Word;
  DayOfWeek : Word;
  Hour : Word;
  Minute : Word;
  Second : Word
  ;
  MilliSecond : Word;
end
```

The System time structure contains the date/time in a human-understandable format.

TTerminateProc = function : Boolean

TTerminateProc is the procedural type which should be used when adding exit procedures.

```
TTextRec = TextRec
```

Alias for TextRec (1538) for Delphi compatibility.

```
TTimeStamp = record
  Time : LongInt;
  Date : LongInt;
end
```

TTimeStamp contains a timestamp, with the date and time parts specified as separate TDateTime values.

```
TUnicodeCharArray = Array of UnicodeChar
```

```
TUnicodeSearchRec = record
  Time : LongInt;
  Size : Int64;
  Attr
  : LongInt;
  Name : UnicodeString;
  ExcludeAttr : LongInt;
  FindHandle
  : THandle;
  Mode : TMode;
end
```

TRawbyteSearchRec is a search handle description record using multi-byte strings. It is initialized by a call to FindFirst (1624) and can be used to do subsequent calls to FindNext (1625). It contains the result of these function calls. It must be used to close the search sequence with a call to FindClose (1623).

Remark: Not all fields of this record should be used. Some of the fields are for internal use only. (PathOnly for example, is only provided for Kylix compatibility)

```
TUseBoolStrs = (False, True)
```

Table 76.21: Enumeration values for type TUseBoolStrs

Value	Explanation
False	Numerical values should be used (0 and 1)
True	String representations should be used.

TUseBoolStrs is an enumerated type which indicates whether bool strs must be used when converting boolean to strings.

```
TWeekNameArray = Array[1..7] of string
```

TWeekNameArray is used in the day long and short name arrays.


```
TWordArray = Array[0..16383] of Word
```

TWordArray is a generic array definition, mostly for use as a base type of the PWordArray (1555) type.

```
WordRec = packed record
  Hi : Byte;
  Lo : Byte;
end
```

LongRec can be used to extract the parts of a word: the high and low byte. Note that the meaning of the High and Low parts are different on various CPUs.

76.14.3 Variables

```
CurrencyDecimals : Bytedeprecated
```

CurrencyDecimals is the number of decimals to be used when formatting a currency. It is used by the float formatting routines. The initialization routines of the SysUtils unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use DefaultFormatSettings.CurrencyFormat (1565) instead.

```
CurrencyFormat : Bytedeprecated
```

CurrencyFormat is the default format string for positive currencies. It is used by the float formatting routines. The initialization routines of the SysUtils unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use DefaultFormatSettings.CurrencyFormat (1565) instead.

```
CurrencyString : stringdeprecated
```

CurrencyString is the currency symbol for the current locale. It is used by the float formatting routines. The initialization routines of the SysUtils unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use DefaultFormatSettings.CurrencyString (1565) instead.

```
DateSeparator : Chardeprecated
```

DateSeparator is the character used by various date/time conversion routines as the character that separates the day from the month and the month from the year in a date notation. It is used by the date formatting routines. The initialization routines of the SysUtils unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use DefaultFormatSettings.DateSeparator (1565) instead.

```
DecimalSeparator : Chardeprecated
```

DecimalSeparator is used to display the decimal symbol in floating point numbers or currencies. It is used by the float formatting routines. The initialization routines of the SysUtils unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use DefaultFormatSettings.DecimalSeparator (1565) instead.

```
DefaultFormatSettings : TFormatSettings = (CurrencyFormat: 1; NegCurrFormat
: 5; ThousandSeparator: ','; DecimalSeparator: '.'; CurrencyDecimals
: 2; DateSeparator: '-'; TimeSeparator: ':'; ListSeparator: ','; CurrencyString
: '$'; ShortDateFormat: 'd/m/y'; LongDateFormat: 'dd" "mmmm" "yyyy'
; TimeAMString: 'AM'; TimePMString: 'PM'; ShortTimeFormat: 'hh:nn'
; LongTimeFormat: 'hh:nn:ss'; ShortMonthNames: ('Jan', 'Feb', 'Mar'
, 'Apr', 'May', 'Jun', 'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec');
LongMonthNames: ('January', 'February', 'March', 'April', 'May',
'June', 'July', 'August', 'September', 'October', 'November', 'December'
); ShortDayNames: ('Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'
); LongDayNames: ('Sunday', 'Monday', 'Tuesday', 'Wednesday', 'Thursday'
, 'Friday', 'Saturday'); TwoDigitYearCenturyWindow: 50)
```

`DefaultFormatSettings` contains the default settings for all type of formatting constants. If no thread-specific values are specified when a formatting function is called, this record is used as a default.

All other formatting constants refer to the fields of this variable using absolute addressing.

`FalseBoolStrs` : Array of string

`FalseBoolStrs` contains the strings that will result in a `False` return value by `StrToBool` (1680).

`FormatSettings` : `TFormatSettings`

`FormatSettings` is provided for Delphi compatibility, and refers to the `DefaultFormatSettings` (1565) variable.

`ListSeparator` : `Char` deprecated

`ListSeparator` is the character used in lists of values. It is locale dependent.

`LongDateFormat` : `string` deprecated

`LongDateFormat` contains a template to format a date in a long format. It is used by the date formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.LongDateFormat` (1565) instead.

`LongDayNames` : `TWeekNameArray` deprecated

`LongDayNames` is an array with the full names of days. It is used by the date formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

The array is indexed by values as returned by the `DayOfWeek` function.

This constant is deprecated. You should use `DefaultFormatSettings.LongDayNames` (1565) instead.

`LongMonthNames` : `TMonthNameArray` deprecated

`LongMonthNames` is an array with the full names of months. It is used by the date formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.LongMonthNames` (1565) instead.

`LongTimeFormat` : `stringdeprecated`

`LongTimeFormat` contains a template to format a time in full notation. It is used by the time formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.LongTimeFormat` (1565) instead.

`NegCurrFormat` : `Bytedeprecated`

`CurrencyFormat` is the default format string for negative currencies. It is used by the float formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default:

- 0** Left parenthesis, currency symbol, amount, right parenthesis. Ex: (\$1.2)
- 1** Negative sign, currency symbol, amount. Ex: -\$1.2
- 2** Monetary symbol, negative sign, amount. Ex: \$-1.2
- 3** Monetary symbol, amount, negative sign. Ex: \$1.2-
- 4** Left parenthesis, amount, currency symbol, right parenthesis. Ex: (1.2\$)
- 5** Negative sign, amount, currency symbol. Ex: -1.2\$
- 5** 6Amount, negative sign, currency symbol. Ex: 1.2-\$
- 5** 7Amount, currency symbol, negative sign. Ex: 1.2\$-
- 5** 8Negative sign, amount, space, currency symbol (as #5, adding a space before the currency symbol). Ex: -1.2 \$
- 9** Negative sign, currency symbol, space, amount (as #1, adding a space after the currency symbol). Ex: -\$ 1.2
- 10** Amount, space, currency symbol, negative sign (as #7, adding a space before the currency symbol). Ex: 1.2 \$-
- 11** Monetary symbol, space, amount, negative sign (as #3, adding a space after the currency symbol). Ex: \$ 1.2-
- 12** Monetary symbol, space, negative sign, amount (as #2, adding a space after the currency symbol). Ex: \$ -1.2
- 13** Amount, negative sign, space, currency symbol (as #6, adding a space before the currency symbol). Ex: 1.2- \$
- 14** Left parenthesis, currency symbol, space, amount, right parenthesis (as #0, adding a space after the currency symbol). Ex: (\$ 1.2)
- 15** Left parenthesis, amount, space, currency symbol, right parenthesis (as ##4, adding a space before the currency symbol). Ex: (1.2 \$)

`OnBeep` : `TBeepHandler = Nil`

`OnBeep` is called whenever `Beep` is called. `Beep` contains no implementation to actually produce a beep, since there is no way to implement beep in a meaningful way for all possible implementations.

`OnCreateGUID : TCreateGUIDFunc = Nil`

`OnCreateGUID` can be set to point to a custom routine that creates GUID values. If set, the `CreateGUID (1592)` function will use it to obtain a GUID value. If it is not set, a default implementation using random values will be used to create the unique value. The function should return a valid GUID in the `GUID` parameter, and should return zero in case of success.

`OnGetApplicationName : TGetAppNameEvent`

By default, the configuration file routines `GetAppConfigDir (1642)` and `GetAppConfigFile (1643)` use a default application name to construct a directory or filename. This callback can be used to provide an alternative application name.

Since the result of this callback will be used to construct a filename, care should be taken that the returned name does not contain directory separator characters or characters that cannot appear in a filename.

`OnGetTempDir : TGetTempDirEvent`

`OnGetTempDir` can be used to provide custom behaviour for the `GetTempDir (1647)` function. Note that the returned name should have a trailing directory delimiter character.

`OnGetTempFile : TGetTempFileEvent`

`OnGetTempDir` can be used to provide custom behaviour for the `GetTempFileName (1648)` function. Note that the values for `Prefix` and `Dir` should be observed.

`OnGetVendorName : TGetVendorNameEvent`

`OnGetVendorName` must be set in order for `VendorName (1703)` to return a value. It will then be used in `GetAppConfigDir (1642)` and `GetAppConfigFile (1643)` to determine the configuration directory. Set it to a callback that returns the actual vendor name for the application.

`OnShowException : procedure(Msg: ShortString)`

`OnShowException` is the callback that `ShowException (1664)` uses to display a message in a GUI application. For GUI applications, this variable should always be set. Note that no memory may be available when this callback is called, so the callback should already have all resources it needs, when the callback is set.

`ShortDateFormat : stringdeprecated`

`ShortDateFormat` contains a template to format a date in a short format. It is used by the date formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.ShortDateFormat (1565)` instead.

`ShortDayNames : TWeekNameArraydeprecated`

`ShortDayNames` is an array with the abbreviated names of days. It is used by the date formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

The array is indexed by values as returned by the `DayOfWeek` function.

This constant is deprecated. You should use `DefaultFormatSettings.ShortDayNames (1565)` instead.

`ShortMonthNames` : `TMonthNameArray` deprecated

`ShortMonthNames` is an array with the abbreviated names of months. It is used by the date formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.ShortMonthNames` (1565) instead.

`ShortTimeFormat` : `string` deprecated

`ShortTimeFormat` contains a template to format a time in a short notation. It is used by the time formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.ShortTimeFormat` (1565) instead.

`SysLocale` : `TSysLocale`

`SysLocale` is initialized by the initialization code of the `SysUtils` unit. For an explanation of the fields, see `TSysLocale` (1562)

`ThousandSeparator` : `Char` deprecated

`ThousandSeparator` is used to separate groups of thousands in floating point numbers or currencies. It is used by the float formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.ThousandSeparator` (1565) instead.

`TimeAMString` : `string` deprecated

`TimeAMString` is used to display the AM symbol in the time formatting routines. It is used by the time formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.TimeAMString` (1565) instead.

`TimePMString` : `string` deprecated

`TimePMString` is used to display the PM symbol in the time formatting routines. It is used by the time formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

This constant is deprecated. You should use `DefaultFormatSettings.TimePMString` (1565) instead.

`TimeSeparator` : `Char` deprecated

`TimeSeparator` is used by the time formatting routines to separate the hours from the minutes and the minutes from the seconds. It is used by the time formatting routines. The initialization routines of the `SysUtils` unit initialize this string with a value conforming to the regional preferences of the user or system regional default.

`TrueBoolStrs` : Array of `string`

`TrueBoolStrs` contains the strings that will result in a `True` return value by `StrToBool` (1680).

`TwoDigitYearCenturyWindow` : `Word`

Window to determine what century 2 digit years are in.

76.15 Procedures and functions

76.15.1 AbandonSignalHandler

Synopsis: Abandon the signal handler

Declaration: `procedure AbandonSignalHandler(RtlSigNum: Integer)`

Visibility: `default`

Description: `AbandonSignalHandler` tells the system routines that they should not re-install the signal handler for signal `RtlSigNum` under any circumstances. Normally, signal handlers are re-set when they are called. If `AbandonSignalHandler` has been called for a signal that is handled by the system code, the signal will not be re-set again.

76.15.2 Abort

Synopsis: Abort program execution.

Declaration: `procedure Abort`

Visibility: `default`

Description: `Abort` raises an `EAbort` (1707) exception.

See also: `EAbort` (1707)

76.15.3 AddDisk

Synopsis: Add a disk to the list of known disks (Unix only)

Declaration: `function AddDisk(const path: string) : Byte`

Visibility: `default`

Description: On Unix-like platforms both the `DiskFree` (1601) and `DiskSize` (1601) functions need a file on the specified drive, since is required for the `statfs` system call.

These filenames are set in `drivestr[0..26]`, and the first 4 have been preset to :

Disk 0 ' .' default drive - hence current directory is used.

Disk 1 '/fd0/ .' floppy drive 1.

Disk 2 '/fd1/ .' floppy drive 2.

Disk 3 '/ C: equivalent of DOS is the root partition.

Drives 4..26 can be set by your own applications with the `AddDisk` call.

The `AddDisk` call adds `Path` to the names of drive files, and returns the number of the disk that corresponds to this drive. If you add more than 21 drives, the count is wrapped to 4.

Errors: None.

See also: `DiskFree` (1601), `DiskSize` (1601)

76.15.4 AddTerminateProc

Synopsis: Add a procedure to the exit chain.

Declaration: `procedure AddTerminateProc(TermProc: TTerminateProc)`

Visibility: default

Description: `AddTerminateProc` adds `TermProc` to the list of exit procedures. When the program exits, the list of exit procedures is run over, and all procedures are called one by one, in the reverse order that they were added to the exit chain.

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

See also: `TTerminateProc` (1562), `CallTerminateProcs` (1587)

76.15.5 AdjustLineBreaks

Synopsis: Convert possible line-endings to the currently valid line ending.

Declaration: `function AdjustLineBreaks(const S: string) : string`
`function AdjustLineBreaks(const S: string; Style: TTextLineBreakStyle)`
`: string`

Visibility: default

Description: `AdjustLineBreaks` will change all occurrences of `#13` and `#10` characters with the correct line-ending characters for the current platform. This is `#13#10` on Windows and Dos. On Unix-like platforms, this is `#10` and for Mac OS X it is `#13`.

Errors: None.

See also: `AnsiCompareStr` (1571), `AnsiCompareText` (1572)

Listing: `./sysutex/ex48.pp`

Program `Example48;`

{ This program demonstrates the AdjustLineBreaks function }

Uses `sysutils;`

Const

`S = 'This is a string '#13'with embedded'#10'linefeed and'+`
`#13'CR characters';`

Begin

`WriteLn (AdjustLineBreaks(S));`

End.

76.15.6 AnsiCompareFileName

Synopsis: Compare 2 filenames.

Declaration: `function AnsiCompareFileName(const S1: string; const S2: string)`
`: SizeInt`

Visibility: default

Description: `AnsiCompareFileName` compares 2 filenames `S1` and `S2`, and returns

< 0 if `S1`<`S2`.
 = 0 if `S1`=`S2`.
 > 0 if `S1`>`S2`.

The function actually checks `FileNameCaseSensitive` and returns the result of `AnsiCompareStr` (1571) or `AnsiCompareText` (1572) depending on whether `FileNameCaseSensitive` is `True` or `False`

Errors: None.

See also: `AnsiCompareStr` (1571), `AnsiCompareText` (1572), `AnsiLowerCaseFileName` (1575)

76.15.7 AnsiCompareStr

Synopsis: Compare 2 ansistrings, case sensitive, ignoring accents characters.

Declaration: `function AnsiCompareStr(const S1: string; const S2: string) : Integer`

Visibility: default

Description: `AnsiCompareStr` compares two strings and returns the following result:

< 0 if `S1`<`S2`.
 0 if `S1`=`S2`.
 > 0 if `S1`>`S2`.

The comparison takes into account Ansi characters, i.e. it takes care of strange accented characters. Contrary to `AnsiCompareText` (1572), the comparison is case sensitive.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AdjustLineBreaks` (1570), `AnsiCompareText` (1572)

Listing: `./sysutex/ex49.pp`

Program Example49;

```
{ This program demonstrates the AnsiCompareStr function }
{$H+}
```

```
Uses sysutils;
```

```
Procedure TestIt (S1,S2 : String);
```

```
Var R : Longint;
```

```
begin
```

```
  R:=AnsiCompareStr(S1,S2);
```

```
  Write ('"',S1,'" is ');
```

```
  If R<0 then
```

```
    write ('less than ')
  else If R=0 then
```

```
    Write ('equal to ')
  end;
```



```

    else
      Write ( 'larger than ');
      Writeln ( '', S2, '' );
    end;

  Begin
    Testit( 'One string ', 'One smaller string ');
    Testit( 'One string ', 'one string ');
    Testit( 'One string ', 'One string ');
    Testit( 'One string ', 'One tall string ');
  End.

```

76.15.8 AnsiCompareText

Synopsis: Compare 2 ansistrings, case insensitive, ignoring accents characters.

Declaration: `function AnsiCompareText(const S1: string; const S2: string) : Integer`

Visibility: default

Description: `AnsiCompareText` compares two strings and returns the following result:

```

<0if S1<S2.
0if S1=S2.
>0if S1>S2.

```

the comparison takes into account Ansi characters, i.e. it takes care of strange accented characters. Contrary to `AnsiCompareStr` (1571), the comparison is case insensitive.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AdjustLineBreaks` (1570), `AnsiCompareText` (1572)

Listing: `./sysutex/ex50.pp`

Program Example49;

```

{ This program demonstrates the AnsiCompareText function }
{$H+}

```

Uses sysutils;

Procedure TestIt (S1,S2 : **String**);

Var R : Longint;

```

begin
  R:=AnsiCompareText(S1,S2);
  Write ( '', S1, ' is ');
  If R<0 then
    write ( 'less than ')
  else If R=0 then
    Write ( 'equal to ')
  else

```

```

    Write ( 'larger than ');
    Writeln ( '', S2, '' );
end;

Begin
    Testit('One string ', 'One smaller string ');
    Testit('One string ', 'one string ');
    Testit('One string ', 'One string ');
    Testit('One string ', 'One tall string ');
End.

```

76.15.9 AnsiDequotedStr

Synopsis:

Declaration: `function AnsiDequotedStr(const S: string; AQuote: Char) : string`

Visibility: default

Description:

76.15.10 AnsiExtractQuotedStr

Synopsis: Removes the first quoted string from a string.

Declaration: `function AnsiExtractQuotedStr(var Src: PChar; Quote: Char) : string`

Visibility: default

Description: `AnsiExtractQuotedStr` returns the first quoted string in `Src`, and deletes the result from `Src`.

The resulting string has with `Quote` characters removed from the beginning and end of the string (if they are present), and double `Quote` characters replaced by a single `Quote` characters. As such, it reverses the action of `AnsiQuotedStr` (1575).

Errors: None.

See also: `AnsiQuotedStr` (1575)

Listing: `./sysutex/ex51.pp`

```

Program Example51;
{ This program demonstrates the AnsiQuotedStr function }
Uses sysutils;

Var
    S : AnsiString;
    P : PChar;

Begin
    S:= 'He said "Hello" and walked on';
    P:=Pchar(S);
    S:=AnsiQuotedStr(P, '"');
    Writeln (S);
    P:=Pchar(S);
    Writeln (AnsiExtractQuotedStr(P, '"'));
End.

```

76.15.11 AnsiLastChar

Synopsis: Return a pointer to the last character of a string.

Declaration: `function AnsiLastChar(const S: string) : PChar`

Visibility: default

Description: This function returns a pointer to the last character of S.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets. If none is installed, this function is the same as `@S[Length[S]]`.

Errors: None.

See also: `AnsiStrLastChar` ([1578](#))

Listing: `./sysutex/ex52.pp`

Program Example52;

{ This program demonstrates the AnsiLastChar function }

Uses sysutils;

Var S : AnsiString;
L : Longint;

Begin

S := 'This is an ansistring.';

WriteLn ('Last character of S is : ', AnsiLastChar(S));

L := Longint(AnsiLastChar(S)) - Longint(@S[1]) + 1;

WriteLn ('Length of S is : ', L);

End.

76.15.12 AnsiLowerCase

Synopsis: Return a lowercase version of a string.

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

Visibility: default

Description: `AnsiLowerCase` converts the string S to lowercase characters and returns the resulting string. It takes into account the operating system language settings when doing this, so special characters are converted correctly as well.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiUpperCase` ([1582](#)), `AnsiStrLower` ([1580](#)), `AnsiStrUpper` ([1582](#))

Listing: `./sysutex/ex53.pp`

Program Example53;

{ This program demonstrates the AnsiLowerCase function }

Uses sysutils;

Procedure Testit (S : String);

```
begin
  WriteLn (S, ' -> ', AnsiLowerCase(S))
end;
```

```
Begin
  Testit('AN UPPERCASE STRING');
  Testit('Some mixed STring');
  Testit('a lowercase string');
End.
```

76.15.13 AnsiLowerCaseFileName

Synopsis: Convert filename to lowercase.

Declaration: function AnsiLowerCaseFileName(const s: string) : string

Visibility: default

Description: AnsiLowerCaseFileName simply returns the result of

```
AnsiLowerCase(S);
```

See also: [AnsiLowerCase \(1574\)](#), [AnsiCompareFileName \(1570\)](#), [AnsiUpperCaseFileName \(1583\)](#)

76.15.14 AnsiPos

Synopsis: Return Position of one anstring in another.

Declaration: function AnsiPos(const substr: string; const s: string) : SizeInt

Visibility: default

Description: AnsiPos does the same as the standard Pos function.

See also: [AnsiStrPos \(1581\)](#), [AnsiStrScan \(1581\)](#), [AnsiStrRScan \(1581\)](#)

76.15.15 AnsiQuotedStr

Synopsis: Return a quoted version of a string.

Declaration: function AnsiQuotedStr(const S: string; Quote: Char) : string

Visibility: default

Description: AnsiQuotedString quotes the string S and returns the result. This means that it puts the Quote character at both the beginning and end of the string and replaces any occurrence of Quote in S with 2 Quote characters. The action of AnsiQuotedString can be reversed by [AnsiExtractQuotedStr \(1573\)](#).

For an example, see [AnsiExtractQuotedStr \(1573\)](#)

Errors: None.

See also: [AnsiExtractQuotedStr \(1573\)](#)

76.15.16 AnsiSameStr

Synopsis: Checks whether 2 strings are the same (case sensitive)

Declaration: `function AnsiSameStr(const s1: string; const s2: string) : Boolean`

Visibility: default

Description: `SameText` calls `AnsiCompareStr` (1571) with `S1` and `S2` as parameters and returns `True` if the result of that call is zero, or `False` otherwise.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiCompareStr` (1571), `SameText` (1663), `AnsiSameText` (1576)

76.15.17 AnsiSameText

Synopsis: Checks whether 2 strings are the same (case insensitive)

Declaration: `function AnsiSameText(const s1: string; const s2: string) : Boolean`

Visibility: default

Description: `SameText` calls `AnsiCompareText` (1572) with `S1` and `S2` as parameters and returns `True` if the result of that call is zero, or `False` otherwise.

See also: `AnsiCompareText` (1572), `SameText` (1663), `AnsiSameStr` (1576)

76.15.18 AnsiStrComp

Synopsis: Compare two null-terminated strings. Case sensitive.

Declaration: `function AnsiStrComp(S1: PChar; S2: PChar) : Integer`

Visibility: default

Description: `AnsiStrComp` compares 2 `PChar` strings, and returns the following result:

`<0`if `S1<S2`.

`0`if `S1=S2`.

`>0`if `S1>S2`.

The comparison of the two strings is case-sensitive.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiCompareText` (1572), `AnsiCompareStr` (1571)

Listing: `./sysutex/ex54.pp`

```

Program Example54;

{ This program demonstrates the AnsiStrComp function }

Uses sysutils;

Procedure TestIt (S1,S2 : Pchar);

Var R : Longint;

begin
  R:=AnsiStrComp(S1,S2);
  Write ('"',S1,'" is ');
  If R<0 then
    write ('less than ');
  else If R=0 then
    Write ('equal to ');
  else
    Write ('larger than ');
  Writeln ('"',S2,'"');
end;

Begin
  Testit('One string','One smaller string');
  Testit('One string','one string');
  Testit('One string','One string');
  Testit('One string','One tall string');
End.

```

76.15.19 AnsiStrIComp

Synopsis: Compare two null-terminated strings. Case insensitive.

Declaration: function AnsiStrIComp(S1: PChar; S2: PChar) : Integer

Visibility: default

Description: AnsiStrIComp compares 2 PChar strings, and returns the following result:

```

<0if S1<S2.
0if S1=S2.
>0if S1>S2.

```

The comparison of the two strings is case-insensitive.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: AnsiCompareText (1572), AnsiCompareStr (1571)

Listing: ./sysutex/ex55.pp

```

Program Example55;

{ This program demonstrates the AnsiStrIComp function }

```

```

Uses sysutils;

Procedure TestIt (S1,S2 : Pchar);

Var R : Longint;

begin
  R:=AnsiStrComp(S1,S2);
  Write ( '',S1,' is ');
  If R<0 then
    write ( 'less than ');
  else If R=0 then
    Write ( 'equal to ');
  else
    Write ( 'larger than ');
  WriteLn ( '',S2,' ');
end;

Begin
  Testit('One string','One smaller string');
  Testit('One string','one string');
  Testit('One string','One string');
  Testit('One string','One tall string');
End.

```

76.15.20 AnsiStrLastChar

Synopsis: Return a pointer to the last character of a string.

Declaration: `function AnsiStrLastChar(Str: PChar) : PChar`

Visibility: default

Description: Return a pointer to the last character of the null-terminated string.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets. If none is installed, this function is the same as `@S[Length[S]]`.

Errors: None.

See also: [AnsiCompareText \(1572\)](#), [AnsiCompareStr \(1571\)](#)

Listing: `./sysutex/ex56.pp`

```

Program Example56;

{ This program demonstrates the AnsiStrLComp function }

Uses sysutils;

Procedure TestIt (S1,S2 : Pchar; L : longint);

Var R : Longint;

begin
  R:=AnsiStrLComp(S1,S2,L);
  Write ( 'First ',L,' characters of "',S1,'" are ');

```

```

If R<0 then
  write ( 'less than ' )
else if R=0 then
  Write ( 'equal to ' )
else
  Write ( 'larger than ' );
Writeln ( 'those of " ',S2,' "' );
end;

Begin
  Testit('One string ', 'One smaller string ',255);
  Testit('One string ', 'One String ',4);
  Testit('One string ', '1 string ',0);
  Testit('One string ', 'One string.',9);
End.

```

76.15.21 AnsiStrLComp

Synopsis: Compare a limited number of characters of 2 strings

Declaration: `function AnsiStrLComp(S1: PChar; S2: PChar; MaxLen: Cardinal) : Integer`

Visibility: default

Description: `AnsiStrLComp` functions the same as `AnsiStrComp` (1576), but compares at most `MaxLen` characters. If the first `MaxLen` characters in both strings are the same, then zero is returned.

Note that this function processes embedded null characters, treating them as a normal character.

Errors: None.

See also: `AnsiStrComp` (1576), `AnsiStrIComp` (1577), `AnsiStrLIComp` (1579)

76.15.22 AnsiStrLIComp

Synopsis: Compares a given number of characters of a string, case insensitive.

Declaration: `function AnsiStrLIComp(S1: PChar; S2: PChar; MaxLen: Cardinal) : Integer`

Visibility: default

Description: `AnsiStrLIComp` compares the first `MaxLen` characters of 2 `PChar` strings, `S1` and `S2`, and returns the following result:

<0if `S1`<`S2`.

0if `S1`=`S2`.

>0if `S1`>`S2`.

The comparison of the two strings is case-insensitive.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiCompareText` (1572), `AnsiCompareStr` (1571)

Listing: `./sysutex/ex57.pp`

```

Program Example57;

{ This program demonstrates the AnsiStrLIComp function }

Uses sysutils;

Procedure TestIt (S1,S2 : Pchar; L : longint);

Var R : Longint;

begin
  R:=AnsiStrLIComp(S1,S2,L);
  Write ( 'First ',L,' characters of "',S1,'" are ');
  If R<0 then
    write ( 'less than ' )
  else If R=0 then
    Write ( 'equal to ' )
  else
    Write ( 'larger than ' );
  Writeln ( 'those of "',S2,'" ');
end;

Begin
  TestIt('One string ', 'One smaller string ',255);
  TestIt('ONE STRING ', 'one String ',4);
  TestIt('One string ', '1 STRING ',0);
  TestIt('One STRING ', 'one string. ',9);
End.

```

76.15.23 AnsiStrLower

Synopsis: Convert a null-terminated string to all-lowercase characters.

Declaration: `function AnsiStrLower(Str: PChar) : PChar`

Visibility: default

Description: `AnsiStrLower` converts the `PChar Str` to lowercase characters and returns the resulting `pchar`.

Note that `Str` itself is modified, not a copy, as in the case of `AnsiLowerCase` (1574). It takes into account the operating system language settings when doing this, so special characters are converted correctly as well.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiStrUpper` (1582), `AnsiLowerCase` (1574)

Listing: `./sysutex/ex59.pp`

```

Program Example59;

{ This program demonstrates the AnsiStrLower function }

Uses sysutils;

```

```

Procedure Testit (S : Pchar);

begin
  WriteLn (S, ' -> ', AnsiStrLower(S))
end;

Begin
  Testit('AN UPPERCASE STRING');
  Testit('Some mixed STring');
  Testit('a lowercase string');
End.

```

76.15.24 AnsiStrPos

Synopsis: Return position of one null-terminated substring in another

Declaration: `function AnsiStrPos(str: PChar; substr: PChar) : PChar`

Visibility: default

Description: `AnsiStrPos` returns a pointer to the first occurrence of `SubStr` in `Str`. If `SubStr` does not occur in `Str` then `Nil` is returned.

Errors: An access violation may occur if either `Str` or `SubStr` point to invalid memory.

See also: [AnsiPos \(1575\)](#), [AnsiStrScan \(1581\)](#), [AnsiStrRScan \(1581\)](#)

76.15.25 AnsiStrRScan

Synopsis: Find last occurrence of a character in a null-terminated string.

Declaration: `function AnsiStrRScan(Str: PChar; Chr: Char) : PChar`

Visibility: default

Description: `AnsiStrRScan` returns a pointer to the *last* occurrence of the character `Chr` in `Str`. If `Chr` does not occur in `Str` then `Nil` is returned.

Errors: An access violation may occur if `Str` points to invalid memory.

See also: [AnsiPos \(1575\)](#), [AnsiStrScan \(1581\)](#), [AnsiStrPos \(1581\)](#)

76.15.26 AnsiStrScan

Synopsis: Find first occurrence of a character in a null-terminated string.

Declaration: `function AnsiStrScan(Str: PChar; Chr: Char) : PChar`

Visibility: default

Description: `AnsiStrScan` returns a pointer to the *first* occurrence of the character `Chr` in `Str`. If `Chr` does not occur in `Str` then `Nil` is returned.

Errors: An access violation may occur if `Str` points to invalid memory.

See also: [AnsiPos \(1575\)](#), [AnsiStrScan \(1581\)](#), [AnsiStrPos \(1581\)](#)

76.15.27 AnsiStrUpper

Synopsis: Convert a null-terminated string to all-uppercase characters.

Declaration: `function AnsiStrUpper(Str: PChar) : PChar`

Visibility: default

Description: `AnsiStrUpper` converts the `PCharStr` to uppercase characters and returns the resulting string. Note that `Str` itself is modified, not a copy, as in the case of `AnsiUpperCase` (1582). It takes into account the operating system language settings when doing this, so special characters are converted correctly as well.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiUpperCase` (1582), `AnsiStrLower` (1580), `AnsiLowerCase` (1574)

Listing: `./sysutex/ex60.pp`

Program Example60;

{ This program demonstrates the AnsiStrUpper function }

Uses sysutils;

Procedure Testit (S : Pchar);

begin

WriteLn (S, ' -> ',AnsiStrUpper(S))

end;

Begin

 Testit('AN UPPERCASE STRING');

 Testit('Some mixed STring');

 Testit('a lowercase string');

End.

76.15.28 AnsiUpperCase

Synopsis: Return an uppercase version of a string, taking into account special characters.

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

Visibility: default

Description: `AnsiUpperCase` converts the string `S` to uppercase characters and returns the resulting string. It takes into account the operating system language settings when doing this, so special characters are converted correctly as well.

Remark: A widestring manager must be installed in order for this function to work correctly with various character sets.

Errors: None.

See also: `AnsiStrUpper` (1582), `AnsiStrLower` (1580), `AnsiLowerCase` (1574)

Listing: `./sysutex/ex61.pp`

```

Program Example60;

{ This program demonstrates the AnsiUpperCase function }

Uses sysutils;

Procedure Testit (S : String);

begin
  WriteLn (S, ' -> ',AnsiUpperCase(S))
end;

Begin
  Testit('AN UPPERCASE STRING');
  Testit('Some mixed STring');
  Testit('a lowercase string');
End.

```

76.15.29 AnsiUpperCaseFileName

Synopsis: Convert filename to uppercase.

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

Visibility: default

Description: `AnsiUpperCaseFileName` simply returns the result of

```
AnsiUpperCase (S);
```

See also: `AnsiUpperCase` ([1582](#)), `AnsiCompareFileName` ([1570](#)), `AnsiLowerCaseFileName` ([1575](#))

76.15.30 AppendStr

Synopsis: Append one ansistring to another.

Declaration: `procedure AppendStr(var Dest: string; const S: string)`

Visibility: default

Description: `AppendStr` appends `S` to `Dest`.

This function is provided for Delphi compatibility only, since it is completely equivalent to `Dest := Dest+S`.

Errors: None.

See also: `AssignStr` ([1584](#)), `NewStr` ([1658](#)), `DisposeStr` ([1602](#))

Listing: `./sysutex/ex62.pp`

```

Program Example62;

{ This program demonstrates the AppendStr function }

Uses sysutils;

Var S : AnsiString;

```

```

Begin
  S:= 'This is an ';
  AppendStr(S, 'AnsiString ');
  Writeln ( 'S = " ',S, '" ');
End.

```

76.15.31 ApplicationName

Synopsis: Return a default application name

Declaration: `function ApplicationName : string`

Visibility: default

Description: `ApplicationName` returns the name of the current application. Standard this is equal to the filename part minus extension of `ParamStr(0)`, but it can be customized by setting the `OnGetApplicationName` (1567) callback.

Note that the returned value is only the name portion. It does not contain any path or file extension.

Errors: None.

See also: `GetAppConfigDir` (1642), `OnGetApplicationName` (1567), `GetAppConfigFile` (1643), `ConfigExtension` (1546)

76.15.32 AssignStr

Synopsis: Assigns an ansistring to a null-terminated string.

Declaration: `procedure AssignStr(var P: PString; const S: string)`

Visibility: default

Description: `AssignStr` allocates `S` to `P`. The old value of `P` is disposed of.

This function is provided for Delphi compatibility only. `AnsiStrings` are managed on the heap and should be preferred to the mechanism of dynamically allocated strings.

Errors: None.

See also: `NewStr` (1658), `AppendStr` (1583), `DisposeStr` (1602)

Listing: `./sysutex/ex63.pp`

Program Example63;

```

{ This program demonstrates the AssignStr function }
{$H+}

```

Uses sysutils;

Var P : PString;

Begin

```

P:=NewStr( 'A first AnsiString ');
Writeln ( 'Before: P = " ',P^, '" ');
AssignStr(P, 'A Second ansistring ');
Writeln ( 'After : P = " ',P^, '" ');

```

```

DisposeStr(P);
End.

```

76.15.33 BCDToInt

Synopsis: Convert a BCD coded integer to a normal integer.

Declaration: `function BCDToInt(Value: Integer) : Integer`

Visibility: default

Description: `BCDToInt` converts a BCD coded integer to a normal integer.

Errors: None.

See also: `StrToInt` ([1685](#)), `IntToStr` ([1653](#))

Listing: `./sysutex/ex64.pp`

Program `Example64`;

```
{ This program demonstrates the BCDToInt function }
```

```
Uses sysutils;
```

```
Procedure Testit ( L : longint);
begin
  WriteLn (L, ' -> ',BCDToInt(L));
end;
```

```
Begin
  Testit(10);
  Testit(100);
  Testit(23);
```

```
End.
```

76.15.34 Beep

Synopsis: Sound the system bell.

Declaration: `procedure Beep`

Visibility: default

Description: `Beep` sounds the system bell, if one is available. The actual beep is produced by the `OnBeep` ([1566](#)) callback. The `Sysutils` unit itself contains no implementation of this call.

76.15.35 BoolToStr

Synopsis: Convert a boolean value to a string.

Declaration: `function BoolToStr(B: Boolean; UseBoolStrs: Boolean) : string`
`function BoolToStr(B: Boolean; const TrueS: string;`
`const FalseS: string) : string`

Visibility: default

Description: `BoolToStr` converts the boolean `B` to one of the strings `' TRUE'` or `' FALSE'`

Errors: None.

See also: `StrToBool` ([1680](#))

76.15.36 ByteLength

Declaration: `function ByteLength(const S: UnicodeString) : Integer`

Visibility: default

76.15.37 BytesOf

Synopsis: Return the bytes in a string

Declaration: `function BytesOf(const Val: RawByteString) : TBytes`
`function BytesOf(const Val: AnsiChar) : TBytes`
`function BytesOf(const Val: UnicodeString) : TBytes; Overload`
`function BytesOf(const Val: WideChar) : TBytes; Overload`

Visibility: default

Description: `BytesOf` returns a copy of the string's content as an array of bytes. For an empty string, zero bytes are returned (i.e. `length(BytesOf(S))=0`).

See also: `TBytes` ([1556](#))

76.15.38 ByteToCharIndex

Synopsis: Convert a character index in Bytes to an Index in characters

Declaration: `function ByteToCharIndex(const S: string; Index: Integer) : Integer`

Visibility: default

Description: `ByteToCharIndex` returns the index (in characters) of the `Index`-th byte in `S`.

Errors: This function does not take into account MBCS yet.

See also: `CharToByteLen` ([1588](#)), `ByteToCharLen` ([1586](#))

76.15.39 ByteToCharLen

Synopsis: Convert a length in bytes to a length in characters.

Declaration: `function ByteToCharLen(const S: string; MaxLen: Integer) : Integer`

Visibility: default

Description: `ByteToCharLen` returns the number of bytes in `S`, but limits the result to `MaxLen`

Errors: This function does not take into account MBCS yet.

See also: `CharToByteLen` ([1588](#)), `ByteToCharIndex` ([1586](#))

76.15.40 ByteType

Synopsis: Return the type of byte in an ansistring for a multi-byte character set

Declaration: `function ByteType(const S: string; Index: Integer) : TMbcsByteType`

Visibility: default

Description: `ByteType` returns the type of byte in the ansistring `S` at (1-based) position `Index`.

Errors: No checking on the index is performed.

See also: `TMbcsByteType` (1560), `StrByteType` (1666)

76.15.41 CallTerminateProcs

Synopsis: Call the exit chain procedures.

Declaration: `function CallTerminateProcs : Boolean`

Visibility: default

Description: `CallTerminateProcs` is run on program exit. It executes all terminate procedures that were added to the exit chain with `AddTerminateProc` (1570), and does this in reverse order.

Errors: If one of the exit procedure raises an exception, it is *not* caught, and the remaining exit procedures will not be executed.

See also: `TTerminateProc` (1562), `AddTerminateProc` (1570)

76.15.42 ChangeFileExt

Synopsis: Change the extension of a filename.

Declaration: `function ChangeFileExt(const FileName: UnicodeString;
 const Extension: UnicodeString) : UnicodeString
function ChangeFileExt(const FileName: RawByteString;
 const Extension: RawByteString) : RawByteString`

Visibility: default

Description: `ChangeFileExt` changes the file extension in `FileName` to `Extension`. The extension `Extension` includes the starting `.` (dot). The previous extension of `FileName` are all characters after the last `.`, the `.` character included.

If `FileName` doesn't have an extension, `Extension` is just appended.

Errors: None.

See also: `ExtractFileExt` (1611), `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExpandFileName` (1608)

76.15.43 CharInSet

Synopsis: Check whether a char is in a set of characters

Declaration: `function CharInSet(Ch: AnsiChar; const CSet: TSysCharSet) : Boolean
function CharInSet(Ch: WideChar; const CSet: TSysCharSet) : Boolean`

Visibility: default

Description: `CharInSet` returns `True` if `Ch` matches one of the characters in `CSet`, it returns `False` otherwise. It is equivalent to

```
Ch in CSet
```

Later versions of this function may take `WideChar` into account.

76.15.44 CharToByteLen

Synopsis: Convert a length in characters to a length in bytes.

Declaration: `function CharToByteLen(const S: string; MaxLen: Integer) : Integer`

Visibility: default

Description: `CharToByteLen` returns the number of bytes in `S`, but limits the result to `MaxLen`

Errors: This function does not take into account MBCS yet.

See also: `ByteToCharLen` ([1586](#)), `ByteToCharIndex` ([1586](#))

76.15.45 CodePageNameToCodePage

Synopsis: Return a numeric identifier for the codepage.

Declaration: `function CodePageNameToCodePage(const cpname: AnsiString)
: TSystemCodePage`

Visibility: default

Description: `CodePageNameToCodePage` returns the code page number for the specified codepage `cpname`.

Errors: If the code page is not found in the list of code pages, `$FFFF` is returned.

See also: `CodePageToCodePageName` ([1588](#))

76.15.46 CodePageToCodePageName

Synopsis: Convert a numeric codepage identifier to a codepage name

Declaration: `function CodePageToCodePageName(cp: TSystemCodePage) : AnsiString`

Visibility: default

Description: `CodePageToCodePageName` returns the name of the codepage `cp`.

Errors: If no matching codepage is found in the list of codepages, an empty string is returned.

See also: `CodePageNameToCodePage` ([1588](#))

76.15.47 CompareMem

Synopsis: Compare two memory areas.

Declaration: `function CompareMem(P1: Pointer; P2: Pointer; Length: PtrUInt) : Boolean`

Visibility: default

Description: `CompareMem` compares, byte by byte, 2 memory areas pointed to by `P1` and `P2`, for a length of `L` bytes.

The function returns `True` if all `L` bytes are the same, and `False` otherwise.

76.15.48 CompareMemRange

Synopsis: Compare 2 memory locations

Declaration: `function CompareMemRange(P1: Pointer; P2: Pointer; Length: PtrUInt)
: Integer`

Visibility: default

Description: `CompareMemRange` compares the 2 memory locations pointed to by `P1` and `P2` byte per byte. It stops comparing after `Length` bytes have been compared, or when it has encountered 2 different bytes. The result is then

>0if a byte in range `P1` was found that is bigger than the corresponding byte in range `P2`.

0if all bytes in range `P1` are the same as the corresponding bytes in range `P2`.

<0if a byte in range `P1` was found that is less than the corresponding byte in range `P2`.

Errors: None.

See also: `SameText` ([1663](#))

76.15.49 CompareStr

Synopsis: Compare 2 ansistrings case-sensitively, ignoring special characters.

Declaration: `function CompareStr(const S1: string; const S2: string) : Integer
; Overload`

Visibility: default

Description: `CompareStr` compares two strings, `S1` and `S2`, and returns the following result:

<0if `S1`<`S2`.

0if `S1`=`S2`.

>0if `S1`>`S2`.

The comparison of the two strings is case-sensitive. The function does not take internationalization settings into account, it simply compares ASCII values.

Errors: None.

See also: `AnsiCompareText` ([1572](#)), `AnsiCompareStr` ([1571](#)), `CompareText` ([1590](#))

Listing: `./sysutex/ex65.pp`

Program `Example65`;

```
{ This program demonstrates the CompareStr function }  
{ $H+ }
```

Uses `sysutils`;

Procedure `TestIt (S1,S2 : String)`;

Var `R : Longint`;

begin

```
  R:=CompareStr(S1,S2);
```

```

Write ( '', S1, ' is ');
If R<0 then
  write ( 'less than ');
else If R=0 then
  Write ( 'equal to ');
else
  Write ( 'larger than ');
WriteLn ( '', S2, ' ');
end;

```

```

Begin
  Testit('One string', 'One smaller string');
  Testit('One string', 'one string');
  Testit('One string', 'One string');
  Testit('One string', 'One tall string');
End.

```

76.15.50 CompareText

Synopsis: Compare 2 ansistrings case insensitive.

Declaration: `function CompareText(const S1: string; const S2: string) : Integer`

Visibility: default

Description: `CompareText` compares two strings, `S1` and `S2`, and returns the following result:

```

<0if S1<S2.
0if S1=S2.
>0if S1>S2.

```

The comparison of the two strings is case-insensitive. The function does not take internationalization settings into account, it simply compares ASCII values.

Errors: None.

See also: `AnsiCompareText` ([1572](#)), `AnsiCompareStr` ([1571](#)), `CompareStr` ([1589](#))

Listing: `./sysutex/ex66.pp`

Program Example66;

```

{ This program demonstrates the CompareText function }
{$H+}

```

Uses sysutils;

Procedure TestIt (S1,S2 : **String**);

Var R : Longint;

```

begin
  R:=CompareText(S1,S2);
  Write ( '', S1, ' is ');
  If R<0 then
    write ( 'less than ');
  else If R=0 then

```

```

    Write ( 'equal to ' )
  else
    Write ( 'larger than ' );
  WriteLn ( '""',S2, '""');
end;

Begin
  Testit( 'One string ', 'One smaller string ' );
  Testit( 'One string ', 'one string ' );
  Testit( 'One string ', 'One string ' );
  Testit( 'One string ', 'One tall string ' );
End.

```

76.15.51 ComposeDateTime

Synopsis: Add a date and time

Declaration: `function ComposeDateTime(Date: TDateTime; Time: TDateTime) : TDateTime`

Visibility: default

Description: `ComposeDateTime` correctly adds `Date` and `Time`, also for dates before 1899-12-31. For dates after this date, it is just the mathematical addition.

Errors: None.

See also: `#rtl.dateutils.EncodeDateTime` (575)

76.15.52 ConcatPaths

Synopsis: Concatenate an array of paths to form a single path

Declaration: `function ConcatPaths(const Paths: Array of UnicodeString)`
 : UnicodeString
`function ConcatPaths(const Paths: Array of RawByteString)`
 : RawByteString

Visibility: default

Description: `ConcatPaths` will concatenate the different path components in `Paths` to a single path. It will insert directory separators between the various components of the path as needed. No directory separators will be added to the beginning or the end of the path, and none will be taken away.

See also: `IncludeTrailingPathDelimiter` (1651), `IncludeLeadingPathDelimiter` (1650), `ExcludeTrailingPathDelimiter` (1606), `IncludeTrailingPathDelimiter` (1651)

Listing: `./sysutex/ex96.pp`

```

program ex96;

  { This program demonstrates the Concatpaths function }

uses sysutils;

begin
  // will write /this/path/more/levels/
  WriteLn (ConcatPaths ([ '/this/', 'path', 'more/levels/' ]));

```

```

// will write this/path/more/levels/
WriteLn(ConcatPaths(['this/', 'path', 'more/levels/']));
// will write this/path/more/levels
WriteLn(ConcatPaths(['this/', 'path', 'more/levels']));
end.

```

76.15.53 CreateDir

Synopsis: Create a new directory

Declaration: `function CreateDir(const NewDir: RawByteString) : Boolean`
`function CreateDir(const NewDir: UnicodeString) : Boolean`

Visibility: default

Description: `CreateDir` creates a new directory with name `NewDir`. If the directory doesn't contain an absolute path, then the directory is created below the current working directory.

The function returns `True` if the directory was successfully created, `False` otherwise.

Errors: In case of an error, the function returns `False`.

See also: `RemoveDir` (1660)

Listing: `./sysutex/ex26.pp`

Program Example26;

```

{ This program demonstrates the CreateDir and RemoveDir functions }
{ Run this program twice in the same directory }

```

Uses sysutils;

Begin

```

If Not DirectoryExists('NewDir') then
  If Not CreateDir('NewDir') Then
    WriteLn('Failed to create directory !')
  else
    WriteLn('Created "NewDir" directory')
Else
  If Not RemoveDir('NewDir') Then
    WriteLn('Failed to remove directory !')
  else
    WriteLn('Removed "NewDir" directory');

```

End.

76.15.54 CreateGUID

Synopsis: Create a new GUID

Declaration: `function CreateGUID(out GUID: TGUID) : Integer`

Visibility: default

Description: `CreateGUID` can be called to create a new GUID (Globally Unique Identifier) value. The function returns the new GUID value in `GUID` and returns zero in case the GUID was created successfully. If no GUID was created, a nonzero error code is returned.

The default mechanism for creating a new GUID is system dependent. If operating system support is available, it is used. If none is available, a default implementation using random numbers is used.

The `OnCreateGUID` callback can be set to hook a custom mechanism behind the `CreateGUID` function. This can be used to let the GUID be created by an external GUID creation library.

Errors: On error, a nonzero return value is returned.

See also: `GUIDCase` (1649), `IsEqualGUID` (1654), `StringToGUID` (1671), `TryStringToGUID` (1697), `GUIDToString` (1649)

76.15.55 CurrentYear

Synopsis: Return the current year

Declaration: `function CurrentYear : Word`

Visibility: default

Description: `CurrentYear` returns the current year as a 4-digit number.

Errors: None.

See also: `Date` (1594), `Time` (1692), `Now` (1658)

76.15.56 CurrToStr

Synopsis: Convert a currency value to a string.

Declaration: `function CurrToStr(Value: Currency) : string`
`function CurrToStr(Value: Currency;`
`const FormatSettings: TFormatSettings) : string`

Visibility: default

Description: `CurrToStr` will convert a currency value to a string with a maximum of 15 digits, and precision 2. Calling `CurrToStr` is equivalent to calling `FloatToStrF` (1627):

```
FloatToStrF(Value, ffNumber, 15, 2);
```

Errors: None.

See also: `FloatToStrF` (1627), `StrToCurr` (1680)

76.15.57 CurrToStrF

Synopsis: Format a currency to a string

Declaration: `function CurrToStrF(Value: Currency; Format: TFloatFormat;`
`Digits: Integer) : string`
`function CurrToStrF(Value: Currency; Format: TFloatFormat;`
`Digits: Integer;`
`const FormatSettings: TFormatSettings) : string`

Visibility: default

Description: `CurrToStrF` formats the currency `Value` according to the value in `Format`, using the number of digits specified in `Digits`, and a precision of 19. This function simply calls `FloatToStrF` (1627).

See also: `FloatToStrF` (1627)

76.15.58 Date

Synopsis: Return the current date.

Declaration: `function Date : TDateTime`

Visibility: default

Description: `Date` returns the current date in `TDateTime` format.

Errors: None.

See also: [Time \(1692\)](#), [Now \(1658\)](#)

Listing: `./sysutex/ex1.pp`

Program Example1;

{ This program demonstrates the Date function }

uses sysutils;

Var YY,MM,DD : Word;

Begin

WriteIn ('Date : ',Date);

DeCodeDate (Date ,YY,MM,DD);

WriteIn (**format** ('Date is (DD/MM/YY): %d/%d/%d ',[dd,mm,yy]));

End.

76.15.59 DateTimeToFileDate

Synopsis: Convert a `TDateTime` value to a file age (integer)

Declaration: `function DateTimeToFileDate(DateTime: TDateTime) : LongInt`

Visibility: default

Description: `DateTimeToFileDate` function converts a date/time indication in `TDateTime` format to a file-date function, such as returned for instance by the `FileAge (1613)` function.

Errors: None.

See also: [Time \(1692\)](#), [Date \(1594\)](#), [FileDateToDateTime \(1615\)](#), [DateTimeToSystemTime \(1596\)](#), [DateTimeToTimeStamp \(1597\)](#)

Listing: `./sysutex/ex2.pp`

Program Example2;

{ This program demonstrates the DateTimeToFileDate function }

Uses sysutils;

Begin

WriteIn ('FileTime of now would be: ',**DateTimeToFileDate** (**Now**));

End.

76.15.60 DateTimeToStr

Synopsis: Converts a `TDateTime` value to a string using a predefined format.

```

Declaration: function DateTimeToStr(DateTime: TDateTime; ForceTimeIfZero: Boolean)
              : string
function DateTimeToStr(DateTime: TDateTime;
                      const FormatSettings: TFormatSettings;
                      ForceTimeIfZero: Boolean) : string

```

Visibility: default

Description: `DateTimeToStr` returns a string representation of `DateTime` using the formatting specified in `LongDateTimeFormat`. It corresponds to a call to `FormatDateTime('c', DateTime)` (see [formatchars \(1544\)](#)).

Note that if the time part is 0 (i.e. midnight), no time is appended.

Errors: None.

See also: [FormatDateTime \(1639\)](#)

Listing: `./sysutex/ex3.pp`

Program Example3;

{ This program demonstrates the DateTimeToStr function }

Uses sysutils;

Begin

```
  WriteLn ('Today is : ', DateTimeToStr(Now));
```

```
  WriteLn ('Today is : ', FormatDateTime('c', Now));
```

End.

76.15.61 DateTimeToString

Synopsis: Converts a `TDateTime` value to a string with a given format.

```

Declaration: procedure DateTimeToString(out Result: string; const FormatStr: string;
                                      const DateTime: TDateTime;
                                      Options: TFormatDateTimeOptions)
procedure DateTimeToString(out Result: string; const FormatStr: string;
                          const DateTime: TDateTime;
                          const FormatSettings: TFormatSettings;
                          Options: TFormatDateTimeOptions)

```

Visibility: default

Description: `DateTimeToString` returns in `Result` a string representation of `DateTime` using the formatting specified in `FormatStr`.

for a list of characters that can be used in the `FormatStr` formatting string, see [formatchars \(1544\)](#).

Note that for 'c', if the time part is 0 (i.e. midnight), no time is appended.

Errors: In case a wrong formatting character is found, an `EConvertError (1709)` is raised.

See also: [FormatDateTime \(1639\)](#), [formatchars \(1544\)](#), [EConvertError \(1709\)](#)

Listing: ./sysutex/ex4.pp

Program Example4;

{ This program demonstrates the DateTimeToString function }

Uses sysutils;

Procedure today (Fmt : **string**);

Var S : AnsiString;

begin

DateTimeToString (S, Fmt, **Date**);

WriteLn (S);

end;

Procedure Now (Fmt : **string**);

Var S : AnsiString;

begin

DateTimeToString (S, Fmt, **Time**);

WriteLn (S);

end;

Begin

Today ('"Today is "dddd dd mmm y');

Today ('"Today is "d mmm yy');

Today ('"Today is "d/mmm/yy');

Now ('"The time is 'am/pmh:n:s');

Now ('"The time is 'hh:nn:ssam/pm');

Now ('"The time is 'tt');

End.

76.15.62 DateTimeToSystemTime

Synopsis: Converts a TDateTime value to a systemtime structure.

Declaration: procedure DateTimeToSystemTime (DateTime: TDateTime;
out SystemTime: TSystemTime)

Visibility: default

Description: DateTimeToSystemTime converts a date/time pair in DateTime, with TDateTime format to a system time SystemTime.

Errors: None.

See also: DateTimeToFileDate ([1594](#)), SystemTimeToDateTime ([1690](#)), DateTimeToTimeStamp ([1597](#))

Listing: ./sysutex/ex5.pp

Program Example5;

{ This program demonstrates the DateTimeToSystemTime function }

```

Uses sysutils;

Var ST : TSystemTime;

Begin
  DateTimeToSystemTime(Now,ST);
  With St do
    begin
      Writeln ('Today is      ',year, '/',month, '/',Day);
      Writeln ('The time is ',Hour, ':',minute, ':',Second, '.',',MilliSecond);
    end;
End.

```

76.15.63 DateTimeToTimeStamp

Synopsis: Converts a TDateTime value to a TimeStamp structure.

Declaration: function DateTimeToTimeStamp(DateTime: TDateTime) : TTimeStamp

Visibility: default

Description: DateTimeToSystemTime converts a date/time pair in DateTime, with TDateTime format to a TTimeStamp format.

Errors: None.

See also: DateTimeToFileDate ([1594](#)), SystemTimeToDateTime ([1690](#)), DateTimeToSystemTime ([1596](#))

Listing: ./sysutex/ex6.pp

Program Example6;

{ This program demonstrates the DateTimeToTimeStamp function }

```

Uses sysutils;

Var TS : TTimeStamp;

Begin
  TS:=DateTimeToTimeStamp (Now);
  With TS do
    begin
      Writeln ('Now is ',time, ' millisecond past midnight');
      Writeln ('Today is ',Date, ' days past 1/1/0001');
    end;
End.

```

76.15.64 DateToStr

Synopsis: Converts a TDateTime value to a date string with a predefined format.

Declaration: function DateToStr(Date: TDateTime) : string
 function DateToStr(Date: TDateTime;
 const FormatSettings: TFormatSettings) : string

Visibility: default

Description: `DateToStr` converts `Date` to a string representation. It uses `ShortDateFormat` as its formatting string. It is hence completely equivalent to a `FormatDateTime('dddd', Date)`.

Errors: None.

See also: `TimeToStr` (1693), `DateTimeToStr` (1595), `FormatDateTime` (1639), `StrToDate` (1681)

Listing: `./sysutex/ex7.pp`

Program Example7;

{ This program demonstrates the DateToStr function }

Uses sysutils;

Begin

WriteLn (**Format** ('Today is: %s', [**DateToStr** (**Date**)]));
End.

76.15.65 DayOfWeek

Synopsis: Returns the day of the week.

Declaration: `function DayOfWeek(DateTime: TDateTime) : Integer`

Visibility: default

Description: `DayOfWeek` returns the day of the week from `DateTime`. Sunday is counted as day 1, Saturday is counted as day 7. The result of `DayOfWeek` can serve as an index to the `LongDayNames` constant array, to retrieve the name of the day.

Errors: None.

See also: `Date` (1594), `DateToStr` (1597)

Listing: `./sysutex/ex8.pp`

Program Example8;

{ This program demonstrates the DayOfWeek function }

Uses sysutils;

Begin

WriteLn ('Today's day is ', LongDayNames[**DayOfWeek** (**Date**)]);
End.

76.15.66 DecodeDate

Synopsis: Decode a `TDateTime` to a year,month,day triplet

Declaration: `procedure DecodeDate(Date: TDateTime; out Year: Word; out Month: Word; out Day: Word)`

Visibility: default

Description: `DecodeDate` decodes the Year, Month and Day stored in `Date`, and returns them in the Year, Month and Day variables.

Errors: None.

See also: [EncodeDate \(1603\)](#), [DecodeTime \(1599\)](#)

Listing: `./sysutex/ex9.pp`

Program Example9;

{ This program demonstrates the DecodeDate function }

Uses sysutils;

Var YY,MM,DD : Word;

Begin

DecodeDate (Date, YY,MM,DD);

WriteIn (Format ('Today is %d/%d/%d', [dd,mm,yy]));

End.

76.15.67 DecodeDateFully

Synopsis: Decode a date with additional date of the week.

Declaration: `function DecodeDateFully(const DateTime: TDateTime; out Year: Word; out Month: Word; out Day: Word; out DOW: Word) : Boolean`

Visibility: default

Description: `DecodeDateFully`, like `DecodeDate` ([1598](#)), decodes `DateTime` in its parts and returns these in Year, Month, Day but in addition returns the day of the week in DOW.

Errors: None.

See also: [EncodeDate \(1603\)](#), [TryEncodeDate \(1696\)](#), [DecodeDate \(1598\)](#)

76.15.68 DecodeTime

Synopsis: Decode a `TDateTime` to a hour,minute,second,millisecond quartet

Declaration: `procedure DecodeTime(Time: TDateTime; out Hour: Word; out Minute: Word; out Second: Word; out MilliSecond: Word)`

Visibility: default

Description: `DecodeDate` decodes the hours, minutes, second and milliseconds stored in `Time`, and returns them in the Hour, Minute and Second and MilliSecond variables.

Errors: None.

See also: [EncodeTime \(1604\)](#), [DecodeDate \(1598\)](#)

Listing: `./sysutex/ex10.pp`

```

Program Example10;

{ This program demonstrates the DecodeTime function }

Uses sysutils;

Var HH,MM,SS,MS: Word;

Begin
  DecodeTime(Time,HH,MM,SS,MS);
  WriteIn ( format( 'The time is %d:%d:%d.%d' ,[hh,mm,ss,ms]));
End.

```

76.15.69 DeleteFile

Synopsis: Delete a file from the filesystem.

Declaration: `function DeleteFile(const FileName: UnicodeString) : Boolean`
`function DeleteFile(const FileName: RawByteString) : Boolean`

Visibility: default

Description: DeleteFile deletes file FileName from disk. The function returns True if the file was successfully removed, False otherwise.

Errors: On error, False is returned.

See also: FileCreate ([1614](#)), FileExists ([1615](#))

Listing: ./sysutex/ex31.pp

```

Program Example31;

{ This program demonstrates the DeleteFile function }

Uses sysutils;

Var
  Line : String;
  F,I : Longint;

Begin
  F:=FileCreate('test.txt');
  Line:='Some string line.'#10;
  For I:=1 to 10 do
    FileWrite (F,Line[I],Length(Line));
  FileClose(F);
  DeleteFile('test.txt');
End.

```

76.15.70 DirectoryExists

Synopsis: Check whether a directory exists in the file system.

Declaration: `function DirectoryExists(const Directory: UnicodeString) : Boolean`
`function DirectoryExists(const Directory: RawByteString) : Boolean`

Visibility: default

Description: `DirectoryExists` checks whether `Directory` exists in the filesystem and is actually a directory. If this is the case, the function returns `True`, otherwise `False` is returned.

See also: `FileExists` (1615)

76.15.71 DiskFree

Synopsis: Return the amount of free disk space

Declaration: `function DiskFree(drive: Byte) : Int64`

Visibility: default

Description: `DiskFree` returns the free space (in bytes) on disk `Drive`. `Drive` is the number of the disk drive:

- `0` for the current drive.
- `1` for the first floppy drive.
- `2` for the second floppy drive.
- `3` for the first hard-disk partition.
- `4-26` for all other drives and partitions.

Remark: Under Linux, and Unix in general, the concept of disk is different than the dos one, since the filesystem is seen as one big directory tree. For this reason, the `DiskFree` and `DiskSize` (1601) functions must be mimicked using filenames that reside on the partitions. For more information, see `AddDisk` (1569).

Errors: On error, `-1` is returned.

See also: `DiskSize` (1601), `AddDisk` (1569)

Listing: `./sysutex/ex27.pp`

Program `Example27`;

{ This program demonstrates the DiskFree function }

Uses `sysutils`;

Begin

```
Write ('Size of current disk      : ', DiskSize(0));
WriteLn (' (= ', DiskSize(0) div 1024, 'k) ');
Write ('Free space of current disk : ', Diskfree(0));
WriteLn (' (= ', Diskfree(0) div 1024, 'k) ');
```

End.

76.15.72 DiskSize

Synopsis: Return the total amount of disk space.

Declaration: `function DiskSize(drive: Byte) : Int64`

Visibility: default

Description: `DiskSize` returns the size (in bytes) of disk `Drive`. `Drive` is the number of the disk drive:

- 0 for the current drive.
- 1 for the first floppy drive.
- 2 for the second floppy drive.
- 3 for the first hard-disk partition.
- 4-26 for all other drives and partitions.

Remark: Under Linux, and Unix in general, the concept of disk is different than the dos one, since the filesystem is seen as one big directory tree. For this reason, the `DiskFree` (1601) and `DiskSize` functions must be mimicked using filenames that reside on the partitions. For more information, see `AddDisk` (1569)

For an example, see `DiskFree` (1601).

Errors: On error, -1 is returned.

See also: `DiskFree` (1601), `AddDisk` (1569)

76.15.73 DisposeStr

Synopsis: Dispose an anistring from the heap.

Declaration: `procedure DisposeStr(S: PString); Overload`
`procedure DisposeStr(S: PShortString); Overload`

Visibility: default

Description: `DisposeStr` removes the dynamically allocated string `S` from the heap, and releases the occupied memory.

This function is provided for Delphi compatibility only. `AnsiStrings` are managed on the heap and should be preferred to the mechanism of dynamically allocated strings.

For an example, see `DisposeStr` (1602).

Errors: None.

See also: `NewStr` (1658), `AppendStr` (1583), `AssignStr` (1584)

76.15.74 DoDirSeparators

Synopsis: Convert known directory separators to the current directory separator.

Declaration: `procedure DoDirSeparators(var FileName: UnicodeString)`
`procedure DoDirSeparators(var FileName: RawByteString)`

Visibility: default

Description: This function replaces all known directory separators in `FileName` to the directory separator character for the current system. The list of known separators is specified in the `AllowDirectorySeparators` (1286) constant.

Errors: None.

See also: `ExtractFileName` (1611), `ExtractFilePath` (1611)

Listing: `./sysutex/ex32.pp`

Program Example32;

```
{ This program demonstrates the DoDirSeparators function }
{$H+}
```

Uses sysutils;

Procedure Testit (F : **String**);

begin

```
  WriteLn ( 'Before : ',F);
```

```
  DoDirSeparators (F);
```

```
  WriteLn ( 'After : ',F);
```

end;

Begin

```
  Testit ( GetCurrentDir );
```

```
  Testit ( 'c:\pp\bin\win32' );
```

```
  Testit ( '/usr/lib/fpc' );
```

```
  Testit ( '\usr\lib\fpc' );
```

End.

76.15.75 EncodeDate

Synopsis: Encode a Year,Month,Day to a TDateTime value.

Declaration: function EncodeDate(Year: Word; Month: Word; Day: Word) : TDateTime

Visibility: default

Description: EncodeDate encodes the Year, Month and Day variables to a date in TDateTime format. It does the opposite of the DecodeDate (1598) procedure.

The parameters must lie within valid ranges (boundaries included):

Year must be between 1 and 9999.

Month must be within the range 1-12.

Days must be between 1 and 31.

Errors: In case one of the parameters is out of its valid range, an EConvertError (1709) exception is raised.

See also: EncodeTime (1604), DecodeDate (1598)

Listing: ./sysutex/ex11.pp

Program Example11;

```
{ This program demonstrates the EncodeDate function }
```

Uses sysutils;

Var YY,MM,DD : Word;

Begin

```
  DecodeDate ( Date ,YY,MM,DD);
```

```
  WriteLn ( 'Today is : ',FormatDateTime ( 'dd mmm yyyy ',EncodeDate(YY,Mm,Dd)));
```

End.

76.15.76 EncodeTime

Synopsis: Encode a Hour,Min,Sec,millisecond to a TDateTime value.

Declaration: `function EncodeTime (Hour: Word; Minute: Word; Second: Word; MilliSecond: Word) : TDateTime`

Visibility: default

Description: `EncodeTime` encodes the Hour, Minute, Second, MilliSecond variables to a TDateTime format result. It does the opposite of the `DecodeTime` (1599) procedure.

The parameters must have a valid range (boundaries included):

Hour must be between 0 and 23.

Minute,second must both be between 0 and 59.

Millisecond must be between 0 and 999.

Errors: In case one of the parameters is out of it's valid range, an `EConvertError` (1709) exception is raised.

See also: `EncodeDate` (1603), `DecodeTime` (1599)

Listing: `./sysutex/ex12.pp`

Program Example12;

{ This program demonstrates the EncodeTime function }

Uses sysutils;

Var Hh,MM,SS,MS : Word;

Begin

`DeCodeTime (Time, Hh,MM,SS,MS);`

`WriteLn ('Present Time is : ', FormatDateTime ('hh:mm:ss', EnCodeTime (HH,MM,SS,MS)));`

End.

76.15.77 ExceptAddr

Synopsis: Current exception address.

Declaration: `function ExceptAddr : CodePointer`

Visibility: default

Description: `ExceptAddr` returns the address from the currently treated exception object when an exception is raised, and the stack is unwound.

See also: `ExceptObject` (1605), `ExceptionErrorMessage` (1605), `ShowException` (1664)

76.15.78 ExceptFrameCount

Synopsis: Number of frames included in an exception backtrace

Declaration: `function ExceptFrameCount : LongInt`

Visibility: default

Description: `ExceptFrameCount` returns the number of frames that are included in an exception stack frame backtrace. The function returns 0 if there is currently no exception being handled. (i.e. it only makes sense to call this function in an `finally . . end` or `except . . end` block.

Errors: None.

See also: `ExceptFrames` (1605), `ExceptAddr` (1604), `ExceptObject` (1605), `#rtl.system.ExceptProc` (1288)

76.15.79 ExceptFrames

Synopsis:

Declaration: `function ExceptFrames : PCodePointer`

Visibility: default

Description:

See also: `ExceptFrameCount` (1604), `ExceptAddr` (1604), `ExceptObject` (1605), `#rtl.system.ExceptProc` (1288)

76.15.80 ExceptionErrorMessage

Synopsis: Return a message describing the exception.

Declaration: `function ExceptionErrorMessage(ExceptObject: TObject;
 ExceptAddr: Pointer; Buffer: PChar;
 Size: Integer) : Integer`

Visibility: default

Description: `ExceptionErrorMessage` creates a string that describes the exception object `ExceptObject` at address `ExceptAddr`. It can be used to display exception messages. The string will be stored in the memory pointed to by `Buffer`, and will at most have `Size` characters.

The routine checks whether `ExceptObject` is a `Exception` (1716) object or not, and adapts the output accordingly.

See also: `ExceptObject` (1605), `ExceptAddr` (1604), `ShowException` (1664)

76.15.81 ExceptObject

Synopsis: Current Exception object.

Declaration: `function ExceptObject : TObject`

Visibility: default

Description: `ExceptObject` returns the currently treated exception object when an exception is raised, and the stack is unwound.

Errors: If there is no exception, the function returns `Nil`

See also: `ExceptAddr` (1604), `ExceptionErrorMessage` (1605), `ShowException` (1664)

76.15.82 ExcludeLeadingPathDelimiter

Synopsis: Strip the leading path delimiter of a path

```

Declaration: function ExcludeLeadingPathDelimiter(const Path: UnicodeString)
                : UnicodeString
              function ExcludeLeadingPathDelimiter(const Path: RawByteString)
                : RawByteString

```

Visibility: default

Description: `ExcludeLeadingPathDelimiter` will remove any path delimiter on the first position of `Path` if there is one. if there is none (or the path is empty), it is left untouched.

See also: `IncludeTrailingPathDelimiter` (1651), `IncludeLeadingPathDelimiter` (1650), `ExcludeTrailingPathDelimiter` (1606), `ConcatPaths` (1591)

Listing: ./sysutex/ex95.pp

Program Example95;

```
{ This program demonstrates the IncludeLeadingPathDelimiter function }
```

Uses sysutils;

Begin

```
  // Will print "/this/path"
```

```
  WriteLn(IncludeLeadingPathDelimiter('this/path'));
```

```
  // The same result
```

```
  WriteLn(ExcludeLeadingPathDelimiter('this/path'));
```

End.

76.15.83 ExcludeTrailingBackslash

Synopsis: Strip trailing directory separator from a pathname, if needed.

```

Declaration: function ExcludeTrailingBackslash(const Path: UnicodeString)
                : UnicodeString
              function ExcludeTrailingBackslash(const Path: RawByteString)
                : RawByteString

```

Visibility: default

Description: `ExcludeTrailingBackslash` is provided for backwards compatibility with Delphi. Use `ExcludeTrailingPathDelimiter` (1606) instead.

See also: `IncludeTrailingPathDelimiter` (1651), `ExcludeTrailingPathDelimiter` (1606), `PathDelim` (1551), `IsPathDelimiter` (1655)

76.15.84 ExcludeTrailingPathDelimiter

Synopsis: Strip trailing directory separator from a pathname, if needed.

```

Declaration: function ExcludeTrailingPathDelimiter(const Path: UnicodeString)
                : UnicodeString
              function ExcludeTrailingPathDelimiter(const Path: RawByteString)
                : RawByteString

```

Visibility: default

Description: `ExcludeTrailingPathDelimiter` removes the trailing path delimiter character (`PathDelim` (1551)) from `Path` if it is present, and returns the result.

See also: `ExcludeTrailingBackslash` (1606), `IncludeTrailingPathDelimiter` (1651), `PathDelim` (1551), `IsPathDelimiter` (1655)

76.15.85 ExecuteProcess

Synopsis: Execute another process (program).

Declaration:

```
function ExecuteProcess(const Path: AnsiString;
                        const ComLine: AnsiString; Flags: TExecuteFlags)
                        : Integer
function ExecuteProcess(const Path: AnsiString;
                        const ComLine: Array of AnsiString;
                        Flags: TExecuteFlags) : Integer
```

Visibility: default

Description: `ExecuteProcess` will execute the program in `Path`, passing it the arguments in `ComLine`. `ExecuteProcess` will then wait for the program to finish, and will return the exit code of the executed program. In case `ComLine` is a single string, it will be split out in an array of strings, taking into account common whitespace and quote rules.

The program specified in `Path` is not searched in the searchpath specified in the `PATH` environment variable, so the full path to the executable must be specified in `Path`, although some operating systems may perform this search anyway (notably, windows)

`Flags` can be used to control the passing of file handles: if `ExecInheritsHandles` is included, the file handles of the current process will be passed on to the newly executed process.

Errors: In case the program could not be executed or an other error occurs, an `EOSError` (1713) exception will be raised.

See also: `TExecuteFlags` (1557), `EOSError` (1713)

76.15.86 ExeSearch

Synopsis: Search for an executable

Declaration:

```
function ExeSearch(const Name: UnicodeString;
                  const DirList: UnicodeString) : UnicodeString
function ExeSearch(const Name: RawByteString;
                  const DirList: RawByteString) : RawByteString
```

Visibility: default

Description: `ExeSearch` searches for an executable `Name` in the list of directories `DirList` (a list of directories, separator by `PathSeparator` (1300)). If the current OS also searches implicitly in the current working directory, the current directory is searched in the first place.

If the executable is found, then the full path of the executable is returned. If it is not found, an empty string is returned.

No check is performed whether the found file is actually executable.

See also: `FileSearch` (1619)

76.15.87 ExpandFileName

Synopsis: Expand a relative filename to an absolute filename.

Declaration: `function ExpandFileName(const FileName: UnicodeString) : UnicodeString`
`function ExpandFileName(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `ExpandFileName` expands the filename to an absolute filename. It changes all directory separator characters to the one appropriate for the system first.

If an empty filename is passed, it is expanded to the current directory.

Errors: None.

See also: `ExpandFileNameCase` (1608), `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

Listing: `./sysutex/ex33.pp`

Program Example33;

{ This program demonstrates the ExpandFileName function }

Uses sysutils;

Procedure Testit (F : **String**);

begin

WriteLn (F, ' expands to : ', **ExpandFileName**(F));
end;

Begin

 Testit('ex33.pp');
 Testit(**ParamStr**(0));
 Testit('/pp/bin/win32/ppc386');
 Testit('\pp\bin\win32\ppc386');
 Testit('.');

End.

76.15.88 ExpandFileNameCase

Synopsis: Expand a filename entered as case insensitive to the full path as stored on the disk.

Declaration: `function ExpandFileNameCase(const FileName: UnicodeString;`
 `out MatchFound: TFilenameCaseMatch)`
 `: UnicodeString`
`function ExpandFileNameCase(const FileName: RawByteString;`
 `out MatchFound: TFilenameCaseMatch)`
 `: RawByteString`

Visibility: default

Description: On case insensitive platforms, `ExpandFileNameCase` behaves similarly to `ExpandFileName` (1608) except for the fact that it returns the final part of the path with the same case of letters as found on the disk (if it exists - otherwise the case equals the one provided on input). On case sensitive platforms it also checks whether one or more full paths exist on disk which would correspond to the

provided input if treated case insensitively and returns the first such match found and information whether the match is unique or not.

Note that the behaviour is basically undefined if the input includes wildcards characters. Normally, wildcards in the last part of path provided on input are resolved to the first corresponding item found on the disk, but it is better not to rely on that and use other more suitable functions if working with wildcards like `FindFirst` (1624)/`FindNext` (1625).

Errors: None.

See also: `ExpandFileName` (1608), `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

Listing: `./sysutex/ex33.pp`

Program `Example33`;

{ This program demonstrates the ExpandFileName function }

Uses `sysutils`;

Procedure `Testit (F : String)`;

begin

WriteLn (F, ' expands to : ', `ExpandFileName(F)`);
end;

Begin

`Testit('ex33.pp')`;
 `Testit(ParamStr(0))`;
 `Testit('/pp/bin/win32/ppc386')`;
 `Testit('\pp\bin\win32\ppc386')`;
 `Testit('.')`;

End.

76.15.89 ExpandUNCFileName

Synopsis: Expand a relative filename to an absolute UNC filename.

Declaration:

```
function ExpandUNCFileName(const FileName: UnicodeString)
    : UnicodeString
function ExpandUNCFileName(const FileName: RawByteString)
    : RawByteString
```

Visibility: default

Description: `ExpandUNCFileName` runs `ExpandFileName` (1608) on `FileName` and then attempts to replace the drive letter by the name of a shared disk.

Errors: None.

See also: `ExpandFileName` (1608), `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

76.15.90 ExtractFileDir

Synopsis: Extract the drive and directory part of a filename.

Declaration: `function ExtractFileDir(const FileName: UnicodeString) : UnicodeString`
`function ExtractFileDir(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `ExtractFileDir` returns only the directory part of `FileName`, including a driveletter. The directory name has NO ending directory separator, in difference with `ExtractFilePath` (1611).

Errors: None.

See also: `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

Listing: `./sysutex/ex34.pp`

Program Example34;

```
{ This program demonstrates the ExtractFileName function }
{$H+}
```

```
Uses sysutils;
```

```
Procedure Testit(F : String);
```

```
begin
```

```
  Writeln ( 'FileName      : ', F);
  Writeln ( 'Has Name     : ', ExtractFileName(F));
  Writeln ( 'Has Path     : ', ExtractFilePath(F));
  Writeln ( 'Has Extension : ', ExtractFileExt(F));
  Writeln ( 'Has Directory : ', ExtractFileDir(F));
  Writeln ( 'Has Drive    : ', ExtractFileDrive(F));
end;
```

```
Begin
```

```
  Testit ( Paramstr(0));
  Testit ( '/usr/local/bin/mysqld');
  Testit ( 'c:\pp\bin\win32\ppc386.exe');
  Testit ( '/pp/bin/win32/ppc386.exe');
```

```
End.
```

76.15.91 ExtractFileDrive

Synopsis: Extract the drive part from a filename.

Declaration: `function ExtractFileDrive(const FileName: UnicodeString) : UnicodeString`
`function ExtractFileDrive(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `ExtractFileDrive` extracts the drive letter from a filename. Note that some operating systems do not support drive letters.

For an example, see `ExtractFileDir` (1610).

See also: `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

76.15.92 ExtractFileExt

Synopsis: Return the extension from a filename.

Declaration: `function ExtractFileExt(const FileName: UnicodeString) : UnicodeString`
`function ExtractFileExt(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `ExtractFileExt` returns the extension (including the `.` (dot) character) of `FileName`.

For an example, see `ExtractFileDir` (1610).

Errors: None.

See also: `ChangeFileExt` (1587), `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

76.15.93 ExtractFileName

Synopsis: Extract the filename part from a full path filename.

Declaration: `function ExtractFileName(const FileName: UnicodeString) : UnicodeString`
`function ExtractFileName(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `ExtractFileName` returns the filename part from `FileName`. The filename consists of all characters after the last directory separator character (`'/'` or `'\'`) or drive letter.

The full filename can always be reconstructed by concatenating the result of `ExtractFilePath` (1611) and `ExtractFileName`.

For an example, see `ExtractFileDir` (1610).

Errors: None.

See also: `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

76.15.94 ExtractFilePath

Synopsis: Extract the path from a filename.

Declaration: `function ExtractFilePath(const FileName: UnicodeString) : UnicodeString`
`function ExtractFilePath(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `ExtractFilePath` returns the path part (including driveletter) from `FileName`. The path consists of all characters before the last directory separator character (`'/'` or `'\'`), including the directory separator itself. In case there is only a drive letter, that will be returned.

The full filename can always be reconstructed by concatenating the result of `ExtractFilePath` and `ExtractFileName` (1611).

For an example, see `ExtractFileDir` (1610).

Errors: None.

See also: `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611), `ExtractRelativePath` (1612)

76.15.95 ExtractRelativepath

Synopsis: Extract a relative path from a filename, given a base directory.

Declaration: `function ExtractRelativepath(const BaseName: UnicodeString;
const DestName: UnicodeString)
: UnicodeString`
`function ExtractRelativepath(const BaseName: RawByteString;
const DestName: RawByteString)
: RawByteString`

Visibility: default

Description: `ExtractRelativePath` constructs a relative path to go from `BaseName` to `DestName`. If `DestName` is on another drive (Not on Unix-like platforms) then the whole `Destname` is returned.
Note: This function does not exist in the Delphi unit.

Errors: None.

See also: `ExtractFileName` (1611), `ExtractFilePath` (1611), `ExtractFileDir` (1610), `ExtractFileDrive` (1610), `ExtractFileExt` (1611)

Listing: ./sysutex/ex35.pp

Program Example35;

{ This program demonstrates the ExtractRelativePath function }

Uses sysutils;

Procedure Testit (FromDir, ToDir : **String**);

begin

Write ('From "', FromDir, '" to "', ToDir, '" via " ');

WriteLn (ExtractRelativePath(FromDir, ToDir), '" ');

end;

Begin

 Testit ('/pp/src/compiler', '/pp/bin/win32/ppc386');

 Testit ('/pp/bin/win32/ppc386', '/pp/src/compiler');

 Testit ('e:/pp/bin/win32/ppc386', 'd:/pp/src/compiler');

 Testit ('e:\pp\bin\win32\ppc386', 'd:\pp\src\compiler');

End.

76.15.96 ExtractShortPathName

Synopsis: Returns a 8.3 path name

Declaration: `function ExtractShortPathName(const FileName: UnicodeString)
: UnicodeString`
`function ExtractShortPathName(const FileName: RawByteString)
: RawByteString`

Visibility: default

Description: `ExtractShortPathName` returns a 8.3 compliant filename that represents the same file as `FileName`.
On platforms other than windows, this is `FileName` itself.

See also: `ExtractFilePath` (1611), `ExtractFileName` (1611)

76.15.97 FileAge

Synopsis: Return the timestamp of a file.

```

Declaration: function FileAge(const FileName: UnicodeString) : LongInt
             function FileAge(const FileName: UnicodeString;
                             out FileDateTime: TDateTime; FollowLink: Boolean)
                 : Boolean
             function FileAge(const FileName: RawByteString;
                             out FileDateTime: TDateTime; FollowLink: Boolean)
                 : Boolean
             function FileAge(const FileName: RawByteString) : LongInt

```

Visibility: default

Description: FileAge returns the last modification time of file FileName. The FileDate format can be transformed to TDateTime format with the FileDateToDateTime (1615) function.

Fileage cannot be used on directories, it will return -1 if FileName indicates a directory.

Errors: In case of errors, -1 is returned.

See also: FileDateToDateTime (1615), FileExists (1615), FileGetAttr (1616)

Listing: ./sysutex/ex36.pp

Program Example36;

```
{ This program demonstrates the FileAge function }
```

Uses sysutils;

```
Var S : TDateTime;
    fa : Longint;
```

Begin

```

    fa := FileAge( 'ex36.pp' );
    If Fa <> -1 then
        begin
            S := FileDateToDateTime( fa );
            Writeln ( 'l'm from ', DateTimeToStr(S) )
        end;

```

End.

76.15.98 FileClose

Synopsis: Close a file handle.

```
Declaration: procedure FileClose(Handle: THandle)
```

Visibility: default

Description: FileClose closes the file handle Handle. After this call, attempting to read or write from the handle will result in an error.

For an example, see FileCreate (1614)

Errors: None.

See also: FileCreate (1614), FileWrite (1623), FileOpen (1618), FileRead (1619), FileTruncate (1622), FileSeek (1620)

76.15.99 FileCreate

Synopsis: Create a new file and return a handle to it.

Declaration:

```
function FileCreate(const FileName: UnicodeString) : THandle
function FileCreate(const FileName: UnicodeString; Rights: Integer)
    : THandle
function FileCreate(const FileName: UnicodeString; ShareMode: Integer;
    Rights: Integer) : THandle
function FileCreate(const FileName: RawByteString) : THandle
function FileCreate(const FileName: RawByteString; Rights: Integer)
    : THandle
function FileCreate(const FileName: RawByteString; ShareMode: Integer;
    Rights: Integer) : THandle
```

Visibility: default

Description: `FileCreate` creates a new file with name `FileName` on the disk and returns a file handle which can be used to read or write from the file with the `FileRead` (1619) and `FileWrite` (1623) functions.

If a file with name `FileName` already existed on the disk, it is overwritten.

The optional `Mode` parameter only has an effect under unix, where it can be used to set the mode (read, write, execute, sticky bit, setgid and setuid flags) of the created file to the specified custom value. On other platfors, the `Mode` parameter is ignored.

Errors: If an error occurs (e.g. disk full or non-existent path), the function returns `THandle(-1)`.

See also: `FileClose` (1613), `FileWrite` (1623), `FileOpen` (1618), `FileRead` (1619), `FileTruncate` (1622), `FileSeek` (1620)

Listing: `./sysutex/ex37.pp`

Program Example37;

{ This program demonstrates the FileCreate/FileSeek/FileReed/FileTruncate functions }

Uses sysutils;

Var I,J,F : Longint;

Begin

```
F:=FileCreate ('test.dat');
If F=-1 then
  Halt(1);
For I:=0 to 100 do
  FileWrite(F,I,SizeOf(i));
FileClose(f);
F:=FileOpen ('test.dat',fmOpenRead);
For I:=0 to 100 do
  begin
    FileRead (F,J,SizeOF(J));
    If J<>I then
      WriteLn ('Mismatch at file position ',I)
    end;
FileSeek (F,0,fsFromBeginning);
Randomize;
Repeat
  FileSeek (F,Random(100)*4,fsFromBeginning);
  FileRead (F,J,SizeOf(J));
```

```

    WriteLn ( 'Random read : ',j);
  Until J>80;
  FileClose(F);
  F:=FileOpen('test.dat',fmOpenWrite);
  l:=50*SizeOf(Longint);
  If FileTruncate(F,l) then
    WriteLn('Successfully truncated file to ',l,' bytes.');
```

```

  FileClose(F);
End.
```

76.15.100 FileDateToDateTime

Synopsis: Convert a FileDate value to a TDateTime value.

Declaration: function FileDateToDateTime(Filedate: LongInt) : TDateTime

Visibility: default

Description: FileDateToDateTime converts the date/time encoded in filedate to a TDateTime encoded form. It can be used to convert date/time values returned by the FileAge (1613) or FindFirst (1624)/FindNext (1625) functions to TDateTime form.

Errors: None.

See also: DateTimeToFileDate (1594)

Listing: ./sysutex/ex13.pp

Program Example13;

{ This program demonstrates the FileDateToDateTime function }

Uses sysutils;

Var

 ThisAge : Longint;

Begin

 Write ('ex13.pp created on :');

 ThisAge:=FileAge('ex13.pp');

 WriteLn (DateTimeToStr(FileDateToDateTime(ThisAge)));

End.

76.15.101 FileExists

Synopsis: Check whether a particular file exists in the filesystem.

Declaration: function FileExists(const FileName: UnicodeString) : Boolean
function FileExists(const FileName: RawByteString) : Boolean

Visibility: default

Description: FileExists returns True if a file with name FileName exists on the disk, False otherwise. On windows, this function will return False if a directory is passed as FileName. On unices, passing a directory name will result in True. The rationale is that on unix, a directory is a file as well.

Note that this function accepts a single filename as an argument, without wildcards. To check for the existence of multiple files, see the `FindFirst` (1624) function.

Errors: None.

See also: `FindFirst` (1624), `FileAge` (1613), `FileGetAttr` (1616), `FileSetAttr` (1621)

Listing: ./sysutex/ex38.pp

Program Example38;

{ This program demonstrates the FileExists function }

Uses sysutils;

Begin

```
  If FileExists(ParamStr(0)) Then
    WriteLn('All is well, I seem to exist.');
```

End.

76.15.102 FileGetAttr

Synopsis: Return attributes of a file.

Declaration: `function FileGetAttr(const FileName: UnicodeString) : LongInt`
`function FileGetAttr(const FileName: RawByteString) : LongInt`

Visibility: default

Description: `FileGetAttr` returns the attribute settings of file `FileName`. The attribute is a OR-ed combination of the following constants:

faReadOnlyThe file is read-only.

faHiddenThe file is hidden. (On unix, this means that the filename starts with a dot)

faSysFileThe file is a system file (On unix, this means that the file is a character, block or FIFO file).

faVolumeIdVolume Label. Only for DOS/Windows on a plain FAT (not VFAT or Fat32) filesystem.

faDirectoryFile is a directory.

faArchivefile should be archived. Not possible on Unix

Errors: In case of error, -1 is returned.

See also: `FileSetAttr` (1621), `FileAge` (1613), `FileGetDate` (1617)

Listing: ./sysutex/ex40.pp

Program Example40;

{ This program demonstrates the FileGetAttr function }

Uses sysutils;

Procedure Testit (**Name** : **String**);

Var F : Longint;

Begin

```

F:= FileGetAttr(Name);
If F<>-1 then
  begin
    Writeln ('Testing : ',Name);
    If (F and faReadOnly)<>0 then
      Writeln ('File is ReadOnly');
    If (F and faHidden)<>0 then
      Writeln ('File is hidden');
    If (F and faSysFile)<>0 then
      Writeln ('File is a system file');
    If (F and faVolumeID)<>0 then
      Writeln ('File is a disk label');
    If (F and faArchive)<>0 then
      Writeln ('File is artchive file');
    If (F and faDirectory)<>0 then
      Writeln ('File is a directory');
    end
  else
    Writeln ('Error reading attributes of ',Name);
end;

begin
  testit ('ex40.pp');
  testit (ParamStr(0));
  testit ('.');
  testit ('/');
End.

```

76.15.103 FileGetDate

Synopsis: Return the file time of an opened file.

Declaration: function FileGetDate(Handle: THandle) : LongInt

Visibility: default

Description: FileGetdate returns the filetime of the opened file with filehandle Handle. It is the same as FileAge (1613), with this difference that FileAge only needs the file name, while FilegetDate needs an open file handle.

Errors: On error, -1 is returned.

See also: FileAge (1613)

Listing: ./sysutex/ex39.pp

Program Example39;

{ This program demonstrates the FileGetDate function }

Uses sysutils;

Var F,D : Longint;

Begin

F:= FileCreate('test.dat');

D:= FileGetDate(F);

Writeln ('File created on ',DateTimeToStr(FileDateToDateTime(D)));

```

FileClose(F);
DeleteFile('test.dat');
End.

```

76.15.104 FileIsReadOnly

Synopsis: Check whether a file is read-only.

Declaration: `function FileIsReadOnly(const FileName: UnicodeString) : Boolean`
`function FileIsReadOnly(const FileName: RawByteString) : Boolean`

Visibility: default

Description: `FileIsReadOnly` checks whether `FileName` exists in the filesystem and is a read-only file. If this is the case, the function returns `True`, otherwise `False` is returned.

See also: `FileExists` (1615)

76.15.105 FileOpen

Synopsis: Open an existing file and return a filehandle

Declaration: `function FileOpen(const FileName: UnicodeString; Mode: Integer)`
`: THandle`
`function FileOpen(const FileName: RawByteString; Mode: Integer)`
`: THandle`

Visibility: default

Description: `FileOpen` opens a file with name `FileName` with mode `Mode`. `Mode` can be one of the following constants:

fmOpenRead Open file in read-only mode

fmOpenWrite Open file in write-only mode

fmOpenReadWrite Open file in read/write mode.

Under Windows and Unix, the above mode can be or-ed with one of the following sharing/locking flags:

fmShareCompat Open file in DOS share-compatibility mode

fmShareExclusiveLock file for exclusive use

fmShareDenyWriteLock file so other processes can only read.

fmShareDenyReadLock file so other processes cannot read.

fmShareDenyNone Do not lock file.

If the file has been successfully opened, it can be read from or written to (depending on the `Mode` parameter) with the `FileRead` (1619) and `FileWrite` functions.

Remark: Remark that you cannot open a file if it doesn't exist yet, i.e. it will not be created for you. If you want to create a new file, or overwrite an old one, use the `FileCreate` (1614) function.

There are some limitations to the sharing modes.

1. Sharing modes are only available on Unix and Windows platforms.
2. Unix only support sharing modes as of 2.4.0.

3. `fmShareDenyRead` only works under Windows at this time, and will always result in an error on Unix platforms because its file locking APIs do not support this concept.
4. File locking is advisory on Unix platforms. This means that the locks are only checked when a file is opened using a file locking mode. In other cases, existing locks are simply ignored. In particular, this means that `fmShareDenyNone` has no effect under Unix, because this can only be implemented as “use no locking” on those platforms. As a result, opening a file using this mode will always succeed under Unix as far as the locking is concerned, even if the file has already been opened using `fmShareExclusive`.
5. Under Solaris, closing a single file handle associated with a file will result in all locks on that file (even via other handles) being destroyed due to the behaviour of the underlying API (`fcntl`). Because of the same reason, on Solaris you cannot use `fmShareDenyWrite` in combination with `fmOpenWrite`, nor `fmShareExclusive` in combination with `fmOpenRead` although both work with `fmOpenReadWrite`.

For an example, see [FileCreate \(1614\)](#)

Errors: On Error, `THandle (-1)` is returned.

See also: [fmOpenRead \(1548\)](#), [fmOpenWrite \(1548\)](#), [fmOpenReadWrite \(1548\)](#), [fmShareDenyWrite \(1549\)](#), [fmShareExclusive \(1549\)](#), [fmShareDenyRead \(1549\)](#), [fmShareDenyNone \(1548\)](#), [fmShareCompat \(1548\)](#), [FileClose \(1613\)](#), [FileWrite \(1623\)](#), [FileCreate \(1614\)](#), [FileRead \(1619\)](#), [FileTruncate \(1622\)](#), [FileSeek \(1620\)](#)

76.15.106 FileRead

Synopsis: Read data from a filehandle in a buffer.

Declaration: `function FileRead(Handle: THandle; out Buffer; Count: LongInt) : LongInt`

Visibility: default

Description: `FileRead` reads `Count` bytes from file-handle `Handle` and stores them into `Buffer`. `Buffer` must be at least `Count` bytes long. No checking on this is performed, so be careful not to overwrite any memory. `Handle` must be the result of a [FileOpen \(1618\)](#) call.

The function returns the number of bytes actually read, or -1 on error.

For an example, see [FileCreate \(1614\)](#)

Errors: On error, -1 is returned.

See also: [FileClose \(1613\)](#), [FileWrite \(1623\)](#), [FileCreate \(1614\)](#), [FileOpen \(1618\)](#), [FileTruncate \(1622\)](#), [FileSeek \(1620\)](#)

76.15.107 FileSearch

Synopsis: Search for a file in a path.

```
Declaration: function FileSearch(const Name: UnicodeString;
                                const DirList: UnicodeString;
                                Options: TFileSearchOptions) : UnicodeString
function FileSearch(const Name: UnicodeString;
                    const DirList: UnicodeString;
                    ImplicitCurrentDir: Boolean) : UnicodeString
function FileSearch(const Name: RawByteString;
                    const DirList: RawByteString;
```



```

Options: TFileSearchOptions) : RawByteString
function FileSearch(const Name: RawByteString;
  const DirList: RawByteString;
  ImplicitCurrentDir: Boolean) : RawByteString

```

Visibility: default

Description: `FileSearch` looks for the file `Name` in `DirList`, where `dirlist` is a list of directories, separated by semicolons or colons. It returns the full filename of the first match found. The optional `Options` parameter may be specified to influence the behaviour of the search algorithm. It is a set of the following options:

sfoImplicitCurrentDir Always search the current directory first, even if it is not specified.

sfoStripQuotes Strip quotes from the components in the search path.

A deprecated form of the function allowed to specify using the boolean `ImplicitCurrentDir` parameter whether the current directory was searched implicitly or not. By default, the current directory is searched.

Errors: On error, an empty string is returned.

See also: `ExpandFileName` (1608), `FindFirst` (1624)

Listing: `./sysutex/ex41.pp`

Program `Example41` ;

{ Program to demonstrate the FileSearch function. }

Uses `Sysutils` ;

Const

```

{ $ifdef unix }
  FN = 'find' ;
  P = './ bin :/ usr / bin ' ;
{ $else }
  FN = 'find.exe' ;
  P = 'c : \ dos ; c : \ windows ; c : \ windows \ system ; c : \ windows \ system32 ' ;
{ $endif }

```

begin

```

  WriteLn ('find is in : ', FileSearch (FN,P));
end.

```

76.15.108 FileSeek

Synopsis: Set the current file position on a file handle.

Declaration:

```

function FileSeek(Handle: THandle; FOffset: LongInt; Origin: LongInt)
  : LongInt
function FileSeek(Handle: THandle; FOffset: Int64; Origin: LongInt)
  : Int64

```

Visibility: default

Description: `FileSeek` sets the file pointer on position `Offset`, starting from `Origin`. `Origin` can be one of the following values:

fsFromBeginningOffset is relative to the first byte of the file. This position is zero-based. i.e. the first byte is at offset 0.

fsFromCurrentOffset is relative to the current position.

fsFromEndOffset is relative to the end of the file. This means that Offset can only be zero or negative in this case.

If successful, the function returns the new file position, relative to the beginning of the file.

Remark: The abovementioned constants do not exist in Delphi.

Errors: On error, -1 is returned.

See also: FileClose (1613), FileWrite (1623), FileCreate (1614), FileOpen (1618), FileRead (1619), FileTruncate (1622)

Listing: ./sysutex/ex37.pp

Program Example37;

{ This program demonstrates the FileCreate/FileSeek/FileReed/FileTruncate functions }

Uses sysutils;

Var I,J,F : Longint;

Begin

```

F:= FileCreate ( 'test.dat' );
If F=-1 then
  Halt (1);
For I:=0 to 100 do
  FileWrite(F,I, SizeOf(i));
FileClose (f);
F:= FileOpen ( 'test.dat',fmOpenRead);
For I:=0 to 100 do
  begin
  FileRead (F,J, SizeOf(J));
  If J<>I then
    WriteLn ( 'Mismatch at file position ',I)
  end;
FileSeek(F,0,fsFromBeginning);
Randomize;
Repeat
  FileSeek (F, Random(100)*4, fsFromBeginning);
  FileRead (F,J, SizeOf(J));
  WriteLn ( 'Random read : ',j);
Until J>80;
FileClose (F);
F:= FileOpen( 'test.dat',fmOpenWrite);
I:=50*SizeOf(Longint);
If FileTruncate(F,I) then
  WriteLn( 'Successfully truncated file to ',I, ' bytes. ');
FileClose(F);
End.

```

76.15.109 FileSetAttr

Synopsis: Set the attributes of a file.

Declaration: `function FileSetAttr(const FileName: UnicodeString; Attr: LongInt) : LongInt`
`function FileSetAttr(const FileName: RawByteString; Attr: LongInt) : LongInt`

Visibility: default

Description: `FileSetAttr` sets the attributes of `FileName` to `Attr`. If the function was successful, 0 is returned, -1 otherwise. `Attr` can be set to an OR-ed combination of the pre-defined `faXXX` constants. This function is not implemented on Unixes.

Errors: On error, -1 is returned (always on Unixes).

See also: `FileGetAttr` (1616), `FileGetDate` (1617), `FileSetDate` (1622)

76.15.110 FileSetDate

Synopsis: Set the date of a file.

Declaration: `function FileSetDate(const FileName: UnicodeString; Age: LongInt) : LongInt`
`function FileSetDate(const FileName: RawByteString; Age: LongInt) : LongInt`
`function FileSetDate(Handle: THandle; Age: LongInt) : LongInt`

Visibility: default

Description: `FileSetDate` sets the file date of the open file with handle `Handle` or to `Age`, where `Age` is a DOS date-and-time stamp value.

Alternatively, the filename may be specified with the `FileName` argument. This variant of the call is mandatory on unices, since there is no OS support for setting a file timestamp based on a handle. (the handle may not be a real file at all).

The function returns zero if successful.

Errors: On Unix, the handle variant always returns -1, since this is impossible to implement. On Windows and DOS, a negative error code is returned.

76.15.111 FileTruncate

Synopsis: Truncate an open file to a given size.

Declaration: `function FileTruncate(Handle: THandle; Size: Int64) : Boolean`

Visibility: default

Description: `FileTruncate` truncates the file with handle `Handle` to `Size` bytes. The file must have been opened for writing prior to this call. The function returns `True` is successful, `False` otherwise.

For an example, see `FileCreate` (1614).

Errors: On error, the function returns `False`.

See also: `FileClose` (1613), `FileWrite` (1623), `FileCreate` (1614), `FileOpen` (1618), `FileRead` (1619), `FileSeek` (1620)

76.15.112 FileWrite

Synopsis: Write data from a buffer to a given filehandle.

Declaration: `function FileWrite(Handle: THandle; const Buffer; Count: LongInt)
: LongInt`

Visibility: default

Description: `FileWrite` writes `Count` bytes from `Buffer` to the file with handle `Handle`. Prior to this call, the file must have been opened for writing. `Buffer` must be at least `Count` bytes large, or a memory access error may occur.

The function returns the number of bytes written, or -1 in case of an error.

For an example, see `FileCreate` (1614).

Errors: In case of error, -1 is returned.

See also: `FileClose` (1613), `FileCreate` (1614), `FileOpen` (1618), `FileRead` (1619), `FileTruncate` (1622), `FileSeek` (1620)

76.15.113 FindClose

Synopsis: Close a find handle

Declaration: `procedure FindClose(var F: TUnicodeSearchRec)
procedure FindClose(var F: TRawbyteSearchRec)`

Visibility: default

Description: `FindClose` ends a series of `FindFirst` (1624)/`FindNext` (1625) calls, and frees any memory used by these calls. It is *absolutely* necessary to do this call, or huge memory losses may occur.

For an example, see `FindFirst` (1624).

Errors: None.

See also: `FindFirst` (1624), `FindNext` (1625)

76.15.114 FindCmdLineSwitch

Synopsis: Check whether a certain switch is present on the command-line.

Declaration: `function FindCmdLineSwitch(const Switch: string;
const Chars: TSysCharSet; IgnoreCase: Boolean)
: Boolean
function FindCmdLineSwitch(const Switch: string; IgnoreCase: Boolean)
: Boolean
function FindCmdLineSwitch(const Switch: string) : Boolean`

Visibility: default

Description: `FindCmdLineSwitch` will check all command-line arguments for the presence of the option `Switch`. It will return `True` if it was found, `False` otherwise. Characters that appear in `Chars` (default is `SwitchChars` (1553)) are assumed to indicate an option (switch). If the parameter `IgnoreCase` is `True`, case will be ignored when looking for the switch. Default is to search case sensitive.

Errors: None.

See also: `SwitchChars` (1553)

76.15.115 FindFirst

Synopsis: Start a file search and return a findhandle

Declaration:

```
function FindFirst(const Path: UnicodeString; Attr: LongInt;
                  out Rslt: TUnicodeSearchRec) : LongInt
function FindFirst(const Path: RawByteString; Attr: LongInt;
                  out Rslt: TRawbyteSearchRec) : LongInt
```

Visibility: default

Description: `FindFirst` looks for files that match the name (possibly with wildcards) in `Path` and extra attributes `Attr`. It then fills up the `Rslt` record with data gathered about the file. It returns 0 if a file matching the specified criteria is found, a nonzero value (-1 on Unix-like platforms) otherwise.

`Attr` is an or-ed combination of the following constants:

faReadOnlyThe file is read-only.

faHiddenThe file is hidden. (On unix, this means that the filename starts with a dot)

faSysFileThe file is a system file (On unix, this means that the file is a character, block or FIFO file).

faVolumeIdDrive volume Label. Not possible under unix, and on Windows-like systems, this works only for plan FAT (not Fat32 or VFAT) filesystems.

faDirectoryFile is a directory.

faArchivefile needs to be archived. Not possible on Unix

It is a common misconception that `Attr` specifies a set of attributes which must be matched in order for a file to be included in the list. This is not so: The value of `Attr` specifies *additional* attributes, this means that the returned files are either normal files or have an attribute which is present in `Attr`.

Specifically: specifying `faDirectory` as a value for `Attr` does not mean that only directories will be returned. Normal files *and* directories will be returned.

The `Rslt` record can be fed to subsequent calls to `FindNext`, in order to find other files matching the specifications.

Remark: A `FindFirst` call must *always* be followed by a `FindClose` (1623) call with the same `Rslt` record. Failure to do so will result in memory loss.

Errors: On error the function returns -1 on Unix-like platforms, a nonzero error code on Windows.

See also: `FindClose` (1623), `FindNext` (1625)

Listing: ./sysutex/ex43.pp

Program Example43;

{ This program demonstrates the FindFirst function }

Uses SysUtils;

Var Info : TSearchRec;
Count : Longint;

Begin

Count:=0;

If FindFirst ('*',faAnyFile **and** faDirectory ,Info)=0 **then**

begin

Repeat

Inc(Count);

```

    With Info do
      begin
        If (Attr and faDirectory) = faDirectory then
          Write('Dir : ');
          WriteLn (Name:40, Size:15);
        end;
      Until FindNext(info) <> 0;
    end;
  FindClose(Info);
  WriteLn ('Finished search. Found ', Count, ' matches');
End.

```

76.15.116 FindNext

Synopsis: Find the next entry in a findhandle.

Declaration: `function FindNext(var Rslt: TUnicodeSearchRec) : LongInt`
`function FindNext(var Rslt: TRawbyteSearchRec) : LongInt`

Visibility: default

Description: `FindNext` finds a next occurrence of a search sequence initiated by `FindFirst`. If another record matching the criteria in `Rslt` is found, 0 is returned, a nonzero constant is returned otherwise.

Remark: The last `FindNext` call must *always* be followed by a `FindClose` call with the same `Rslt` record. Failure to do so will result in memory loss.

For an example, see `FindFirst` (1624)

Errors: On error (no more file is found), a nonzero constant is returned.

See also: `FindFirst` (1624), `FindClose` (1623)

76.15.117 FloattoCurr

Synopsis: Convert a float to a Currency value.

Declaration: `function FloattoCurr(const Value: Extended) : Currency`

Visibility: default

Description: `FloatToCurr` converts the `Value` floating point value to a `Currency` value. It checks whether `Value` is in the valid range of currencies (determined by `MinCurrency` (1550) and `MaxCurrency` (1550)). If not, an `EConvertError` (1709) exception is raised.

Errors: If `Value` is out of range, an `EConvertError` (1709) exception is raised.

See also: `EConvertError` (1709), `TryFloatToCurr` (1697), `MinCurrency` (1550), `MaxCurrency` (1550)

76.15.118 FloatToDateTime

Synopsis: Convert a float to a `TDateTime` value.

Declaration: `function FloatToDateTime(const Value: Extended) : TDateTime`

Visibility: default

Description: `FloatToDateTime` converts the `Value` floating point value to a `TDateTime` value. It checks whether `Value` is in the valid range of dates (determined by `MinDateTime` (1550) and `MaxDateTime` (1550)). If not, an `EConvertError` (1709) exception is raised.

Errors: If `Value` is out of range, an `EConvertError` (1709) exception is raised.

See also: `EConvertError` (1709), `MinDateTime` (1550), `MaxDateTime` (1550)

76.15.119 FloatToDecimal

Synopsis: Convert a float value to a `TFloatRec` value.

Declaration:

```
procedure FloatToDecimal(out Result: TFloatRec; const Value;
                        ValueType: TFloatValue; Precision: Integer;
                        Decimals: Integer)
procedure FloatToDecimal(out Result: TFloatRec; Value: Extended;
                        Precision: Integer; Decimals: Integer)
```

Visibility: default

Description: `FloatToDecimal` converts the float `Value` to a float description in the `Result` `TFloatRec` (1558) format. It will store `Precision` digits in the `Digits` field, of which at most `Decimal` decimals.

Errors: None.

See also: `TFloatRec` (1558)

76.15.120 FloatToStr

Synopsis: Convert a float value to a string using a fixed format.

Declaration:

```
function FloatToStr(Value: Extended) : string
function FloatToStr(Value: Extended;
                    const FormatSettings: TFormatSettings) : string
function FloatToStr(Value: Double) : string
function FloatToStr(Value: Double;
                    const FormatSettings: TFormatSettings) : string
function FloatToStr(Value: Single) : string
function FloatToStr(Value: Single;
                    const FormatSettings: TFormatSettings) : string
function FloatToStr(Value: Currency) : string
function FloatToStr(Value: Currency;
                    const FormatSettings: TFormatSettings) : string
function FloatToStr(Value: Comp) : string
function FloatToStr(Value: Comp; const FormatSettings: TFormatSettings)
: string
function FloatToStr(Value: Int64) : string
function FloatToStr(Value: Int64; const FormatSettings: TFormatSettings)
: string
```

Visibility: default

Description: `FloatToStr` converts the floating point variable `Value` to a string representation. It will choose the shortest possible notation of the two following formats:

Fixed format will represent the string in fixed notation,

Decimal format will represent the string in scientific notation.

More information on these formats can be found in [FloatToStrF \(1627\)](#). `FloatToStr` is completely equivalent to the following call:

```
FloatToStrF(Value, ffGeneral, 15, 0);
```

Errors: None.

See also: [FloatToStrF \(1627\)](#), [FormatFloat \(1640\)](#), [StrToFloat \(1684\)](#)

Listing: ./sysutex/ex67.pp

Program Example67;

```
{ This program demonstrates the FloatToStr function }
```

Uses sysutils;

Procedure Testit (Value : Extended);

begin

```
  WriteLn (Value, ' -> ', FloatToStr(Value));
```

```
  WriteLn (-Value, ' -> ', FloatToStr(-Value));
```

end;

Begin

```
  Testit (0.0);
```

```
  Testit (1.1);
```

```
  Testit (1.1e-3);
```

```
  Testit (1.1e-20);
```

```
  Testit (1.1e-200);
```

```
  Testit (1.1e+3);
```

```
  Testit (1.1e+20);
```

```
  Testit (1.1e+200);
```

End.

76.15.121 FloatToStrF

Synopsis: Convert a float value to a string using a given format.

Declaration:

```
function FloatToStrF(Value: Extended; format: TFloatFormat;
                    Precision: Integer; Digits: Integer) : string
function FloatToStrF(Value: Extended; format: TFloatFormat;
                    Precision: Integer; Digits: Integer;
                    const FormatSettings: TFormatSettings) : string
function FloatToStrF(Value: Double; format: TFloatFormat;
                    Precision: Integer; Digits: Integer) : string
function FloatToStrF(Value: Double; format: TFloatFormat;
                    Precision: Integer; Digits: Integer;
                    const FormatSettings: TFormatSettings) : string
function FloatToStrF(Value: Single; format: TFloatFormat;
                    Precision: Integer; Digits: Integer) : string
function FloatToStrF(Value: Single; format: TFloatFormat;
                    Precision: Integer; Digits: Integer;
```



```

        const FormatSettings: TFormatSettings) : string
function FloatToStrF(Value: Comp; format: TFloatFormat;
    Precision: Integer; Digits: Integer) : string
function FloatToStrF(Value: Comp; format: TFloatFormat;
    Precision: Integer; Digits: Integer;
    const FormatSettings: TFormatSettings) : string
function FloatToStrF(Value: Currency; format: TFloatFormat;
    Precision: Integer; Digits: Integer) : string
function FloatToStrF(Value: Currency; format: TFloatFormat;
    Precision: Integer; Digits: Integer;
    const FormatSettings: TFormatSettings) : string
function FloatToStrF(Value: Int64; format: TFloatFormat;
    Precision: Integer; Digits: Integer) : string
function FloatToStrF(Value: Int64; format: TFloatFormat;
    Precision: Integer; Digits: Integer;
    const FormatSettings: TFormatSettings) : string

```

Visibility: default

Description: `FloatToStrF` converts the floating point number value to a string representation, according to the settings of the parameters `Format`, `Precision` and `Digits`.

The meaning of the `Precision` and `Digits` parameter depends on the `Format` parameter. The format is controlled mainly by the `Format` parameter. It can have one of the following values:

ffcurrency Money format. Value is converted to a string using the global variables `CurrencyString`, `CurrencyFormat` and `NegCurrFormat`. The `Digits` parameter specifies the number of digits following the decimal point and should be in the range -1 to 18. If `Digits` equals -1, `CurrencyDecimals` is assumed. The `Precision` parameter is ignored.

ffExponent Scientific format. Value is converted to a string using scientific notation: 1 digit before the decimal point, possibly preceded by a minus sign if `Value` is negative. The number of digits after the decimal point is controlled by `Precision` and must lie in the range 0 to 15.

ffFixed Fixed point format. Value is converted to a string using fixed point notation. The result is composed of all digits of the integer part of `Value`, preceded by a minus sign if `Value` is negative. Following the integer part is `DecimalSeparator` and then the fractional part of `Value`, rounded off to `Digits` numbers. If the number is too large then the result will be in scientific notation.

ffGeneral General number format. The argument is converted to a string using `ffExponent` or `ffFixed` format, depending on which one gives the shortest string. There will be no trailing zeroes. If `Value` is less than 0.00001 or if the number of decimals left of the decimal point is larger than `Precision` then scientific notation is used, and `Digits` is the minimum number of digits in the exponent. Otherwise `Digits` is ignored.

ffnumber Is the same as `ffFixed`, except that thousand separators are inserted in the resulting string.

Errors: None.

See also: `FloatToStr` (1626), `FloatToText` (1629)

Listing: `./sysutex/ex68.pp`

Program `Example68`;

```
{ This program demonstrates the FloatToStrF function }
```

```

Uses sysutils;

Const Fmt : Array [TFloatFormat] of string[10] =
    ('general', 'exponent', 'fixed', 'number', 'Currency');

Procedure Testit (Value : Extended);

Var I, J : longint;
    FF : TFloatFormat;

begin
    For I:=5 to 15 do
        For J:=1 to 4 do
            For FF:=ffgeneral to ffcurrency do
                begin
                    Write (Value, '(Prec: ', I:2, ', Dig: ', J, ', fmt: ', Fmt[ff], ') : ');
                    Writeln (FloatToStrf(Value, FF, I, J));
                    Write (-Value, '(Prec: ', I:2, ', Dig: ', J, ', fmt: ', Fmt[ff], ') : ');
                    Writeln (FloatToStrf(-Value, FF, I, J));
                end;
            end;
        end;
    end;

Begin
    Testit (1.1);
    Testit (1.1E1);
    Testit (1.1E-1);
    Testit (1.1E5);
    Testit (1.1E-5);
    Testit (1.1E10);
    Testit (1.1E-10);
    Testit (1.1E15);
    Testit (1.1E-15);
    Testit (1.1E100);
    Testit (1.1E-100);
End.

```

76.15.122 FloatToText

Synopsis: Return a string representation of a float, with a given format.

Declaration:

```

function FloatToText(Buffer: PChar; Value: Extended;
    format: TFloatFormat; Precision: Integer;
    Digits: Integer) : LongInt
function FloatToText(Buffer: PChar; Value: Extended;
    format: TFloatFormat; Precision: Integer;
    Digits: Integer;
    const FormatSettings: TFormatSettings) : LongInt

```

Visibility: default

Description: `FloatToText` converts the floating point variable `Value` to a string representation and stores it in `Buffer`. The conversion is governed by `format`, `Precision` and `Digits`. more information on these parameters can be found in `FloatToStrF` (1627). `Buffer` should point to enough space to hold the result. No checking on this is performed.

The result is the number of characters that was copied in `Buffer`.

Errors: None.

See also: [FloatToStr \(1626\)](#), [FloatToStrF \(1627\)](#)

Listing: ./sysutex/ex69.pp

```

Program Example68;

{ This program demonstrates the FloatToStrF function }

Uses sysutils;

Const Fmt : Array [TFloatFormat] of string[10] =
    ('general', 'exponent', 'fixed', 'number', 'Currency');

Procedure Testit (Value : Extended);

Var I, J : longint;
    FF : TFloatFormat;
    S : ShortString;

begin
    For I:=5 to 15 do
        For J:=1 to 4 do
            For FF:=ffgeneral to ffcurrency do
                begin
                    Write (Value, '(Prec: ', I:2, ', Dig: ', J, ', fmt: ', Fmt[ff], ') : ');
                    SetLength(S, FloatToText (@S[1], Value, FF, I, J));
                    Writeln (S);
                    Write (-Value, '(Prec: ', I:2, ', Dig: ', J, ', fmt: ', Fmt[ff], ') : ');
                    SetLength(S, FloatToText (@S[1], -Value, FF, I, J));
                    Writeln (S);
                end;
            end;
        end;
    end;

Begin
    Testit (1.1);
    Testit (1.1E1);
    Testit (1.1E-1);
    Testit (1.1E5);
    Testit (1.1E-5);
    Testit (1.1E10);
    Testit (1.1E-10);
    Testit (1.1E15);
    Testit (1.1E-15);
    Testit (1.1E100);
    Testit (1.1E-100);
End.

```

76.15.123 FloatToTextFmt

Synopsis: Convert a float value to a string using a given mask.

Declaration: `function FloatToTextFmt(Buffer: PChar; Value: Extended; format: PChar; FormatSettings: TFormatSettings) : Integer`
`function FloatToTextFmt(Buffer: PChar; Value: Extended; format: PChar) : Integer`

Visibility: default

Description: `FloatToTextFmt` returns a textual representation of `Value` in the memory location pointed to by `Buffer`. It uses the formatting specification in `Format` to do this. The return value is the number of characters that were written in the buffer.

For a list of valid formatting characters, see `FormatFloat` (1640)

Errors: No length checking is performed on the buffer. The buffer should point to enough memory to hold the complete string. If this is not the case, an access violation may occur.

See also: `FormatFloat` (1640)

76.15.124 `FmtStr`

Synopsis: Format a string with given arguments.

Declaration:

```
procedure FmtStr(var Res: string; const Fmt: string;
                const args: Array of const)
procedure FmtStr(var Res: string; const Fmt: string;
                const args: Array of const;
                const FormatSettings: TFormatSettings)
```

Visibility: default

Description: `FmtStr` calls `Format` (1632) with `Fmt` and `Args` as arguments, and stores the result in `Res`. For more information on how the resulting string is composed, see `Format` (1632).

Errors: In case of error, a `EConvertError` (1709) exception is raised.

See also: `Format` (1632), `FormatBuf` (1638), `EConvertError` (1709)

Listing: `./sysutex/ex70.pp`

Program `Example70`;

{ This program demonstrates the FmtStr function }

Uses `sysutils`;

Var `S` : `AnsiString`;

Begin

`S := ''`;

`FmtStr` (`S`, 'For some nice examples of fomatting see %s.', ['Format']);

`Writeln` (`S`);

End.

76.15.125 `ForceDirectories`

Synopsis: Create a chain of directories

Declaration:

```
function ForceDirectories(const Dir: RawByteString) : Boolean
function ForceDirectories(const Dir: UnicodeString) : Boolean
```

Visibility: default

Description: `ForceDirectories` tries to create any missing directories in `Dir` till the whole path in `Dir` exists. It returns `True` if `Dir` already existed or was created succesfully. If it failed to create any of the parts, `False` is returned.

76.15.126 Format

Synopsis: Format a string with given arguments.

Declaration: `function Format(const Fmt: string; const Args: Array of const) : string`
`function Format(const Fmt: string; const Args: Array of const;`
`const FormatSettings: TFormatSettings) : string`

Visibility: default

Description: Format replaces all placeholders in `Fmt` with the arguments passed in `Args` and returns the resulting string. A placeholder looks as follows:

```
'%' [[Index] ':' ] ['-'] [Width] ['.' Precision] ArgType
```

elements between single quotes must be typed as shown without the quotes, and elements between square brackets [] are optional. The meaning of the different elements are shown below:

'%' starts the placeholder. If you want to insert a literal % character, then you must insert two of them : %%.

Index ':' takes the `Index`-th element in the argument array as the element to insert. If `index` is omitted, then the zeroth argument is taken.

'-' tells `Format` to left-align the inserted text. The default behaviour is to right-align inserted text. This can only take effect if the `Width` element is also specified.

Width the inserted string must have at least `Width` characters. If not, the inserted string will be padded with spaces. By default, the string is left-padded, resulting in a right-aligned string. This behaviour can be changed by the usage of the '-' character.

'.' **Precision** Indicates the precision to be used when converting the argument. The exact meaning of this parameter depends on `ArgType`.

The `Index`, `Width` and `Precision` parameters can be replaced by `*`, in which case their value will be read from the next element in the `Args` array. This value must be an integer, or an `EConvertError (1709)` exception will be raised.

The argument type is determined from `ArgType`. It can have one of the following values (case insensitive):

D Decimal format. The next argument in the `Args` array should be an integer. The argument is converted to a decimal string. If precision is specified, then the string will have at least `Precision` digits in it. If needed, the string is (left) padded with zeroes.

E Scientific format. The next argument in the `Args` array should be a Floating point value. The argument is converted to a decimal string using scientific notation, using `FloatToStrF (1627)`, where the optional precision is used to specify the total number of decimals. (default a value of 15 is used). The exponent is formatted using maximally 3 digits.

In short, the `E` specifier formats it's argument as follows:

```
FloatToStrF (Argument, ffexponent, Precision, 3)
```

F Fixed point format. The next argument in the `Args` array should be a floating point value. The argument is converted to a decimal string, using fixed notation (see `FloatToStrF (1627)`). `Precision` indicates the number of digits following the decimal point.

In short, the `F` specifier formats it's argument as follows:

```
FloatToStrF (Argument, ffFixed, ffixed, 9999, Precision)
```

GGeneral number format. The next argument in the `Args` array should be a floating point value. The argument is converted to a decimal string using fixed point notation or scientific notation, depending on which gives the shortest result. `Precision` is used to determine the number of digits after the decimal point.

In short, the `G` specifier formats it's argument as follows:

```
FloatToStrF (Argument, ffGeneral, Precision, 3)
```

MCurrency format. the next argument in the `Args` array must be a floating point value. The argument is converted to a decimal string using currency notation. This means that fixed-point notation is used, but that the currency symbol is appended. If precision is specified, then then it overrides the `CurrencyDecimals` global variable used in the `FloatToStrF` (1627)

In short, the `M` specifier formats it's argument as follows:

```
FloatToStrF (Argument, ffCurrency, 9999, Precision)
```

NNumber format. This is the same as fixed point format, except that thousand separators are inserted in the resulting string.

PPointer format. The next argument in the `Args` array must be a pointer (typed or untyped). The pointer value is converted to a string of length 8, representing the hexadecimal value of the pointer.

SString format. The next argument in the `Args` array must be a string. The argument is simply copied to the result string. If `Precision` is specified, then only `Precision` characters are copied to the result string.

UUnsigned decimal format. The next argument in the `Args` array should be an unsigned integer. The argument is converted to a decimal string. If precision is specified, then the string will have at least `Precision` digits in it. If needed, the string is (left) padded with zeroes.

Xhexadecimal format. The next argument in the `Args` array must be an integer. The argument is converted to a hexadecimal string with just enough characters to contain the value of the integer. If `Precision` is specified then the resulting hexadecimal representation will have at least `Precision` characters in it (with a maximum value of 32).

Errors: In case of error, an `EConvertError` exception is raised. Possible errors are:

- 1.Errors in the format specifiers.
- 2.The next argument is not of the type needed by a specifier.
- 3.The number of arguments is not sufficient for all format specifiers.

See also: `FormatBuf` (1638), `EConvertError` (1709)

Listing: `./sysutex/ex71.pp`

Program `example71;`

```
{ $mode objfpc }
```

```
{ This program demonstrates the Format function }
```

```
Uses sysutils;
```

```
Var P : Pointer;  
      fmt, S : string;
```

```
{ Expected output:  
   [%d] => [10]
```

```

    [%%] => [%]
    [%10d] => [      10]
    [%10.4d] => [0010]
    [%10.4d] => [      0010]
    [%0:d] => [10]
    [%0:10d] => [      10]
    [%0:10.4d] => [      0010]
    [%0:-10d] => [10      ]
    [%0:-10.4d] => [0010   ]
    [%-*.d] => [00010]
}
Procedure TestInteger;
begin
  Try
    Fmt:= '%d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%%'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%10d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    fmt:= '%10.4d'; S:=Format (fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%10.4d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10.4d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10d'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10.4d'; S:=Format (fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%-*.d'; S:=Format (fmt,[4,5,10]); writeln (Fmt:12, ' => ',s);
  except
    On E : Exception do
      begin
        Writeln ('Exception caught : ',E.Message);
      end;
  end;
  writeln ('Press enter');
  readln;
end;

{ Expected output:
    [%x] => [A]
    [%10x] => [      A]
    [%10.4x] => [      000A]
    [%0:x] => [A]
    [%0:10x] => [      A]
    [%0:10.4x] => [      000A]
    [%0:-10x] => [A      ]
    [%0:-10.4x] => [000A   ]
    [%-*.x] => [0000A]
}
Procedure TestHexadecimal;
begin
  try
    Fmt:= '%x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%10x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%10.4x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10.4x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10x'; S:=Format (Fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10.4x'; S:=Format (fmt,[10]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%-*.x'; S:=Format (fmt,[4,5,10]); writeln (Fmt:12, ' => ',s);
  end;

```

```

except
  On E : Exception do
    begin
      WriteLn ( 'Exception caught : ',E.Message);
    end;
end;
writeln ( 'Press enter ');
readln;
end;

{ Expected output:
  [0x%p] => [0x0012D687]
  [0x%10p] => [0x 0012D687]
  [0x%10.4p] => [0x 0012D687]
  [0x%0:p] => [0x0012D687]
  [0x%0:10p] => [0x 0012D687]
  [0x%0:10.4p] => [0x 0012D687]
  [0x%0:-10p] => [0x0012D687 ]
  [0x%0:-10.4p] => [0x0012D687 ]
  [%-*.p] => [0012D687]
}
Procedure TestPointer;
begin
  P:= Pointer(1234567);
  try
    Fmt:= '[0x%p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%10p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%10.4p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%0:p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%0:10p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%0:10.4p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%0:-10p]'; S:=Format ( Fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[0x%0:-10.4p]'; S:=Format ( fmt,[P]); writeln(Fmt:12, ' => ',s);
    Fmt:= '[%-*.p]'; S:=Format ( fmt,[4,5,P]); writeln(Fmt:12, ' => ',s);
  except
    On E : Exception do
      begin
        WriteLn ( 'Exception caught : ',E.Message);
      end;
    end;
    writeln ( 'Press enter ');
    readln;
  end;

{ Expected output:
  [%s]=> [This is a string]
  [%0:s]=> [This is a string]
  [%0:18s]=> [ This is a string]
  [%0:-18s]=> [This is a string ]
  [%0:18.12s]=> [ This is a st]
  [%-*.s]=> [This is a st ]
}
Procedure TestString;
begin
  try
    Fmt:= '[%s]'; S:=Format(fmt,['This is a string']); Writeln(fmt:12, '=> ',s);
    fmt:= '[%0:s]'; s:=Format(fmt,['This is a string']); Writeln(fmt:12, '=> ',s);
    fmt:= '[%0:18s]'; s:=Format(fmt,['This is a string']); Writeln(fmt:12, '=> ',s);
  
```



```

    fmt:='[%0:-18s]';s:=Format(fmt,['This is a string']);Writeln(fmt:12,'=>',s);
    fmt:='[%0:18.12s]';s:=Format(fmt,['This is a string']);Writeln(fmt:12,'=>',s);
    fmt:='[%-*.*s]';s:=Format(fmt,[18,12,'This is a string']);Writeln(fmt:12,'=>',s);
except
  On E : Exception do
    begin
      Writeln ('Exception caught : ',E.Message);
    end;
end;
writeln ('Press enter');
readln;
end;

{ Expected output:
  [%e] => [1.2340000000000000E+000]
  [%10e] => [1.2340000000000000E+000]
  [%10.4e] => [1.234E+000]
  [%0:e] => [1.2340000000000000E+000]
  [%0:10e] => [1.2340000000000000E+000]
  [%0:10.4e] => [1.234E+000]
  [%0:-10e] => [1.2340000000000000E+000]
  [%0:-10.4e] => [1.234E+000]
  [%-*.*e] => [1.2340E+000]
}
Procedure TestExponential;
begin
  Try
    Fmt:='[%e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%10e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%10.4e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%0:e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%0:10e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%0:10.4e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%0:-10e]';S:=Format (Fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%0:-10.4e]';S:=Format (fmt,[1.234]);writeln (Fmt:12,' =>',s);
    Fmt:='[%-*.*e]';S:=Format (fmt,[4,5,1.234]);writeln (Fmt:12,' =>',s);
  except
    On E : Exception do
      begin
        Writeln ('Exception caught : ',E.Message);
      end;
    end;
  writeln ('Press enter');
  readln;
end;

{ Expected output:
  [%e] => [-1.2340000000000000E+000]
  [%10e] => [-1.2340000000000000E+000]
  [%10.4e] => [-1.234E+000]
  [%0:e] => [-1.2340000000000000E+000]
  [%0:10e] => [-1.2340000000000000E+000]
  [%0:10.4e] => [-1.234E+000]
  [%0:-10e] => [-1.2340000000000000E+000]
  [%0:-10.4e] => [-1.234E+000]
  [%-*.*e] => [-1.2340E+000]
}
Procedure TestNegativeExponential;

```

```

begin
  Try
    Fmt:= '%e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%10e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%10.4e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10.4e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10.4e' ;S:=Format (Fmt,[-1.234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%-*.e' ;S:=Format (Fmt,[4,5,-1.234]);writeln (Fmt:12, ' => ',s);
  except
    On E : Exception do
      begin
        Writeln ('Exception caught : ',E.Message);
      end;
    end;
  writeln ('Press enter ');
  readln;
end;

{ Expected output:
  [%e] => [1.2340000000000000E-002]
  [%10e] => [1.2340000000000000E-002]
  [%10.4e] => [1.234E-002]
  [%0:e] => [1.2340000000000000E-002]
  [%0:10e] => [1.2340000000000000E-002]
  [%0:10.4e] => [1.234E-002]
  [%0:-10e] => [1.2300000000000000E-002]
  [%0:-10.4e] => [1.234E-002]
  [%-*.e] => [1.2340E-002]
}
Procedure TestSmallExponential;
begin
  Try
    Fmt:= '%e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%10e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%10.4e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:10.4e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10e' ;S:=Format (Fmt,[0.0123]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%0:-10.4e' ;S:=Format (Fmt,[0.01234]);writeln (Fmt:12, ' => ',s);
    Fmt:= '%-*.e' ;S:=Format (Fmt,[4,5,0.01234]);writeln (Fmt:12, ' => ',s);
  except
    On E : Exception do
      begin
        Writeln ('Exception caught : ',E.Message);
      end;
    end;
  writeln ('Press enter ');
  readln;
end;

{ Expected output:
  [%e] => [-1.2340000000000000E-002]
  [%10e] => [-1.2340000000000000E-002]
  [%10.4e] => [-1.234E-002]
}

```

```

    [%0:e] => [-1.2340000000000000E-002]
    [%0:10e] => [-1.2340000000000000E-002]
    [%0:10.4e] => [-1.234E-002]
    [%0:-10e] => [-1.2340000000000000E-002]
    [%0:-10.4e] => [-1.234E-002]
    [%-*.e] => [-1.2340E-002]
}
Procedure TestSmallNegExponential;
begin
  Try
    Fmt:= '%[e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[10e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[10.4e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[0:e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[0:10e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[0:10.4e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[0:-10e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[0:-10.4e]'; S:=Format (Fmt,[-0.01234]); writeln (Fmt:12, ' => ',s);
    Fmt:= '%[-*.e]'; S:=Format (Fmt,[4,5,-0.01234]); writeln (Fmt:12, ' => ',s);
  except
    On E : Exception do
      begin
        Writeln ('Exception caught : ',E.Message);
      end;
    end;
  writeln ('Press enter');
  readln;
end;

begin
  TestInteger;
  TestHexadecimal;
  TestPointer;
  teststring;
  TestExponential;
  TestNegativeExponential;
  TestSmallExponential;
  TestSmallNegExponential;
end.

```

76.15.127 FormatBuf

Synopsis: Format a string with given arguments and store the result in a buffer.

```

Declaration: function FormatBuf(var Buffer; BufLen: Cardinal; const Fmt;
                               fmtLen: Cardinal; const Args: Array of const)
                               : Cardinal
function FormatBuf(var Buffer; BufLen: Cardinal; const Fmt;
                  fmtLen: Cardinal; const Args: Array of const;
                  const FormatSettings: TFormatSettings) : Cardinal

```

Visibility: default

Description: FormatBuf calls Format (1632) and stores the result in Buf.

See also: Format (1632)

Listing: ./sysutex/ex72.pp

Program Example72;

{ This program demonstrates the FormatBuf function }

Uses sysutils;

Var

S : ShortString;

Const

Fmt : ShortString = 'For some nice examples of fomating see %s.';

Begin

S:= '';

SetLength(S, **FormatBuf** (S[1], 255, Fmt[1], **Length**(Fmt), ['Format']));

Writeln (S);

End.

76.15.128 FormatCurr

Synopsis: Format a currency

Declaration: function FormatCurr(const Format: string; Value: Currency) : string
function FormatCurr(const Format: string; Value: Currency;
const FormatSettings: TFormatSettings) : string

Visibility: default

Description: FormatCurr formats the currency Value according to the formatting rule in the Format parameter, and returns the resulting string.

For an explanation of the formatting characters usable in the Format parameter, see FormatFloat (1640).

See also: FormatFloat (1640), FloatToText (1629)

76.15.129 FormatDateTime

Synopsis: Return a string representation of a TDateTime value with a given format.

Declaration: function FormatDateTime(const FormatStr: string; DateTime: TDateTime;
Options: TFormatDateTimeOptions) : string
function FormatDateTime(const FormatStr: string; DateTime: TDateTime;
const FormatSettings: TFormatSettings;
Options: TFormatDateTimeOptions) : string

Visibility: default

Description: FormatDateTime formats the date and time encoded in DateTime according to the formatting given in FormatStr. The complete list of formatting characters can be found in formatchars (1544).

Errors: On error (such as an invalid character in the formatting string), and EConvertError (1709) exception is raised.

See also: [DateTimeToStr \(1595\)](#), [DateToStr \(1597\)](#), [TimeToStr \(1693\)](#), [StrToDateTime \(1682\)](#), [EConvertError \(1709\)](#)

Listing: ./sysutex/ex14.pp

Program Example14;

{ This program demonstrates the FormatDateTime function }

Uses sysutils;

Var ThisMoment : TDateTime;

Begin

 ThisMoment:=Now;

WriteLn ('Now : ', **FormatDateTime**('hh:nn ', ThisMoment));

WriteLn ('Now : ', **FormatDateTime**('DD MM YYYY', ThisMoment));

WriteLn ('Now : ', **FormatDateTime**('c', ThisMoment));

End.

76.15.130 FormatFloat

Synopsis: Format a float according to a certain mask.

Declaration: `function FormatFloat(const Format: string; Value: Extended) : string`
`function FormatFloat(const Format: string; Value: Extended;`
`const FormatSettings: TFormatSettings) : string`

Visibility: default

Description: `FormatFloat` formats the floating-point value given by `Value` using the format specifications in `Format`. The format specifier can give format specifications for positive, negative or zero values (separated by a semicolon).

If the format specifier is empty or the value needs more than 18 digits to be correctly represented, the result is formatted with a call to `FloatToStrF` ([1627](#)) with the `ffGeneral` format option.

The following format specifiers are supported:

0 is a digit place holder. If there is a corresponding digit in the value being formatted, then it replaces the 0. If not, the 0 is left as-is.

is also a digit place holder. If there is a corresponding digit in the value being formatted, then it replaces the #. If not, it is removed. by a space.

. determines the location of the decimal point. Only the first '.' character is taken into account. If the value contains digits after the decimal point, then it is replaced by the value of the `DecimalSeparator` character.

, determines the use of the thousand separator character in the output string. If the format string contains one or more ',' characters, then thousand separators will be used. The `ThousandSeparator` character is used.

E+ determines the use of scientific notation. If 'E+' or 'E-' (or their lowercase counterparts) are present then scientific notation is used. The number of digits in the output string is determined by the number of 0 characters after the 'E+'

; This character separates sections for positive, negative, and zero numbers in the format string.

Errors: If an error occurs, an exception is raised.

See also: [FloatToStr \(1626\)](#)

Listing: ./sysutex/ex89.pp

Program Example89;

{ This program demonstrates the FormatFloat function }

Uses sysutils;

Const

```
NrFormat=9;
FormatStrings : Array[1..NrFormat] of string = (
  '0',
  '0.00',
  '###',
  '##0.00',
  '##0.00;(##0.00)',
  '##0.00;;Zero',
  '0.000E+00',
  '###E-0');
NrValue = 5;
FormatValues : Array[1..NrValue] of Double =
  (1234, -1234, 0.5, 0, -0.5);

Width = 12;
FWidth = 20;
```

Var

```
I, J : Integer;
S : String;
```

begin

```
Write( 'Format' : FWidth);
For I:=1 to NrValue do
  Write( FormatValues[ I ] : Width : 2);
WriteIn;
For I:=1 to NrFormat do
  begin
  Write( FormatStrings[ I ] : FWidth);
  For J:=1 to NrValue do
    begin
    S:=FormatFloat( FormatStrings[ I ], FormatValues[ J ]);
    Write(S : Width);
    end;
  WriteIn;
  end;
```

End.

76.15.131 FreeAndNil

Synopsis: Free object if needed, and set object reference to Nil

Declaration: procedure FreeAndNil (var obj)

Visibility: default

Description: `FreeAndNil` will free the object in `Obj` and will set the reference in `Obj` to `Nil`. The reference is set to `Nil` first, so if an exception occurs in the destructor of the object, the reference will be `Nil` anyway.

Errors: Exceptions that occur during the destruction of `Obj` are not caught.

76.15.132 FreeMemAndNil

Synopsis: Free the heap memory pointed to by a pointer and set pointer to nil.

Declaration: `procedure FreeMemAndNil(var p)`

Visibility: default

Description: `FreeMemAndNil` will free the memory pointed to by `P` and will set `P` to `Nil`. Note that this function is not type safe; the programmer is responsible for ensuring that this function is called with a correct pointer parameter. Failure to do so may result in run-time errors.

See also: `FreeAndNil` (1641)

76.15.133 GetAppConfigDir

Synopsis: Return the appropriate directory for the application's configuration files.

Declaration: `function GetAppConfigDir(Global: Boolean) : string`

Visibility: default

Description: `GetAppConfigDir` returns the name of a directory in which the application should store its configuration files on the current OS. If the parameter `Global` is `True` then the directory returned is a global directory, i.e. valid for all users on the system. If the parameter `Global` is false, then the directory is specific for the user who is executing the program. On systems that do not support multi-user environments, these two directories may be the same.

The directory which is returned is the name of the directory where the application is supposed to store files. This does not mean that the directory exists, or that the user can write in this directory (especially if `Global=True`). It just returns the name of the appropriate location. Also note that the returned name always contains an ending path delimiter.

On systems where the operating system provides a call to determine this location, this call will be used. On systems where there is no such call, an algorithm is used which reflects common practice on that system.

The application name is deduced from the binary name via the `ApplicationName` (1584) call, but can be configured by means of the `OnGetApplicationName` (1567) callback.

If `VendorName` (1703) is not-empty, then `VendorName` will also be inserted before the application-specific directory.

Errors: None.

See also: `GetAppConfigFile` (1643), `ApplicationName` (1584), `OnGetApplicationName` (1567), `CreateDir` (1592), `SysConfigDir` (1553), `VendorName` (1703)

76.15.134 GetAppConfigFile

Synopsis: Return an appropriate name for an application configuration file.

Declaration: `function GetAppConfigFile(Global: Boolean) : string`
`function GetAppConfigFile(Global: Boolean; SubDir: Boolean) : string`

Visibility: default

Description: `GetAppConfigFile` returns the name of a file in which the application can store its configuration parameters. The exact name and location of the file depends on the customs of the operating system.

The `Global` parameter determines whether it is a global configuration file (value `True`) or a personal configuration file (value `False`).

The parameter `SubDir`, in case it is set to `True`, will insert the name of a directory before the filename. This can be used in case the application needs to store other data than configuration data in an application-specific directory. Default behaviour is to set this to `False`.

Note that on Windows, even when `SubDir` is `False`, a subdirectory is created for the application configuration files, as per the windows specifications. Specifying `true` will create a subdirectory of the application settings subdirectory.

The default file extension of the returned file is: `.cfg`

No assumptions should be made about the existence or writeability of this file, or the directory where the file should reside. It is best to call `ForceDirectories` (1631) prior to opening a file with the resulting filename.

On systems where the operating system provides a call to determine the location of configuration files, this call will be used. On systems where there is no such call, an algorithm is used which reflects common practice on that system.

The application name is deduced from the binary name via the `ApplicationName` (1584) call, but can be configured by means of the `OnGetApplicationName` (1567) callback.

If `VendorName` (1703) is not-empty, then `VendorName` will be inserted in the path for the config file directory.

Errors: None.

See also: `GetAppConfigDir` (1642), `OnGetApplicationName` (1567), `ApplicationName` (1584), `CreateDir` (1592), `ConfigExtension` (1546), `SysConfigDir` (1553), `VendorName` (1703)

76.15.135 GetCurrentDir

Synopsis: Return the current working directory of the application.

Declaration: `function GetCurrentDir : AnsiString`

Visibility: default

Description: `GetCurrentDir` returns the current working directory.

Errors: None.

See also: `SetCurrentDir` (1663), `DiskFree` (1601), `DiskSize` (1601)

Listing: `./sysutex/ex28.pp`

```

Program Example28;

{ This program demonstrates the GetCurrentDir function }

Uses sysutils;

Begin
  WriteLn ( 'Current Directory is : ',GetCurrentDir);
End.

```

76.15.136 GetDirs

Synopsis: Return a list of directory names from a path.

Declaration:

```

function GetDirs(var DirName: UnicodeString;
                 var Dirs: Array of PWideChar) : LongInt
function GetDirs(var DirName: RawByteString;
                 var Dirs: Array of PAnsiChar) : LongInt

```

Visibility: default

Description: GetDirs splits DirName in a null-byte separated list of directory names, Dirs is an array of PChars, pointing to these directory names. The function returns the number of directories found, or -1 if none were found. DirName must contain only OSDirSeparator as Directory separator chars.

Errors: None.

See also: ExtractRelativePath ([1612](#))

Listing: ./sysutex/ex45.pp

```

Program Example45;

{ This program demonstrates the GetDirs function }
{$H+}

Uses sysutils;

Var Dirs : Array[0..127] of pchar;
      I,Count : longint;
      Dir,NewDir : String;

Begin
  Dir:=GetCurrentDir;
  WriteLn ( 'Dir : ',Dir);
  NewDir:='';
  count:=GetDirs(Dir, Dirs);
  For I:=0 to Count-1 do
    begin
      NewDir:=NewDir+' / '+StrPas( Dirs[I]);
      WriteLn (NewDir);
    end;
End.

```

76.15.137 GetDriveIDFromLetter

Synopsis: Return the drive ID based on a drive letter

Declaration: `function GetDriveIDFromLetter(const ADrive: RawByteString) : Byte`
`function GetDriveIDFromLetter(const ADrive: UnicodeString) : Byte`

Visibility: default

Description: `GetDriveIDFromLetter` returns the drive ID based on a drive letter. The drive ID can then be used in the `DiskSize` (1601) and `DiskFree` (1601) calls.

See also: `DiskSize` (1601), `DiskFree` (1601)

76.15.138 GetEnvironmentString

Synopsis: Return an environment variable by index.

Declaration: `function GetEnvironmentString(Index: Integer) : AnsiString`

Visibility: default

Description: `GetEnvironmentString` returns the `Index`-th environment variable. The index is 1 based, and is bounded from above by the result of `GetEnvironmentVariableCount` (1645).

For an example, `GetEnvironmentVariableCount` (1645).

Remark: Note that on Windows, environment strings can start with an equal sign (=). This is a trick used to pass the current working directory to a newly created proces. In this case, extracting the variable name as the characters before the first equal sign will result in an empty name.

Errors: If there is no environment, an empty string is returned.

See also: `GetEnvironmentVariable` (1645), `GetEnvironmentVariableCount` (1645)

76.15.139 GetEnvironmentVariable

Synopsis: Return the value of an environment variable.

Declaration: `function GetEnvironmentVariable(const EnvVar: AnsiString) : AnsiString`
`function GetEnvironmentVariable(const EnvVar: UnicodeString)`
`: UnicodeString`

Visibility: default

Description: `GetEnvironmentVariable` returns the value of the `EnvVar` environment variable. If the specified variable does not exist or `EnvVar` is empty, an empty string is returned.

See also: `GetEnvironmentString` (1645), `GetEnvironmentVariableCount` (1645)

76.15.140 GetEnvironmentVariableCount

Synopsis: Return the number of variables in the environment.

Declaration: `function GetEnvironmentVariableCount : Integer`

Visibility: default

Description: `GetEnvironmentVariableCount` returns the number of variables in the environment. The number is 1 based, but the result may be zero if there are no environment variables.

Errors: If there is no environment, -1 may be returned.

See also: [GetEnvironmentString \(1645\)](#), [GetEnvironmentVariable \(1645\)](#)

Listing: ./sysutex/ex92.pp

```
{ $h+ }
program example92;

{ This program demonstrates the
  GetEnvironmentVariableCount function }

uses sysutils;

Var
  I : Integer;

begin
  For I:=1 to GetEnvironmentVariableCount do
    Writeln(i:3, ' : ', GetEnvironmentString(i));
end.
```

76.15.141 GetFileHandle

Synopsis: Extract OS handle from an untyped file or text file.

Declaration: `function GetFileHandle(var f: File) : THandle`
`function GetFileHandle(var f: Text) : THandle`

Visibility: default

Description: `GetFileHandle` returns the operating system handle for the file descriptor F. It can be used in various file operations which are not directly supported by the pascal language.

76.15.142 GetLastOSError

Synopsis: Return the last code from the OS.

Declaration: `function GetLastOSError : Integer`

Visibility: default

Description: `GetLastOSError` returns the error code from the last operating system call. It does not reset this code. In general, it should be called when an operating system call reported an error condition. In that case, `GetLastOSError` gives extended information about the error.

No assumptions should be made about the resetting of the error code by subsequent OS calls. This may be platform dependent.

See also: [RaiseLastOSError \(1660\)](#)

76.15.143 GetLocalTime

Synopsis: Get the local time.

Declaration: `procedure GetLocalTime(var SystemTime: TSystemTime)`

Visibility: default

Description: `GetLocalTime` returns the system time in a `TSystemTime` (1562) format.

Errors: None.

See also: `Now` (1658), `Date` (1594), `Time` (1692), `TSystemTime` (1562)

76.15.144 `GetLocalTimeOffset`

Synopsis: Return local timezone offset

Declaration: `function GetLocalTimeOffset : Integer`

Visibility: default

Description: `GetLocalTimeOffset` returns the local timezone offset in minutes. This is the difference between UTC time and local time:

$$\text{UTC} = \text{LocalTime} + \text{GetLocalTimeOffset}$$

Note that on Linux/Unix, this information may be inaccurate around the DST time changes (for optimization). In that case, the `unix.ReReadLocalTime` (1957) unit must be used to re-initialize the timezone information.

See also: `unix.ReReadLocalTime` (1957), `Date` (1594), `Time` (1692), `Now` (1658)

76.15.145 `GetModuleName`

Synopsis: Return the name of the current module

Declaration: `function GetModuleName(Module: HMODULE) : string`

Visibility: default

Description: `GetModuleName` returns the name of the current module. On windows, this is the name of the executable when executed in an executable, or the name of the library when executed in a library.

On all other platforms, the result is always empty, since they provide no such functionality.

76.15.146 `GetTempDir`

Synopsis: Return name of system's temporary directory

Declaration: `function GetTempDir(Global: Boolean) : string`
`function GetTempDir : string`

Visibility: default

Description: `GetTempDir` returns the temporary directory of the system. If `Global` is `True` (the default value) it returns the system temporary directory, if it is `False` then a directory private to the user is returned. The returned name will end with a directory delimiter character.

These directories may be the same. No guarantee is made that this directory exists or is writeable by the user.

The `OnGetTempDir` (1567) handler may be set to provide custom handling of this routine: One could implement callbacks which take into consideration frameworks like KDE or GNOME, and return a different value from the default system implementation.

Errors: On error, an empty string is returned.

See also: [OnGetTempDir \(1567\)](#), [GetTempFileName \(1648\)](#)

76.15.147 GetTempFileName

Synopsis: Return the name of a temporary file.

```
Declaration: function GetTempFileName(const Dir: string; const Prefix: string)
              : string
function GetTempFileName : string
function GetTempFileName(Dir: PChar; Prefix: PChar; uUnique: DWord;
              TempFileName: PChar) : DWord
```

Visibility: default

Description: `GetTempFileName` returns the name of a temporary file in directory `Dir`. The name of the file starts with `Prefix`.

If `Dir` is empty, the value returned by `GetTempDir` is used, and if `Prefix` is empty, 'TMP' is used.

The `OnGetTempFile (1567)` handler may be set to provide custom handling of this routine: One could implement callbacks which take into consideration frameworks like KDE or GNOME, and return a different value from the default system implementation.

Errors: On error, an empty string is returned.

See also: [GetTempDir \(1647\)](#), [OnGetTempFile \(1567\)](#)

76.15.148 GetTickCount

Synopsis: Get tick count (32-bit, deprecated)

```
Declaration: function GetTickCount : LongWord
```

Visibility: default

Description: `GetTickCount` returns an increasing clock tick count. It is useful for time measurements, but no assumptions should be made as to the interval between the ticks. This function is provided for Delphi compatibility, use `GetTickCount64 (1648)` instead.

See also: [GetTickCount64 \(1648\)](#), [Now \(1658\)](#), [Time \(1692\)](#), [Sleep \(1664\)](#)

76.15.149 GetTickCount64

Synopsis: Get tick count (64-bit)

```
Declaration: function GetTickCount64 : QWord
```

Visibility: default

Description: `GetTickCount64` returns an increasing clock tick count. It is useful for time measurements, but no assumptions should be made as to the interval between the ticks.

See also: [Now \(1658\)](#), [Time \(1692\)](#), [Sleep \(1664\)](#)

76.15.150 GetUserDir

Synopsis: Returns the current user's home directory.

Declaration: `function GetUserDir : string`

Visibility: default

Description: `GetUserDir` returns the home directory of the current user. On Unix-like systems (that includes Mac OS X), this is the value of the HOME environment variable. On Windows, this is the PROFILE special folder. On all other platforms, the application installation directory is returned.

If non-empty, it contains a trailing path delimiter.

See also: `GetAppConfigDir` (1642)

76.15.151 GuidCase

Synopsis: Return the index of a GUID in an array of GUID values

Declaration: `function GuidCase(const GUID: TGUID; const List: Array of TGUID) : Integer`

Visibility: default

Description: `GuidCase` returns the index of GUID in the array `List`, where 0 denotes the first element in the list. If GUID is not present in the list, -1 is returned.

See also: `IsEqualGUID` (1654)

76.15.152 GUIDToString

Synopsis: Convert a TGUID to a string representation.

Declaration: `function GUIDToString(const GUID: TGUID) : string`

Visibility: default

Description: `GUIDToString` converts the GUID identifier in `GUID` to a string representation in the form

```
{XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX}
```

Where each X is a hexadecimal digit.

Errors: None.

See also: `Supports` (1689), `#rtl.system.TGUID` (1329), `StringToGUID` (1671), `IsEqualGuid` (1654)

76.15.153 HashName

Synopsis: Calculate a hash from a null-terminated string

Declaration: `function HashName(Name: PAnsiChar) : LongWord`

Visibility: default

Description: `HashName` calculates a hash value from a null terminated string. The hash value is calculated in such a way that it returns the same value for strings that only differ in case.

76.15.154 HookSignal

Synopsis: Hook a specified signal

Declaration: `procedure HookSignal(RtlSigNum: Integer)`

Visibility: default

Description: `HookSignal` installs the RTL default signal handler for signal `RtlSigNum`. It does not check whether the signal is already handled, and should therefor only be called if `InquireSignal` returns `ssNotHooked`.

76.15.155 IncAMonth

Synopsis: Increase a date with a certain amount of months

Declaration: `procedure IncAMonth(var Year: Word; var Month: Word; var Day: Word; NumberOfMonths: Integer)`

Visibility: default

Description: `IncAMonth` increases the date as specified by `Year`, `Month`, `Day` with `NumberOfMonths`. It takes care of the number of days in a month when calculating the result.

This function does the same as `IncMonth` (1651), but operates on an already decoded date.

See also: `IncMonth` (1651)

76.15.156 IncludeLeadingPathDelimiter

Synopsis: Prepend a path delimiter if there is not already one.

Declaration: `function IncludeLeadingPathDelimiter(const Path: UnicodeString) : UnicodeString`
`function IncludeLeadingPathDelimiter(const Path: RawByteString) : RawByteString`

Visibility: default

Description: `IncludeLeadingPathDelimiter` will insert a path delimiter (`#rtl.system.DirectorySeparator` (1287)) in the first position of `Path`, if there is not already a directory separator at that position. It will return the resulting string. If the path is empty, a `DirectorySeparator` character is returned.

See also: `IncludeTrailingPathDelimiter` (1651), `ExcludeLeadingPathDelimiter` (1606), `ExcludeTrailingPathDelimiter` (1606), `ConcatPaths` (1591)

Listing: `./sysutex/ex94.pp`

Program `Example94`;

{ This program demonstrates the IncludeLeadingPathDelimiter function }

Uses `sysutils`;

Begin
End.

76.15.157 IncludeTrailingBackslash

Synopsis: Add trailing directory separator to a pathname, if needed.

```
Declaration: function IncludeTrailingBackslash(const Path: UnicodeString)
              : UnicodeString
              function IncludeTrailingBackslash(const Path: RawByteString)
              : RawByteString
```

Visibility: default

Description: `IncludeTrailingBackslash` is provided for backwards compatibility with Delphi. Use `IncludeTrailingPathDelimiter` (1651) instead.

See also: `IncludeTrailingPathDelimiter` (1651), `ExcludeTrailingPathDelimiter` (1606), `PathDelim` (1551), `IsPathDelimiter` (1655)

76.15.158 IncludeTrailingPathDelimiter

Synopsis: Add trailing directory separator to a pathname, if needed.

```
Declaration: function IncludeTrailingPathDelimiter(const Path: UnicodeString)
              : UnicodeString
              function IncludeTrailingPathDelimiter(const Path: RawByteString)
              : RawByteString
```

Visibility: default

Description: `IncludeTrailingPathDelimiter` adds a trailing path delimiter character (`PathDelim` (1551)) to `Path` if none is present yet, and returns the result.

If `Path` is empty, a path delimiter is returned, for Delphi compatibility.

See also: `IncludeTrailingBackslash` (1651), `ExcludeTrailingPathDelimiter` (1606), `PathDelim` (1551), `IsPathDelimiter` (1655)

76.15.159 IncMonth

Synopsis: Increases the month in a `TDateTime` value with a given amount.

```
Declaration: function IncMonth(const DateTime: TDateTime; NumberOfMonths: Integer)
              : TDateTime
```

Visibility: default

Description: `IncMonth` increases the month number in `DateTime` with `NumberOfMonths`. It wraps the result as to get a month between 1 and 12, and updates the year accordingly. `NumberOfMonths` can be negative, and can be larger than 12 (in absolute value).

Errors: None.

See also: `Date` (1594), `Time` (1692), `Now` (1658)

Listing: `./sysutex/ex15.pp`

```

Program Example15;

{ This program demonstrates the IncMonth function }

Uses sysutils;

Var ThisDay : TDateTime;

Begin
  ThisDay := Date;
  WriteLn ( 'ThisDay : ', DateToStr(ThisDay));
  WriteLn ( '6 months ago : ', DateToStr(IncMonth(ThisDay, -6)));
  WriteLn ( '6 months from now : ', DateToStr(IncMonth(ThisDay, 6)));
  WriteLn ( '12 months ago : ', DateToStr(IncMonth(ThisDay, -12)));
  WriteLn ( '12 months from now : ', DateToStr(IncMonth(ThisDay, 12)));
  WriteLn ( '18 months ago : ', DateToStr(IncMonth(ThisDay, -18)));
  WriteLn ( '18 months from now : ', DateToStr(IncMonth(ThisDay, 18)));
End.

```

76.15.160 InquireSignal

Synopsis: Check whether a signal handler is set (unix only)

Declaration: `function InquireSignal(RtlSigNum: Integer) : TSignalState`

Visibility: default

Description: `RtlSigNum` will check whether the signal `RtlSigNum` is being handled, and by whom. It returns a `TSignalState` result to report the state of the signal, which can be one of the following values:

ssNotHookedNo signal handler is set for the signal.

ssHookedA signal handler is set by the RTL code for the signal.

ssOverriddenA signal handler was set for the signal by third-party code.

This routine works by resetting the signal handlers, so it is risky to call.

76.15.161 IntToHex

Synopsis: Convert an integer value to a hexadecimal string.

Declaration: `function IntToHex(Value: LongInt; Digits: Integer) : string`
`function IntToHex(Value: Int64; Digits: Integer) : string`
`function IntToHex(Value: QWord; Digits: Integer) : string`

Visibility: default

Description: `IntToHex` converts `Value` to a hexadecimal string representation. The result will contain at least `Digits` characters. If `Digits` is less than the needed number of characters, the string will NOT be truncated. If `Digits` is larger than the needed number of characters, the result is padded with zeroes.

Errors: None.

See also: `IntToStr` (1653)

Listing: ./sysutex/ex73.pp

Program Example73;

{ This program demonstrates the IntToHex function }

Uses sysutils;

Var I : longint;

Begin

For I:=0 to 31 **do**

begin

Writeln (IntToHex(1 shl I,8));

Writeln (IntToHex(15 shl I,8))

end;

End.

76.15.162 IntToStr

Synopsis: Convert an integer value to a decimal string.

Declaration: function IntToStr(Value: LongInt) : string
 function IntToStr(Value: Int64) : string
 function IntToStr(Value: QWord) : string

Visibility: default

Description: IntToStr converts Value to its string representation. The resulting string has only as much characters as needed to represent the value. If the value is negative a minus sign is prepended to the string.

Errors: None.

See also: IntToHex ([1652](#)), StrToInt ([1685](#))

Listing: ./sysutex/ex74.pp

Program Example74;

{ This program demonstrates the IntToStr function }

Uses sysutils;

Var I : longint;

Begin

For I:=0 to 31 **do**

begin

Writeln (IntToStr(1 shl I));

Writeln (IntToStr(15 shl I));

end;

End.

76.15.163 IsDelimiter

Synopsis: Check whether a given string is a delimiter character.

Declaration: `function IsDelimiter(const Delimiters: string; const S: string;
Index: Integer) : Boolean`

Visibility: default

Description: `IsDelimiter` checks whether the `Index`-th character in the string `S` is a delimiter character as passed in `Delimiters`. If `Index` is out of range, `False` is returned.

Errors: None.

See also: `LastDelimiter` ([1656](#))

76.15.164 IsEqualGUID

Synopsis: Check whether two `TGUID` variables are equal.

Declaration: `function IsEqualGUID(const guid1: TGuid; const guid2: TGuid) : Boolean`

Visibility: default

Description: `IsEqualGUID` checks whether `guid1` and `guid2` are equal, and returns `True` if this is the case, or `False` otherwise.

See also: `Supports` ([1689](#)), `#rtl.system.TGUID` ([1329](#)), `StringToGUID` ([1671](#)), `GuidToString` ([1649](#))

76.15.165 IsLeapYear

Synopsis: Determine whether a year is a leap year.

Declaration: `function IsLeapYear(Year: Word) : Boolean`

Visibility: default

Description: `IsLeapYear` returns `True` if `Year` is a leap year, `False` otherwise.

Errors: None.

See also: `IncMonth` ([1651](#)), `Date` ([1594](#))

Listing: `./sysutex/ex16.pp`

Program `Example16;`

{ This program demonstrates the IsLeapYear function }

Uses `sysutils;`

Var `YY,MM,dd : Word;`

Procedure `TestYear (Y : Word);`

begin

`Writeln (Y, ' is leap year : ',IsLeapYear(Y));`

end;

Begin

```

DeCodeDate( Date , YY,mm,dd );
TestYear(yy);
TestYear(2000);
TestYear(1900);
TestYear(1600);
TestYear(1992);
TestYear(1995);
End.

```

76.15.166 IsPathDelimiter

Synopsis: Is the character at the given position a pathdelimiter ?

Declaration: `function IsPathDelimiter(const Path: UnicodeString; Index: Integer) : Boolean`
`function IsPathDelimiter(const Path: RawByteString; Index: Integer) : Boolean`

Visibility: default

Description: `IsPathDelimiter` returns `True` if the character at position `Index` equals `PathDelim` (1551), i.e. if it is a path delimiter character for the current platform.

Errors: `IncludeTrailingPathDelimiter` (1651)`ExcludeTrailingPathDelimiter` (1606)`PathDelim` (1551)

76.15.167 IsValidIdent

Synopsis: Check whether a string is a valid identifier name.

Declaration: `function IsValidIdent(const Ident: string; AllowDots: Boolean; StrictDots: Boolean) : Boolean`

Visibility: default

Description: `IsValidIdent` returns `True` if `Ident` can be used as a component name. It returns `False` otherwise. `Ident` must consist of a letter or underscore, followed by a combination of letters, numbers or underscores to be a valid identifier.

Errors: None.

Listing: `./sysutex/ex75.pp`

Program Example75;

{ This program demonstrates the IsValidIdent function }

Uses sysutils;

Procedure Testit (S : **String**);

```

begin
  Write ( ''',S,' " is ');
  If not IsValidIdent(S) then
    Write ('NOT ');
  WriteLn ('a valid identifier');
end;

```

```

Begin
  Testit ( '_MyObj' );
  Testit ( 'My__Obj1' );
  Testit ( 'My_1_Obj' );
  Testit ( '1MyObject' );
  Testit ( 'My@Object' );
  Testit ( 'M123' );
End.

```

76.15.168 LastDelimiter

Synopsis: Return the last occurrence of a set of delimiters in a string.

Declaration: `function LastDelimiter(const Delimiters: string; const S: string) : Integer`

Visibility: default

Description: `LastDelimiter` returns the *last* occurrence of any character in the set `Delimiters` in the string `S`.

Listing: `./sysutex/ex88.pp`

Program `example88;`

{ This program demonstrates the LastDelimiter function }

uses `SysUtils;`

begin

`WriteLn (LastDelimiter ('\.:', 'c:\filename.ext'));`
end.

76.15.169 LeftStr

Synopsis: Return a number of characters starting at the left of a string.

Declaration: `function LeftStr(const S: string; Count: Integer) : string`

Visibility: default

Description: `LeftStr` returns the `Count` leftmost characters of `S`. It is equivalent to a call to `Copy (S, 1, Count)`.

Errors: None.

See also: `RightStr` (1662), `TrimLeft` (1694), `TrimRight` (1695), `Trim` (1694)

Listing: `./sysutex/ex76.pp`

Program `Example76;`

{ This program demonstrates the LeftStr function }

Uses `sysutils;`

Begin

```

WriteLn ( LeftStr ( 'abcdefghijklmnopqrstuvwxy' ,20));
WriteLn ( LeftStr ( 'abcdefghijklmnopqrstuvwxy' ,15));
WriteLn ( LeftStr ( 'abcdefghijklmnopqrstuvwxy' ,1));
WriteLn ( LeftStr ( 'abcdefghijklmnopqrstuvwxy' ,200));
End.

```

76.15.170 LoadStr

Synopsis: Load a string from the resource tables.

Declaration: `function LoadStr(Ident: Integer) : string`

Visibility: default

Description: This function is not yet implemented. resources are not yet supported.

76.15.171 LowerCase

Synopsis: Return a lowercase version of a string.

```

Declaration: function LowerCase(const s: string) : string; Overload
           function LowerCase(const V: variant) : string; Overload
           function LowerCase(const s: UnicodeString) : UnicodeString; Overload

```

Visibility: default

Description: `LowerCase` returns the lowercase equivalent of `S`. Ansi characters are not taken into account, only ASCII codes below 127 are converted. It is completely equivalent to the lowercase function of the system unit, and is provided for compatibility only.

`LowerCase` does not change the number of characters (or bytes) in an ansistring or shortstring.

Errors: None.

See also: [AnsiLowerCase \(1574\)](#), [UpperCase \(1703\)](#), [AnsiUpperCase \(1582\)](#)

Listing: `./sysutex/ex77.pp`

Program `Example77;`

`{ This program demonstrates the LowerCase function }`

Uses `sysutils;`

Begin

`WriteLn (LowerCase('THIS WILL COME out all LoWeRcAsE !'));`

End.

76.15.172 MSecsToTimeStamp

Synopsis: Convert a number of milliseconds to a `TDateTime` value.

Declaration: `function MSecsToTimeStamp(MSecs: Comp) : TTimeStamp`

Visibility: default

Description: `MSecsToTimeStamp` converts the given number of milliseconds to a `TTimeStamp` date/time notation.

Use `TTimeStamp` variables if you need to keep very precise track of time.

Errors: None.

See also: `TimeStampToMSecs` (1693), `DateTimeToTimeStamp` (1597)

Listing: `./sysutex/ex17.pp`

Program `Example17`;

{ This program demonstrates the MSecsToTimeStamp function }

Uses `sysutils`;

Var `MS` : `Comp`;
 `TS` : `TTimeStamp`;
 `DT` : `TDateTime`;

Begin

```

TS:=DateTimeToTimeStamp(Now);
Writeln ('Now in days since 1/1/0001      : ',TS.Date);
Writeln ('Now in millisecs since midnight : ',TS.Time);
MS:=TimeStampToMSecs(TS);
Writeln ('Now in millisecs since 1/1/0001 : ',MS);
MS:=MS-1000*3600*2;
TS:=MSecsToTimeStamp(MS);
DT:=TimeStampToDateTime(TS);
Writeln ('Now minus 1 day : ',DateTimeToStr(DT));

```

End.

76.15.173 NewStr

Synopsis: Allocate a new ansistring on the heap.

Declaration: `function NewStr(const S: string) : PString; Overload`

Visibility: `default`

Description: `NewStr` assigns a new dynamic string on the heap, copies `S` into it, and returns a pointer to the newly assigned string.

This function is obsolete, and shouldn't be used any more. The `AnsiString` mechanism also allocates ansistrings on the heap, and should be preferred over this mechanism.

For an example, see `AssignStr` (1584).

Errors: If not enough memory is present, an `EOutOfMemory` exception will be raised.

See also: `AssignStr` (1584), `DisposeStr` (1602)

76.15.174 Now

Synopsis: Returns the current date and time.

Declaration: `function Now : TDateTime`

Visibility: `default`

Description: `Now` returns the current date and time. It is equivalent to `Date+Time`.

Errors: None.

See also: `Date` (1594), `Time` (1692)

Listing: `./sysutex/ex18.pp`

Program `Example18`;

{ This program demonstrates the `Now` function }

Uses `sysutils`;

Begin

`WriteLn ('Now : ', DateTimeToStr(Now));`

End.

76.15.175 `OutOfMemoryError`

Synopsis: Raise an `EOutOfMemory` exception

Declaration: `procedure OutOfMemoryError`

Visibility: `default`

Description: `OutOfMemoryError` raises an `EOutOfMemory` (1713) exception, with an exception object that has been allocated on the heap at program startup. The program should never create an `EOutOfMemory` (1713) exception, but always call this routine.

See also: `EOutOfMemory` (1713)

76.15.176 `QuotedStr`

Synopsis: Return a quotes version of a string.

Declaration: `function QuotedStr(const S: string) : string`

Visibility: `default`

Description: `QuotedStr` returns the string `S`, quoted with single quotes. This means that `S` is enclosed in single quotes, and every single quote in `S` is doubled. It is equivalent to a call to `AnsiQuotedStr(S, '"')`.

Errors: None.

See also: `AnsiQuotedStr` (1575), `AnsiExtractQuotedStr` (1573)

Listing: `./sysutex/ex78.pp`

Program `Example78`;

{ This program demonstrates the `QuotedStr` function }

Uses `sysutils`;

Var `S` : `AnsiString`;


```

Begin
  S:= 'He said ''Hello '' and walked on';
  Writeln (S);
  Writeln ( ' becomes');
  Writeln (QuotedStr(S));
End.

```

76.15.177 RaiseLastError

Synopsis: Raise an exception with the last Operating System error code.

Declaration: `procedure RaiseLastError; Overload`
`procedure RaiseLastError(LastError: Integer); Overload`

Visibility: default

Description: `RaiseLastError` raises an `EOSError` (1713) exception with the error code returned by `GetLastError`. If the Error code is nonzero, then the corresponding error message will be returned. If the error code is zero, a standard message will be returned.

Errors: This procedure may not be implemented on all platforms. If it is not, then a normal Exception (1716) will be raised.

See also: `EOSError` (1713), `GetLastError` (1646), Exception (1716)

76.15.178 RemoveDir

Synopsis: Remove a directory from the filesystem.

Declaration: `function RemoveDir(const Dir: RawByteString) : Boolean`
`function RemoveDir(const Dir: UnicodeString) : Boolean`

Visibility: default

Description: `RemoveDir` removes directory `Dir` from the disk. If the directory is not absolute, it is appended to the current working directory.

For an example, see `CreateDir` (1592).

Errors: In case of error (e.g. the directory isn't empty) the function returns `False`. If successful, `True` is returned.

76.15.179 RenameFile

Synopsis: Rename a file.

Declaration: `function RenameFile(const OldName: UnicodeString;`
`const NewName: UnicodeString) : Boolean`
`function RenameFile(const OldName: RawByteString;`
`const NewName: RawByteString) : Boolean`

Visibility: default

Description: `RenameFile` renames a file from `OldName` to `NewName`. The function returns `True` if successful, `False` otherwise. For safety, the new name must be a full path specification, including the directory, otherwise it will be assumed to be a filename relative to the current working directory.

Remark: The implementation of `RenameFile` relies on the underlying OS's support for renaming/moving a file. Whether or not a file can be renamed accross disks or partitions depends entirely on the OS. On unix-like OS-es, the rename function will fail when used accross partitions. On Windows, it will work.

Errors: On Error, `False` is returned.

See also: `DeleteFile` (1600)

Listing: `./sysutex/ex44.pp`

Program `Example44`;

{ This program demonstrates the `RenameFile` function }

Uses `sysutils`;

Var `F` : `Longint`;
 `S` : **String**;

Begin

```

S:= 'Some short file.';
F:= FileCreate ('test.dap');
FileWrite (F,S[1],Length(S));
FileClose (F);
If RenameFile ('test.dap','test.dat') then
  WriteLn ('Successfully renamed files.');
```

End.

76.15.180 ReplaceDate

Synopsis: Replace the date part of a date/time stamp

Declaration: `procedure ReplaceDate (var DateTime: TDateTime; const NewDate: TDateTime)`

Visibility: `default`

Description: `ReplaceDate` replaces the date part of `DateTime` with `NewDate`. The time part is left unchanged.

See also: `ReplaceTime` (1661)

76.15.181 ReplaceTime

Synopsis: Replace the time part

Declaration: `procedure ReplaceTime (var dati: TDateTime; NewTime: TDateTime)`

Visibility: `default`

Description: `ReplaceTime` replaces the time part in `dati` with `NewTime`. The date part remains untouched.

76.15.182 RightStr

Synopsis: Return a number of characters from a string, starting at the end.

Declaration: `function RightStr(const S: string; Count: Integer) : string`

Visibility: default

Description: `RightStr` returns the `Count` rightmost characters of `S`. It is equivalent to a call to `Copy (S, Length (S) +1-Count, Count)`.
If `Count` is larger than the actual length of `S` only the real length will be used.

Errors: None.

See also: `LeftStr` (1656), `Trim` (1694), `TrimLeft` (1694), `TrimRight` (1695)

Listing: `./sysutex/ex79.pp`

Program `Example79`;

{ This program demonstrates the RightStr function }

Uses `sysutils`;

Begin

Writeln (`RightStr ('abcdefghijklmnopqrstuvwxy',20)`);

Writeln (`RightStr ('abcdefghijklmnopqrstuvwxy',15)`);

Writeln (`RightStr ('abcdefghijklmnopqrstuvwxy',1)`);

Writeln (`RightStr ('abcdefghijklmnopqrstuvwxy',200)`);

End.

76.15.183 SafeLoadLibrary

Synopsis: Load a library safely

Declaration: `function SafeLoadLibrary(const FileName: AnsiString; ErrorMode: DWord)
: HMODULE`

Visibility: default

Description: `SafeLoadLibrary` saves and restores some registers before and after issuing a call to `LoadLibrary`.

Errors: None.

76.15.184 SameFileName

Synopsis: Are two filenames referring to the same file ?

Declaration: `function SameFileName(const S1: string; const S2: string) : Boolean`

Visibility: default

Description: `SameFileName` returns `True` if calling `AnsiCompareFileName` (1570) with arguments `S1` and `S2` returns 0, and returns `False` otherwise.

Errors: None.

See also: `AnsiCompareFileName` (1570)

76.15.185 SameStr

Synopsis: Check whether 2 strings are the same, case insensitive

Declaration: `function SameStr(const s1: string; const s2: string) : Boolean`

Visibility: default

Description: `SameStr` checks whether `S1` and `S2` are the same. This is equivalent to checking that `CompareStr` (1589) returns 0.

Errors: None.

See also: `CompareStr` (1589)

76.15.186 SameText

Synopsis: Checks whether 2 strings are the same (case insensitive)

Declaration: `function SameText(const s1: string; const s2: string) : Boolean`

Visibility: default

Description: `SameText` calls `CompareText` (1590) with `S1` and `S2` as parameters and returns `True` if the result of that call is zero, or `False` otherwise.

Errors: None.

See also: `CompareText` (1590), `AnsiSameText` (1576), `AnsiSameStr` (1576)

76.15.187 SetCurrentDir

Synopsis: Set the current directory of the application.

Declaration: `function SetCurrentDir(const NewDir: RawByteString) : Boolean`
`function SetCurrentDir(const NewDir: UnicodeString) : Boolean`

Visibility: default

Description: `SetCurrentDir` sets the current working directory of your program to `NewDir`. It returns `True` if the function was successful, `False` otherwise.

Errors: In case of error, `False` is returned.

See also: `GetCurrentDir` (1643)

76.15.188 SetDirSeparators

Synopsis: Set the directory separators to the known directory separators.

Declaration: `function SetDirSeparators(const FileName: UnicodeString) : UnicodeString`
`function SetDirSeparators(const FileName: RawByteString) : RawByteString`

Visibility: default

Description: `SetDirSeparators` returns `FileName` with all possible `DirSeparators` replaced by `OSDirSeparator`.

Errors: None.

See also: `ExpandFileName` (1608), `ExtractFilePath` (1611), `ExtractFileDir` (1610)

Listing: ./sysutex/ex47.pp

Program Example47;

{ This program demonstrates the SetDirSeparators function }

Uses sysutils;

Begin

WriteLn (SetDirSeparators ('/pp\bin\win32\ppc386'));

End.

76.15.189 ShowException

Synopsis: Show the current exception to the user.

Declaration: procedure ShowException(ExceptObject: TObject; ExceptAddr: Pointer)

Visibility: default

Description: ShowException shows a message stating that a ExceptObject was raised at address ExceptAddr. It uses ExceptionErrorMessage (1605) to create the message, and is aware of the fact whether the application is a console application or a GUI application. For a console application, the message is written to standard error output. For a GUI application, OnShowException (1567) is executed.

Errors: If, for a GUI application, OnShowException (1567) is not set, no message will be displayed to the user.

The exception message can be at most 255 characters long: It is possible that no memory can be allocated on the heap, so ansistrings are not available, so a shortstring is used to display the message.

See also: ExceptObject (1605), ExceptAddr (1604), ExceptionErrorMessage (1605)

76.15.190 Sleep

Synopsis: Suspend execution of a program for a certain time.

Declaration: procedure Sleep(milliseconds: Cardinal)

Visibility: default

Description: Sleep suspends the execution of the program for the specified number of milliseconds (milliseconds). After the specified period has expired, program execution resumes.

Remark: The indicated time is not exact, i.e. it is a minimum time. No guarantees are made as to the exact duration of the suspension.

76.15.191 SScanf

Synopsis: Scan a string for substrings and return the substrings

Declaration: function SScanf(const s: string; const fmt: string;
const Pointers: Array of Pointer) : Integer

Visibility: default

Description: `SScanf` scans the string `S` for the elements specified in `Fmt`, and returns the elements in the pointers in `Pointers`. The `Fmt` can contain placeholders of the form `%X` where `X` can be one of the following characters:

dPlaceholder for a decimal number.

fPlaceholder for a floating point number (an extended)

sPlaceholder for a string of arbitrary length.

cPlaceholder for a single character

The `Pointers` array contains a list of pointers, each pointer should point to a memory location of a type that corresponds to the type of placeholder in that position:

dA pointer to an integer.

fA pointer to an extended.

sA pointer to an ansistring.

cA pointer to a single character.

Errors: No error checking is performed on the type of the memory location.

See also: `Format` ([1632](#))

76.15.192 StrAlloc

Synopsis: Allocate a null-terminated string on the heap.

Declaration: `function StrAlloc(Size: Cardinal) : PChar`

Visibility: default

Description: `StrAlloc` reserves memory on the heap for a string with length `Len`, terminating `#0` included, and returns a pointer to it.

Additionally, `StrAlloc` allocates 4 extra bytes to store the size of the allocated memory. Therefore this function is NOT compatible with the `StrAlloc` ([1233](#)) function of the `Strings` unit.

For an example, see `StrBufSize` ([1665](#)).

Errors: None.

See also: `StrBufSize` ([1665](#)), `StrDispose` ([1668](#)), `StrAlloc` ([1233](#))

76.15.193 StrBufSize

Synopsis: Return the size of a null-terminated string allocated on the heap.

Declaration: `function StrBufSize(Str: PChar) : Cardinal`
`function StrBufSize(str: PWideChar) : Cardinal`

Visibility: default

Description: `StrBufSize` returns the memory allocated for `Str`. This function ONLY gives the correct result if `Str` was allocated using `StrAlloc` ([1665](#)).

Errors: If no more memory is available, a runtime error occurs.

See also: `StrAlloc` ([1665](#)), `StrDispose` ([1668](#))

Listing: ./sysutex/ex46.pp

Program Example46;

```
{ This program demonstrates the StrBufSize function }
{$H+}
```

Uses sysutils;

Const S = 'Some nice string';

Var P : Pchar;

Begin

```
P:= StrAlloc (Length(S)+1);
```

```
StrPCopy(P,S);
```

```
Write (P, ' has length ',length(S));
```

```
Writeln (' and buffer size ',StrBufSize(P));
```

```
StrDispose(P);
```

End.

76.15.194 StrByteType

Synopsis: Return the type of byte in a null-terminated string for a multi-byte character set

Declaration: function StrByteType(Str: PChar; Index: Cardinal) : TmbscByteType

Visibility: default

Description: StrByteType returns the type of byte in the null-terminated string Str at (0-based) position Index.

Errors: No checking on the index is performed.

See also: TmbscByteType ([1560](#)), ByteType ([1587](#))

76.15.195 strcat

Synopsis: Concatenate 2 null-terminated strings.

Declaration: function strcat(dest: PChar; source: PChar) : PChar

```
function strcat(dest: PWideChar; source: PWideChar) : PWideChar
```

Visibility: default

Description: Attaches Source to Dest and returns Dest.

Errors: No length checking is performed.

See also: StrLCat ([1672](#))

Listing: ./stringex/ex11.pp

Program Example11;

Uses strings;

```
{ Program to demonstrate the StrCat function. }
```

```

Const P1 : PChar = 'This is a PChar String.';

Var P2 : PChar;

begin
  P2:= StrAlloc ( StrLen(P1)*2+1);
  StrMove (P2,P1, StrLen(P1)+1); { P2=P1 }
  StrCat (P2,P1);                { Append P2 once more }
  Writeln ( 'P2 : ',P2);
  StrDispose(P2);
end.

```

76.15.196 StrCharLength

Synopsis: Return the length of a null-terminated string in characters.

Declaration: function StrCharLength(const Str: PChar) : Integer

Visibility: default

Description: StrCharLength returns the length of the null-terminated string Str (a widestring) in characters (not in bytes). It uses the widestring manager to do this.

76.15.197 strcmp

Synopsis: Compare 2 null-terminated strings, case sensitive.

Declaration: function strcmp(str1: PChar; str2: PChar) : SizeInt
function strcmp(str1: PWideChar; str2: PWideChar) : SizeInt

Visibility: default

Description: Compares the null-terminated strings S1 and S2. The result is

- A negative Longint when S1<S2.
- 0 when S1=S2.
- A positive Longint when S1>S2.

For an example, see StrLComp ([1672](#)).

Errors: None.

See also: StrLComp ([1672](#)), StrIComp ([1670](#)), StrLComp ([1675](#))

76.15.198 StrCopy

Synopsis: Copy a null-terminated string

Declaration: function strcpy(dest: PChar; source: PChar) : PChar; Overload
function StrCopy(Dest: PWideChar; Source: PWideChar) : PWideChar
; Overload

Visibility: default

Description: Copy the null terminated string in `Source` to `Dest`, and returns a pointer to `Dest`. `Dest` needs enough room to contain `Source`, i.e. `StrLen (Source) + 1` bytes.

Errors: No length checking is performed.

See also: [StrPCopy \(1678\)](#), [StrLCopy \(1673\)](#), [StrECopy \(1668\)](#)

Listing: `./stringex/ex4.pp`

Program Example4;

Uses strings;

{ Program to demonstrate the StrCopy function. }

Const P : PChar = 'This is a PCHAR string.';

var PP : PChar;

begin

PP:= StrAlloc (StrLen (P)+1);

STrCopy (PP,P);

If StrComp (PP,P) <> 0 **then**

 WriteLn ('Oh-oh problems ... ')

else

 WriteLn ('All is well : PP=', PP);

 StrDispose (PP);

end.

76.15.199 StrDispose

Synopsis: Dispose of a null-terminated string on the heap.

Declaration: `procedure StrDispose (Str: PChar)`
`procedure StrDispose (str: PWideChar)`

Visibility: default

Description: `StrDispose` frees any memory allocated for `Str`. This function will only function correctly if `Str` has been allocated using `StrAlloc (1665)` from the `SysUtils` unit.

For an example, see `StrBufSize (1665)`.

Errors: If an invalid pointer is passed, or a pointer not allocated with `StrAlloc`, an error may occur.

See also: [StrBufSize \(1665\)](#), [StrAlloc \(1665\)](#), [StrDispose \(1668\)](#)

76.15.200 strecopy

Synopsis: Copy a null-terminated string, return a pointer to the end.

Declaration: `function strecopy (dest: PChar; source: PChar) : PChar`
`function strecopy (dest: PWideChar; source: PWideChar) : PWideChar`

Visibility: default

Description: Copies the Null-terminated string in `Source` to `Dest`, and returns a pointer to the end (i.e. the terminating Null-character) of the copied string.

Errors: No length checking is performed.

See also: [StrLCopy \(1673\)](#), [StrCopy \(1667\)](#)

Listing: ./stringex/ex6.pp

Program Example6;

Uses strings;

{ Program to demonstrate the StrECopy function. }

Const P : PChar = 'This is a PCHAR string.';

Var PP : PChar;

begin

PP:=StrAlloc (StrLen(P)+1);

If Longint(StrECopy(PP,P))–Longint(PP)<>StrLen(P) **then**

WriteLn('Something is wrong here !')

else

WriteLn ('PP= ',PP);

StrDispose(PP);

end.

76.15.201 strend

Synopsis: Return a pointer to the end of a null-terminated string

Declaration: function strend(p: PChar) : PChar
 function strend(p: PWideChar) : PWideChar

Visibility: default

Description: Returns a pointer to the end of P. (i.e. to the terminating null-character.

Errors: None.

See also: [StrLen \(1674\)](#)

Listing: ./stringex/ex7.pp

Program Example6;

Uses strings;

{ Program to demonstrate the StrEnd function. }

Const P : PChar = 'This is a PCHAR string.';

begin

If Longint(StrEnd(P))–Longint(P)<>StrLen(P) **then**

WriteLn('Something is wrong here !')

else

WriteLn ('All is well..');

end.

76.15.202 StrFmt

Synopsis: Format a string with given arguments, store the result in a buffer.

Declaration: `function StrFmt(Buffer: PChar; Fmt: PChar; const args: Array of const) : PChar`
`function StrFmt(Buffer: PChar; Fmt: PChar; const Args: Array of const; const FormatSettings: TFormatSettings) : PChar`

Visibility: default

Description: `StrFmt` will format `fmt` with `Args`, as the `Format` (1632) function does, and it will store the result in `Buffer`. The function returns `Buffer`. `Buffer` should point to enough space to contain the whole result.

Errors: for a list of errors, see `Format` (1632).

See also: `StrLFmt` (1674), `FmtStr` (1631), `Format` (1632), `FormatBuf` (1638)

Listing: `./sysutex/ex80.pp`

Program `Example80`;

{ This program demonstrates the StrFmt function }

Uses `sysutils`;

Var `S` : `AnsiString`;

Begin

`SetLength(S,80);`

`WriteLn (StrFmt (@S[1], 'For some nice examples of formatting see %s.', ['Format']));`
End.

76.15.203 stricmp

Synopsis: Compare 2 null-terminated strings, case insensitive.

Declaration: `function stricmp(str1: PChar; str2: PChar) : SizeInt`
`function stricmp(str1: PWideChar; str2: PWideChar) : SizeInt`

Visibility: default

Description: Compares the null-terminated strings `S1` and `S2`, ignoring case. The result is

- A negative `Longint` when `S1<S2`.
- 0 when `S1=S2`.
- A positive `Longint` when `S1>S2`.

Errors: None.

See also: `StrLComp` (1672), `StrComp` (1667), `StrLComp` (1675)

Listing: `./stringex/ex8.pp`

```

Program Example8;

Uses strings;

{ Program to demonstrate the StrLComp function. }

Const P1 : PChar = 'This is the first string.';
        P2 : PChar = 'This is the second string.';

Var L : Longint;

begin
  Write ( 'P1 and P2 are ');
  If StrComp (P1,P2)<>0 then write ( 'NOT ');
  write ( 'equal. The first ');
  L:=1;
  While StrLComp(P1,P2,L)=0 do inc (L);
  dec(L);
  WriteLn (L, ' characters are the same. ');
end.

```

76.15.204 StringOf

Declaration: function StringOf(const Bytes: TBytes) : UnicodeString

Visibility: default

76.15.205 StringReplace

Synopsis: Replace occurrences of one substring with another in a string.

Declaration: function StringReplace(const S: string; const OldPattern: string;
 const NewPattern: string; Flags: TReplaceFlags)
 : string

Visibility: default

Description: StringReplace searches the string S for occurrences of the string OldPattern and, if it is found, replaces it with NewPattern. It returns the resulting string. The behaviour of StringReplace can be runed with Flags, which is of type TReplaceFlags (1561). Standard behaviour is to replace only the first occurrence of OldPattern, and to search case sensitively.

Errors: None.

See also: TReplaceFlags (1561), WideStringReplace (1706)

76.15.206 StringToGUID

Synopsis: Convert a string to a native TGUID type.

Declaration: function StringToGUID(const S: string) : TGuid

Visibility: default

Description: StringToGUID converts the string S to a valid GUID. The string S should be of the form

```
{XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX}
```

Where each X is a hexadecimal digit. The dashes and braces are required.

Errors: In case S contains an invalid GUID representation, a `EConvertError` (1709) exception is raised.

See also: `Supports` (1689), `#rtl.system.TGUID` (1329), `GUIDToString` (1649), `IsEqualGuid` (1654)

76.15.207 `strlcat`

Synopsis: Concatenate 2 null-terminated strings, with length boundary.

Declaration: `function strlcat(dest: PChar; source: PChar; l: SizeInt) : PChar`
`function strlcat(dest: PWideChar; source: PWideChar; l: SizeInt)`
`: PWideChar`

Visibility: default

Description: Adds `MaxLen` characters from `Source` to `Dest`, and adds a terminating null-character. Returns `Dest`.

Errors: None.

See also: `StrCat` (1666)

Listing: `./stringex/ex12.pp`

Program `Example12;`

Uses `strings;`

{ Program to demonstrate the StrLCat function. }

Const `P1 : PChar = '1234567890';`

Var `P2 : PChar;`

begin

`P2:=StrAlloc (StrLen(P1)*2+1);`

`P2^:=#0; { Zero length }`

`StrCat (P2,P1);`

`StrLCat (P2,P1,5);`

`WriteLn ('P2 = ',P2);`

`StrDispose(P2)`

end.

76.15.208 `strlcomp`

Synopsis: Compare limited number of characters of 2 null-terminated strings

Declaration: `function strlcomp(str1: PChar; str2: PChar; l: SizeInt) : SizeInt`
`function strlcomp(str1: PWideChar; str2: PWideChar; l: SizeInt)`
`: SizeInt`

Visibility: default

Description: Compares maximum L characters of the null-terminated strings S1 and S2. The result is

- A negative Longint when S1<S2.
- 0 when S1=S2.
- A positive Longint when S1>S2.

Errors: None.

See also: StrComp (1667), StrIComp (1670), StrLComp (1675)

Listing: ./stringex/ex8.pp

Program Example8;

Uses strings;

{ Program to demonstrate the StrLComp function. }

```
Const P1 : PChar = 'This is the first string.';
      P2 : PChar = 'This is the second string.';
```

```
Var L : Longint;
```

begin

```
  Write ('P1 and P2 are ');
  If StrComp (P1,P2)<>0 then write ('NOT ');
  write ('equal. The first ');
  L:=1;
  While StrLComp(P1,P2,L)=0 do inc (L);
  dec(L);
  Writeln (L, ' characters are the same.');
```

end.

76.15.209 StrLCopy

Synopsis: Copy a null-terminated string, limited in length.

Declaration: function strlcopy(dest: PChar; source: PChar; maxlen: SizeInt) : PChar
; Overload
function StrLCopy(Dest: PWideChar; Source: PWideChar; MaxLen: SizeInt)
: PWideChar; Overload

Visibility: default

Description: Copies MaxLen characters from Source to Dest, and makes Dest a null terminated string.

Errors: No length checking is performed.

See also: StrCopy (1667), StrECopy (1668)

Listing: ./stringex/ex5.pp

Program Example5;

Uses strings;

{ Program to demonstrate the StrLCopy function. }

```
Const P : PChar = '123456789ABCDEF';
```

```

var PP : PChar;

begin
  PP:= StrAlloc(11);
  Writeln ('First 10 characters of P : ',StrLCopy (PP,P,10));
  StrDispose(PP);
end.

```

76.15.210 StrLen

Synopsis: Length of a null-terminated string.

Declaration: `function strlen(p: PChar) : SizeInt; Overload`
`function StrLen(p: PWideChar) : SizeInt; Overload`

Visibility: default

Description: Returns the length of the null-terminated string `P`. If `P` equals `Nil` then zero (0) is returned.

Errors: None.

See also: `StrNew` ([1677](#))

Listing: `./stringex/ex1.pp`

Program Example1;

Uses strings;

{ Program to demonstrate the StrLen function. }

Const P : PChar = 'This is a constant pchar string';

```

begin
  Writeln ('P          : ',p);
  Writeln ('length(P) : ',StrLen(P));
end.

```

76.15.211 StrLFmt

Synopsis: Format a string with given arguments, but with limited length.

Declaration: `function StrLFmt(Buffer: PChar; Maxlen: Cardinal; Fmt: PChar;`
`const args: Array of const) : PChar`
`function StrLFmt(Buffer: PChar; Maxlen: Cardinal; Fmt: PChar;`
`const args: Array of const;`
`const FormatSettings: TFormatSettings) : PChar`

Visibility: default

Description: `StrLFmt` will format `fmt` with `Args`, as the `Format` ([1632](#)) function does, and it will store maximally `Maxlen` characters of the result in `Buffer`. The function returns `Buffer`. `Buffer` should point to enough space to contain `MaxLen` characters.

Errors: for a list of errors, see `Format` ([1632](#)).

See also: [StrFmt \(1670\)](#), [FmtStr \(1631\)](#), [Format \(1632\)](#), [FormatBuf \(1638\)](#)

Listing: ./sysutex/ex81.pp

Program Example80;

{ This program demonstrates the StrFmt function }

Uses sysutils;

Var S : AnsiString;

Begin

 SetLength(S,80);

WriteLn (**StrLFmt** (@S[1],80, 'For some nice examples of fomatting see %s.', ['Format']));

End.

76.15.212 strlicomp

Synopsis: Compare limited number of characters in 2 null-terminated strings, ignoring case.

Declaration: function strlicomp(str1: PChar; str2: PChar; l: SizeInt) : SizeInt
 function strlicomp(str1: PWideChar; str2: PWideChar; l: SizeInt)
 : SizeInt

Visibility: default

Description: Compares maximum L characters of the null-terminated strings S1 and S2, ignoring case. The result is

- A negative Longint when S1<S2.
- 0 when S1=S2.
- A positive Longint when S1>S2.

For an example, see [StrIComp \(1670\)](#)

Errors: None.

See also: [StrLComp \(1672\)](#), [StrComp \(1667\)](#), [StrIComp \(1670\)](#)

76.15.213 strlower

Synopsis: Convert null-terminated string to all-lowercase.

Declaration: function strlower(p: PChar) : PChar
 function strlower(p: PWideChar) : PWideChar

Visibility: default

Description: Converts P to an all-lowercase string. Returns P.

Errors: None.

See also: [StrUpper \(1689\)](#)

Listing: ./stringex/ex14.pp

```

Program Example14;

Uses strings;

{ Program to demonstrate the StrLower and StrUpper functions. }

Const
  P1 : PChar = 'THIS IS AN UPPERCASE PCHAR STRING';
  P2 : PChar = 'this is a lowercase string';

begin
  WriteLn ('Uppercase : ',StrUpper(P2));
  StrLower (P1);
  WriteLn ('Lowercase : ',P1);
end.

```

76.15.214 StrMove

Synopsis: Move a null-terminated string to new location.

Declaration: function strmove(dest: PChar; source: PChar; l: SizeInt) : PChar
 ; Overload
 function StrMove(dest: PWideChar; source: PWideChar; l: SizeInt)
 : PWideChar; Overload

Visibility: default

Description: Copies MaxLen characters from Source to Dest. No terminating null-character is copied. Returns Dest

Errors: None.

See also: StrLCopy ([1673](#)), StrCopy ([1667](#))

Listing: ./stringex/ex10.pp

```

Program Example10;

Uses strings;

{ Program to demonstrate the StrMove function. }

Const P1 : PCHAR = 'This is a pchar string.';

Var P2 : Pchar;

begin
  P2:= StrAlloc (StrLen(P1)+1);
  StrMove (P2,P1,StrLen(P1)+1); { P2:=P1 }
  WriteLn ('P2 = ',P2);
  StrDispose(P2);
end.

```

76.15.215 strnew

Synopsis: Allocate room for new null-terminated string.

Declaration: `function strnew(p: PChar) : PChar; Overload`
`function strnew(p: PWideChar) : PWideChar; Overload`

Visibility: default

Description: Copies P to the Heap, and returns a pointer to the copy.

Errors: Returns Nil if no memory was available for the copy.

See also: StrCopy (1667), StrDispose (1668)

Listing: ./stringex/ex16.pp

Program Example16;

Uses strings;

{ Program to demonstrate the StrNew function. }

Const P1 : PChar = 'This is a PChar string';

var P2 : PChar;

begin

 P2:=StrNew (P1);

If P1=P2 **then**

writeln ('This can't be happening... ')

else

writeln ('P2 : ',P2);

StrDispose(P2);

end.

76.15.216 StrNextChar

Synopsis: Returns a pointer to the location of the next empty character in a null-terminated string

Declaration: `function StrNextChar(const Str: PChar) : PChar`

Visibility: default

Description: StrNextChar returns a pointer to the null-character that terminates the string Str

Errors: if Str is not properly terminated, an access violation may occur.

76.15.217 StrPas

Synopsis: Convert a null-terminated string to an ansistring.

Declaration: `function StrPas(Str: PChar) : string; Overload`
`function StrPas(Str: PWideChar) : UnicodeString; Overload`

Visibility: default

Description: Converts a null terminated string in Str to an Ansistring, and returns this string. This string is NOT truncated at 255 characters as is the system unit's version.

Errors: None.

See also: [StrPCopy \(1678\)](#), [StrPLCopy \(1678\)](#)

76.15.218 StrPCopy

Synopsis: Copy an ansistring to a null-terminated string.

Declaration: `function StrPCopy(Dest: PChar; const Source: string) : PChar; Overload`
`function StrPCopy(Dest: PWideChar; const Source: UnicodeString)`
`: PWideChar; Overload`

Visibility: default

Description: `StrPCopy` Converts the Ansistring in `Source` to a Null-terminated string, and copies it to `Dest`. `Dest` needs enough room to contain the string `Source`, i.e. `Length(Source)+1` bytes.

Errors: No checking is performed to see whether `Dest` points to enough memory to contain `Source`.

See also: [StrPLCopy \(1678\)](#), [StrPas \(1677\)](#)

76.15.219 StrPLCopy

Synopsis: Copy a limited number of characters from an ansistring to a null-terminated string.

Declaration: `function StrPLCopy(Dest: PChar; const Source: string; MaxLen: SizeUInt)`
`: PChar; Overload`
`function StrPLCopy(Dest: PWideChar; const Source: UnicodeString;`
`MaxLen: SizeUInt) : PWideChar; Overload`

Visibility: default

Description: `StrPLCopy` Converts maximally `MaxLen` characters of the Ansistring in `Source` to a Null-terminated string, and copies it to `Dest`. `Dest` needs enough room to contain the characters.

Errors: No checking is performed to see whether `Dest` points to enough memory to contain `L` characters of `Source`.

See also: [StrPCopy \(1678\)](#)

76.15.220 strpos

Synopsis: Find position of one null-terminated substring in another.

Declaration: `function strpos(str1: PChar; str2: PChar) : PChar`
`function strpos(str1: PWideChar; str2: PWideChar) : PWideChar`

Visibility: default

Description: Returns a pointer to the first occurrence of `S2` in `S1`. If `S2` does not occur in `S1`, returns `Nil`.

Errors: None.

See also: [StrScan \(1679\)](#), [StrRScan \(1679\)](#)

Listing: `./stringex/ex15.pp`

```

Program Example15;

Uses strings;

{ Program to demonstrate the StrPos function. }

Const P : PChar = 'This is a PChar string.';
        S : PChar = 'is';
begin
  WriteLn ('Position of ''is'' in P : ', sizeint(StrPos(P,S)) - sizeint(P));
end.

```

76.15.221 strscan

Synopsis: Find last occurrence of a character in a null-terminated string.

Declaration: `function strscan(p: PChar; c: Char) : PChar`
`function strscan(p: PWideChar; c: WideChar) : PWideChar`

Visibility: default

Description: Returns a pointer to the last occurrence of the character C in the null-terminated string P. If C does not occur, returns Nil.

For an example, see StrScan (1679).

Errors: None.

See also: StrScan (1679), StrPos (1678)

76.15.222 StrScan

Synopsis: Find first occurrence of a character in a null-terminated string.

Declaration: `function strscan(p: PChar; c: Char) : PChar; Overload`
`function StrScan(P: PWideChar; C: WideChar) : PWideChar; Overload`

Visibility: default

Description: Returns a pointer to the first occurrence of the character C in the null-terminated string P. If C does not occur, returns Nil.

Errors: None.

See also: StrRScan (1679), StrPos (1678)

Listing: ./stringex/ex13.pp

```

Program Example13;

Uses strings;

{ Program to demonstrate the StrScan and StrRScan functions. }

Const P : PChar = 'This is a PCHAR string.';
        S : Char = 's' ;

```

```

begin
  WriteLn ('P, starting from first 's' : ', StrScan(P,s));
  WriteLn ('P, starting from last 's' : ', StrRScan(P,s));
end.

```

76.15.223 StrToBool

Synopsis: Convert a string to a boolean value

Declaration: `function StrToBool(const S: string) : Boolean`

Visibility: default

Description: `StrToBool` will convert the string `S` to a boolean value. The string `S` can contain one of 'True', 'False' (case is ignored) or a numerical value. If it contains a numerical value, 0 is converted to False, all other values result in True. If the string `S` contains no valid boolean, then an `EConvertError` (1709) exception is raised.

Errors: On error, an `EConvertError` (1709) exception is raised.

See also: `BoolToStr` (1585)

76.15.224 StrToBoolDef

Synopsis: Convert string to boolean value, returning default in case of error

Declaration: `function StrToBoolDef(const S: string; Default: Boolean) : Boolean`

Visibility: default

Description: `StrToBoolDef` tries to convert the string `S` to a boolean value, and returns the boolean value in case of success. In case `S` does not contain a valid boolean string, `Default` is returned.

See also: `StrToBool` (1680), `TryStrToBool` (1697)

76.15.225 StrToCurr

Synopsis: Convert a string to a currency value

Declaration: `function StrToCurr(const S: string) : Currency`
`function StrToCurr(const S: string;`
`const FormatSettings: TFormatSettings) : Currency`

Visibility: default

Description: `StrToCurr` converts a string to a currency value and returns the value. The string should contain a valid currency amount, without currency symbol. If the conversion fails, an `EConvertError` (1709) exception is raised.

Errors: On error, an `EConvertError` (1709) exception is raised.

See also: `CurrToStr` (1593), `StrToCurrDef` (1681)

76.15.226 StrToCurrDef

Synopsis: Convert a string to a currency value, using a default value

Declaration: `function StrToCurrDef(const S: string; Default: Currency) : Currency`
`function StrToCurrDef(const S: string; Default: Currency;`
`const FormatSettings: TFormatSettings) : Currency`

Visibility: default

Description: `StrToCurrDef` converts a string to a currency value and returns the value. The string should contain a valid currency amount, without currency symbol. If the conversion fails, the fallback `Default` value is returned.

Errors: On error, the `Default` value is returned.

See also: `CurrToStr` (1593), `StrToCurr` (1680)

76.15.227 StrToDate

Synopsis: Convert a date string to a `TDateTime` value.

Declaration: `function StrToDate(const S: ShortString) : TDateTime`
`function StrToDate(const S: AnsiString) : TDateTime`
`function StrToDate(const S: ShortString; separator: Char) : TDateTime`
`function StrToDate(const S: AnsiString; separator: Char) : TDateTime`
`function StrToDate(const S: string; FormatSettings: TFormatSettings)`
`: TDateTime`
`function StrToDate(const S: ShortString; const useformat: string;`
`separator: Char) : TDateTime`
`function StrToDate(const S: AnsiString; const useformat: string;`
`separator: Char) : TDateTime`
`function StrToDate(const S: PChar; Len: Integer;`
`const useformat: string; separator: Char) : TDateTime`

Visibility: default

Description: `StrToDate` converts the string `S` to a `TDateTime` date value. The Date must consist of 1 to three digits, separated by the `DateSeparator` character. If two numbers are given, they are supposed to form the day and month of the current year. If only one number is given, it is supposed to represent the day of the current month. (This is *not* supported in Delphi)

The order of the digits (y/m/d, m/d/y, d/m/y) is determined from the `ShortDateFormat` variable.

Errors: On error (e.g. an invalid date or invalid character), an `EConvertError` (1709) exception is raised.

See also: `StrToTime` (1688), `DateToStr` (1597), `TimeToStr` (1693), `EConvertError` (1709)

Listing: `./sysutex/ex19.pp`

Program Example19;

{ This program demonstrates the StrToDate function }

Uses sysutils;

Procedure TestStr (S : **String**);

begin

```

    WriteLn (S, ' : ', DateToStr(StrToDate(S)));
end;

Begin

    WriteLn ('ShortDateFormat ', ShortDateFormat);
    TestStr(DateTimeToStr(Date));
    TestStr('05'+DateSeparator+'05'+DateSeparator+'1999');
    TestStr('5'+DateSeparator+'5');
    TestStr('5');
End.

```

76.15.228 StrToDateDef

Synopsis: Convert string to date, returning a default value

```

Declaration: function StrToDateDef(const S: ShortString; const Defvalue: TDateTime)
              : TDateTime
function StrToDateDef(const S: ShortString; const Defvalue: TDateTime;
                      separator: Char) : TDateTime
function StrToDateDef(const S: AnsiString; const Defvalue: TDateTime)
              : TDateTime
function StrToDateDef(const S: AnsiString; const Defvalue: TDateTime;
                      separator: Char) : TDateTime

```

Visibility: default

Description: `StrToDateDef` tries to convert the string `S` to a valid `TDateTime` date value, and returns `DefValue` if `S` does not contain a valid date indication.

Errors: None.

See also: `StrToDate` ([1681](#)), `TryStrToDate` ([1698](#)), `StrToTimeDef` ([1689](#))

76.15.229 StrToDateTime

Synopsis: Convert a date/time string to a `TDateTime` value.

```

Declaration: function StrToDateTime(const S: AnsiString) : TDateTime
function StrToDateTime(const s: ShortString;
                      const FormatSettings: TFormatSettings) : TDateTime
function StrToDateTime(const s: AnsiString;
                      const FormatSettings: TFormatSettings) : TDateTime

```

Visibility: default

Description: `StrToDateTime` converts the string `S` to a `TDateTime` date and time value. The date and time parts must be separated by a space.

For the date part, the same restrictions apply as for the `StrToDate` ([1681](#)) function: The Date must consist of 1 to three numbers, separated by the `DateSeparator` character. If two numbers are given, they are supposed to form the day and month of the current year. If only one number is given, it is supposed to represent the day of the current month. (This is *not* supported in Delphi)

The order of the 3 numbers (y/m/d, m/d/y, d/m/y) is determined from the `ShortDateFormat` variable.

Errors: On error (e.g. an invalid date or invalid character), an `EConvertError` (1709) exception is raised.

See also: `StrToDate` (1681), `StrToTime` (1688), `DateTimeToStr` (1595), `EConvertError` (1709)

Listing: `./sysutex/ex20.pp`

Program `Example20`;

{ This program demonstrates the StrToDateTime function }

Uses `sysutils`;

Procedure `TestStr (S : String)`;

begin

`WriteLn (S, ' : ', DateTimeToStr(StrToDateTime(S)));`
end;

Begin

`WriteLn ('ShortDateFormat ', ShortDateFormat);`
 `TestStr (DateTimeToStr(Now));`
 `TestStr ('05-05-1999 15:50');`
 `TestStr ('5-5 13:30');`
 `TestStr ('5 1:30PM');`

End.

76.15.230 StrToDateTimeDef

Synopsis: Convert string to date/time, returning a default value

Declaration: `function StrToDateTimeDef(const S: ShortString;`
 `const Defvalue: TDateTime) : TDateTime`
 `function StrToDateTimeDef(const S: AnsiString;`
 `const Defvalue: TDateTime) : TDateTime`

Visibility: default

Description: `StrToDateTimeDef` tries to convert the string `S` to a valid `TDateTime` date and time value, and returns `DefValue` if `S` does not contain a valid date-time indication.

Errors: None.

See also: `StrToTimeDef` (1689), `StrToDateDef` (1682), `TryStrToDateTime` (1698), `StrToDateTime` (1682)

76.15.231 StrToDWord

Synopsis: Convert string to DWord (cardinal)

Declaration: `function StrToDWord(const s: string) : DWord`

Visibility: default

Description: `StrToDWord` will convert the string `S` to a `DWord` value, and returns the value.

Errors: In case the string `S` is not a valid number, or is a value outside the `DWord` range, an `EConvertError` exception will be raised.

See also: `TryStrToDWord` (1699), `StrToDWordDef` (1684)

76.15.232 StrToDWordDef

Synopsis: Convert string to DWord (cardinal), using default

Declaration: `function StrToDWordDef(const S: string; Default: DWord) : DWord`

Visibility: default

Description: `StrToDWordDef` will try to convert the string `S` to a `DWord` value. If the conversion was successful, it returns the value.

If the conversion failed, the fallback value in `Default` is returned.

See also: `TryStrToDWord` (1699), `StrToDWord` (1683)

76.15.233 StrToFloat

Synopsis: Convert a string to a floating-point value.

Declaration: `function StrToFloat(const S: string) : Extended`
`function StrToFloat(const S: string;`
`const FormatSettings: TFormatSettings) : Extended`

Visibility: default

Description: `StrToFloat` converts the string `S` to a floating point value. `S` should contain a valid string representation of a floating point value (either in decimal or scientific notation). The `thousandseparator` character may however not be used.

Up to and including version 2.2.2 of the compiler, if the string contains a decimal value, then the decimal separator character can either be a `'.'` or the value of the `DecimalSeparator` variable.

As of version 2.3.1, the string may contain only the `DecimalSeparator` character. The dot (`'.'`) can no longer be used instead of the `DecimalSeparator`.

Errors: If the string `S` doesn't contain a valid floating point string, then an exception will be raised.

See also: `TextToFloat` (1691), `FloatToStr` (1626), `FormatFloat` (1640), `StrToInt` (1685)

Listing: `./sysutex/ex90.pp`

Program Example90;

```
{ This program demonstrates the StrToFloat function }
{$mode objfpc}
{$h+ }
```

Uses SysUtils;

Const

```
  NrValues = 5;
  TestStr : Array[1..NrValues] of string =
    ('1,1', '-0,2', '1,2E-4', '0', '1E4');
```

Procedure Testit;

Var

```
  I : Integer;
  E : Extended;
```

begin

```

Writeln ('Using DecimalSeparator : ',DecimalSeparator);
For I:=1 to NrValues do
  begin
    Writeln ('Converting : ',TestStr[i]);
    Try
      E:=StrToFloat(TestStr[i]);
      Writeln ('Converted value : ',E);
    except
      On E : Exception do
        Writeln('Exception when converting : ',E.Message);
    end;
  end;
end;

Begin
  DecimalSeparator:= ',';
  Testit;
  DecimalSeparator:= '.';
  Testit;
End.

```

76.15.234 StrToFloatDef

Synopsis: Convert a string to a float, with a default value.

Declaration: function StrToFloatDef(const S: string; const Default: Extended)
: Extended
function StrToFloatDef(const S: string; const Default: Extended;
const FormatSettings: TFormatSettings) : Extended

Visibility: default

Description: StrToFloatDef tries to convert the string S to a floating point value, and returns this value. If the conversion fails for some reason, the value Default is returned instead.

Errors: None. On error, the Default value is returned.

76.15.235 StrToInt

Synopsis: Convert a string to an integer value.

Declaration: function StrToInt(const s: string) : LongInt

Visibility: default

Description: StrToInt will convert the string Sto an integer. If the string contains invalid characters or has an invalid format, then an EConvertError (1709) is raised.

To be successfully converted, a string can contain a combination of numerical characters, possibly preceded by a minus sign (-). Spaces are not allowed.

The string S can contain a number in decimal, hexadecimal, binary or octal format, as described in the language reference. For enumerated values, the string must be the name of the enumerated value. The name is searched case insensitively.

For hexadecimal values, the prefix '0x' or 'x' (case insensitive) may be used as well.

Errors: In case of error, an EConvertError is raised.

See also: [IntToStr \(1653\)](#), [StrToIntDef \(1687\)](#), [EConvertError \(1709\)](#)

Listing: ./sysutex/ex82.pp

Program Example82;

{\$mode objfpc}

{ This program demonstrates the StrToInt function }

Uses sysutils;

Begin

Writeln (**StrToInt**('1234'));

Writeln (**StrToInt**('-1234'));

Writeln (**StrToInt**('0'));

Try

Writeln (**StrToInt**('12345678901234567890'));

except

On E : **EConvertError** **do**

Writeln ('Invalid number encountered');

end;

End.

76.15.236 StrToInt64

Synopsis: Convert a string to an Int64 value.

Declaration: `function StrToInt64(const s: string) : Int64`

Visibility: default

Description: `StrToInt64` converts the string `S` to a `Int64` value, and returns this value. The string can only contain numerical characters, and optionally a minus sign as the first character. Whitespace is not allowed.

Hexadecimal values (starting with the `$` character) are supported.

Errors: On error, a `EConvertError` ([1709](#)) exception is raised.

See also: [TryStrToInt64 \(1700\)](#), [StrToInt64Def \(1686\)](#), [StrToInt \(1685\)](#), [TryStrToInt \(1699\)](#), [StrToIntDef \(1687\)](#)

76.15.237 StrToInt64Def

Synopsis: Convert a string to an Int64 value, with a default value

Declaration: `function StrToInt64Def(const S: string; Default: Int64) : Int64`

Visibility: default

Description: `StrToInt64Def` tries to convert the string `S` to a `Int64` value, and returns this value. If the conversion fails for some reason, the value `Default` is returned instead.

Errors: None. On error, the `Default` value is returned.

See also: [StrToInt64 \(1686\)](#), [TryStrToInt64 \(1700\)](#), [StrToInt \(1685\)](#), [TryStrToInt \(1699\)](#), [StrToIntDef \(1687\)](#)

76.15.238 StrToIntDef

Synopsis: Convert a string to an integer value, with a default value.

Declaration: `function StrToIntDef(const S: string; Default: LongInt) : LongInt`

Visibility: default

Description: `StrToIntDef` will convert a string to an integer. If the string contains invalid characters or has an invalid format, then `Default` is returned.

To be successfully converted, a string can contain a combination of numerical characters, possibly preceded by a minus sign (-). Spaces are not allowed.

Errors: None.

See also: `IntToStr` (1653), `StrToInt` (1685)

Listing: `./sysutex/ex83.pp`

Program Example82;

{\$mode objfpc}

{ This program demonstrates the StrToInt function }

Uses sysutils;

Begin

Writeln (**StrToIntDef**('1234' ,0));

Writeln (**StrToIntDef**('-1234' ,0));

Writeln (**StrToIntDef**('0' ,0));

Try

Writeln (**StrToIntDef**('12345678901234567890' ,0));

except

On E : **EConvertError** **do**

Writeln ('Invalid number encountered');

end;

End.

76.15.239 StrToQWord

Synopsis: Convert a string to a QWord.

Declaration: `function StrToQWord(const s: string) : QWord`

Visibility: default

Description: `TryStrToQWord` converts the string `S` to a valid `QWord` (unsigned 64-bit) value, and returns the result.

Errors: If the string `S` does not contain a valid `QWord` value, a `EConvertError` (1709) exception is raised.

See also: `TryStrToQWord` (1700), `StrToQWordDef` (1688), `StrToInt64` (1686), `StrToInt` (1685)

76.15.240 StrToQWordDef

Synopsis: Try to convert a string to a QWord, returning a default value in case of failure.

Declaration: `function StrToQWordDef(const S: string; Default: QWord) : QWord`

Visibility: default

Description: `StrToQWordDef` tries to convert the string `S` to a valid QWord (unsigned 64-bit) value, and returns the result. If the conversion fails, the function returns the value passed in `Def`.

See also: `StrToQWord` (1687), `TryStrToQWord` (1700), `StrToInt64Def` (1686), `StrToIntDef` (1687)

76.15.241 StrToTime

Synopsis: Convert a time string to a TDateTime value.

Declaration: `function StrToTime(const S: Shortstring) : TDateTime`
`function StrToTime(const S: Ansistring) : TDateTime`
`function StrToTime(const S: ShortString; separator: Char) : TDateTime`
`function StrToTime(const S: AnsiString; separator: Char) : TDateTime`
`function StrToTime(const S: string; FormatSettings: TFormatSettings)`
`: TDateTime`
`function StrToTime(const S: PChar; Len: Integer; separator: Char)`
`: TDateTime`

Visibility: default

Description: `StrToTime` converts the string `S` to a TDateTime time value. The time must consist of 1 to 4 digits, separated by the `TimeSeparator` character. If two numbers are given, they are supposed to form the hour and minutes.

Errors: On error (e.g. an invalid date or invalid character), an `EConvertError` (1709) exception is raised.

See also: `StrToDate` (1681), `StrToDateTime` (1682), `TimeToStr` (1693), `EConvertError` (1709)

Listing: `./sysutex/ex21.pp`

```

Program Example21;

{ This program demonstrates the StrToTime function }

Uses sysutils;

Procedure TestStr (S : String);

begin
  WriteLn (S, ' : ', TimeToStr(StrToTime(S)));
end;

Begin
  teststr (TimeToStr(Time));
  teststr ('12:00');
  teststr ('15:30');
  teststr ('3:30PM');
End.

```

76.15.242 StrToTimeDef

Synopsis: Convert string to time, returning a default value

Declaration:

```
function StrToTimeDef(const S: ShortString; const Defvalue: TDateTime)
    : TDateTime
function StrToTimeDef(const S: ShortString; const Defvalue: TDateTime;
    separator: Char) : TDateTime
function StrToTimeDef(const S: AnsiString; const Defvalue: TDateTime)
    : TDateTime
function StrToTimeDef(const S: AnsiString; const Defvalue: TDateTime;
    separator: Char) : TDateTime
```

Visibility: default

Description: StrToTimeDef tries to convert the string S to a valid TDateTime time value, and returns DefValue if S does not contain a valid time indication.

Errors: None.

See also: StrToTime ([1688](#)), TryStrToTime ([1700](#)), StrToDateDef ([1682](#))

76.15.243 strupper

Synopsis: Convert null-terminated string to all-uppercase

Declaration:

```
function strupper(p: PChar) : PChar
function strupper(p: PWideChar) : PWideChar
```

Visibility: default

Description: Converts P to an all-uppercase string. Returns P.

For an example, see StrLower ([1675](#))

Errors: None.

See also: StrLower ([1675](#))

76.15.244 Supports

Synopsis: Check whether a class or given interface supports an interface

Declaration:

```
function Supports(const Instance: IInterface; const AClass: TClass;
    out Obj) : Boolean; Overload
function Supports(const Instance: IInterface; const IID: TGuid;
    out Intf) : Boolean; Overload
function Supports(const Instance: TObject; const IID: TGuid; out Intf)
    : Boolean; Overload
function Supports(const Instance: TObject; const IID: Shortstring;
    out Intf) : Boolean; Overload
function Supports(const Instance: IInterface; const AClass: TClass)
    : Boolean; Overload
function Supports(const Instance: IInterface; const IID: TGuid)
    : Boolean; Overload
function Supports(const Instance: TObject; const IID: TGuid) : Boolean
    ; Overload
function Supports(const Instance: TObject; const IID: Shortstring)
```

```

        : Boolean; Overload
function Supports(const AClass: TClass; const IID: TGuid) : Boolean
        ; Overload
function Supports(const AClass: TClass; const IID: Shortstring)
        : Boolean; Overload

```

Visibility: default

Description: Supports checks whether Instance supports the interface identified by IID. It returns True if it is supported, False. Optionally, a pointer to the interface is returned to Intf.

Errors: None.

See also: StringToGUID (1671)

76.15.245 SysErrorMessage

Synopsis: Format a system error message.

Declaration: function SysErrorMessage(ErrorCode: Integer) : string

Visibility: default

Description: SysErrorMessage returns a string that describes the operating system error code ErrorCode.

Errors: This routine may not be implemented on all platforms.

See also: EOSError (1713)

76.15.246 SystemTimeToDateTime

Synopsis: Convert a system time to a TDateTime value.

Declaration: function SystemTimeToDateTime(const SystemTime: TSystemTime) : TDateTime

Visibility: default

Description: SystemTimeToDateTime converts a TSystemTime record to a TDateTime style date/time indication.

Errors: None.

See also: DateTimeToSystemTime (1596)

Listing: ./sysutex/ex22.pp

Program Example22;

{ This program demonstrates the SystemTimeToDateTime function }

Uses sysutils;

Var ST : TSystemTime;

Begin

 DateTimeToSystemTime(**Now**, ST);

With St **do**

begin

Writeln ('Today is ', year, '/', month, '/', Day);

```

    WriteLn ( 'The time is ',Hour,':',minute,':',Second, '.',',MilliSecond);
  end;
  WriteLn ( 'Converted : ',DateTimeToStr(SystemTimeToDateTime(ST)));
End.

```

76.15.247 TextToFloat

Synopsis: Convert a buffer to a float value.

Declaration: `function TextToFloat(Buffer: PChar; out Value: Extended) : Boolean`
`function TextToFloat(Buffer: PChar; out Value: Extended;`
`const FormatSettings: TFormatSettings) : Boolean`
`function TextToFloat(Buffer: PChar; out Value; ValueType: TFloatValue)`
`: Boolean`
`function TextToFloat(Buffer: PChar; out Value; ValueType: TFloatValue;`
`const FormatSettings: TFormatSettings) : Boolean`

Visibility: default

Description: `TextToFloat` converts the string in `Buffer` to a floating point value. `Buffer` should contain a valid string representation of a floating point value (either in decimal or scientific notation). If the buffer contains a decimal value, then the decimal separator character can either be a '.' or the value of the `DecimalSeparator` variable.

The function returns `True` if the conversion was successful.

Errors: If there is an invalid character in the buffer, then the function returns `False`

See also: `StrToFloat` (1684), `FloatToStr` (1626), `FormatFloat` (1640)

Listing: `./sysutex/ex91.pp`

Program Example91;

```

{ This program demonstrates the TextToFloat function }
{$mode objfpc}
{$h+ }

```

Uses SysUtils;

Const

```

  NrValues = 5;
  TestStr : Array[1..NrValues] of pchar =
    ( '1,1', '-0,2', '1,2E-4', '0', '1E4' );

```

Procedure Testit;

Var

```

  I : Integer;
  E : Extended;

```

begin

```

  WriteLn('Using DecimalSeparator : ',DecimalSeparator);
  For I:=1 to NrValues do
    begin
      WriteLn('Converting : ',TestStr[I]);
      If TextToFloat(TestStr[I],E) then
        WriteLn('Converted value : ',E)
    end

```



```

    else
      Writeln('Unable to convert value.');
```

```

  end;
end;

Begin
  DecimalSeparator:= ',';
  Testit;
  DecimalSeparator:= '.';
  Testit;
End.
```

76.15.248 Time

Synopsis: Returns the current time.

Declaration: `function Time : TDateTime`

Visibility: default

Description: `Time` returns the current time in `TDateTime` format. The date part of the `TDateTimeValue` is set to zero.

Errors: None.

See also: [Now \(1658\)](#), [Date \(1594\)](#)

Listing: `./sysutex/ex23.pp`

Program `Example23;`

```
{ This program demonstrates the Time function }
```

Uses `sysutils;`

Begin

```
  Writeln ('The time is : ',TimeToStr(Time));
```

End.

76.15.249 TimeStampToDateTime

Synopsis: Convert a `TimeStamp` value to a `TDateTime` value.

Declaration: `function TimeStampToDateTime(const TimeStamp: TTimeStamp) : TDateTime`

Visibility: default

Description: `TimeStampToDateTime` converts `TimeStamp` to a `TDateTime` format variable. It is the inverse operation of `DateTimeToTimeStamp` ([1597](#)).

Errors: None.

See also: [DateTimeToTimeStamp \(1597\)](#), [TimeStampToMSecs \(1693\)](#)

Listing: `./sysutex/ex24.pp`

```

Program Example24;

{ This program demonstrates the TimeStampToDateTime function }

Uses sysutils;

Var TS : TTimeStamp;
      DT : TDateTime;

Begin
  TS:=DateTimeToTimeStamp (Now);
  With TS do
    begin
      WriteLn ('Now is ',time, ' millisecond past midnight');
      WriteLn ('Today is ',Date, ' days past 1/1/0001');
    end;
  DT:=TimeStampToDateTime(TS);
  WriteLn ('Together this is : ',DateTimeToStr(DT));
End.

```

76.15.250 TimeStampToMSecs

Synopsis: Converts a timestamp to a number of milliseconds.

Declaration: `function TimeStampToMSecs(const TimeStamp: TTimeStamp) : comp`

Visibility: default

Description: `TimeStampToMSecs` converts `TimeStamp` to the number of milliseconds since 1/1/0001.

Use `TTimeStamp` variables if you need to keep very precise track of time.

For an example, see `MSecsToTimeStamp` (1657).

Errors: None.

See also: `MSecsToTimeStamp` (1657), `TimeStampToDateTime` (1692)

76.15.251 TimeToStr

Synopsis: Convert a `TDateTime` time to a string using a predefined format.

Declaration: `function TimeToStr(Time: TDateTime) : string`
`function TimeToStr(Time: TDateTime;`
`const FormatSettings: TFormatSettings) : string`

Visibility: default

Description: `TimeToStr` converts the time in `Time` to a string. It uses the `LongTimeFormat` variable to see what formatting needs to be applied. It is therefor entirely equivalent to a `FormatDateTime('tt', Time)` call.

Errors: None.

Listing: `./sysutex/ex25.pp`

```

Program Example25;

{ This program demonstrates the TimeToStr function }

Uses sysutils;

Begin
  WriteLn ('The current time is : ',TimeToStr(Time));
End.

```

76.15.252 Trim

Synopsis: Trim whitespace from the ends of a string.

Declaration:

```

function Trim(const S: string) : string
function Trim(const S: WideString) : WideString
function Trim(const S: UnicodeString) : UnicodeString

```

Visibility: default

Description: Trim strips blank characters (spaces and control characters) at the beginning and end of S and returns the resulting string. All characters with ordinal values less than or equal to 32 (a space) are stripped.

If the string contains only spaces, an empty string is returned.

Errors: None.

See also: TrimLeft ([1694](#)), TrimRight ([1695](#))

Listing: ./sysutex/ex84.pp

```

Program Example84;

{ This program demonstrates the Trim function }

Uses sysutils;
  {$H+}

Procedure Testit (S : String);

begin
  WriteLn ('"',Trim(S),'");
end;

Begin
  Testit (' ha ha what gets lost ? ');
  Testit (#10#13'haha ');
  Testit (' ');
End.

```

76.15.253 TrimLeft

Synopsis: Trim whitespace from the beginning of a string.

Declaration: `function TrimLeft(const S: string) : string`
`function TrimLeft(const S: WideString) : WideString`
`function TrimLeft(const S: UnicodeString) : UnicodeString`

Visibility: default

Description: `Trim` strips blank characters (spaces and control characters) at the beginning of `S` and returns the resulting string. All characters with ordinal values less than or equal to 32 (a space) are stripped.

If the string contains only spaces, an empty string is returned.

Errors: None.

See also: `Trim` (1694), `TrimRight` (1695)

Listing: ./sysutex/ex85.pp

```

Program Example85;

{ This program demonstrates the TrimLeft function }

Uses sysutils;
{$H+}

Procedure Testit (S : String);

begin
  WriteLn ( ' ' , TrimLeft(S), ' ' );
end;

Begin
  Testit ( ' ha ha what gets lost ? ');
  Testit (#10#13'haha ');
  Testit ( ' ');
End.

```

76.15.254 TrimRight

Synopsis: `Trim` whitespace from the end of a string.

Declaration: `function TrimRight(const S: string) : string`
`function TrimRight(const S: WideString) : WideString`
`function TrimRight(const S: UnicodeString) : UnicodeString`

Visibility: default

Description: `Trim` strips blank characters (spaces and control characters) at the end of `S` and returns the resulting string. All characters with ordinal values less than or equal to 32 (a space) are stripped.

If the string contains only spaces, an empty string is returned.

Errors: None.

See also: `Trim` (1694), `TrimLeft` (1694)

Listing: ./sysutex/ex86.pp

```

Program Example86;

{ This program demonstrates the TrimRight function }

Uses sysutils;
{$H+}

Procedure Testit (S : String);

begin
  WriteLn ( ''' , TrimRight(S), ''' );
end;

Begin
  Testit ( ' ha ha what gets lost ? ' );
  Testit (#10#13'haha ');
  Testit ( ' ');
End.

```

76.15.255 TryEncodeDate

Synopsis: Try to encode a date, and indicate success.

Declaration: `function TryEncodeDate(Year: Word; Month: Word; Day: Word; out Date: TDateTime) : Boolean`

Visibility: default

Description: TryEncodeDate will check the validity of the Year, Month and Day arguments, and if they are all valid, then they will be encoded as a TDateTime value and returned in Date. The function will return True in this case. If an invalid argument is passed, then False will be returned.

Errors: None. If an error occurs during the encoding, False is returned.

See also: EncodeDate ([1603](#)), DecodeDateFully ([1599](#)), DecodeDate ([1598](#)), TryEncodeTime ([1696](#))

76.15.256 TryEncodeTime

Synopsis: Try to encode a time, and indicate success.

Declaration: `function TryEncodeTime(Hour: Word; Min: Word; Sec: Word; MSec: Word; out Time: TDateTime) : Boolean`

Visibility: default

Description: TryEncodeTime will check the validity of the Hour, Min, Sec and MSec arguments, and will encode them in a TDateTime value which is returned in Time. If the arguments are valid, then True is returned, otherwise False is returned.

Errors: None. If an error occurs during the encoding, False is returned.

See also: EncodeTime ([1604](#)), DecodeTime ([1599](#)), TryEncodeDate ([1696](#))

76.15.257 TryFloatToCurr

Synopsis: Try to convert a float value to a currency value and report on success.

Declaration: `function TryFloatToCurr(const Value: Extended; var AResult: Currency) : Boolean`

Visibility: default

Description: `TryFloatToCurr` tries convert the `Value` floating point value to a `Currency` value. If successful, the function returns `True` and the resulting currency value is returned in `AResult`. It checks whether `Value` is in the valid range of currencies (determined by `MinCurrency` (1550) and `MaxCurrency` (1550)). If not, `False` is returned.

Errors: If `Value` is out of range, `False` is returned.

See also: `FloatToCurr` (1625), `MinCurrency` (1550), `MaxCurrency` (1550)

76.15.258 TryStringToGUID

Synopsis: Try to transform a string to a GUID

Declaration: `function TryStringToGUID(const S: string; out Guid: TGuid) : Boolean`

Visibility: default

Description: `TryStringToGUID` tries to convert the string `S` to a `TGUID` value, returned in `GUID`. It returns `True` if the conversion succeeds, and `False` if the string `S` does not contain a valid GUID notation. The string `S` must be 38 characters long, must start with { and end on }, and contain a valid GUID string (hex number grouped using 8-4-4-4-12 digits).

Errors: In case `S` does not contain a valid GUID number, `False` is returned.

See also: `StringToGUID` (1671)

76.15.259 TryStrToBool

Synopsis: Try to convert a string to a boolean value

Declaration: `function TryStrToBool(const S: string; out Value: Boolean) : Boolean`

Visibility: default

Description: `TryStrToBool` tries to convert the string `S` to a boolean value, and returns this value in `Value`. In this case, the function returns `True`. If `S` does not contain a valid boolean string, the function returns `False`, and the contents of `Value` is indetermined.

Valid boolean string constants are in the `FalseBoolStrs` (1565) (for `False` values) and `TrueBoolStrs` (1569) (for `True` values) variables.

See also: `StrToBool` (1680), `StrToBoolDef` (1680)

76.15.260 TryStrToCurr

Synopsis: Try to convert a string to a currency

Declaration: `function TryStrToCurr(const S: string; out Value: Currency) : Boolean`
`function TryStrToCurr(const S: string; out Value: Currency;`
`const FormatSettings: TFormatSettings) : Boolean`

Visibility: default

Description: `TryStrToCurr` converts the string `S` to a currency value and returns the value in `Value`. The function returns `True` if it was successful, `False` if not. This is contrary to `StrToCurr` (1680), which raises an exception when the conversion fails.

The function takes into account locale information.

See also: `StrToCurr` (1680), `TextToFloat` (1691)

76.15.261 TryStrToDate

Synopsis: Try to convert a string with a date indication to a `TDateTime` value

Declaration:

```
function TryStrToDate(const S: ShortString; out Value: TDateTime)
    : Boolean
function TryStrToDate(const S: AnsiString; out Value: TDateTime)
    : Boolean
function TryStrToDate(const S: ShortString; out Value: TDateTime;
    separator: Char) : Boolean
function TryStrToDate(const S: AnsiString; out Value: TDateTime;
    separator: Char) : Boolean
function TryStrToDate(const S: ShortString; out Value: TDateTime;
    const useformat: string; separator: Char) : Boolean
function TryStrToDate(const S: AnsiString; out Value: TDateTime;
    const useformat: string; separator: Char) : Boolean
function TryStrToDate(const S: string; out Value: TDateTime;
    const FormatSettings: TFormatSettings) : Boolean
```

Visibility: default

Description: `TryStrToDate` tries to convert the string `S` to a `TDateTime` date value, and stores the date in `Value`. The Date must consist of 1 to three digits, separated by the `DateSeparator` character. If two numbers are given, they are supposed to form the day and month of the current year. If only one number is given, it is supposed to represent the day of the current month. (This is *not* supported in Delphi)

The order of the digits (y/m/d, m/d/y, d/m/y) is determined from the `ShortDateFormat` variable.

The function returns `True` if the string contained a valid date indication, `False` otherwise.

See also: `StrToDate` (1681), `StrToTime` (1688), `TryStrToTime` (1700), `TryStrToDateTime` (1698), `DateToStr` (1597), `TimeToStr` (1693)

76.15.262 TryStrToDateTime

Synopsis: Try to convert a string with date/time indication to a `TDateTime` value

Declaration:

```
function TryStrToDateTime(const S: ShortString; out Value: TDateTime)
    : Boolean
function TryStrToDateTime(const S: AnsiString; out Value: TDateTime)
    : Boolean
function TryStrToDateTime(const S: string; out Value: TDateTime;
    const FormatSettings: TFormatSettings)
    : Boolean
```

Visibility: default

Description: `TryStrToDateTime` tries to convert the string `S` to a `TDateTime` date and time value, and stores the result in `Value`. The date must consist of 1 to three digits, separated by the `DateSeparator` character. If two numbers are given, they are supposed to form the day and month of the current year. If only one number is given, it is supposed to represent the day of the current month (This is *not* supported in Delphi). The time must consist of 1 to 4 digits, separated by the `TimeSeparator` character. If two numbers are given, they are supposed to form the hour and minutes.

The function returns `True` if the string contained a valid date and time indication, `False` otherwise.

See also: `TryStrToDate` (1698), `TryStrToTime` (1700), `StrToDateTime` (1682), `StrToTime` (1688), `DateToStr` (1597), `TimeToStr` (1693)

76.15.263 TryStrToDWord

Synopsis: Try to convert a string to `DWord` (cardinal)

Declaration: `function TryStrToDWord(const s: string; out D: DWord) : Boolean`

Visibility: default

Description: `TryStrToDWord` will try to convert the string `S` to a `DWord` value. It returns `True` if the conversion was successful, and in that case returns the value in `D`.

If the conversion failed or the value was outside of the valid range for `DWord` values, `False` is returned.

See also: `StrToDWord` (1683), `StrToDWordDef` (1684)

76.15.264 TryStrToFloat

Synopsis: Try to convert a string to a float.

Declaration: `function TryStrToFloat(const S: string; out Value: Single) : Boolean`
`function TryStrToFloat(const S: string; out Value: Single;`
`const FormatSettings: TFormatSettings) : Boolean`
`function TryStrToFloat(const S: string; out Value: Double) : Boolean`
`function TryStrToFloat(const S: string; out Value: Double;`
`const FormatSettings: TFormatSettings) : Boolean`
`function TryStrToFloat(const S: string; out Value: Extended) : Boolean`
`function TryStrToFloat(const S: string; out Value: Extended;`
`const FormatSettings: TFormatSettings) : Boolean`

Visibility: default

Description: `TryStrToFloat` tries to convert the string `S` to a floating point value, and stores the result in `Value`. It returns `True` if the operation was successful, and `False` if it failed. This operation takes into account the system settings for floating point representations.

Errors: On error, `False` is returned.

See also: `StrToFloat` (1684)

76.15.265 TryStrToInt

Synopsis: Try to convert a string to an integer, and report on success.

Declaration: `function TryStrToInt(const s: string; out i: LongInt) : Boolean`

Visibility: default

Description: `TryStrToInt` tries to convert the string `S` to an integer, and returns `True` if this was successful. In that case the converted integer is returned in `I`. If the conversion failed, (an invalid string, or the value is out of range) then `False` is returned.

Errors: None. On error, `False` is returned.

See also: `StrToInt` (1685), `TryStrToInt64` (1700), `StrToIntDef` (1687), `StrToInt64` (1686), `StrToInt64Def` (1686)

76.15.266 TryStrToInt64

Synopsis: Try to convert a string to an `int64` value, and report on success.

Declaration: `function TryStrToInt64(const s: string; out i: Int64) : Boolean`

Visibility: default

Description: `TryStrToInt64` tries to convert the string `S` to a `Int64` value, and returns this value in `I` if successful. If the conversion was successful, the function result is `True`, or `False` otherwise. The string can only contain numerical characters, and optionally a minus sign as the first character. Whitespace is not allowed.

Hexadecimal values (starting with the `$` character) are supported.

Errors: None. On error, `False` is returned.

See also: `StrToInt64` (1686), `StrToInt64Def` (1686), `StrToInt` (1685), `TryStrToInt` (1699), `StrToIntDef` (1687)

76.15.267 TryStrToQWord

Synopsis: Try to convert a string to a `QWord` value, and report on success

Declaration: `function TryStrToQWord(const s: string; out Q: QWord) : Boolean`

Visibility: default

Description: `TryStrToQWord` tries to convert the string `S` to a valid `QWord` (unsigned 64-bit) value, and stores the result in `I`. If the conversion fails, the function returns `False`, else it returns `True`.

See also: `StrToQWord` (1687), `StrToQWordDef` (1688), `TryStrToInt64` (1700), `TryStrToInt` (1699)

76.15.268 TryStrToTime

Synopsis: Try to convert a string with a time indication to a `TDateTime` value

Declaration: `function TryStrToTime(const S: ShortString; out Value: TDateTime) : Boolean`
`function TryStrToTime(const S: AnsiString; out Value: TDateTime) : Boolean`
`function TryStrToTime(const S: ShortString; out Value: TDateTime; separator: Char) : Boolean`
`function TryStrToTime(const S: AnsiString; out Value: TDateTime; separator: Char) : Boolean`
`function TryStrToTime(const S: string; out Value: TDateTime; const FormatSettings: TFormatSettings) : Boolean`

Visibility: default

Description: `TryStrToTime` tries to convert the string `S` to a `TDateTime` time value, and stores the result in `Value`. The time must consist of 1 to 4 digits, separated by the `TimeSeparator` character. If two numbers are given, they are supposed to form the hour and minutes.

The function returns `True` if the string contained a valid time indication, `False` otherwise.

See also: `TryStrToDate` (1698), `TryStrToDateTime` (1698), `StrToDate` (1681), `StrToTime` (1688), `DateToStr` (1597), `TimeToStr` (1693)

76.15.269 UnhookSignal

Synopsis: `UnHook` a specified signal

Declaration: `procedure UnhookSignal(RtlSigNum: Integer; OnlyIfHooked: Boolean)`

Visibility: default

Description: `UnHookSignal` de-installs the RTL default signal handler for signal `RtlSigNum`. If `OnlyIfHooked` is `True` then `UnhookSignal` will first check if the signal was hooked by the RTL routines, and has not been overridden since.

76.15.270 UnicodeCompareStr

Declaration: `function UnicodeCompareStr(const s1: UnicodeString;
const s2: UnicodeString) : PtrInt`

Visibility: default

76.15.271 UnicodeCompareText

Declaration: `function UnicodeCompareText(const s1: UnicodeString;
const s2: UnicodeString) : PtrInt`

Visibility: default

76.15.272 UnicodeFmtStr

Declaration: `procedure UnicodeFmtStr(var Res: UnicodeString;
const Fmt: UnicodeString;
const args: Array of const)
procedure UnicodeFmtStr(var Res: UnicodeString;
const Fmt: UnicodeString;
const args: Array of const;
const FormatSettings: TFormatSettings)`

Visibility: default

76.15.273 UnicodeFormat

Declaration: `function UnicodeFormat(const Fmt: UnicodeString;
const Args: Array of const) : UnicodeString
function UnicodeFormat(const Fmt: UnicodeString;
const Args: Array of const;
const FormatSettings: TFormatSettings)
: UnicodeString`

Visibility: default

76.15.274 UnicodeFormatBuf

Declaration:

```
function UnicodeFormatBuf(var Buffer; BufLen: Cardinal; const Fmt;
                           fmtLen: Cardinal; const Args: Array of const)
                           : Cardinal
function UnicodeFormatBuf(var Buffer; BufLen: Cardinal; const Fmt;
                           fmtLen: Cardinal; const Args: Array of const;
                           const FormatSettings: TFormatSettings)
                           : Cardinal
```

Visibility: default

76.15.275 UnicodeLowerCase

Declaration:

```
function UnicodeLowerCase(const s: UnicodeString) : UnicodeString
```

Visibility: default

76.15.276 UnicodeSameStr

Declaration:

```
function UnicodeSameStr(const s1: UnicodeString;
                        const s2: UnicodeString) : Boolean
```

Visibility: default

76.15.277 UnicodeSameText

Declaration:

```
function UnicodeSameText(const s1: UnicodeString;
                         const s2: UnicodeString) : Boolean
```

Visibility: default

76.15.278 UnicodeStringReplace

Declaration:

```
function UnicodeStringReplace(const S: UnicodeString;
                              const OldPattern: UnicodeString;
                              const NewPattern: UnicodeString;
                              Flags: TReplaceFlags) : UnicodeString
```

Visibility: default

76.15.279 UnicodeUpperCase

Declaration:

```
function UnicodeUpperCase(const s: UnicodeString) : UnicodeString
```

Visibility: default

76.15.280 UpperCase

Synopsis: Return an uppercase version of a string.

Declaration: `function UpperCase(const s: string) : string; Overload`
`function UpperCase(const s: UnicodeString) : UnicodeString; Overload`

Visibility: default

Description: `UpperCase` returns the uppercase equivalent of `S`. Ansi characters are not taken into account, only ASCII codes below 127 are converted. It is completely equivalent to the `UpCase` function of the system unit, and is provided for compatibility only.

Errors: None.

See also: [AnsiLowerCase \(1574\)](#), [LowerCase \(1657\)](#), [AnsiUpperCase \(1582\)](#)

Listing: `./sysutex/ex87.pp`

Program `Example87;`

`{ This program demonstrates the UpperCase function }`

Uses `sysutils;`

Begin

`WriteLn (UpperCase('this will come OUT ALL uPpErCaSe !'));`
End.

76.15.281 VendorName

Synopsis: Return Application vendor Name

Declaration: `function VendorName : string`

Visibility: default

Description: `VendorName` returns the application vendor name. In order to set the application vendor name, the `OnGetVendorName (1567)` event must be set, and an appropriate return value must be returned. The Vendor name is used in `GetAppConfigDir (1642)` and `GetAppConfigFile (1643)` to determine the configuration directory.

Errors: If `OnGetVendorName (1567)` is not set, an empty string is returned.

See also: [OnGetVendorName \(1567\)](#), [GetAppConfigDir \(1642\)](#), [GetAppConfigFile \(1643\)](#)

76.15.282 WideBytesOf

Declaration: `function WideBytesOf(const Value: UnicodeString) : TBytes`

Visibility: default

76.15.283 WideCompareStr

Synopsis: Compare two widestrings (case sensitive)

Declaration: `function WideCompareStr(const s1: WideString; const s2: WideString)
: PtrInt`

Visibility: default

Description: `WideCompareStr` compares two widestrings and returns the following result:

< 0 if $S1 < S2$.

0 if $S1 = S2$.

> 0 if $S1 > S2$.

The comparison takes into account wide characters, i.e. it takes care of strange accented characters. Contrary to `WideCompareText` (1704), the comparison is case sensitive.

Errors: None.

See also: `WideCompareText` (1704), `WideSameStr` (1706), `WideSameText` (1706)

76.15.284 WideCompareText

Synopsis: Compare two widestrings (ignoring case).

Declaration: `function WideCompareText(const s1: WideString; const s2: WideString)
: PtrInt`

Visibility: default

Description: `WideCompareText` compares two widestrings and returns the following result:

< 0 if $S1 < S2$.

0 if $S1 = S2$.

> 0 if $S1 > S2$.

The comparison takes into account wide characters, i.e. it takes care of strange accented characters. Contrary to `WideCompareStr` (1704), the comparison is case insensitive.

Errors: None.

See also: `WideCompareStr` (1704), `WideSameStr` (1706), `WideSameText` (1706)

76.15.285 WideFmtStr

Synopsis: Widestring format

Declaration: `procedure WideFmtStr(var Res: WideString; const Fmt: WideString;
const args: Array of const)
procedure WideFmtStr(var Res: WideString; const Fmt: WideString;
const args: Array of const;
const FormatSettings: TFormatSettings)`

Visibility: default

Description: `WideFmtStr` formats `Args` according to the format string in `Fmt` and returns the resulting string in `Res`.

See also: `WideFormat` (1705), `WideFormatBuf` (1705), `Format` (1632)

76.15.286 WideFormat

Synopsis: Format a wide string.

Declaration:

```
function WideFormat(const Fmt: WideString; const Args: Array of const)
                : WideString
function WideFormat(const Fmt: WideString; const Args: Array of const;
                const FormatSettings: TFormatSettings) : WideString
```

Visibility: default

Description: `WideFormat` does the same as `Format` (1632) but accepts as a formatting string a `WideString`. The resulting string is also a `WideString`.

For more information about the used formatting characters, see the `Format` (1632) string.

See also: `Format` (1632)

76.15.287 WideFormatBuf

Synopsis: Format widestring in a buffer.

Declaration:

```
function WideFormatBuf(var Buffer; BufLen: Cardinal; const Fmt;
                    fmtLen: Cardinal; const Args: Array of const)
                : Cardinal
function WideFormatBuf(var Buffer; BufLen: Cardinal; const Fmt;
                    fmtLen: Cardinal; const Args: Array of const;
                    const FormatSettings: TFormatSettings) : Cardinal
```

Visibility: default

Description: `WideFormatBuf` calls simply `WideFormat` (1705) with `Fmt` (with length `FmtLen` bytes) and stores maximum `BufLen` bytes in the buffer `buf`. It returns the number of copied bytes.

See also: `WideFmtStr` (1704), `WideFormat` (1705), `Format` (1632), `FormatBuf` (1638)

76.15.288 WideLowerCase

Synopsis: Change a widestring to all-lowercase.

Declaration:

```
function WideLowerCase(const s: WideString) : WideString
```

Visibility: default

Description: `WideLowerCase` converts the string `S` to lowercase characters and returns the resulting string. It takes into account the operating system language settings when doing this, so special characters are converted correctly as well.

Remark: On Unix-like platforms, a widestring manager must be installed for this function to work correctly.

Errors: None.

See also: `WideUpperCase` (1707)

76.15.289 WideSameStr

Synopsis: Check whether two widedstrings are the same (case sensitive)

Declaration: `function WideSameStr(const s1: WideString; const s2: WideString)
: Boolean`

Visibility: default

Description: `WideSameStr` returns `True` if `WideCompareStr` (1704) returns 0 (zero), i.e. when `S1` and `S2` are the same string (taking into account case).

See also: `WideSameText` (1706), `WideCompareStr` (1704), `WideCompareText` (1704), `AnsiSameStr` (1576)

76.15.290 WideSameText

Synopsis: Check whether two widedstrings are the same (ignoring case)

Declaration: `function WideSameText(const s1: WideString; const s2: WideString)
: Boolean`

Visibility: default

Description: `WideSameText` returns `True` if `WideCompareText` (1704) returns 0 (zero), i.e. when `S1` and `S2` are the same string (taking into account case).

See also: `WideSameStr` (1706), `WideCompareStr` (1704), `WideCompareText` (1704), `AnsiSameText` (1576)

76.15.291 WideStrAlloc

Declaration: `function WideStrAlloc(size: Cardinal) : PWideChar`

Visibility: default

76.15.292 WideStringOf

Declaration: `function WideStringOf(const Value: TBytes) : UnicodeString`

Visibility: default

76.15.293 WideStringReplace

Synopsis: Replace occurrences of one substring with another in a widedstring.

Declaration: `function WideStringReplace(const S: WideString;
const OldPattern: WideString;
const NewPattern: WideString;
Flags: TReplaceFlags) : WideString`

Visibility: default

Description: `WideStringReplace` searches the string `S` for occurrences of the string `OldPattern` and, if it is found, replaces it with `NewPattern`. It returns the resulting string. The behaviour of `StringReplace` can be runed with `Flags`, which is of type `TReplaceFlags` (1561). Standard behaviour is to replace only the first occurrence of `OldPattern`, and to search case sensitively.

Errors: None.

See also: `TReplaceFlags` (1561), `StringReplace` (1671)

76.15.294 WideUpperCase

Synopsis: Change a widestring to all-uppercase.

Declaration: `function WideUpperCase(const s: WideString) : WideString`

Visibility: default

Description: `WideUpperCase` converts the string `S` to uppercase characters and returns the resulting string. It takes into account the operating system language settings when doing this, so special characters are converted correctly as well.

Remark: On Unix-like platforms, a widestring manager must be installed for this function to work correctly.

Errors: None.

See also: `WideLowerCase` ([1705](#))

76.15.295 WrapText

Synopsis: Word-wrap a text.

Declaration: `function WrapText(const Line: string; const BreakStr: string;
 const BreakChars: TSysCharSet; MaxCol: Integer)
 : string
function WrapText(const Line: string; MaxCol: Integer) : string`

Visibility: default

Description: `WrapText` does a wordwrap at column `MaxCol` of the string in `Line`. It breaks the string only at characters which are in `BreakChars` (default whitespace and hyphen) and inserts then the string `BreakStr` (default the lineending character for the current OS).

Portions of text that are between single or double quotes will be considered single words and the text will not be broken between the quotes.

See also: `StringReplace` ([1671](#))

76.16 EAbort

76.16.1 Description

`EAbort` is raised by the `Abort` ([1569](#)) procedure. It is not displayed in GUI applications, and serves only to immediately abort the current procedure, and return control to the main program loop.

See also: `Abort` ([1569](#))

76.17 EAbstractError

76.17.1 Description

`EAbstractError` is raised when an abstract error occurs, i.e. when an unimplemented abstract method is called.

76.18 EAccessViolation

76.18.1 Description

`EAccessViolation` is raised when the OS reports an Access Violation, i.e. when invalid memory is accessed.

See also: `EObjectCheck` ([1713](#))

76.19 EArgumentException

76.19.1 Description

`EArgumentException` is raised by many character conversion/handling routines to indicate an erroneous argument was passed to the function (usually indicating an invalid codepoint in a unicode string).

See also: `EArgumentOutOfRangeException` ([1708](#))

76.20 EArgumentNilException

76.20.1 Description

`EArgumentNilException` is an exception raised when an argument is `Nil` when it should not be `Nil`.

This exception class is provided for Delphi compatibility, but is not actually used in FPC.

See also: `Exception` ([1716](#))

76.21 EArgumentOutOfRangeException

76.21.1 Description

`EArgumentOutOfRangeException` is raised by many character conversion/handling routines to indicate an erroneous argument was passed to the function (indicating an invalid character index in a unicode string).

See also: `EArgumentException` ([1708](#))

76.22 EAssertionFailed

76.22.1 Description

`EAssertionFailed` is raised when an application that is compiled with assertions, encounters an invalid assertion.

76.23 EBusError

76.23.1 Description

`EBusError` is raised in case of a bus error.

76.24 EControlC

76.24.1 Description

`EControlC` is raised when the user has pressed CTRL-C in a console application.

76.25 EConvertError

76.25.1 Description

`EConvertError` is raised by the various conversion routines in the `SysUtils` unit. The message will contain more specific error information.

76.26 EDirectoryNotFoundException

76.26.1 Description

`EDirectoryNotFoundException` is an exception raised when a directory is referenced that does not exist.

This exception class is provided for Delphi compatibility, but is not actually used in FPC.

See also: [Exception \(1716\)](#), [EFileNotFoundException \(1710\)](#), [EPathNotFoundException \(1714\)](#), [EPathTooLongException \(1714\)](#)

76.27 EDivByZero

76.27.1 Description

`EDivByZero` is used when the operating system or CPU signals a division by zero error.

76.28 EEncodingError

76.29 EExternal

76.29.1 Description

`EExternal` is the base exception for all external exceptions, as reported by the CPU or operating system, as opposed to internal exceptions, which are raised by the program itself. The `SysUtils` unit converts all operating system errors to descendants of `EExternal`.

See also: [EInterror \(1711\)](#), [EExternal \(1709\)](#), [EMathError \(1712\)](#), [EExternalException \(1710\)](#), [EAccessViolation \(1708\)](#), [EPrivilege \(1714\)](#), [EStackOverflow \(1715\)](#), [EControlC \(1709\)](#)

76.30 EExternalException

76.30.1 Description

EExternalException is raised when an external routine raises an exception.

See also: EExternal ([1709](#))

76.31 EFileNotFoundException

76.31.1 Description

EFileNotFoundException is an exception raised when a file is referenced that does not exist. This exception class is provided for Delphi compatibility, but is not actually used in FPC.

See also: Exception ([1716](#)), EPathNotFoundException ([1714](#)), EDirectoryNotFoundException ([1709](#)), EPathTooLongException ([1714](#))

76.32 EFormatError

76.32.1 Description

EFormatError is raised in case of an error in one of the various Format ([1632](#)) functions.

See also: Format ([1632](#))

76.33 EHeapMemoryError

76.33.1 Description

EHeapMemoryError is raised when an error occurs in heap (dynamically allocated) memory.

See also: EHeapException ([1553](#)), EoutOfMemory ([1713](#)), EInvalidPointer ([1712](#))

76.33.2 Method overview

Page	Method	Description
1710	FreeInstance	Free the exception instance

76.33.3 EHeapMemoryError.FreeInstance

Synopsis: Free the exception instance

Declaration: procedure FreeInstance; Override

Visibility: public

Description: FreeInstance checks whether the exception instance may be freed prior to calling the inherited FreeInstance. The exception is only freed in case of normal program shutdown, if a heap error occurred, the exception instance is not freed.

76.34 EInOutError

76.34.1 Description

`EInOutError` is raised when a IO routine of Free Pascal returns an error. The error is converted to an `EInOutError` only if the input/output checking feature of FPC is turned on. The error code of the input/output operation is returned in `ErrorCode` (??).

See also: `EInOutError.ErrorCode` (??)

76.35 EInterror

76.35.1 Description

`EInterror` is used when the operating system or CPU signals an integer operation error, e.g., an overflow.

76.36 EIntfCastError

76.36.1 Description

`EIntfCastError` is raised when an invalid interface cast is encountered.

See also: `EInvalidCast` ([1711](#))

76.37 EIntOverflow

76.37.1 Description

`EIntOverflow` is used when the operating system or CPU signals a integer overflow error.

See also: `EIntError` ([1711](#)), `EDivByZero` ([1709](#)), `ERangeError` ([1715](#))

76.38 EInvalidCast

76.38.1 Description

`EInvalidCast` is raised when an invalid typecast error (using the `as` operator) is encountered.

See also: `EIntfCastError` ([1711](#))

76.39 EInvalidContainer

76.39.1 Description

`EInvalidContainer` is not yet used by Free Pascal, and is provided for Delphi compatibility only.

76.40 EInvalidInsert

76.40.1 Description

EInvalidInsert is not yet used by Free Pascal, and is provided for Delphi compatibility only.

76.41 EInvalidOp

76.41.1 Description

EInvalidOp is raised when an invalid operation is encountered.

76.42 EInvalidPointer

76.42.1 Description

EInvalidPointer is raised when an invalid heap pointer is used.

See also: EHeapException ([1553](#)), EHeapMemoryError ([1710](#)), EOutOfMemory ([1713](#))

76.43 EMathError

76.43.1 Description

EMathError is used when the operating system or CPU signals a floating point overflow error.

See also: EIntError ([1711](#)), EIntOverflow ([1711](#)), EDivByZero ([1709](#)), ERangeError ([1715](#))

76.44 ENoConstructException

76.44.1 Description

ENoConstructException is the exception raised when an instance of type TCharacter is being created. The TCharacter class only contains static methods, no instances of this class should be instantiated.

76.45 ENoThreadSupport

76.45.1 Description

ENoThreadSupport is raised when some thread routines are invoked, and thread support was not enabled when the program was compiled.

76.46 ENotImplemented

76.46.1 Description

ENotImplemented can be used to raise an exception when a particular call had been defined, but was not implemented.

76.47 ENotSupportedException

76.47.1 Description

`ENotSupportedException` is an exception raised when a function or procedure is not supported for a certain platform.

This exception class is provided for Delphi compatibility, but is not actually used in FPC.

See also: [Exception \(1716\)](#)

76.48 ENoWideStringSupport

76.48.1 Description

`ENoWideStringSupport` is the exception raised when a run-time 233 occurs, i.e. when widestring routines are called and the application does not contain widestring support.

76.49 EObjectCheck

76.49.1 Description

`EObjectCheck` is raised when the `-CR` (check object references) command-line option or `{ $OBJECTCHECKSON }` directive is in effect and a `Nil` reference to an object or class was encountered.

See also: [EAccessViolation \(1708\)](#)

76.50 EOSError

76.50.1 Description

`EOSError` is raised when some Operating System call fails. The `ErrorCode` (??) property contains the operating system error code.

See also: `EOSError.ErrorCode` (??)

76.51 EOutOfMemory

76.51.1 Description

`EOutOfMemory` occurs when memory can no longer be allocated on the heap. An instance of `EOutOfMemory` is allocated on the heap at program startup, so it is available when needed.

See also: [EHeapException \(1553\)](#), [EHeapMemoryError \(1710\)](#), [EInvalidPointer \(1712\)](#)

76.52 EOverflow

76.52.1 Description

`EOverflow` occurs when a float operation overflows. (i.e. result is too big to represent).

See also: [EIntError \(1711\)](#), [EIntOverflow \(1711\)](#), [EDivByZero \(1709\)](#), [ERangeError \(1715\)](#), [EUnderFlow \(1715\)](#)

76.53 EPackageError

76.53.1 Description

`EPackageError` is not yet used by Free Pascal, and is provided for Delphi compatibility only.

76.54 EPathNotFoundException

76.54.1 Description

`EPathNotFoundException` is an exception raised when a path is referenced that does not exist. This exception class is provided for Delphi compatibility, but is not actually used in FPC.

See also: [Exception \(1716\)](#), [EFileNotFoundException \(1710\)](#), [EDirectoryNotFoundException \(1709\)](#), [EPathTooLongException \(1714\)](#)

76.55 EPathTooLongException

76.55.1 Description

`EPathTooLongException` is an exception raised when a pathname argument is longer than the allowed pathname length for files.

This exception class is provided for Delphi compatibility, but is not actually used in FPC.

See also: [Exception \(1716\)](#), [EFileNotFoundException \(1710\)](#), [EDirectoryNotFoundException \(1709\)](#), [EPathNotFoundException \(1714\)](#)

76.56 EPrivilege

76.56.1 Description

`EPrivilege` is raised when the OS reports that an invalid instruction was executed.

76.57 EPropReadOnly

76.57.1 Description

`EPropReadOnly` is raised when an attempt is made to write to a read-only property.

76.58 EPropWriteOnly

76.58.1 Description

`EPropWriteOnly` is raised when an attempt is made to read from a write-only property.

See also: [EPropReadOnly \(1714\)](#)

76.59 ERangeError

76.59.1 Description

`ERangeError` is raised by the Free Pascal runtime library if range checking is on, and a range check error occurs.

See also: [EIntError \(1711\)](#), [EDivByZero \(1709\)](#), [EIntOverflow \(1711\)](#)

76.60 ESafecallException

76.60.1 Description

`ESafecallException` is not yet used by Free Pascal, and is provided for Delphi compatibility only.

76.61 EStackOverflow

76.61.1 Description

`EStackOverflow` occurs when the stack has grown too big (e.g. by infinite recursion).

76.62 EUnderflow

76.62.1 Description

`EOverflow` occurs when a float operation underflows (i.e. result is too small to represent).

See also: [EIntError \(1711\)](#), [EIntOverflow \(1711\)](#), [EDivByZero \(1709\)](#), [ERangeError \(1715\)](#), [EOverflow \(1713\)](#)

76.63 EVariantError

76.63.1 Description

`EVariantError` is raised by the internal variant routines.

76.63.2 Method overview

Page	Method	Description
1715	<code>CreateCode</code>	Create an instance of <code>EVariantError</code> with a particular error code.

76.63.3 EVariantError.CreateCode

Synopsis: Create an instance of `EVariantError` with a particular error code.

Declaration: constructor `CreateCode`(Code: LongInt)

Visibility: default

Description: `CreateCode` calls the inherited constructor, and sets the `ErrCode` (??) property to `Code`.

See also: `ErrCode` (??)

76.64 Exception

76.64.1 Description

`Exception` is the base class for all exception handling routines in the RTL and FCL. While it is possible to raise an exception with any class descending from `TObject`, it is recommended to use `Exception` as the basis of exception class objects: the `Exception` class introduces properties to associate a message and a help context with the exception being raised. What is more, the `SysUtils` unit sets the necessary hooks to catch and display unhandled exceptions: in such cases, the message displayed to the end user, will be the message stored in the exception class.

See also: `ExceptObject` (1605), `ExceptAddr` (1604), `ExceptionErrorMessage` (1605), `ShowException` (1664), `Abort` (1569)

76.64.2 Method overview

Page	Method	Description
1716	<code>Create</code>	Constructs a new exception object with a given message.
1717	<code>CreateFmt</code>	Constructs a new exception object and formats a new message.
1718	<code>CreateFmtHelp</code>	Constructs a new exception object and sets the help context and formats the message
1717	<code>CreateHelp</code>	Constructs a new exception object and sets the help context.
1717	<code>CreateRes</code>	Constructs a new exception object and gets the message from a resource.
1717	<code>CreateResFmt</code>	Constructs a new exception object and formats the message from a resource.
1718	<code>CreateResFmtHelp</code>	Constructs a new exception object and sets the help context and formats the message from a resource
1718	<code>CreateResHelp</code>	Constructs a new exception object and sets the help context and gets the message from a resource
1718	<code>ToString</code>	Nicely formatted version of the exception message

76.64.3 Property overview

Page	Properties	Access	Description
1719	<code>HelpContext</code>	rw	Help context associated with the exception.
1719	<code>Message</code>	rw	Message associated with the exception.

76.64.4 Exception.Create

Synopsis: Constructs a new exception object with a given message.

Declaration: `constructor Create(const msg: string)`

Visibility: public

Errors: Construction may fail if there is not enough memory on the heap.

See also: `Exception.CreateFmt` ([1717](#)), `Exception.Message` ([1719](#))

76.64.5 Exception.CreateFmt

Synopsis: Constructs a new exception object and formats a new message.

Declaration: `constructor CreateFmt(const msg: string; const args: Array of const)`

Visibility: public

Errors: Construction may fail if there is not enough memory on the heap.

See also: [Exception.Create \(1716\)](#), [Exception.Message \(1719\)](#), [Format \(1632\)](#)

76.64.6 Exception.CreateRes

Synopsis: Constructs a new exception object and gets the message from a resource.

Declaration: `constructor CreateRes(ResString: PString)`

Visibility: public

Errors: Construction may fail if there is not enough memory on the heap.

See also: [Exception.Create \(1716\)](#), [Exception.CreateFmt \(1717\)](#), [Exception.CreateResFmt \(1717\)](#), [Exception.Message \(1719\)](#)

76.64.7 Exception.CreateResFmt

Synopsis: Constructs a new exception object and formats the message from a resource.

Declaration: `constructor CreateResFmt(ResString: PString; const Args: Array of const)`

Visibility: public

Description: `CreateResFmt` does the same as [CreateFmt \(1717\)](#), but fetches the message from the resource string `ResString`.

Errors: Construction may fail if there is not enough memory on the heap.

See also: [Exception.Create \(1716\)](#), [Exception.CreateFmt \(1717\)](#), [Exception.CreateRes \(1717\)](#), [Exception.Message \(1719\)](#)

76.64.8 Exception.CreateHelp

Synopsis: Constructs a new exception object and sets the help context.

Declaration: `constructor CreateHelp(const Msg: string; AHelpContext: LongInt)`

Visibility: public

Description: `CreateHelp` does the same as the [Create \(1716\)](#) constructor, but additionally stores `AHelpContext` in the [HelpContext \(1719\)](#) property.

See also: [Exception.Create \(1716\)](#)

76.64.9 Exception.CreateFmtHelp

Synopsis: Constructs a new exception object and sets the help context and formats the message

Declaration: constructor `CreateFmtHelp(const Msg: string;
const Args: Array of const;
AHelpContext: LongInt)`

Visibility: public

Description: `CreateFmtHelp` does the same as the `CreateFmt` (1717) constructor, but additionally stores `AHelpContext` in the `HelpContext` (1719) property.

See also: `Exception.CreateFmt` (1717)

76.64.10 Exception.CreateResHelp

Synopsis: Constructs a new exception object and sets the help context and gets the message from a resource

Declaration: constructor `CreateResHelp(ResString: PString; AHelpContext: LongInt)`

Visibility: public

Description: `CreateResHelp` does the same as the `CreateRes` (1717) constructor, but additionally stores `AHelpContext` in the `HelpContext` (1719) property.

See also: `Exception.CreateRes` (1717)

76.64.11 Exception.CreateResFmtHelp

Synopsis: Constructs a new exception object and sets the help context and formats the message from a resource

Declaration: constructor `CreateResFmtHelp(ResString: PString;
const Args: Array of const;
AHelpContext: LongInt)`

Visibility: public

Description: `CreateResFmtHelp` does the same as the `CreateResFmt` (1717) constructor, but additionally stores `AHelpContext` in the `HelpContext` (1719) property.

See also: `Exception.CreateResFmt` (1717)

76.64.12 Exception.ToString

Synopsis: Nicely formatted version of the exception message

Declaration: function `ToString` : string; Override

Visibility: public

Description: `ToString` overrides the `ToString` method to return a concatenation of classname and `Exception.Message` (1719).

See also: `Exception.Message` (1719)

76.64.13 Exception.HelpContext

Synopsis: Help context associated with the exception.

Declaration: `Property HelpContext : LongInt`

Visibility: public

Access: Read,Write

Description: `HelpContext` is the help context associated with the exception, and can be used to provide context-sensitive help when the exception error message is displayed. It should be set in the exception constructor.

See also: `Exception.CreateHelp` (1717), `Exception.Message` (1719)

76.64.14 Exception.Message

Synopsis: Message associated with the exception.

Declaration: `Property Message : string`

Visibility: public

Access: Read,Write

Description: `Message` provides additional information about the exception. It is shown to the user in e.g. the `ShowException` (1664) routine, and should be set in the constructor when the exception is raised.

See also: `Exception.Create` (1716), `Exception.HelpContext` (1719)

76.65 EZeroDivide

76.65.1 Description

`EZeroDivide` occurs when a float division by zero occurs.

See also: `EIntError` (1711), `EIntOverflow` (1711), `EDivByZero` (1709), `ERangeError` (1715)

76.66 IReadWriteSync

76.66.1 Description

`IReadWriteSync` is an interface for synchronizing read/write operations. Writers are always guaranteed to have exclusive access: readers may or may not have simultaneous access, depending on the implementation.

76.66.2 Method overview

Page	Method	Description
1720	<code>BeginRead</code>	Start a read operation.
1720	<code>BeginWrite</code>	Start a write operation.
1720	<code>EndRead</code>	End a read operation
1720	<code>EndWrite</code>	End a write operation.

76.66.3 IReadWriteSync.BeginRead

Synopsis: Start a read operation.

Declaration: `procedure BeginRead`

Visibility: default

Description: `BeginRead` indicates that a read operation is about to be started. If a write operation is in progress, then the call will block until the write operation finished. Depending on the implementation the call may also block if another read operation is in progress.

After `BeginRead`, any write operation started with `BeginWrite` (1720) will block until `EndRead` (1720) is called.

See also: `IReadWriteSync.EndRead` (1720), `IReadWriteSync.BeginWrite` (1720), `IReadWriteSync.EndWrite` (1720)

76.66.4 IReadWriteSync.EndRead

Synopsis: End a read operation

Declaration: `procedure EndRead`

Visibility: default

Description: `EndRead` signals the end of a read operation. If there was any blocked write operation, that will be unblocked by a call to `EndRead`.

See also: `IReadWriteSync.BeginRead` (1720), `IReadWriteSync.BeginWrite` (1720), `IReadWriteSync.EndWrite` (1720)

76.66.5 IReadWriteSync.BeginWrite

Synopsis: Start a write operation.

Declaration: `function BeginWrite : Boolean`

Visibility: default

Description: `BeginWrite` signals the begin of a write operation. This call will block if any other read or write operation is currently in progress. It will resumpt only after all other read or write operations have finished.

See also: `IReadWriteSync.EndRead` (1720), `IReadWriteSync.EndWrite` (1720), `IReadWriteSync.BeginRead` (1720)

76.66.6 IReadWriteSync.EndWrite

Synopsis: End a write operation.

Declaration: `procedure EndWrite`

Visibility: default

Description: `EndWrite` signals the end of a write operation. After the call to `EndWrite` any other read or write operations can start.

See also: `IReadWriteSync.EndRead` (1720), `IReadWriteSync.EndWrite` (1720), `IReadWriteSync.BeginRead` (1720)

76.67 TBigEndianUnicodeEncoding

76.67.1 Method overview

Page	Method	Description
1721	Clone	
1721	GetPreamble	

76.67.2 TBigEndianUnicodeEncoding.Clone

Declaration: `function Clone : TEncoding; Override`

Visibility: `public`

76.67.3 TBigEndianUnicodeEncoding.GetPreamble

Declaration: `function GetPreamble : TBytes; Override`

Visibility: `public`

76.68 TBooleanHelper

76.68.1 Description

`TBooleanHelper` is a helper type for the `Boolean` type. It contains mostly conversion routines to and from other types.

See also: `TStringHelper` ([1780](#)), `TShortIntHelper` ([1766](#)), `TSmallIntHelper` ([1778](#)), `TWordHelper` ([1806](#)), `TCardinalHelper` ([1727](#)), `TIntegerHelper` ([1750](#)), `TInt64Helper` ([1747](#)), `TQWordHelper` ([1763](#)), `TNativeIntHelper` ([1757](#)), `TByteHelper` ([1724](#)), `TByteBoolHelper` ([1723](#)), `TWordBoolHelper` ([1804](#)), `TLongBoolHelper` ([1753](#))

76.68.2 Method overview

Page	Method	Description
1721	Parse	Convert string value to boolean value.
1722	Size	Return the size (in bytes) of the
1722	ToInteger	Convert to an integer value
1722	ToString	Convert a boolean value to string.
1722	TryToParse	Try to convert a string to a boolean value

76.68.3 TBooleanHelper.Parse

Synopsis: Convert string value to boolean value.

Declaration: `class function Parse(const S: string) : Boolean; Static`

Visibility: `public`

Description: `Parse` attempts to convert the string `S` to a boolean value. It uses the `StrToBool` ([1680](#)) function to perform the conversion.

Errors: If `S` does not contain a valid string representation, then an `EConvertError` ([1709](#)) exception is raised.

See also: [TBooleanHelper.TryParse \(1722\)](#), [TBooleanHelper.ToString \(1722\)](#), [TBooleanHelper.ToInteger \(1722\)](#)

76.68.4 TBooleanHelper.Size

Synopsis: Return the size (in bytes) of the

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` returns the size (in bytes) of the boolean value. This is equivalent to `SizeOf(Boolean)`.

See also: [SizeOf \(1484\)](#)

76.68.5 TBooleanHelper.ToString

Synopsis: Convert a boolean value to string.

Declaration: `class function ToString(const AValue: Boolean;
 UseBoolStrs: TUseBoolStrs) : string; Overload
 ; Static
function ToString(UseBoolStrs: TUseBoolStrs) : string; Overload`

Visibility: public

Description: `ToString` will, in the class method version, convert the `AValue` boolean to a string representation. In the function method version the boolean value itself (`Self`) will be converted.

If the `UseBoolStrs` parameter equals `TUseBoolStrs.True`, then the string representation will use the boolean strings [BoolStrs \(1538\)](#). The default value for `UseBoolStrs` is `TUseBoolStrs.False`.

The conversion is done using the [BoolToStr \(1585\)](#) function.

See also: [BoolStrs \(1538\)](#), [BoolToStr \(1585\)](#)

76.68.6 TBooleanHelper.TryParse

Synopsis: Try to convert a string to a boolean value

Declaration: `class function TryParse(const S: string; out AValue: Boolean)
 : Boolean; Static`

Visibility: public

Description: `TryParse` will attempt to convert the string `S` to a boolean value. If the attempt is successful, `True` is returned, and the actual value is returned in `AValue`. If the attempt failed, `False` is returned.

See also: [TBooleanHelper.Parse \(1721\)](#), [TBooleanHelper.ToString \(1722\)](#)

76.68.7 TBooleanHelper.ToInteger

Synopsis: Convert to an integer value

Declaration: `function ToInteger : Integer`

Visibility: public

Description: `ToInteger` will return the boolean value, typecasted to `Integer`.

See also: `TBooleanHelper.ToString` (1722)

76.69 TByteBoolHelper

76.69.1 Description

`TByteBoolHelper` is a helper type for the `ByteBool` type. It contains mostly conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TIntegerHelper` (1750), `TInt64Helper` (1747), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TByteHelper` (1724), `TByteBoolHelper` (1723), `TWordBoolHelper` (1804), `TLongBoolHelper` (1753)

76.69.2 Method overview

Page	Method	Description
1723	<code>Parse</code>	Convert string value to <code>ByteBool</code> value.
1723	<code>Size</code>	Return the size (in bytes) of the
1724	<code>ToInteger</code>	Convert to an integer value
1724	<code>ToString</code>	Convert a <code>ByteBool</code> value to string.
1724	<code>TryToParse</code>	Try to convert a string to a <code>ByteBool</code> value

76.69.3 TByteBoolHelper.Parse

Synopsis: Convert string value to `ByteBool` value.

Declaration: `class function Parse(const S: string) : Boolean; Static`

Visibility: `public`

Description: `Parse` attempts to convert the string `S` to a `ByteBool` value. It uses the `StrToBool` (1680) function to perform the conversion.

Errors: If `S` does not contain a valid string representation, then an `EConvertError` (1709) exception is raised.

See also: `TByteBoolHelper.TryToParse` (1724), `TByteBoolHelper.ToString` (1724), `TByteBoolHelper.ToInteger` (1724)

76.69.4 TByteBoolHelper.Size

Synopsis: Return the size (in bytes) of the

Declaration: `class function Size : Integer; Static`

Visibility: `public`

Description: `Size` returns the size (in bytes) of the `ByteBool` value. This is equivalent to `SizeOf(ByteBool)`.

See also: `SizeOf` (1484)

76.69.5 TByteBoolHelper.ToString

Synopsis: Convert a ByteBool value to string.

```
Declaration: class function ToString(const AValue: Boolean;
                                   UseBoolStrs: TUseBoolStrs) : string; Overload
               ; Static
               function ToString(UseBoolStrs: TUseBoolStrs) : string; Overload
```

Visibility: public

Description: ToString will, in the class method version, convert the AValue ByteBool to a string representation. In the function method version the ByteBool value itself (Self) will be converted.

If the UseBoolStrs parameter equals TUseBoolStrs.True, then the string representation will use the ByteBool strings BoolStrs (1538). The default value for UseBoolStrs is TUseBoolStrs.False.

The conversion is done using the BoolToStr (1585) function.

See also: BoolStrs (1538), BoolToStr (1585)

76.69.6 TByteBoolHelper.TryToParse

Synopsis: Try to convert a string to a ByteBool value

```
Declaration: class function TryToParse(const S: string; out AValue: Boolean)
               : Boolean; Static
```

Visibility: public

Description: TryToParse will attempt to convert the string S to a ByteBool value. If the attempt is successful, True is returned, and the actual value is returned in AValue. If the attempt failed, False is returned.

See also: TByteBoolHelper.Parse (1723), TByteBoolHelper.ToString (1724)

76.69.7 TByteBoolHelper.ToInteger

Synopsis: Convert to an integer value

```
Declaration: function ToInteger : Integer
```

Visibility: public

Description: ToInteger will return the ByteBool value, typecasted to Integer.

See also: TByteBoolHelper.ToString (1724)

76.70 TByteHelper

76.70.1 Description

TByteHelper contains some auxiliary routines for a byte-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: TStringHelper (1780), TShortIntHelper (1766), TSmallIntHelper (1778), TWordHelper (1806), TCardinalHelper (1727), TIntegerHelper (1750), TInt64Helper (1747), TQWordHelper (1763), TNativeIntHelper (1757), TNativeUIntHelper (1760)

76.70.2 Method overview

Page	Method	Description
1725	Parse	Convert from a string
1725	Size	Size, in bytes, of the byte value
1726	ToBoolean	Convert to a boolean value
1726	ToDouble	Convert to a double-sized floating point value
1726	ToExtended	Convert to an extended-sized floating point value
1727	ToHexString	Convert to a hexadecimal string representation
1727	ToSingle	Convert to a single-sized floating point value
1725	ToString	Convert the value to string
1726	TryParse	Try to convert a string to a byte, report success or failure

76.70.3 TByteHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : Byte; Static`

Visibility: public

Description: `Parse` will attempt to convert the string `AString` to a byte value. It uses the `StrToInt` ([1685](#)) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid byte value, an `EConvertError` ([1709](#)) exception is raised.

See also: `TByteHelper.ToString` ([1725](#)), `TByteHelper.TryParse` ([1726](#)), `StrToInt` ([1685](#))

76.70.4 TByteHelper.Size

Synopsis: Size, in bytes, of the byte value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` returns the size (in bytes) of the byte value. This is equivalent to `SizeOf(Byte)`.

Errors: None.

See also: `SizeOf` ([1484](#))

76.70.5 TByteHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: Byte) : string; Overload; Static`
`function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the byte value itself is used. The `IntToStr` ([1653](#)) function is used to do the conversion.

See also: `TByteHelper.Parse` ([1725](#)), `IntToStr` ([1653](#))

76.70.6 TByteHelper.TryParse

Synopsis: Try to convert a string to a byte, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: Byte)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a byte, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the byte is returned in `AValue`.

It uses the `val` (1538) function to perform the conversion, so no localization is taken into account.

See also: `TByteHelper.Parse` (1725), `Val` (1506)

76.70.7 TByteHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the byte value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TByteHelper.ToSingle` (1727), `TByteHelper.ToDouble` (1726), `TByteHelper.ToExtended` (1726), `TByteHelper.ToString` (1725), `TByteHelper.ToHexString` (1727)

76.70.8 TByteHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the byte value to a double-sized floating point value.

See also: `TByteHelper.ToBoolean` (1726), `TByteHelper.ToExtended` (1726), `TByteHelper.ToSingle` (1727), `TByteHelper.ToString` (1725), `TByteHelper.ToHexString` (1727)

76.70.9 TByteHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the byte value to an extended-sized floating point value

See also: `TByteHelper.ToBoolean` (1726), `TByteHelper.ToSingle` (1727), `TByteHelper.ToDouble` (1726), `TByteHelper.ToString` (1725), `TByteHelper.ToHexString` (1727)

76.70.10 TByteHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the byte value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TByteHelper.ToBoolean` (1726), `TByteHelper.ToSingle` (1727), `TByteHelper.ToDouble` (1726), `TByteHelper.ToString` (1725), `TByteHelper.ToExtended` (1726)

76.70.11 TByteHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the byte value to a single-sized floating point value.

See also: `TByteHelper.ToBoolean` (1726), `TByteHelper.ToDouble` (1726), `TByteHelper.ToExtended` (1726), `TByteHelper.ToString` (1725), `TByteHelper.ToHexString` (1727)

76.71 TCardinalHelper

76.71.1 Description

`TCardinalHelper` contains some auxiliary routines for a Cardinal-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TByteHelper` (1724), `TIntegerHelper` (1750), `TInt64Helper` (1747), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TNativeUIntHelper` (1760)

76.71.2 Method overview

Page	Method	Description
1728	<code>Parse</code>	Convert from a string
1728	<code>Size</code>	Size, in bytes, of the Cardinal value
1729	<code>ToBoolean</code>	Convert to a boolean value
1729	<code>ToDouble</code>	Convert to a double-sized floating point value
1729	<code>ToExtended</code>	Convert to an extended-sized floating point value
1729	<code>ToHexString</code>	Convert to a hexadecimal string representation
1730	<code>ToSingle</code>	Convert to an single-sized floating point value
1728	<code>ToString</code>	Convert the value to string
1728	<code>TryParse</code>	Try to convert a string to a Cardinal, report success or failure

76.71.7 TCardinalHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the Cardinal value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TCardinalHelper.ToSingle` (1730), `TCardinalHelper.ToDouble` (1729), `TCardinalHelper.ToExtended` (1729), `TCardinalHelper.ToString` (1728), `TCardinalHelper.ToHexString` (1729)

76.71.8 TCardinalHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the Cardinal value to a double-sized floating point value.

See also: `TCardinalHelper.ToBoolean` (1729), `TCardinalHelper.ToExtended` (1729), `TCardinalHelper.ToSingle` (1730), `TCardinalHelper.ToString` (1728), `TCardinalHelper.ToHexString` (1729)

76.71.9 TCardinalHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the Cardinal value to an extended-sized floating point value.

See also: `TCardinalHelper.ToBoolean` (1729), `TCardinalHelper.ToSingle` (1730), `TCardinalHelper.ToDouble` (1729), `TCardinalHelper.ToString` (1728), `TCardinalHelper.ToHexString` (1729)

76.71.10 TCardinalHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the Cardinal value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TCardinalHelper.ToBoolean` (1729), `TCardinalHelper.ToSingle` (1730), `TCardinalHelper.ToDouble` (1729), `TCardinalHelper.ToString` (1728), `TCardinalHelper.ToExtended` (1729)

76.71.11 TCardinalHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: `public`

Description: `ToSingle` converts the Cardinal value to a single-sized floating point value.

See also: `TCardinalHelper.ToBoolean` (1729), `TCardinalHelper.ToDouble` (1729), `TCardinalHelper.ToExtended` (1729), `TCardinalHelper.ToString` (1728), `TCardinalHelper.ToHexString` (1729)

76.72 TDoubleHelper

76.72.1 Description

`TDoubleHelper` is the helper type for the Double-sized floating point type. It contains some conversion methods, as well as access to the low-level structure of the floating-point representation of a Double.

See also: `TDoubleHelper` (1730), `TExtendedHelper` (1739)

76.72.2 Method overview

Page	Method	Description
1733	<code>BuildUp</code>	Build a Double-sized floating point from its composing parts
1734	<code>Exponent</code>	Exponent of the floating-point value
1734	<code>Fraction</code>	Fraction of the floating-point value
1730	<code>IsInfinity</code>	Check whether a value is positive or negative infinity.
1731	<code>IsNan</code>	Check whether a value equals NaN.
1731	<code>IsNegativeInfinity</code>	Check whether a value is negative infinity.
1731	<code>IsPositiveInfinity</code>	Check whether a value is positive infinity.
1734	<code>Mantissa</code>	Mantissa of the floating-point
1732	<code>Parse</code>	Convert a string to a floating point value
1732	<code>Size</code>	Size (in bytes) of a Double-sized floating point value.
1734	<code>SpecialType</code>	Return the type of the Double-sized floating point value
1732	<code>ToString</code>	Convert a Double-sized floating point value to a string
1733	<code>TryParse</code>	Try to convert a string to a Double-sized floating point value.

76.72.3 Property overview

Page	Properties	Access	Description
1735	<code>Bytes</code>	<code>rw</code>	Indexed access to the individual bytes of the floating point value
1735	<code>Exp</code>	<code>rw</code>	The bit pattern of the exponent as stored in memory.
1736	<code>Frac</code>	<code>rw</code>	Bitpattern that makes up the fractional part.
1735	<code>Sign</code>	<code>rw</code>	Sign of the floating point value
1735	<code>Words</code>	<code>rw</code>	Indexed access to the words that make up the floating point value

76.72.4 TDoubleHelper.IsInfinity

Synopsis: Check whether a value is positive or negative infinity.

Declaration: `class function IsInfinity(const AValue: Double) : Boolean; Overload
; Static
function IsInfinity : Boolean; Overload`

Visibility: public

Description: `IsInfinity` checks whether a Double-sized floating point value represents a positive or negative infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TDoubleHelper.IsNan` (1731), `TDoubleHelper.IsPositiveInfinity` (1731), `TDoubleHelper.IsNegativeInfinity` (1731)

76.72.5 TDoubleHelper.IsNan

Synopsis: Check whether a value equals NaN.

Declaration: `class function IsNan(const AValue: Double) : Boolean; Overload; Static
function IsNan : Boolean; Overload`

Visibility: public

Description: `IsNan` checks whether a Double-sized floating point value is NaN (Not a Number). If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TDoubleHelper.IsInfinity` (1730), `TDoubleHelper.IsPositiveInfinity` (1731), `TDoubleHelper.IsNegativeInfinity` (1731)

76.72.6 TDoubleHelper.IsNegativeInfinity

Synopsis: Check whether a value is negative infinity.

Declaration: `class function IsNegativeInfinity(const AValue: Double) : Boolean
; Overload; Static
function IsNegativeInfinity : Boolean; Overload`

Visibility: public

Description: `IsNegativeInfinity` checks whether a Double-sized floating point value represents a negative infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TDoubleHelper.IsNan` (1731), `TDoubleHelper.IsPositiveInfinity` (1731), `TDoubleHelper.IsInfinity` (1730)

76.72.7 TDoubleHelper.IsPositiveInfinity

Synopsis: Check whether a value is positive infinity.

Declaration: `class function IsPositiveInfinity(const AValue: Double) : Boolean
; Overload; Static
function IsPositiveInfinity : Boolean; Overload`

Visibility: public

Description: `IsPositiveInfinity` checks whether a Double-sized floating point value represents a positive infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TDoubleHelper.IsNan` (1731), `TDoubleHelper.IsNegativeInfinity` (1731), `TDoubleHelper.IsInfinity` (1730)

76.72.8 TDoubleHelper.Parse

Synopsis: Convert a string to a floating point value

Declaration:

```
class function Parse(const AString: string) : Double; Overload; Static
class function Parse(const AString: string;
                    const AFormatSettings: TFormatSettings) : Double
                    ; Overload; Static
```

Visibility: public

Description: `Parse` will try to convert `AString` to a Double-sized floating point value. It will take into account internationalization settings. (it uses `FloatToStr`).

Errors: If the string `AString` is not a valid floating-point value, a `EConvertError` (1709) exception is raised.

See also: `FloatToStr` (1626), `TDoubleHelper.ToString` (1732), `TDoubleHelper.TryParse` (1733)

76.72.9 TDoubleHelper.Size

Synopsis: Size (in bytes) of a Double-sized floating point value.

Declaration:

```
class function Size : Integer; Static
```

Visibility: public

Description: `Size` is the size (in bytes) of a Double-sized floating point value. It is equivalent to calling `SizeOf(Double)`.

See also: `SizeOf` (1484)

76.72.10 TDoubleHelper.ToString

Synopsis: Convert a Double-sized floating point value to a string

Declaration:

```
class function ToString(const AValue: Double) : string; Overload
                    ; Static
class function ToString(const AValue: Double;
                    const AFormat: TFloatFormat;
                    const APrecision: Integer;
                    const ADigits: Integer) : string; Overload
                    ; Static
class function ToString(const AValue: Double;
                    const AFormat: TFloatFormat;
                    const APrecision: Integer;
                    const ADigits: Integer;
                    const AFormatSettings: TFormatSettings) : string
                    ; Overload; Static
class function ToString(const AValue: Double;
```

```

        const AFormatSettings: TFormatSettings) : string
        ; Overload; Static
function ToString(const AFormat: TFloatFormat;
        const APrecision: Integer; const ADigits: Integer)
        : string; Overload
function ToString(const AFormat: TFloatFormat;
        const APrecision: Integer; const ADigits: Integer;
        const AFormatSettings: TFormatSettings) : string
        ; Overload
function ToString(const AFormatSettings: TFormatSettings) : string
        ; Overload
function ToString : string; Overload

```

Visibility: public

Description: `ToString` will convert `AValue` (or `Self` in the plain method version) to a string. Optionally `FormatSettings` can be specified, to be able to specify the decimal separator character to use.

Additionally, a precision `APrecision` and number of digits `ADigits` can be specified, in conjunction with a `AFormat` parameter to specify the form in which the floating-point value must be represented. (see `TFloatFormat` (1558) for an explanation of the various values). In this case, `FloatToStrF` (1627) is used to format the value. In the absence of these parameters, `FloatToStr` (1626) is called.

See also: `FloatToStr` (1626), `FloatToStrF` (1627), `TFloatFormat` (1558)

76.72.11 TDoubleHelper.TryParse

Synopsis: Try to convert a string to a Double-sized floating point value.

```

Declaration: class function TryParse(const AString: string; out AValue: Double)
        : Boolean; Overload; Static
        class function TryParse(const AString: string; out AValue: Double;
        const AFormatSettings: TFormatSettings) : Boolean
        ; Overload; Static

```

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a Double-sized floating point value and reports `True` if the conversion was successful. In that case the parsed value is returned in `AValue`.

If the conversion failed, `False` is returned.

See also: `TDoubleHelper.Parse` (1732), `TDoubleHelper.ToString` (1732)

76.72.12 TDoubleHelper.BuildUp

Synopsis: Build a Double-sized floating point from its composing parts

```

Declaration: procedure BuildUp(const ASignFlag: Boolean; const AMantissa: QWord;
        const AExponent: Integer)

```

Visibility: public

Description: `BuildUp` will compose a Double-sized floating point value from the sign `ASignFlag`, mantissa `AMantissa` and exponent `AExponent`. It simply sets the `Sign` (1735), `Exp` (1735) and `Frac` (1736) properties in 1 call.

See also: `TDoubleHelper.Sign` (1735), `TDoubleHelper.Exp` (1735), `TDoubleHelper.Frac` (1736)

76.72.13 TDoubleHelper.Exponent

Synopsis: Exponent of the floating-point value

Declaration: `function Exponent : Integer`

Visibility: public

Description: `Exponent` is the value X in the representation of the floating-point value in $m \times 2^X$, i.e. the exponent.

See also: `TDoubleHelper.Sign` (1735), `TDoubleHelper.Exp` (1735), `TDoubleHelper.Frac` (1736), `TDoubleHelper.Fraction` (1734), `TDoubleHelper.Mantissa` (1734)

76.72.14 TDoubleHelper.Fraction

Synopsis: Fraction of the floating-point value

Declaration: `function Fraction : Extended`

Visibility: public

Description: `Fraction` is the decimal part of the floating-point value.

See also: `TDoubleHelper.Sign` (1735), `TDoubleHelper.Exp` (1735), `TDoubleHelper.Exponent` (1734), `TDoubleHelper.Frac` (1736), `TDoubleHelper.Mantissa` (1734)

76.72.15 TDoubleHelper.Mantissa

Synopsis: Mantissa of the floating-point

Declaration: `function Mantissa : QWord`

Visibility: public

Description: `Mantissa` is the value of the significand without the hidden bit. This means it the plain bit pattern as it is stored in memory.

See also: `TDoubleHelper.Sign` (1735), `TDoubleHelper.Exp` (1735), `TDoubleHelper.Exponent` (1734), `TDoubleHelper.Frac` (1736), `TDoubleHelper.Fraction` (1734)

76.72.16 TDoubleHelper.SpecialType

Synopsis: Return the type of the Double-sized floating point value

Declaration: `function SpecialType : TFloatSpecial`

Visibility: public

Description: `SpecialType` checks whether the Double-sized floating point value equals one of several special values, and returns an enumerated value describing which value this is. See `TFloatSpecial` (1538) for an explanation of the possible values.

See also: `TFloatSpecial` (1538)

76.72.17 TDoubleHelper.Bytes

Synopsis: Indexed access to the individual bytes of the floating point value

Declaration: `Property Bytes[AIndex: Cardinal]: Byte`

Visibility: public

Access: Read,Write

Description: `Bytes` can be used to get or set the various bytes that make up the Double-sized floating point value. The index runs from 0 to `Size-1`.

See also: `TDoubleHelper.Words` (1735), `TDoubleHelper.Size` (1732)

76.72.18 TDoubleHelper.Words

Synopsis: Indexed access to the words that make up the floating point value

Declaration: `Property Words[AIndex: Cardinal]: Word`

Visibility: public

Access: Read,Write

Description: `Words` can be used to get or set the various bytes that make up the Double-sized floating point value. The index runs from 0 to $(\text{Size}-1) \div 2$.

See also: `TDoubleHelper.Bytes` (1735), `TDoubleHelper.Size` (1732)

76.72.19 TDoubleHelper.Sign

Synopsis: Sign of the floating point value

Declaration: `Property Sign : Boolean`

Visibility: public

Access: Read,Write

Description: `Sign` returns `True` if the sign bit of the value is set (i.e. it is a negative value) or `False` if it is not set (i.e. it is a positive value).

See also: `TDoubleHelper.Bytes` (1735), `TDoubleHelper.Exp` (1735), `TDoubleHelper.Frac` (1736), `TDoubleHelper.Mantissa` (1734), `TDoubleHelper.Fraction` (1734), `TDoubleHelper.Exponent` (1734)

76.72.20 TDoubleHelper.Exp

Synopsis: The bit pattern of the exponent as stored in memory.

Declaration: `Property Exp : QWord`

Visibility: public

Access: Read,Write

Description: `Exp` is the internal representation of the Exponent (1734).

See also: `TDoubleHelper.Bytes` (1735), `TDoubleHelper.Sign` (1735), `TDoubleHelper.Frac` (1736), `TDoubleHelper.Mantissa` (1734), `TDoubleHelper.Fraction` (1734), `TDoubleHelper.Exponent` (1734)

76.72.21 TDoubleHelper.Frac

Synopsis: Bitpattern that makes up the fractional part.

Declaration: `Property Frac : QWord`

Visibility: `public`

Access: `Read,Write`

Description: `Frac` is the bit pattern representing the fractional part (significand) including the preceding 1 (the hidden bit).

See also: `TDoubleHelper.Bytes` (1735), `TDoubleHelper.Sign` (1735), `TDoubleHelper.Exp` (1735), `TDoubleHelper.Mantissa` (1734), `TDoubleHelper.Fraction` (1734), `TDoubleHelper.Exponent` (1734)

76.73 TEncoding

76.73.1 Method overview

Page	Method	Description
1737	<code>Clone</code>	
1737	<code>Convert</code>	
1736	<code>FreeEncodings</code>	
1737	<code>GetBufferEncoding</code>	
1737	<code>GetEncoding</code>	
1737	<code>GetMaxByteCount</code>	
1738	<code>GetMaxCharCount</code>	
1738	<code>GetPreamble</code>	
1738	<code>GetString</code>	
1737	<code>IsStandardEncoding</code>	

76.73.2 Property overview

Page	Properties	Access	Description
1738	<code>ANSI</code>	<code>r</code>	
1739	<code>ASCII</code>	<code>r</code>	
1739	<code>BigEndianUnicode</code>	<code>r</code>	
1738	<code>CodePage</code>	<code>r</code>	
1739	<code>Default</code>	<code>r</code>	
1738	<code>EncodingName</code>	<code>r</code>	
1738	<code>IsSingleByte</code>	<code>r</code>	
1739	<code>Unicode</code>	<code>r</code>	
1739	<code>UTF7</code>	<code>r</code>	
1739	<code>UTF8</code>	<code>r</code>	

76.73.3 TEncoding.FreeEncodings

Declaration: `class procedure FreeEncodings`

Visibility: `public`

76.73.4 TEncoding.Clone

Declaration: function Clone : TEncoding; Virtual

Visibility: public

76.73.5 TEncoding.Convert

Declaration: class function Convert(Source: TEncoding; Destination: TEncoding;
 const Bytes: TBytes) : TBytes; Overload
 class function Convert(Source: TEncoding; Destination: TEncoding;
 const Bytes: TBytes; StartIndex: Integer;
 Count: Integer) : TBytes; Overload

Visibility: public

76.73.6 TEncoding.IsStandardEncoding

Declaration: class function IsStandardEncoding(AEncoding: TEncoding) : Boolean
 ; Static

Visibility: public

76.73.7 TEncoding.GetBufferEncoding

Declaration: class function GetBufferEncoding(const Buffer: TBytes;
 var AEncoding: TEncoding) : Integer
 ; Overload; Static
 class function GetBufferEncoding(const Buffer: TBytes;
 var AEncoding: TEncoding;
 ADefaultEncoding: TEncoding) : Integer
 ; Overload; Static

Visibility: public

76.73.8 TEncoding.GetEncoding

Declaration: class function GetEncoding(CodePage: Integer) : TEncoding; Overload
 ; Static
 class function GetEncoding(const EncodingName: UnicodeString)
 : TEncoding; Overload; Static

Visibility: public

76.73.9 TEncoding.GetMaxByteCount

Declaration: function GetMaxByteCount(CharCount: Integer) : Integer; Virtual
 ; Abstract

Visibility: public

76.73.10 TEncoding.GetMaxCharCount

Declaration: `function GetMaxCharCount(ByteCount: Integer) : Integer; Virtual
; Abstract`

Visibility: public

76.73.11 TEncoding.GetPreamble

Declaration: `function GetPreamble : TBytes; Virtual; Abstract`

Visibility: public

76.73.12 TEncoding.GetString

Declaration: `function GetString(const Bytes: TBytes) : UnicodeString; Overload
function GetString(const Bytes: TBytes; ByteIndex: Integer;
ByteCount: Integer) : UnicodeString; Overload`

Visibility: public

76.73.13 TEncoding.CodePage

Declaration: `Property CodePage : Cardinal`

Visibility: public

Access: Read

76.73.14 TEncoding.EncodingName

Declaration: `Property EncodingName : UnicodeString`

Visibility: public

Access: Read

76.73.15 TEncoding.IsSingleByte

Declaration: `Property IsSingleByte : Boolean`

Visibility: public

Access: Read

76.73.16 TEncoding.ANSI

Declaration: `Property ANSI : TEncoding`

Visibility: public

Access: Read

76.73.17 TEncoding.ASCII

Declaration: Property ASCII : TEncoding

Visibility: public

Access: Read

76.73.18 TEncoding.BigEndianUnicode

Declaration: Property BigEndianUnicode : TEncoding

Visibility: public

Access: Read

76.73.19 TEncoding.Default

Declaration: Property Default : TEncoding

Visibility: public

Access: Read

76.73.20 TEncoding.Unicode

Declaration: Property Unicode : TEncoding

Visibility: public

Access: Read

76.73.21 TEncoding.UTF7

Declaration: Property UTF7 : TEncoding

Visibility: public

Access: Read

76.73.22 TEncoding.UTF8

Declaration: Property UTF8 : TEncoding

Visibility: public

Access: Read

76.74 TExtendedHelper

76.74.1 Description

TExtendedHelper is the helper type for the Extended-sized floating point type. It contains some conversion methods, as well as access to the low-level structure of the floating-point representation of a Extended.

See also: TDoubleHelper ([1730](#)), TExtendedHelper ([1739](#))

76.74.2 Method overview

Page	Method	Description
1743	BuildUp	Build a Extended-sized floating point from its composing parts
1743	Exponent	Exponent of the floating-point value
1744	Fraction	Fraction of the floating-point value
1742	IsInfinity	Check whether a value is positive or negative infinity.
1742	IsNan	Check whether a value equals NaN.
1742	IsNegativeInfinity	Check whether a value is negative infinity.
1742	IsPositiveInfinity	Check whether a value is positive infinity.
1744	Mantissa	Mantissa of the floating-point
1741	Parse	Convert a string to a floating point value
1743	Size	Size (in bytes) of a Extended-sized floating point value.
1744	SpecialType	Return the type of the Extended-sized floating point value
1740	ToString	Convert a Extended-sized floating point value to a string
1741	TryParse	Try to convert a string to a Extended-sized floating point value.

76.74.3 Property overview

Page	Properties	Access	Description
1744	Bytes	rw	Indexed access to the individual bytes of the floating point value
1745	Exp	rw	The bit pattern of the exponent as stored in memory.
1745	Frac	rw	Bitpattern that makes up the fractional part.
1745	Sign	rw	Sign of the floating point value
1745	Words	rw	Indexed access to the words that make up the floating point value

76.74.4 TExtendedHelper.ToString

Synopsis: Convert a Extended-sized floating point value to a string

```

Declaration: class function ToString(const AValue: Extended) : string; Overload
              ; Static
class function ToString(const AValue: Extended;
                        const AFormatSettings: TFormatSettings) : string
              ; Overload; Static
class function ToString(const AValue: Extended;
                        const AFormat: TFloatFormat;
                        const APrecision: Integer;
                        const ADigits: Integer) : string; Overload
              ; Static
class function ToString(const AValue: Extended;
                        const AFormat: TFloatFormat;
                        const APrecision: Integer;
                        const ADigits: Integer;
                        const AFormatSettings: TFormatSettings) : string
              ; Overload; Static
function ToString(const AFormat: TFloatFormat;
                  const APrecision: Integer; const ADigits: Integer)
                  : string; Overload
function ToString(const AFormat: TFloatFormat;
                  const APrecision: Integer; const ADigits: Integer;
                  const AFormatSettings: TFormatSettings) : string
                  ; Overload
function ToString(const AFormatSettings: TFormatSettings) : string

```

```

        ; Overload
function ToString : string; Overload

```

Visibility: public

Description: `ToString` will convert `AValue` (or `Self` in the plain method version) to a string. Optionally `FormatSettings` can be specified, to be able to specify the decimal separator character to use.

Additionally, a precision `APrecision` and number of digits `ADigits` can be specified, in conjunction with a `AFormat` parameter to specify the form in which the floating-point value must be represented. (see `TFloatFormat` (1558) for an explanation of the various values). In this case, `FloatToStrF` (1627) is used to format the value. In the absence of these parameters, `FloatToStr` (1626) is called.

See also: `FloatToStr` (1626), `FloatToStrF` (1627), `TFloatFormat` (1558)

76.74.5 TExtendedHelper.Parse

Synopsis: Convert a string to a floating point value

```

Declaration: class function Parse(const AString: string) : Extended; Overload
                ; Static
class function Parse(const AString: string;
                    const AFormatSettings: TFormatSettings) : Extended
                ; Overload; Static

```

Visibility: public

Description: `Parse` will try to convert `AString` to a `Extended`-sized floating point value. It will take into account internationalization settings. (it uses `FloatToStr`).

Errors: If the string `AString` is not a valid floating-point value, a `EConvertError` (1709) exception is raised.

See also: `FloatToStr` (1626), `TExtendedHelper.ToString` (1740), `TExtendedHelper.TryParse` (1741)

76.74.6 TExtendedHelper.TryParse

Synopsis: Try to convert a string to a `Extended`-sized floating point value.

```

Declaration: class function TryParse(const AString: string; out AValue: Extended)
                : Boolean; Overload; Static
class function TryParse(const AString: string; out AValue: Extended;
                    const AFormatSettings: TFormatSettings) : Boolean
                ; Overload; Static

```

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `Extended`-sized floating point value and reports `True` if the conversion was successful. In that case the parsed value is returned in `AValue`.

If the conversion failed, `False` is returned.

See also: `TExtendedHelper.Parse` (1741), `TExtendedHelper.ToString` (1740)

76.74.7 TExtendedHelper.IsNaN

Synopsis: Check whether a value equals NaN.

Declaration: `class function IsNaN(const AValue: Extended) : Boolean; Overload
; Static
function IsNaN : Boolean; Overload`

Visibility: public

Description: `IsNaN` checks whether a Extended-sized floating point value is NaN (Not a Number). If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TExtendedHelper.IsInfinity` (1742), `TExtendedHelper.IsPositiveInfinity` (1742), `TExtendedHelper.IsNegativeInfinity` (1742)

76.74.8 TExtendedHelper.IsInfinity

Synopsis: Check whether a value is positive or negative infinity.

Declaration: `class function IsInfinity(const AValue: Extended) : Boolean; Overload
; Static
function IsInfinity : Boolean; Overload`

Visibility: public

Description: `IsInfinity` checks whether a Extended-sized floating point value represents a positive or negative infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TExtendedHelper.IsNaN` (1742), `TExtendedHelper.IsPositiveInfinity` (1742), `TExtendedHelper.IsNegativeInfinity` (1742)

76.74.9 TExtendedHelper.IsNegativeInfinity

Synopsis: Check whether a value is negative infinity.

Declaration: `class function IsNegativeInfinity(const AValue: Extended) : Boolean
; Overload; Static
function IsNegativeInfinity : Boolean; Overload`

Visibility: public

Description: `IsNegativeInfinity` checks whether a Extended-sized floating point value represents a negative infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TExtendedHelper.IsNaN` (1742), `TExtendedHelper.IsPositiveInfinity` (1742), `TExtendedHelper.IsInfinity` (1742)

76.74.10 TExtendedHelper.IsPositiveInfinity

Synopsis: Check whether a value is positive infinity.

Declaration: `class function IsPositiveInfinity(const AValue: Extended) : Boolean
; Overload; Static
function IsPositiveInfinity : Boolean; Overload`

Visibility: public

Description: `IsPositiveInfinity` checks whether a Extended-sized floating point value represents a positive infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: `TExtendedHelper.IsNan` (1742), `TExtendedHelper.IsNegativeInfinity` (1742), `TExtendedHelper.IsInfinity` (1742)

76.74.11 TExtendedHelper.Size

Synopsis: Size (in bytes) of a Extended-sized floating point value.

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` is the size (in bytes) of a Extended-sized floating point value. It is equivalent to calling `SizeOf(Extended)`.

See also: `SizeOf` (1484)

76.74.12 TExtendedHelper.BuildUp

Synopsis: Build a Extended-sized floating point from its composing parts

Declaration: `procedure BuildUp(const ASignFlag: Boolean; const AMantissa: QWord; const AExponent: Integer)`

Visibility: public

Description: `BuildUp` will compose a Extended-sized floating point value from the sign `ASignFlag`, mantissa `AMantissa` and exponent `AExponent`. It simply sets the `Sign` (1745), `Exp` (1745) and `Frac` (1745) properties in 1 call.

See also: `TExtendedHelper.Sign` (1745), `TExtendedHelper.Exp` (1745), `TExtendedHelper.Frac` (1745)

76.74.13 TExtendedHelper.Exponent

Synopsis: Exponent of the floating-point value

Declaration: `function Exponent : Integer`

Visibility: public

Description: `Exponent` is the value X in the representation of the floating-point value in $m \times 2^X$, i.e. the exponent.

See also: `TExtendedHelper.Sign` (1745), `TExtendedHelper.Exp` (1745), `TExtendedHelper.Frac` (1745), `TExtendedHelper.Fraction` (1744), `TExtendedHelper.Mantissa` (1744)

76.74.14 TExtendedHelper.Fraction

Synopsis: Fraction of the floating-point value

Declaration: `function Fraction : Extended`

Visibility: public

Description: `Fraction` is the decimal part of the floating-point value.

See also: `TExtendedHelper.Sign` (1745), `TExtendedHelper.Exp` (1745), `TExtendedHelper.Exponent` (1743), `TExtendedHelper.Frac` (1745), `TExtendedHelper.Mantissa` (1744)

76.74.15 TExtendedHelper.Mantissa

Synopsis: Mantissa of the floating-point

Declaration: `function Mantissa : QWord`

Visibility: public

Description: `Mantissa` is the value of the significand without the hidden bit. This means it the plain bit pattern as it is stored in memory.

See also: `TExtendedHelper.Sign` (1745), `TExtendedHelper.Exp` (1745), `TExtendedHelper.Exponent` (1743), `TExtendedHelper.Frac` (1745), `TExtendedHelper.Fraction` (1744)

76.74.16 TExtendedHelper.SpecialType

Synopsis: Return the type of the Extended-sized floating point value

Declaration: `function SpecialType : TFloatSpecial`

Visibility: public

Description: `SpecialType` checks whether the Extended-sized floating point value equals one of several special values, and returns an enumerated value describing which value this is. See `TFloatSpecial` (1538) for an explanation of the possible values.

See also: `TFloatSpecial` (1538)

76.74.17 TExtendedHelper.Bytes

Synopsis: Indexed access to the individual bytes of the floating point value

Declaration: `Property Bytes[AIndex: Cardinal]: Byte`

Visibility: public

Access: Read,Write

Description: `Bytes` can be used to get or set the various bytes that make up the Extended-sized floating point value. The index runs from 0 to `Size-1`.

See also: `TExtendedHelper.Words` (1745), `TExtendedHelper.Size` (1743)

76.74.18 TExtendedHelper.Words

Synopsis: Indexed access to the words that make up the floating point value

Declaration: `Property Words[AIndex: Cardinal]: Word`

Visibility: public

Access: Read,Write

Description: `Words` can be used to get or set the various bytes that make up the Extended-sized floating point value. The index runs from 0 to $(\text{Size}-1) \div 2$.

See also: `TExtendedHelper.Bytes` (1744), `TExtendedHelper.Size` (1743)

76.74.19 TExtendedHelper.Sign

Synopsis: Sign of the floating point value

Declaration: `Property Sign : Boolean`

Visibility: public

Access: Read,Write

Description: `Sign` returns `True` if the sign bit of the value is set (i.e. it is a negative value) or `False` if it is not set (i.e. it is a positive value).

See also: `TExtendedHelper.Bytes` (1744), `TExtendedHelper.Exp` (1745), `TExtendedHelper.Frac` (1745), `TExtendedHelper.Mantissa` (1744), `TExtendedHelper.Fraction` (1744), `TExtendedHelper.Exponent` (1743)

76.74.20 TExtendedHelper.Exp

Synopsis: The bit pattern of the exponent as stored in memory.

Declaration: `Property Exp : QWord`

Visibility: public

Access: Read,Write

Description: `Exp` is the internal representation of the Exponent (1743).

See also: `TExtendedHelper.Bytes` (1744), `TExtendedHelper.Sign` (1745), `TExtendedHelper.Frac` (1745), `TExtendedHelper.Mantissa` (1744), `TExtendedHelper.Fraction` (1744), `TExtendedHelper.Exponent` (1743)

76.74.21 TExtendedHelper.Frac

Synopsis: Bitpattern that makes up the fractional part.

Declaration: `Property Frac : QWord`

Visibility: public

Access: Read,Write

Description: `Frac` is the bit pattern representing the fractional part (significand) including the preceding 1 (the hidden bit).

See also: `TExtendedHelper.Bytes` (1744), `TExtendedHelper.Sign` (1745), `TExtendedHelper.Exp` (1745), `TExtendedHelper.Mantissa` (1744), `TExtendedHelper.Fraction` (1744), `TExtendedHelper.Exponent` (1743)

76.75 TGuidHelper

76.75.1 Description

TGuidHelper provides various methods for a TGUID (1538) type.

See also: TGUID (1538)

76.75.2 Method overview

Page	Method	Description
1746	Create	Initialize a TGUID instance from data.
1747	NewGuid	Create a new GUID
1747	ToByteArray	Convert to array of bytes
1747	ToString	Convert to string

76.75.3 TGuidHelper.Create

Synopsis: Initialize a TGUID instance from data.

```
Declaration: class function Create(const Data; BigEndian: Boolean) : TGuid; Overload
              ; Static
class function Create(const Data: Array of Byte; AStartIndex: Cardinal;
                    BigEndian: Boolean) : TGuid; Overload; Static
class function Create(const Data; DataEndian: TEndian) : TGuid
              ; Overload; Static
class function Create(const B: TBytes; DataEndian: TEndian) : TGuid
              ; Overload; Static
class function Create(const B: TBytes; AStartIndex: Cardinal;
                    DataEndian: TEndian) : TGuid; Overload; Static
class function Create(const S: string) : TGuid; Overload; Static
class function Create(A: Integer; B: SmallInt; C: SmallInt;
                    const D: TBytes) : TGuid; Overload; Static
class function Create(A: Integer; B: SmallInt; C: SmallInt; D: Byte;
                    E: Byte; F: Byte; G: Byte; H: Byte; I: Byte;
                    J: Byte; K: Byte) : TGuid; Overload; Static
class function Create(A: Cardinal; B: Word; C: Word; D: Byte; E: Byte;
                    F: Byte; G: Byte; H: Byte; I: Byte; J: Byte;
                    K: Byte) : TGuid; Overload; Static
```

Visibility: default

Description: Create will initialize a TGUID (1538) from byte data. The byte-data can come in different forms

Data can be a plain buffer. The GUID Data will be read from the buffer (SizeOf(TGUID) bytes), according to the BigEndian argument.

Data can be an array of bytes. SizeOf(TGUID) bytes will be read from the array, starting at index StartIndex (default 0). The GUID Data will be read according to the BigEndian argument.

Scan can be a string containing a string representation of the GUID, which is converted using StringToGUID (1671).

A,B,C,D (optionally E,F,G,H,I,J,K) where the arguments are simply the various components of the GUID.

See also: TGUID (1538), StringToGUID (1671)

76.75.4 TGuidHelper.NewGuid

Synopsis: Create a new GUID

Declaration: `class function NewGuid : TGuid; Static`

Visibility: default

Description: `NewGUID` creates and returns a new (??) using `CreateGUID` (1592)

See also: `CreateGUID` (1592)

76.75.5 TGuidHelper.ToByteArray

Synopsis: Convert to array of bytes

Declaration: `function ToByteArray(DataEndian: TEndian) : TBytes`

Visibility: default

Description: `ToByteArray` converts the `TGUID` to an array of bytes (of length `SizeOf(TGUID)`). The bytes will be ordered according to `DataEndian`.

See also: `TGUIDHelper.ToString` (1747), `TGUIDHelper.Create` (1746)

76.75.6 TGuidHelper.ToString

Synopsis: Convert to string

Declaration: `function ToString(SkipBrackets: Boolean) : string`

Visibility: default

Description: `ToString` will convert the `TGUID` to a string representation, using `GUIDToString` (1649)

See also: `GUIDToString` (1649)

76.76 TInt64Helper

76.76.1 Description

`TInt64Helper` contains some auxiliary routines for a `Int64`-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TIntegerHelper` (1750), `TByteHelper` (1724), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TNativeUIntHelper` (1760)

76.76.2 Method overview

Page	Method	Description
1748	<code>Parse</code>	Convert from a string
1748	<code>Size</code>	Size, in bytes, of the <code>Int64</code> value
1749	<code>ToBoolean</code>	Convert to a boolean value
1749	<code>ToDouble</code>	Convert to a double-sized floating point value
1749	<code>ToExtended</code>	Convert to an extended-sized floating point value
1750	<code>ToHexString</code>	Convert to a hexadecimal string representation
1750	<code>ToSingle</code>	Convert to a single-sized floating point value
1748	<code>ToString</code>	Convert the value to string
1749	<code>TryParse</code>	Try to convert a string to a <code>Int64</code> , report success or failure

76.76.3 `TInt64Helper.Parse`

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : Int64; Static`

Visibility: `public`

Description: `Parse` will attempt to convert the string `AString` to a `Int64` value. It uses the `StrToInt64` ([1686](#)) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid `Int64` value, an `EConvertError` ([1709](#)) exception is raised.

See also: `TInt64Helper.ToString` ([1748](#)), `TInt64Helper.TryParse` ([1749](#)), `StrToInt64` ([1686](#))

76.76.4 `TInt64Helper.Size`

Synopsis: Size, in bytes, of the `Int64` value

Declaration: `class function Size : Integer; Static`

Visibility: `public`

Description: `Size` returns the size (in `Int64s`) of the `Int64` value. This is equivalent to `SizeOf(Int64)`.

Errors: None.

See also: `SizeOf` ([1484](#))

76.76.5 `TInt64Helper.ToString`

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: Int64) : string; Overload
; Static
function ToString : string; Overload`

Visibility: `public`

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `Int64` value itself is used. The `IntToStr` ([1653](#)) function is used to do the conversion.

See also: `TInt64Helper.Parse` ([1748](#)), `IntToStr` ([1653](#))

76.76.6 TInt64Helper.TryParse

Synopsis: Try to convert a string to a Int64, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: Int64)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `Int64`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `Int64` is returned in `AValue`.

It uses the `val` (1538) function to perform the conversion, so no localization is taken into account.

See also: `TInt64Helper.Parse` (1748), `Val` (1506)

76.76.7 TInt64Helper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `Int64` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TInt64Helper.ToSingle` (1750), `TInt64Helper.ToDouble` (1749), `TInt64Helper.ToExtended` (1749), `TInt64Helper.ToString` (1748), `TInt64Helper.ToHexString` (1750)

76.76.8 TInt64Helper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `Int64` value to a double-sized floating point value.

See also: `TInt64Helper.ToBoolean` (1749), `TInt64Helper.ToExtended` (1749), `TInt64Helper.ToSingle` (1750), `TInt64Helper.ToString` (1748), `TInt64Helper.ToHexString` (1750)

76.76.9 TInt64Helper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `Int64` value to an extended-sized floating point value.

See also: `TInt64Helper.ToBoolean` (1749), `TInt64Helper.ToSingle` (1750), `TInt64Helper.ToDouble` (1749), `TInt64Helper.ToString` (1748), `TInt64Helper.ToHexString` (1750)

76.76.10 TInt64Helper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `Int64` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TInt64Helper.ToBoolean` (1749), `TInt64Helper.ToSingle` (1750), `TInt64Helper.ToDouble` (1749), `TInt64Helper.ToString` (1748), `TInt64Helper.ToExtended` (1749)

76.76.11 TInt64Helper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `Int64` value to a single-sized floating point value.

See also: `TInt64Helper.ToBoolean` (1749), `TInt64Helper.ToDouble` (1749), `TInt64Helper.ToExtended` (1749), `TInt64Helper.ToString` (1748), `TInt64Helper.ToHexString` (1750)

76.77 TIntegerHelper

76.77.1 Description

`TIntegerHelper` contains some auxiliary routines for a `Integer`-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TByteHelper` (1724), `TInt64Helper` (1747), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TNativeUIntHelper` (1760)

76.77.2 Method overview

Page	Method	Description
1751	<code>Parse</code>	Convert from a string
1751	<code>Size</code>	Size, in bytes, of the <code>Integer</code> value
1752	<code>ToBoolean</code>	Convert to a boolean value
1752	<code>ToDouble</code>	Convert to a double-sized floating point value
1752	<code>ToExtended</code>	Convert to an extended-sized floating point value
1752	<code>ToHexString</code>	Convert to a hexadecimal string representation
1753	<code>ToSingle</code>	Convert to an single-sized floating point value
1751	<code>ToString</code>	Convert the value to string
1751	<code>TryParse</code>	Try to convert a string to a <code>Integer</code> , report success or failure

76.77.3 TIntegerHelper.Size

Synopsis: Size, in bytes, of the Integer value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: Size returns the size (in Integers) of the Integer value. This is equivalent to `SizeOf(Integer)`.

Errors: None.

See also: `SizeOf` ([1484](#))

76.77.4 TIntegerHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: Integer) : string; Overload
; Static
function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the Integer value itself is used. The `IntToStr` ([1653](#)) function is used to do the conversion.

See also: `TIntegerHelper.Parse` ([1751](#)), `IntToStr` ([1653](#))

76.77.5 TIntegerHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : Integer; Static`

Visibility: public

Description: `Parse` will attempt to convert the string `AString` to a Integer value. It uses the `StrToInt` ([1685](#)) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid Integer value, an `EConvertError` ([1709](#)) exception is raised.

See also: `TIntegerHelper.ToString` ([1751](#)), `TIntegerHelper.TryParse` ([1751](#)), `StrToInt` ([1685](#))

76.77.6 TIntegerHelper.TryParse

Synopsis: Try to convert a string to a Integer, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: Integer)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a Integer, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the Integer is returned in `AValue`.

It uses the `val` ([1538](#)) function to perform the conversion, so no localization is taken into account.

See also: `TIntegerHelper.Parse` ([1751](#)), `Val` ([1506](#))

76.77.7 TIntegerHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `Integer` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TIntegerHelper.ToSingle` (1753), `TIntegerHelper.ToDouble` (1752), `TIntegerHelper.ToExtended` (1752), `TIntegerHelper.ToString` (1751), `TIntegerHelper.ToHexString` (1752)

76.77.8 TIntegerHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `Integer` value to a double-sized floating point value.

See also: `TIntegerHelper.ToBoolean` (1752), `TIntegerHelper.ToExtended` (1752), `TIntegerHelper.ToSingle` (1753), `TIntegerHelper.ToString` (1751), `TIntegerHelper.ToHexString` (1752)

76.77.9 TIntegerHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `Integer` value to an extended-sized floating point value.

See also: `TIntegerHelper.ToBoolean` (1752), `TIntegerHelper.ToSingle` (1753), `TIntegerHelper.ToDouble` (1752), `TIntegerHelper.ToString` (1751), `TIntegerHelper.ToHexString` (1752)

76.77.10 TIntegerHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `Integer` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TIntegerHelper.ToBoolean` (1752), `TIntegerHelper.ToSingle` (1753), `TIntegerHelper.ToDouble` (1752), `TIntegerHelper.ToString` (1751), `TIntegerHelper.ToExtended` (1752)

76.77.11 TIntegerHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the Integer value to a single-sized floating point value.

See also: `TIntegerHelper.ToBoolean` (1752), `TIntegerHelper.ToDouble` (1752), `TIntegerHelper.ToExtended` (1752), `TIntegerHelper.ToString` (1751), `TIntegerHelper.ToHexString` (1752)

76.78 TLongBoolHelper

76.78.1 Description

`TLongBoolHelper` is a helper type for the `LongBool` type. It contains mostly conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TIntegerHelper` (1750), `TInt64Helper` (1747), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TByteHelper` (1724), `TByteBoolHelper` (1723), `TWordBoolHelper` (1804), `TLongBoolHelper` (1753)

76.78.2 Method overview

Page	Method	Description
1753	<code>Parse</code>	Convert string value to LongBool value.
1753	<code>Size</code>	Return the size (in bytes) of the
1754	<code>ToInteger</code>	Convert to an integer value
1754	<code>ToString</code>	Convert a LongBool value to string.
1754	<code>TryToParse</code>	Try to convert a string to a LongBool value

76.78.3 TLongBoolHelper.Parse

Synopsis: Convert string value to LongBool value.

Declaration: `class function Parse(const S: string) : Boolean; Static`

Visibility: public

Description: `Parse` attempts to convert the string `S` to a LongBool value. It uses the `StrToBool` (1680) function to perform the conversion.

Errors: If `S` does not contain a valid string representation, then an `EConvertError` (1709) exception is raised.

See also: `TLongBoolHelper.TryToParse` (1754), `TLongBoolHelper.ToString` (1754), `TLongBoolHelper.ToInteger` (1754)

76.78.4 TLongBoolHelper.Size

Synopsis: Return the size (in bytes) of the

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` returns the size (in bytes) of the `LongBool` value. This is equivalent to `SizeOf (LongBool)`.

See also: `SizeOf` ([1484](#))

76.78.5 TLongBoolHelper.ToString

Synopsis: Convert a `LongBool` value to string.

```
Declaration: class function ToString(const AValue: Boolean;
                                   UseBoolStrs: TUseBoolStrs) : string; Overload
                                   ; Static
function ToString(UseBoolStrs: TUseBoolStrs) : string; Overload
```

Visibility: public

Description: `ToString` will, in the class method version, convert the `AValue` `LongBool` to a string representation. In the function method version the `LongBool` value itself (`Self`) will be converted.

If the `UseBoolStrs` parameter equals `TUseBoolStrs.True`, then the string representation will use the `LongBool` strings `BoolStrs` ([1538](#)). The default value for `UseBoolStrs` is `TUseBoolStrs.False`.

The conversion is done using the `BoolToStr` ([1585](#)) function.

See also: `BoolStrs` ([1538](#)), `BoolToStr` ([1585](#))

76.78.6 TLongBoolHelper.TryParse

Synopsis: Try to convert a string to a `LongBool` value

```
Declaration: class function TryParse(const S: string; out AValue: Boolean)
                                   : Boolean; Static
```

Visibility: public

Description: `TryParse` will attempt to convert the string `S` to a `LongBool` value. If the attempt is successful, `True` is returned, and the actual value is returned in `AValue`. If the attempt failed, `False` is returned.

See also: `TLongBoolHelper.Parse` ([1753](#)), `TLongBoolHelper.ToString` ([1754](#))

76.78.7 TLongBoolHelper.ToInteger

Synopsis: Convert to an integer value

```
Declaration: function ToInteger : Integer
```

Visibility: public

Description: `ToInteger` will return the `LongBool` value, typecasted to `Integer`.

See also: `TLongBoolHelper.ToString` ([1754](#))

76.79 TMBCSEncoding

76.79.1 Method overview

Page	Method	Description
1755	Clone	
1755	Create	
1755	GetMaxByteCount	
1755	GetMaxCharCount	
1755	GetPreamble	

76.79.2 TMBCSEncoding.Create

Declaration: constructor Create; Virtual; Overload
 constructor Create(ACodePage: Integer); Virtual; Overload
 constructor Create(ACodePage: Integer; MBToWCharFlags: Integer;
 WCharToMBFlags: Integer); Virtual; Overload

Visibility: public

76.79.3 TMBCSEncoding.Clone

Declaration: function Clone : TEncoding; Override

Visibility: public

76.79.4 TMBCSEncoding.GetMaxByteCount

Declaration: function GetMaxByteCount(CharCount: Integer) : Integer; Override

Visibility: public

76.79.5 TMBCSEncoding.GetMaxCharCount

Declaration: function GetMaxCharCount(ByteCount: Integer) : Integer; Override

Visibility: public

76.79.6 TMBCSEncoding.GetPreamble

Declaration: function GetPreamble : TBytes; Override

Visibility: public

76.80 TMultiReadExclusiveWriteSynchronizer

76.80.1 Description

TMultiReadExclusiveWriteSynchronizer is a default implementation of the IReadWriteSync (1719) interface. It uses a single mutex to protect access to the read/write resource, resulting in a single thread having access to the resource.

See also: IReadWriteSync ([1719](#))

76.80.2 Interfaces overview

Page	Interfaces	Description
1719	IReadWriteSync	Read/Write synchronizer

76.80.3 Method overview

Page	Method	Description
1757	Beginread	Request read access to the resource
1756	Beginwrite	Request write access to the resource.
1756	Create	Create a new instance of the TMultiReadExclusiveWriteSynchronizer class
1756	Destroy	Destroys the TMultiReadExclusiveWriteSynchronizer instance
1757	Endread	Release read access to the resource
1757	Endwrite	Release write access to the resource

76.80.4 TMultiReadExclusiveWriteSynchronizer.Create

Synopsis: Create a new instance of the TMultiReadExclusiveWriteSynchronizer class

Declaration: constructor Create; Virtual

Visibility: public

Description: Create creates a new instance of TMultiReadExclusiveWriteSynchronizer. It initializes a TRTLCriticalSection.

Errors: None.

See also: TRTLCriticalSection ([1333](#))

76.80.5 TMultiReadExclusiveWriteSynchronizer.Destroy

Synopsis: Destroys the TMultiReadExclusiveWriteSynchronizer instance

Declaration: destructor Destroy; Override

Visibility: public

Description: Create destroys the instance of TMultiReadExclusiveWriteSynchronizer. It frees the TRTLCriticalSection it initialized, and calls the inherited destructor.

Errors: None.

See also: TRTLCriticalSection ([1333](#))

76.80.6 TMultiReadExclusiveWriteSynchronizer.Beginwrite

Synopsis: Request write access to the resource.

Declaration: function Beginwrite : Boolean

Visibility: public

Description: Beginwrite is the implementation of IReadWriteSync.BeginWrite. It simply enters the critical section, and returns True.

Errors: None.

See also: `IReadWriteSync.BeginWrite` (1720), `EndWrite` (1757)

76.80.7 `TMultiReadExclusiveWriteSynchronizer.Endwrite`

Synopsis: Release write access to the resource

Declaration: `procedure Endwrite`

Visibility: `public`

Description: `Beginwrite` is the implementation of `IReadWriteSync.EndWrite`. It simply leaves the critical section.

Errors: None.

See also: `IReadWriteSync.EndWrite` (1720), `BeginWrite` (1756)

76.80.8 `TMultiReadExclusiveWriteSynchronizer.Beginread`

Synopsis: Request read access to the resource

Declaration: `procedure Beginread`

Visibility: `public`

Description: `BeginRead` is the implementation of `IReadWriteSync.BeginRead`. It simply attempts to enter the critical section.

Errors: None.

See also: `IReadWriteSync.BeginRead` (1720), `EndRead` (1757)

76.80.9 `TMultiReadExclusiveWriteSynchronizer.Endread`

Synopsis: Release read access to the resource

Declaration: `procedure Endread`

Visibility: `public`

Description: `EndRead` is the implementation of `IReadWriteSync.EndRead`. It simply leaves the critical section.

Errors: None.

See also: `IReadWriteSync.EndRead` (1720), `BeginRead` (1757)

76.81 `TNativeIntHelper`

76.81.1 Description

`TNativeIntHelper` contains some auxiliary routines for a `NativeInt`-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TIntegerHelper` (1750), `TInt64Helper` (1747), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TByteHelper` (1724)

76.81.2 Method overview

Page	Method	Description
1758	<code>Parse</code>	Convert from a string
1758	<code>Size</code>	Size, in bytes, of the <code>NativeInt</code> value
1759	<code>ToBoolean</code>	Convert to a boolean value
1759	<code>ToDouble</code>	Convert to a double-sized floating point value
1759	<code>ToExtended</code>	Convert to an extended-sized floating point value
1760	<code>ToHexString</code>	Convert to a hexadecimal string representation
1760	<code>ToSingle</code>	Convert to a single-sized floating point value
1758	<code>ToString</code>	Convert the value to string
1759	<code>TryParse</code>	Try to convert a string to a <code>NativeInt</code> , report success or failure

76.81.3 `TNativeIntHelper.Parse`

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : NativeInt; Static`

Visibility: public

Description: `Parse` will attempt to convert the string `AString` to a `NativeInt` value. It uses the `StrToInt` ([1685](#)) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid `NativeInt` value, an `EConvertError` ([1709](#)) exception is raised.

See also: `TNativeIntHelper.ToString` ([1758](#)), `TNativeIntHelper.TryParse` ([1759](#)), `StrToInt` ([1685](#))

76.81.4 `TNativeIntHelper.Size`

Synopsis: Size, in bytes, of the `NativeInt` value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` returns the size (in `NativeInts`) of the `NativeInt` value. This is equivalent to `SizeOf(NativeInt)`.

Errors: None.

See also: `SizeOf` ([1484](#))

76.81.5 `TNativeIntHelper.ToString`

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: NativeInt) : string; Overload
; Static
function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `NativeInt` value itself is used. The `IntToStr` ([1653](#)) function is used to do the conversion.

See also: `TNativeIntHelper.Parse` ([1758](#)), `IntToStr` ([1653](#))

76.81.6 TNativeIntHelper.TryParse

Synopsis: Try to convert a string to a NativeInt, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: NativeInt)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `NativeInt`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `NativeInt` is returned in `AValue`.

It uses the `val` (1538) function to perform the conversion, so no localization is taken into account.

See also: `TNativeIntHelper.Parse` (1758), `Val` (1506)

76.81.7 TNativeIntHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `NativeInt` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TNativeIntHelper.ToSingle` (1760), `TNativeIntHelper.ToDouble` (1759), `TNativeIntHelper.ToExtended` (1759), `TNativeIntHelper.ToString` (1758), `TNativeIntHelper.ToHexString` (1760)

76.81.8 TNativeIntHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `NativeInt` value to a double-sized floating point value.

See also: `TNativeIntHelper.ToBoolean` (1759), `TNativeIntHelper.ToExtended` (1759), `TNativeIntHelper.ToSingle` (1760), `TNativeIntHelper.ToString` (1758), `TNativeIntHelper.ToHexString` (1760)

76.81.9 TNativeIntHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `NativeInt` value to an extended-sized floating point value.

See also: `TNativeIntHelper.ToBoolean` (1759), `TNativeIntHelper.ToSingle` (1760), `TNativeIntHelper.ToDouble` (1759), `TNativeIntHelper.ToString` (1758), `TNativeIntHelper.ToHexString` (1760)

76.81.10 TNativeIntHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `NativeInt` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TNativeIntHelper.ToBoolean` (1759), `TNativeIntHelper.ToSingle` (1760), `TNativeIntHelper.ToDouble` (1759), `TNativeIntHelper.ToString` (1758), `TNativeIntHelper.ToExtended` (1759)

76.81.11 TNativeIntHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `NativeInt` value to a single-sized floating point value.

See also: `TNativeIntHelper.ToBoolean` (1759), `TNativeIntHelper.ToDouble` (1759), `TNativeIntHelper.ToExtended` (1759), `TNativeIntHelper.ToString` (1758), `TNativeIntHelper.ToHexString` (1760)

76.82 TNativeUIntHelper

76.82.1 Description

`NativeUInt` contains some auxiliary routines for a `NativeUInt`-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TIntegerHelper` (1750), `TInt64Helper` (1747), `TQWordHelper` (1763), `TNativeIntHelper` (1757), `TByteHelper` (1724)

76.82.2 Method overview

Page	Method	Description
1761	<code>Parse</code>	Convert from a string
1761	<code>Size</code>	Size, in bytes, of the <code>NativeUInt</code> value
1762	<code>ToBoolean</code>	Convert to a boolean value
1762	<code>ToDouble</code>	Convert to a double-sized floating point value
1762	<code>ToExtended</code>	Convert to an extended-sized floating point value
1762	<code>ToHexString</code>	Convert to a hexadecimal string representation
1763	<code>ToSingle</code>	Convert to an single-sized floating point value
1761	<code>ToString</code>	Convert the value to string
1761	<code>TryParse</code>	Try to convert a string to a <code>NativeUInt</code> , report success or failure

76.82.3 TNativeUIntHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : NativeUInt; Static`

Visibility: public

Description: `Parse` will attempt to convert the string `AString` to a `NativeUInt` value. It uses the `StrToInt (1685)` function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid `NativeUInt` value, an `EConvertError (1709)` exception is raised.

See also: `NativeUInt.ToString (1538)`, `NativeUInt.TryParse (1538)`, `StrToInt (1685)`

76.82.4 TNativeUIntHelper.Size

Synopsis: Size, in bytes, of the `NativeUInt` value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` returns the size (in `NativeUInts`) of the `NativeUInt` value. This is equivalent to `SizeOf (NativeUInt)`.

Errors: None.

See also: `SizeOf (1484)`

76.82.5 TNativeUIntHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: NativeUInt) : string; Overload`
`; Static`
`function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `NativeUInt` value itself is used. The `IntToStr (1653)` function is used to do the conversion.

See also: `NativeUInt.Parse (1538)`, `IntToStr (1653)`

76.82.6 TNativeUIntHelper.TryParse

Synopsis: Try to convert a string to a `NativeUInt`, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: NativeUInt)`
`: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `NativeUInt`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `NativeUInt` is returned in `AValue`.

It uses the `val (1538)` function to perform the conversion, so no localization is taken into account.

See also: `NativeUInt.Parse (1538)`, `Val (1506)`

76.82.7 TNativeUIntHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `NativeUInt` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `NativeUInt.ToSingle` (1538), `NativeUInt.ToDouble` (1538), `NativeUInt.ToExtended` (1538), `NativeUInt.ToString` (1538), `NativeUInt.ToHexString` (1538)

76.82.8 TNativeUIntHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `NativeUInt` value to a double-sized floating point value.

See also: `NativeUInt.ToBoolean` (1538), `NativeUInt.ToExtended` (1538), `NativeUInt.ToSingle` (1538), `NativeUInt.ToString` (1538), `NativeUInt.ToHexString` (1538)

76.82.9 TNativeUIntHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `NativeUInt` value to an extended-sized floating point value.

See also: `NativeUInt.ToBoolean` (1538), `NativeUInt.ToSingle` (1538), `NativeUInt.ToDouble` (1538), `NativeUInt.ToString` (1538), `NativeUInt.ToHexString` (1538)

76.82.10 TNativeUIntHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `NativeUInt` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `NativeUInt.ToBoolean` (1538), `NativeUInt.ToSingle` (1538), `NativeUInt.ToDouble` (1538), `NativeUInt.ToString` (1538), `NativeUInt.ToExtended` (1538)

76.82.11 TNativeUIntHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `NativeUInt` value to a single-sized floating point value.

See also: `NativeUInt.ToBoolean` (1538), `NativeUInt.ToDouble` (1538), `NativeUInt.ToExtended` (1538), `NativeUInt.ToString` (1538), `NativeUInt.ToHexString` (1538)

76.83 TQWordHelper

76.83.1 Description

`TQWordHelper` contains some auxiliary routines for a `QWord`-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: `TStringHelper` (1780), `TShortIntHelper` (1766), `TSmallIntHelper` (1778), `TWordHelper` (1806), `TCardinalHelper` (1727), `TIntegerHelper` (1750), `TInt64Helper` (1747), `TByteHelper` (1724), `TNativeIntHelper` (1757), `TNativeUIntHelper` (1760)

76.83.2 Method overview

Page	Method	Description
1763	<code>Parse</code>	Convert from a string
1764	<code>Size</code>	Size, in bytes, of the <code>QWord</code> value
1764	<code>ToBoolean</code>	Convert to a boolean value
1765	<code>ToDouble</code>	Convert to a double-sized floating point value
1765	<code>ToExtended</code>	Convert to an extended-sized floating point value
1765	<code>ToHexString</code>	Convert to a hexadecimal string representation
1765	<code>ToSingle</code>	Convert to an single-sized floating point value
1764	<code>ToString</code>	Convert the value to string
1764	<code>TryParse</code>	Try to convert a string to a <code>QWord</code> , report success or failure

76.83.3 TQWordHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : QWord; Static`

Visibility: public

Description: `Parse` will attempt to convert the string `AString` to a `QWord` value. It uses the `StrToQWord` (1687) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid `QWord` value, an `EConvertError` (1709) exception is raised.

See also: `TQWordHelper.ToString` (1764), `TQWordHelper.TryParse` (1764), `StrToQWord` (1687)

76.83.4 TQWordHelper.Size

Synopsis: Size, in bytes, of the QWord value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: Size returns the size (in QWords) of the QWord value. This is equivalent to `SizeOf(QWord)`.

Errors: None.

See also: `SizeOf` ([1484](#))

76.83.5 TQWordHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: QWord) : string; Overload
; Static
function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `QWord` value itself is used. The `IntToStr` ([1653](#)) function is used to do the conversion.

See also: `TQWordHelper.Parse` ([1763](#)), `IntToStr` ([1653](#))

76.83.6 TQWordHelper.TryParse

Synopsis: Try to convert a string to a QWord, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: QWord)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `QWord`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `QWord` is returned in `AValue`.

It uses the `val` ([1538](#)) function to perform the conversion, so no localization is taken into account.

See also: `TQWordHelper.Parse` ([1763](#)), `Val` ([1506](#))

76.83.7 TQWordHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `QWord` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TQWordHelper.ToSingle` ([1765](#)), `TQWordHelper.ToDouble` ([1765](#)), `TQWordHelper.ToExtended` ([1765](#)), `TQWordHelper.ToString` ([1764](#)), `TQWordHelper.ToHexString` ([1765](#))

76.83.8 TQWordHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `QWord` value to a double-sized floating point value.

See also: `TQWordHelper.ToBoolean` (1764), `TQWordHelper.ToExtended` (1765), `TQWordHelper.ToSingle` (1765), `TQWordHelper.ToString` (1764), `TQWordHelper.ToHexString` (1765)

76.83.9 TQWordHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `QWord` value to an extended-sized floating point value.

See also: `TQWordHelper.ToBoolean` (1764), `TQWordHelper.ToSingle` (1765), `TQWordHelper.ToDouble` (1765), `TQWordHelper.ToString` (1764), `TQWordHelper.ToHexString` (1765)

76.83.10 TQWordHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `QWord` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TQWordHelper.ToBoolean` (1764), `TQWordHelper.ToSingle` (1765), `TQWordHelper.ToDouble` (1765), `TQWordHelper.ToString` (1764), `TQWordHelper.ToExtended` (1765)

76.83.11 TQWordHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `QWord` value to a single-sized floating point value.

See also: `TQWordHelper.ToBoolean` (1764), `TQWordHelper.ToDouble` (1765), `TQWordHelper.ToExtended` (1765), `TQWordHelper.ToString` (1764), `TQWordHelper.ToHexString` (1765)

76.84 TShortIntHelper

76.84.1 Description

TShortIntHelper contains some auxiliary routines for a ShortInt-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: TStringHelper (1780), TByteHelper (1724), TSmallIntHelper (1778), TWordHelper (1806), TCardinalHelper (1727), TIntegerHelper (1750), TInt64Helper (1747), TQWordHelper (1763), TNativeIntHelper (1757), TNativeUIntHelper (1760)

76.84.2 Method overview

Page	Method	Description
1766	Parse	Convert from a string
1766	Size	Size, in bytes, of the ShortInt value
1767	ToBoolean	Convert to a boolean value
1767	ToDouble	Convert to a double-sized floating point value
1768	ToExtended	Convert to an extended-sized floating point value
1768	ToHexString	Convert to a hexadecimal string representation
1768	ToSingle	Convert to a single-sized floating point value
1767	ToString	Convert the value to string
1767	TryParse	Try to convert a string to a ShortInt, report success or failure

76.84.3 TShortIntHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : ShortInt; Static`

Visibility: public

Description: Parse will attempt to convert the string AString to a ShortInt value. It uses the StrToInt (1685) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid ShortInt value, an EConvertError (1709) exception is raised.

See also: TShortIntHelper.ToString (1767), TShortIntHelper.TryParse (1767), StrToInt (1685)

76.84.4 TShortIntHelper.Size

Synopsis: Size, in bytes, of the ShortInt value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: Size returns the size (in ShortInts) of the ShortInt value. This is equivalent to SizeOf(Byte).

Errors: None.

See also: SizeOf (1484)

76.84.5 TShortIntHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: ShortInt) : string; Overload
; Static
function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `ShortInt` value itself is used. The `IntToStr` (1653) function is used to do the conversion.

See also: `TShortIntHelper.Parse` (1766), `IntToStr` (1653)

76.84.6 TShortIntHelper.TryParse

Synopsis: Try to convert a string to a ShortInt, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: ShortInt)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `ShortInt`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `ShortInt` is returned in `AValue`.

It uses the `val` (1538) function to perform the conversion, so no localization is taken into account.

See also: `TShortIntHelper.Parse` (1766), `Val` (1506)

76.84.7 TShortIntHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `ShortInt` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TShortIntHelper.ToSingle` (1768), `TShortIntHelper.ToDouble` (1767), `TShortIntHelper.ToExtended` (1768), `TShortIntHelper.ToString` (1767), `TShortIntHelper.ToHexString` (1768)

76.84.8 TShortIntHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `ShortInt` value to a double-sized floating point value.

See also: `TShortIntHelper.ToBoolean` (1767), `TShortIntHelper.ToExtended` (1768), `TShortIntHelper.ToSingle` (1768), `TShortIntHelper.ToString` (1767), `TShortIntHelper.ToHexString` (1768)

76.84.9 TShortIntHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `ShortInt` value to an extended-sized floating point value.

See also: `TShortIntHelper.ToBoolean` (1767), `TShortIntHelper.ToSingle` (1768), `TShortIntHelper.ToDouble` (1767), `TShortIntHelper.ToString` (1767), `TShortIntHelper.ToHexString` (1768)

76.84.10 TShortIntHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `ShortInt` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TShortIntHelper.ToBoolean` (1767), `TShortIntHelper.ToSingle` (1768), `TShortIntHelper.ToDouble` (1767), `TShortIntHelper.ToString` (1767), `TShortIntHelper.ToExtended` (1768)

76.84.11 TShortIntHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `ShortInt` value to a single-sized floating point value.

See also: `TShortIntHelper.ToBoolean` (1767), `TShortIntHelper.ToDouble` (1767), `TShortIntHelper.ToExtended` (1768), `TShortIntHelper.ToString` (1767), `TShortIntHelper.ToHexString` (1768)

76.85 TSimpleRWSync

76.85.1 Description

`TSimpleRWSync` implements a simple read/write locking mechanism. It controls access to an object: only a single thread is allowed access to an object for either read or write operations.

Access is controlled through a single critical section.

See also: `TMultiReadExclusiveWriteSynchronizer` (1755)

76.85.2 Interfaces overview

Page	Interfaces	Description
1719	<code>IReadWriteSync</code>	Read/Write synchronizer

76.85.3 Method overview

Page	Method	Description
1770	<code>Beginread</code>	Acquire a read lock
1769	<code>Beginwrite</code>	Acquire a write lock
1769	<code>Create</code>	Create a new instance of <code>TSimpleRWSync</code>
1769	<code>Destroy</code>	Removes the <code>TSimpleRWSync</code> instance from memory
1770	<code>Endread</code>	Release the read lock
1769	<code>Endwrite</code>	Release the write lock

76.85.4 TSimpleRWSync.Create

Synopsis: Create a new instance of `TSimpleRWSync`

Declaration: `constructor Create; Virtual`

Visibility: `public`

Description: `Create` allocates a new instance of `TSimpleRWSync` and initializes the critical section for use in the various methods.

See also: `TSimpleRWSync.Destroy` ([1769](#))

76.85.5 TSimpleRWSync.Destroy

Synopsis: Removes the `TSimpleRWSync` instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` releases the critical section and removes the `TSimpleRWSync` instance from memory.

See also: `TSimpleRWSync.Create` ([1769](#))

76.85.6 TSimpleRWSync.Beginwrite

Synopsis: Acquire a write lock

Declaration: `function Beginwrite : Boolean`

Visibility: `public`

Description: `Beginwrite` waits till all other threads have released their read or write locks on the object, and then acquires a write lock on the object.

See also: `TSimpleRWSync.BeginRead` ([1770](#)), `TSimpleRWSync.EndWrite` ([1769](#))

76.85.7 TSimpleRWSync.Endwrite

Synopsis: Release the write lock

Declaration: `procedure Endwrite`

Visibility: `public`

Description: `EndWrite` releases the current threads lock on the object, allowing other threads to acquire a read or write lock on the object.

See also: `TSimpleRWSync.BeginWrite` ([1769](#)), `TSimpleRWSync.EndRead` ([1770](#))

76.85.8 TSimpleRWSync.Beginread

Synopsis: Acquire a read lock

Declaration: `procedure Beginread`

Visibility: `public`

Description: `BeginRead` waits till all other threads have released their read or write locks on the object, and then acquires a read lock on the object.

See also: `TSimpleRWSync.BeginWrite` (1769), `TSimpleRWSync.EndRead` (1770)

76.85.9 TSimpleRWSync.Endread

Synopsis: Release the read lock

Declaration: `procedure Endread`

Visibility: `public`

Description: `EndRead` releases the current threads read lock on the object, allowing other threads to acquire a read or write lock on the object.

See also: `TSimpleRWSync.BeginRead` (1770), `TSimpleRWSync.EndWrite` (1769)

76.86 TSingleHelper

76.86.1 Description

`TSingleHelper` is the helper type for the single-sized floating point type. It contains some conversion methods, as well as access to the low-level structure of the floating-point representation of a single.

See also: `TDoubleHelper` (1730), `TExtendedHelper` (1739)

76.86.2 Method overview

Page	Method	Description
1775	BuildUp	Build a single-sized floating point from its composing parts
1775	Exponent	Exponent of the floating-point value
1776	Fraction	Fraction of the floating-point value
1771	GetB	
1771	GetE	
1772	GetF	
1772	GetS	
1771	GetW	
1773	IsInfinity	Check whether a value is positive or negative infinity.
1772	IsNan	Check whether a value equals NaN.
1773	IsNegativeInfinity	Check whether a value is negative infinity.
1773	IsPositiveInfinity	Check whether a value is positive infinity.
1776	Mantissa	Mantissa of the floating-point
1774	Parse	Convert a string to a floating point value
1772	SetB	
1772	SetE	
1772	SetF	
1772	SetS	
1772	SetW	
1774	Size	Size (in bytes) of a single-sized floating point value.
1776	SpecialType	Return the type of the single-sized floating point value
1774	ToString	Convert a single-sized floating point value to a string
1775	TryParse	Try to convert a string to a single-sized floating point value.

76.86.3 Property overview

Page	Properties	Access	Description
1776	Bytes	rw	Indexed access to the individual bytes of the floating point value
1777	Exp	rw	The bit pattern of the exponent as stored in memory.
1777	Frac	rw	Bitpattern that makes up the fractional part.
1777	Sign	rw	Sign of the floating point value
1777	Words	rw	Indexed access to the words that make up the floating point value

76.86.4 TSingleHelper.GetB

Declaration: `function GetB(AIndex: Cardinal) : Byte`

Visibility: default

76.86.5 TSingleHelper.GetW

Declaration: `function GetW(AIndex: Cardinal) : Word`

Visibility: default

76.86.6 TSingleHelper.GetE

Declaration: `function GetE : QWord`

Visibility: default

76.86.7 TSingleHelper.GetF

Declaration: function GetF : QWord

Visibility: default

76.86.8 TSingleHelper.GetS

Declaration: function GetS : Boolean

Visibility: default

76.86.9 TSingleHelper.SetB

Declaration: procedure SetB(AIndex: Cardinal; const AValue: Byte)

Visibility: default

76.86.10 TSingleHelper.SetW

Declaration: procedure SetW(AIndex: Cardinal; const AValue: Word)

Visibility: default

76.86.11 TSingleHelper.SetE

Declaration: procedure SetE(AValue: QWord)

Visibility: default

76.86.12 TSingleHelper.SetF

Declaration: procedure SetF(AValue: QWord)

Visibility: default

76.86.13 TSingleHelper.SetS

Declaration: procedure SetS(AValue: Boolean)

Visibility: default

76.86.14 TSingleHelper.IsNan

Synopsis: Check whether a value equals NaN.

Declaration: class function IsNan(const AValue: Single) : Boolean; Overload; Static
function IsNan : Boolean; Overload

Visibility: public

Description: IsNan checks whether a single-sized floating point value is NaN (Not a Number). If so, it returns True. When the class function version is used, the value can be specified using AValue. In the method version, the used value is (Self).

See also: [TSingleHelper.IsInfinity \(1773\)](#), [TSingleHelper.IsPositiveInfinity \(1773\)](#), [TSingleHelper.IsNegativeInfinity \(1773\)](#)

76.86.15 TSingleHelper.IsInfinity

Synopsis: Check whether a value is positive or negative infinity.

Declaration:

```
class function IsInfinity(const AValue: Single) : Boolean; Overload
                        ; Static
function IsInfinity : Boolean; Overload
```

Visibility: public

Description: `IsInfinity` checks whether a single-sized floating point value represents a positive or negative infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: [TSingleHelper.IsNan \(1772\)](#), [TSingleHelper.IsPositiveInfinity \(1773\)](#), [TSingleHelper.IsNegativeInfinity \(1773\)](#)

76.86.16 TSingleHelper.IsNegativeInfinity

Synopsis: Check whether a value is negative infinity.

Declaration:

```
class function IsNegativeInfinity(const AValue: Single) : Boolean
                        ; Overload; Static
function IsNegativeInfinity : Boolean; Overload
```

Visibility: public

Description: `IsNegativeInfinity` checks whether a single-sized floating point value represents a negative infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: [TSingleHelper.IsNan \(1772\)](#), [TSingleHelper.IsPositiveInfinity \(1773\)](#), [TSingleHelper.IsInfinity \(1773\)](#)

76.86.17 TSingleHelper.IsPositiveInfinity

Synopsis: Check whether a value is positive infinity.

Declaration:

```
class function IsPositiveInfinity(const AValue: Single) : Boolean
                        ; Overload; Static
function IsPositiveInfinity : Boolean; Overload
```

Visibility: public

Description: `IsPositiveInfinity` checks whether a single-sized floating point value represents a positive infinity. If so, it returns `True`. When the class function version is used, the value can be specified using `AValue`. In the method version, the used value is `(Self)`.

See also: [TSingleHelper.IsNan \(1772\)](#), [TSingleHelper.IsNegativeInfinity \(1773\)](#), [TSingleHelper.IsInfinity \(1773\)](#)

76.86.18 TSingleHelper.Parse

Synopsis: Convert a string to a floating point value

```
Declaration: class function Parse(const AString: string) : Single; Overload; Static
             class function Parse(const AString: string;
                                   const AFormatSettings: TFormatSettings) : Single
                                   ; Overload; Static
```

Visibility: public

Description: Parse will try to convert AString to a single-sized floating point value. It will take into account internationalization settings. (it uses FloatToStr).

Errors: If the string AString is not a valid floating-point value, a EConvertError (1709) exception is raised.

See also: FloatToStr (1626), TSingleHelper.ToString (1774), TSingleHelper.TryParse (1775)

76.86.19 TSingleHelper.Size

Synopsis: Size (in bytes) of a single-sized floating point value.

```
Declaration: class function Size : Integer; Static
```

Visibility: public

Description: Size is the size (in bytes) of a single-sized floating point value. It is equivalent to calling SizeOf (Single).

See also: SizeOf (1484)

76.86.20 TSingleHelper.ToString

Synopsis: Convert a single-sized floating point value to a string

```
Declaration: class function ToString(const AValue: Single) : string; Overload
             ; Static
             class function ToString(const AValue: Single;
                                     const AFormatSettings: TFormatSettings) : string
                                     ; Overload; Static
             class function ToString(const AValue: Single;
                                     const AFormat: TFloatFormat;
                                     const APrecision: Integer;
                                     const ADigits: Integer) : string; Overload
                                     ; Static
             class function ToString(const AValue: Single;
                                     const AFormat: TFloatFormat;
                                     const APrecision: Integer;
                                     const ADigits: Integer;
                                     const AFormatSettings: TFormatSettings) : string
                                     ; Overload; Static
             function ToString(const AFormat: TFloatFormat;
                               const APrecision: Integer; const ADigits: Integer)
                               : string; Overload
             function ToString(const AFormat: TFloatFormat;
                               const APrecision: Integer; const ADigits: Integer;
                               const AFormatSettings: TFormatSettings) : string
                               ; Overload
```

```
function ToString(const AFormatSettings: TFormatSettings) : string
    ; Overload
function ToString : string; Overload
```

Visibility: public

Description: `ToString` will convert `AValue` (or `Self` in the plain method version) to a string. Optionally `FormatSettings` can be specified, to be able to specify the decimal separator character to use.

Additionally, a precision `APrecision` and number of digits `ADigits` can be specified, in conjunction with a `AFormat` parameter to specify the form in which the floating-point value must be represented. (see `TFloatFormat` (1558) for an explanation of the various values). In this case, `FloatToStrF` (1627) is used to format the value. In the absence of these parameters, `FloatToStr` (1626) is called.

See also: `FloatToStr` (1626), `FloatToStrF` (1627), `TFloatFormat` (1558)

76.86.21 TSingleHelper.TryParse

Synopsis: Try to convert a string to a single-sized floating point value.

```
Declaration: class function TryParse(const AString: string; out AValue: Single)
    : Boolean; Overload; Static
class function TryParse(const AString: string; out AValue: Single;
    const AFormatSettings: TFormatSettings) : Boolean
    ; Overload; Static
```

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a single-sized floating point value and reports `True` if the conversion was successful. In that case the parsed value is returned in `AValue`.

If the conversion failed, `False` is returned.

See also: `TSingleHelper.Parse` (1774), `TSingleHelper.ToString` (1774)

76.86.22 TSingleHelper.BuildUp

Synopsis: Build a single-sized floating point from its composing parts

```
Declaration: procedure BuildUp(const ASignFlag: Boolean; const AMantissa: QWord;
    const AExponent: Integer)
```

Visibility: public

Description: `BuildUp` will compose a single-sized floating point value from the sign `ASignFlag`, mantissa `AMantissa` and exponent `AExponent`. It simply sets the `Sign` (1777), `Exp` (1777) and `Frac` (1777) properties in `I` call.

See also: `TSingleHelper.Sign` (1777), `TSingleHelper.Exp` (1777), `TSingleHelper.Frac` (1777)

76.86.23 TSingleHelper.Exponent

Synopsis: Exponent of the floating-point value

```
Declaration: function Exponent : Integer
```

Visibility: public

Description: `Exponent` is the value X in the representation of the floating-point value in $m \times 2^X$, i.e. the exponent.

See also: [TSingleHelper.Sign \(1777\)](#), [TSingleHelper.Exp \(1777\)](#), [TSingleHelper.Frac \(1777\)](#), [TSingleHelper.Fraction \(1776\)](#), [TSingleHelper.Mantissa \(1776\)](#)

76.86.24 TSingleHelper.Fraction

Synopsis: Fraction of the floating-point value

Declaration: `function Fraction : Extended`

Visibility: public

Description: `Fraction` is the decimal part of the floating-point value.

See also: [TSingleHelper.Sign \(1777\)](#), [TSingleHelper.Exp \(1777\)](#), [TSingleHelper.Exponent \(1775\)](#), [TSingleHelper.Frac \(1777\)](#), [TSingleHelper.Mantissa \(1776\)](#)

76.86.25 TSingleHelper.Mantissa

Synopsis: Mantissa of the floating-point

Declaration: `function Mantissa : QWord`

Visibility: public

Description: `Mantissa` is the value of the significand without the hidden bit. This means it the plain bit pattern as it is stored in memory.

See also: [TSingleHelper.Sign \(1777\)](#), [TSingleHelper.Exp \(1777\)](#), [TSingleHelper.Exponent \(1775\)](#), [TSingleHelper.Frac \(1777\)](#), [TSingleHelper.Fraction \(1776\)](#)

76.86.26 TSingleHelper.SpecialType

Synopsis: Return the type of the single-sized floating point value

Declaration: `function SpecialType : TFloatSpecial`

Visibility: public

Description: `SpecialType` checks whether the single-sized floating point value equals one of several special values, and returns an enumerated value describing which value this is. See [TFloatSpecial \(1538\)](#) for an explanation of the possible values.

See also: [TFloatSpecial \(1538\)](#)

76.86.27 TSingleHelper.Bytes

Synopsis: Indexed access to the individual bytes of the floating point value

Declaration: `Property Bytes[AIndex: Cardinal]: Byte`

Visibility: public

Access: Read,Write

Description: `Bytes` can be used to get or set the various bytes that make up the single-sized floating point value. The index runs from 0 to `Size-1`.

See also: [TSingleHelper.Words \(1777\)](#), [TSingleHelper.Size \(1774\)](#)

76.86.28 TSingleHelper.Words

Synopsis: Indexed access to the words that make up the floating point value

Declaration: `Property Words[AIndex: Cardinal]: Word`

Visibility: public

Access: Read,Write

Description: `Words` can be used to get or set the various bytes that make up the single-sized floating point value. The index runs from 0 to $(\text{Size}-1) \text{ div } 2$.

See also: `TSingleHelper.Bytes` (1776), `TSingleHelper.Size` (1774)

76.86.29 TSingleHelper.Sign

Synopsis: Sign of the floating point value

Declaration: `Property Sign : Boolean`

Visibility: public

Access: Read,Write

Description: `Sign` returns `True` if the sign bit of the value is set (i.e. it is a negative value) or `False` if it is not set (i.e. it is a positive value).

See also: `TSingleHelper.Bytes` (1776), `TSingleHelper.Exp` (1777), `TSingleHelper.Frac` (1777), `TSingleHelper.Mantissa` (1776), `TSingleHelper.Fraction` (1776), `TSingleHelper.Exponent` (1775)

76.86.30 TSingleHelper.Exp

Synopsis: The bit pattern of the exponent as stored in memory.

Declaration: `Property Exp : QWord`

Visibility: public

Access: Read,Write

Description: `Exp` is the internal representation of the `Exponent` (1775).

See also: `TSingleHelper.Bytes` (1776), `TSingleHelper.Sign` (1777), `TSingleHelper.Frac` (1777), `TSingleHelper.Mantissa` (1776), `TSingleHelper.Fraction` (1776), `TSingleHelper.Exponent` (1775)

76.86.31 TSingleHelper.Frac

Synopsis: Bitpattern that makes up the fractional part.

Declaration: `Property Frac : QWord`

Visibility: public

Access: Read,Write

Description: `Frac` is the bit pattern representing the fractional part (significand) including the preceding 1 (the hidden bit).

See also: `TSingleHelper.Bytes` (1776), `TSingleHelper.Sign` (1777), `TSingleHelper.Exp` (1777), `TSingleHelper.Mantissa` (1776), `TSingleHelper.Fraction` (1776), `TSingleHelper.Exponent` (1775)

76.87 TSmallIntHelper

76.87.1 Description

`TSmallIntHelper` contains some auxiliary routines for a `SmallInt`-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: [TStringHelper \(1780\)](#), [TShortIntHelper \(1766\)](#), [TByteHelper \(1724\)](#), [TWordHelper \(1806\)](#), [TCardinalHelper \(1727\)](#), [TIntegerHelper \(1750\)](#), [TInt64Helper \(1747\)](#), [TQWordHelper \(1763\)](#), [TNativeIntHelper \(1757\)](#), [TNativeUIntHelper \(1760\)](#)

76.87.2 Method overview

Page	Method	Description
1778	<code>Parse</code>	Convert from a string
1778	<code>Size</code>	Size, in bytes, of the <code>SmallInt</code> value
1779	<code>ToBoolean</code>	Convert to a boolean value
1780	<code>ToDouble</code>	Convert to a double-sized floating point value
1780	<code>ToExtended</code>	Convert to an extended-sized floating point value
1779	<code>ToHexString</code>	Convert to a hexadecimal string representation
1780	<code>ToSingle</code>	Convert to a single-sized floating point value
1779	<code>ToString</code>	Convert the value to string
1779	<code>TryParse</code>	Try to convert a string to a <code>SmallInt</code> , report success or failure

76.87.3 TSmallIntHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : SmallInt; Static`

Visibility: `public`

Description: `Parse` will attempt to convert the string `AString` to a `SmallInt` value. It uses the [StrToInt \(1685\)](#) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid `SmallInt` value, an [EConvertError \(1709\)](#) exception is raised.

See also: [TSmallIntHelper.ToString \(1779\)](#), [TSmallIntHelper.TryParse \(1779\)](#), [StrToInt \(1685\)](#)

76.87.4 TSmallIntHelper.Size

Synopsis: Size, in bytes, of the `SmallInt` value

Declaration: `class function Size : Integer; Static`

Visibility: `public`

Description: `Size` returns the size (in `SmallInts`) of the `SmallInt` value. This is equivalent to `SizeOf(SmallInt)`.

Errors: None.

See also: [SizeOf \(1484\)](#)

76.87.5 TSmallIntHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: SmallInt) : string; Overload
; Static
function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `SmallInt` value itself is used. The `IntToStr` (1653) function is used to do the conversion.

See also: `TSmallIntHelper.Parse` (1778), `IntToStr` (1653)

76.87.6 TSmallIntHelper.TryParse

Synopsis: Try to convert a string to a `SmallInt`, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: SmallInt)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `SmallInt`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `SmallInt` is returned in `AValue`.

It uses the `val` (1538) function to perform the conversion, so no localization is taken into account.

See also: `TSmallIntHelper.Parse` (1778), `Val` (1506)

76.87.7 TSmallIntHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `SmallInt` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TSmallIntHelper.ToSingle` (1780), `TSmallIntHelper.ToDouble` (1780), `TSmallIntHelper.ToExtended` (1780), `TSmallIntHelper.ToString` (1779), `TSmallIntHelper.ToHexString` (1779)

76.87.8 TSmallIntHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString : string; Overload
function ToHexString(const AMinDigits: Integer) : string; Overload`

Visibility: public

Description: `ToHexString` converts the `SmallInt` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TSmallIntHelper.ToBoolean` (1779), `TSmallIntHelper.ToSingle` (1780), `TSmallIntHelper.ToDouble` (1780), `TSmallIntHelper.ToString` (1779), `TSmallIntHelper.ToExtended` (1780)

76.87.9 TSmallIntHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `SmallInt` value to a single-sized floating point value.

See also: `TSmallIntHelper.ToBoolean` (1779), `TSmallIntHelper.ToDouble` (1780), `TSmallIntHelper.ToExtended` (1780), `TSmallIntHelper.ToString` (1779), `TSmallIntHelper.ToHexString` (1779)

76.87.10 TSmallIntHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `SmallInt` value to a double-sized floating point value

See also: `TSmallIntHelper.ToBoolean` (1779), `TSmallIntHelper.ToExtended` (1780), `TSmallIntHelper.ToSingle` (1780), `TSmallIntHelper.ToString` (1779), `TSmallIntHelper.ToHexString` (1779)

76.87.11 TSmallIntHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `SmallInt` value to an extended-sized floating point value.

See also: `TSmallIntHelper.ToBoolean` (1779), `TSmallIntHelper.ToSingle` (1780), `TSmallIntHelper.ToDouble` (1780), `TSmallIntHelper.ToString` (1779), `TSmallIntHelper.ToHexString` (1779)

76.88 TStringHelper

76.88.1 Description

`TStringHelper` adds various helper routines to the string type. These are mostly conversion routines, and some formatting routines.

For similarity to C-like languages, all the indexes in these helper routines are zero based.

See also: `TGUIDHelper` (1746)

76.88.2 Method overview

Page	Method	Description
1783	Compare	Compare 2 strings
1784	CompareOrdinal	Compare 2 strings byte for byte
1784	CompareText	Compare 2 strings case insensitively.
1790	CompareTo	Compare string to another
1790	Contains	Check is the string contains another
1784	Copy	Return a unique copy of a string
1790	CopyTo	Copy part of the string to an array of characters
1790	CountChar	Count the occurrences of a character
1785	Create	Create a new string
1791	DeQuotedString	Return a dequoted version of the string
1785	EndsText	Check if one string is the ending of another.
1791	EndsWith	Check if the string is ended by another.
1785	Equals	Check if 2 strings are equal
1786	Format	Format a string using provided arguments.
1791	GetHashCode	Get a hash code for the string
1791	IndexOf	Find the position (index) of a string or character
1792	IndexOfAny	Find the position (index) of any string or character in a list.
1793	IndexOfAnyUnquoted	Find the position (index) of any string or character in a list.
1792	IndexOfUnQuoted	Index of string, skipping quoted parts.
1793	Insert	Insert a string at a given position
1794	IsDelimiter	Check whether a character at a given position is a delimiter
1794	IsEmpty	Check whether the string is empty.
1786	IsNullOrEmpty	Check if a string is empty
1786	IsNullOrWhiteSpace	Check if a string is empty or contains only whitespace characters.
1786	Join	Join a series of strings, separated using a given separator
1794	LastDelimiter	Return the last position of one of a series of delimiters
1794	LastIndexOf	Find the last position (index) of a string or character
1795	LastIndexOfAny	Find the last position (index) of any string or character in a list.
1787	LowerCase	Return the lowercase version of a string.
1795	PadLeft	Pad the string on the left with an indicated character
1796	PadRight	Pad the string on the right with an indicated character
1787	Parse	Return a string representation of the argument
1796	QuotedString	Return a quoted version of the string
1796	Remove	Remove a number of characters from the string
1797	Replace	Replace occurrences of one string with another.
1797	Split	Split a string in a number of parts
1798	StartsWith	Check if one string starts with another
1798	Substring	Return a part of the string
1787	ToBoolean	Convert string to boolean
1799	ToCharArray	Return the string as an array of characters.
1788	ToDouble	Convert string to double-sized floating point value
1788	ToExtended	Convert string to extended-sized floating point value
1788	ToInt64	Convert string to 64-bit signed integer
1789	ToInteger	Convert string to 32-bit signed integer
1799	ToLower	Convert to lowercase
1799	ToLowerInvariant	Convert to lowercase
1789	ToSingle	Convert string to single-sized floating point value
1799	ToUpper	Convert to uppercase.
1800	ToUpperInvariant	Convert to uppercase
1800	Trim	Strips a set of trim characters from the beginning and end of the string.
1801	TrimEnd	Alias for <code>TrimRight</code>
1800	TrimLeft	Strips a set of trim characters from the beginning of the string.
1800	TrimRight	Strips a set of trim characters from the end of the string.
1801	TrimStart	Alias for <code>TrimLeft</code>
1789	UpperCase	Return uppercase version of a string

76.88.3 Property overview

Page	Properties	Access	Description
1801	Chars	r	Zero-based Indexed access to the characters in the string.
1801	Length	r	Return the length of the string

76.88.4 TStringHelper.Compare

Synopsis: Compare 2 strings

```

Declaration: class function Compare(const A: string; const B: string) : Integer
                ; Overload; Static
class function Compare(const A: string; const B: string;
                IgnoreCase: Boolean) : Integer; Overload; Static
class function Compare(const A: string; const B: string;
                Options: TCompareOptions) : Integer; Overload
                ; Static
class function Compare(const A: string; IndexA: Integer;
                const B: string; IndexB: Integer; ALen: Integer)
                : Integer; Overload; Static
class function Compare(const A: string; IndexA: Integer;
                const B: string; IndexB: Integer; ALen: Integer;
                IgnoreCase: Boolean) : Integer; Overload; Static
class function Compare(const A: string; IndexA: Integer;
                const B: string; IndexB: Integer; ALen: Integer;
                Options: TCompareOptions) : Integer; Overload
                ; Static

```

Visibility: public

Description: Compare compares strings A and B. It returns the following result:

- 0 if the strings are equal
- a negative number if A < B
- a positive number if A > B

The comparison can be influenced by using the appropriate overloaded version of the function.

- If the `IndexA` and `IndexB` parameters are present, the comparison starts at character index `IndexA` and `IndexB`. The indexes are zero-based.
- If the `ALen` parameters is present, then only the first `ALen` characters are compared. If not enough characters are present in either A or B, the comparison will include only as much characters as are present.
- If `IgnoreCase` is present and used, it determines whether the comparison is done case-sensitively. This form is deprecated, it is recommended to use the `AOptions` parameter and to include `coIgnoreCase`.
- The `AOptions` argument can be used to specify additional options. See `TCompareOption` ([1323](#)) for a list of possible values in this set.

Errors: None.

See also: `TStringHelper.CompareOrdinal` ([1784](#)), `TCompareOption` ([1323](#)), `TStringHelper.CompareTo` ([1790](#))

76.88.5 TStringHelper.CompareOrdinal

Synopsis: Compare 2 strings byte for byte

```
Declaration: class function CompareOrdinal(const A: string; const B: string)
           : Integer; Overload; Static
           class function CompareOrdinal(const A: string; IndexA: Integer;
           const B: string; IndexB: Integer;
           ALen: Integer) : Integer; Overload
           ; Static
```

Visibility: public

Description: CompareOrdinal compares 2 strings A and B bitwise. It is faster than a regular compare, but offers less options.

- 0 if the strings are equal
- a negative number if A < B
- a positive number if A > B

Optionally, a zero-based starting index for the compare can be given for each of the strings: IndexA and IndexB. In this case a maximum amount of characters (ALen) to be compared must also be specified.

Errors: None.

See also: TStringHelper.Compare ([1783](#)), TStringHelper.CompareTo ([1790](#))

76.88.6 TStringHelper.CompareText

Synopsis: Compare 2 strings case insensitively.

```
Declaration: class function CompareText(const A: string; const B: string) : Integer
           ; Static
```

Visibility: public

Description: CompareText simply calls SysUtils ([1590](#)) with the 2 passed arguments.

Errors: None.

See also: SysUtils ([1590](#)), TStringHelper.CompareTo ([1790](#))

76.88.7 TStringHelper.Copy

Synopsis: Return a unique copy of a string

```
Declaration: class function Copy(const Str: string) : string; Static
```

Visibility: public

Description: Copy will copy the string on which it operates, and makes sure the result has reference count 1.

See also: UniqueString ([1538](#))

76.88.8 TStringHelper.Create

Synopsis: Create a new string

```
Declaration: class function Create(AChar: Char; ACount: Integer) : string; Overload
              ; Static
              class function Create(const AValue: Array of Char) : string; Overload
              ; Static
              class function Create(const AValue: Array of Char; StartIndex: Integer;
              ALen: Integer) : string; Overload; Static
```

Visibility: public

Description: Create returns a new string with an initial value based on the passed arguments:

- A character (AChar) and a count (ACount, in which case a string is returned of the specified length, filled with AChar.
- An array of characters AValue. The returned string will have the same length as the array, and the characters will be copied from the elements in the array. Optionally, a starting index StartIndex (zero based) and length ALen can be specified, in which case the string will contain at most ALen characters, which will have been copied starting at index StartIndex.

Errors: None.

See also: StringOfChar ([1538](#))

76.88.9 TStringHelper.EndsWith

Synopsis: Check if one string is the ending of another.

```
Declaration: class function EndsWith(const ASubText: string; const AText: string)
              : Boolean; Static
```

Visibility: public

Description: EndsWith returns True if AText ends on SubText, i.e. whether the last characters in AText are the ones found in SubText. The comparison is done case insensitively.

See also: CompareText ([1590](#)), TStringHelper.EndsWith ([1791](#))

76.88.10 TStringHelper.Equals

Synopsis: Check if 2 strings are equal

```
Declaration: class function Equals(const a: string; const b: string) : Boolean
              ; Overload; Static
              function Equals(const AValue: string) : Boolean; Overload
```

Visibility: public

Description: Equals returns True if A=B, false otherwise.

See also: CompareText ([1590](#)), TStringHelper.Compare ([1783](#))

76.88.11 TStringHelper.Format

Synopsis: Format a string using provided arguments.

Declaration: `class function Format(const AFormat: string; const args: Array of const) : string; Overload; Static`
`function Format(const args: Array of const) : string; Overload`

Visibility: public

Description: `Format` just calls `Sysutils.Format` (1632), passing on `AFormat` and `Args`. If `AFormat` is omitted, the string itself is used as the formatting string.

See also: `Sysutils.Format` (1632)

76.88.12 TStringHelper.IsNullOrEmpty

Synopsis: Check if a string is empty

Declaration: `class function IsNullOrEmpty(const AValue: string) : Boolean; Static`

Visibility: public

Description: `IsNullOrEmpty` returns `True` if string `A` has length 0.

See also: `System.Length` (1538), `TStringHelper.IsNullOrEmptyWhiteSpace` (1786)

76.88.13 TStringHelper.IsNullOrEmptyWhiteSpace

Synopsis: Check if a string is empty or contains only whitespace characters.

Declaration: `class function IsNullOrEmptyWhiteSpace(const AValue: string) : Boolean`
`; Static`

Visibility: public

Description: `IsNullOrEmpty` returns `True` if string `A` has length 0 or contains only whitespace characters (characters with ASCII code 32 or less).

See also: `TStringHelper.IsNullOrEmpty` (1786), `Trim` (1694)

76.88.14 TStringHelper.Join

Synopsis: Join a series of strings, separated using a given separator

Declaration: `class function Join(const Separator: string;`
`const Values: Array of const) : string; Overload`
`; Static`
`class function Join(const Separator: string;`
`const Values: Array of string) : string; Overload`
`; Static`
`class function Join(const Separator: string;`
`const Values: Array of string; StartIndex: Integer;`
`ACount: Integer) : string; Overload; Static`

Visibility: public

Description: `Join` will return a string that consists of all the strings in `Values` concatenated, with `Separator` between them. `Values` can be an array of strings, but can also be an array of arbitrary values: the values will first be transformed to a string representation first.

In case an array of strings is passed on, a start index `StartIndex` and element count `ACount` can be passed on as well.

Errors: Classes, pointers or interfaces will not be transformed, but will result in a 'unknown type: NNN' string being inserted.

See also: `TStringHelper.Split` (1797)

76.88.15 TStringHelper.LowerCase

Synopsis: Return the lowercase version of a string.

Declaration: `class function LowerCase(const S: string) : string; Overload; Static`

Visibility: public

Description: `LowerCase` returns the lowercase version of the string `S`. This function is an alias for the `SysUtils.LowerCase` (1657) function.

See also: `sysutils.LowerCase` (1657)

76.88.16 TStringHelper.Parse

Synopsis: Return a string representation of the argument

Declaration: `class function Parse(const AValue: Boolean) : string; Overload; Static`
`class function Parse(const AValue: Extended) : string; Overload`
`; Static`
`class function Parse(const AValue: Int64) : string; Overload; Static`
`class function Parse(const AValue: Integer) : string; Overload; Static`

Visibility: public

Description: `Parse` will return a string representation of the argument `AValue`. How this is done depends on the type of the `AValue` argument:

Boolean The result is formatted using `BoolToStr` (1585).

Extended The result is formatted using `FloatToStr` (1626).

Int64 The result is formatted using `IntToStr` (1653).

Integer The result is formatted using `IntToStr` (1653).

See also: `BoolToStr` (1585), `FloatToStr` (1626), `IntToStr` (1653)

76.88.17 TStringHelper.ToBoolean

Synopsis: Convert string to boolean

Declaration: `class function ToBoolean(const S: string) : Boolean; Overload; Static`
`function ToBoolean : Boolean; Overload`

Visibility: public

Description: `ToBoolean` returns the contents of the string `S` as a boolean (if possible). It uses `StrToBool` (1680) to convert the value to a boolean.

Errors: If the string contains a value that cannot be translated to a boolean, an `EConvertError` (1709) exception may be raised.

See also: `StrToBool` (1680), `EConvertError` (1709), `TStringHelper.ToDouble` (1788), `TStringHelper.ToExtended` (1788), `TStringHelper.ToInt64` (1788), `TStringHelper.ToInteger` (1789), `TStringHelper.ToSingle` (1789)

76.88.18 `TStringHelper.ToDouble`

Synopsis: Convert string to double-sized floating point value

Declaration: `class function ToDouble(const S: string) : Double; Overload; Static
function ToDouble : Double; Overload`

Visibility: public

Description: `ToDouble` returns the contents of the string `S` as a Double-sized floating point value (if possible). It uses `StrToFloat` (1684) to convert the value to a floating point value.

Errors: If the string contains a value that cannot be translated to a floating point value, an `EConvertError` (1709) exception may be raised.

See also: `StrToFloat` (1684), `EConvertError` (1709), `TStringHelper.ToBoolean` (1787), `TStringHelper.ToExtended` (1788), `TStringHelper.ToInt64` (1788), `TStringHelper.ToInteger` (1789), `TStringHelper.ToSingle` (1789)

76.88.19 `TStringHelper.ToExtended`

Synopsis: Convert string to extended-sized floating point value

Declaration: `class function ToExtended(const S: string) : Extended; Overload
; Static
function ToExtended : Extended; Overload`

Visibility: public

Description: `ToExtended` returns the contents of the string `S` as a Extended-sized floating point value (if possible). It uses `StrToFloat` (1684) to convert the value to a floating point value.

Errors: If the string contains a value that cannot be translated to a floating point value, an `EConvertError` (1709) exception may be raised.

See also: `StrToFloat` (1684), `EConvertError` (1709), `TStringHelper.ToBoolean` (1787), `TStringHelper.ToDouble` (1788), `TStringHelper.ToInt64` (1788), `TStringHelper.ToInteger` (1789), `TStringHelper.ToSingle` (1789)

76.88.20 `TStringHelper.ToInt64`

Synopsis: Convert string to 64-bit signed integer

Declaration: `class function ToInt64(const S: string) : Int64; Overload; Static
function ToInt64 : Int64; Overload`

Visibility: public

Description: `ToInt64` returns the contents of the string `S` as a 64-bit signed integer value (if possible). It uses `StrToInt64` (1686) to convert the value to an 64-bit sized integer value.

Errors: If the string contains a value that cannot be translated to an integer value, an `EConvertError` (1709) exception may be raised.

See also: `StrToInt64` (1686), `EConvertError` (1709), `TStringHelper.ToBoolean` (1787), `TStringHelper.ToDouble` (1788), `TStringHelper.ToExtended` (1788), `TStringHelper.ToInteger` (1789), `TStringHelper.ToSingle` (1789)

76.88.21 `TStringHelper.ToInteger`

Synopsis: Convert string to 32-bit signed integer

Declaration: `class function ToInteger(const S: string) : Integer; Overload; Static
function ToInteger : Integer; Overload`

Visibility: public

Description: `ToInteger` returns the contents of the string `S` as a 32-bit signed integer value (if possible). It uses `StrToInt64` (1686) to convert the value to an 64-bit sized integer value.

Errors: If the string contains a value that cannot be translated to an integer value, an `EConvertError` (1709) exception may be raised.

See also: `StrToInt64` (1686), `EConvertError` (1709), `TStringHelper.ToBoolean` (1787), `TStringHelper.ToDouble` (1788), `TStringHelper.ToExtended` (1788), `TStringHelper.ToInt64` (1788), `TStringHelper.ToSingle` (1789)

76.88.22 `TStringHelper.ToSingle`

Synopsis: Convert string to single-sized floating point value

Declaration: `class function ToSingle(const S: string) : Single; Overload; Static
function ToSingle : Single; Overload`

Visibility: public

Description: `ToSingle` returns the contents of the string `S` as a single-sized floating point value (if possible). It uses `StrToFloat` (1684) to convert the value to a floating point value.

Errors: If the string contains a value that cannot be translated to a floating point value, an `EConvertError` (1709) exception may be raised.

See also: `StrToFloat` (1684), `EConvertError` (1709), `TStringHelper.ToBoolean` (1787), `TStringHelper.ToDouble` (1788), `TStringHelper.ToInt64` (1788), `TStringHelper.ToInteger` (1789), `TStringHelper.ToExtended` (1788)

76.88.23 `TStringHelper.UpperCase`

Synopsis: Return uppercase version of a string

Declaration: `class function UpperCase(const S: string) : string; Overload; Static`

Visibility: public

Description: `UpperCase` returns an uppercase version of the string `S`.

See also: `#rtl.sysutils.UpperCase` (1703)

76.88.24 TStringHelper.CompareTo

Synopsis: Compare string to another

Declaration: `function CompareTo(const B: string) : Integer`

Visibility: public

Description: `CompareTo` will compare the string value to the string `B`. It returns the following result:

- 0 if the strings are equal
- a negative number if `Self < B`
- a positive number if `Self > B`

The `StrComp` (1667) function is used for this.

See also: `TStringHelper.Compare` (1783), `TStringHelper.CompareOrdinal` (1784), `StrComp` (1667)

76.88.25 TStringHelper.Contains

Synopsis: Check is the string contains another

Declaration: `function Contains(const AValue: string) : Boolean`

Visibility: public

Description: `Contains` returns `True` if the string value contains `AValue`, i.e. it returns `Pos(Self, AValue) > 0`.

See also: `Pos` (1456)

76.88.26 TStringHelper.CopyTo

Synopsis: Copy part of the string to an array of characters

Declaration: `procedure CopyTo(SourceIndex: Integer; var destination: Array of Char; DestinationIndex: Integer; ACount: Integer)`

Visibility: public

Description: `CopyTo` copies at most `ACount` characters from the source string (`Self`) to the array `Destination`, starting at (zero based) index `SourceIndex`. The characters are copied to the array starting at position `DestinationIndex` (zero based).

See also: `Copy` (1392)

76.88.27 TStringHelper.CountChar

Synopsis: Count the occurrences of a character

Declaration: `function CountChar(const C: Char) : Integer`

Visibility: public

Description: `CountChar` returns the number of occurrences of `C` in the string (`Self`).

See also: `TStringHelper.IndexOf` (1791), `TStringHelper.IndexOfAny` (1792)

76.88.28 TStringHelper.DeQuotedString

Synopsis: Return a dequoted version of the string

Declaration: `function DeQuotedString : string; Overload`
`function DeQuotedString(const AQuoteChar: Char) : string; Overload`

Visibility: public

Description: `DeQuotedString` will return a dequoted version of the string (`Self`), where the quote character is `AQuoteChar` (default: a single quote `'`). The string must start and end with the quote character, or it is returned as-is. Any double occurrences of the quote character `AQuoteChar` will be returned as a single quote.

See also: `AnsiQuotedString` ([1538](#)), `AnsiExtractQuotedString` ([1538](#))

76.88.29 TStringHelper.EndsWith

Synopsis: Check if the string is ended by another.

Declaration: `function EndsWith(const AValue: string) : Boolean; Overload`
`function EndsWith(const AValue: string; IgnoreCase: Boolean) : Boolean`
`; Overload`

Visibility: public

Description: `EndsWith` returns `True` if the string (`Self`) ends on `AValue`, i.e. whether the last characters in `Self` are the ones found in `AValue`. The comparison is done case insensitively depending on the `IgnoreCase` argument (which is false by default).

See also: `CompareText` ([1590](#)), `TStringHelper.EndsWithText` ([1785](#))

76.88.30 TStringHelper.GetHashCode

Synopsis: Get a hash code for the string

Declaration: `function GetHashCode : Integer`

Visibility: public

Description: `GetHashCode` returns a hash value for the string (`Self`).

76.88.31 TStringHelper.IndexOf

Synopsis: Find the position (index) of a string or character

Declaration: `function IndexOf(AValue: Char) : Integer; Overload`
`function IndexOf(const AValue: string) : Integer; Overload`
`function IndexOf(AValue: Char; StartIndex: Integer) : Integer; Overload`
`function IndexOf(const AValue: string; StartIndex: Integer) : Integer`
`; Overload`
`function IndexOf(AValue: Char; StartIndex: Integer; ACount: Integer)`
`: Integer; Overload`
`function IndexOf(const AValue: string; StartIndex: Integer;`
`ACount: Integer) : Integer; Overload`

Visibility: public

Description: `IndexOf` returns the zero-based index of `AValue` in the string (`Self`). The value to search for can be a character or string (`AValue`).

if no match is found, -1 is returned.

The search can be refined by specifying a (zero based) index `StartIndex`. When specified, the search will start at the given character. Not specifying this option is equivalent to specifying zero.

If `ACount` is given, at most `ACount` characters in the source string will be considered for the search. This count includes the starting character. Not specifying this argument is equivalent to specifying the amount of remaining characters.

See also: `Pos` ([1456](#)), `TStringHelper.IndexOfUnQuoted` ([1792](#)), `TStringHelper.IndexOfAny` ([1792](#)), `TStringHelper.IndexOfAnyUnquoted` ([1793](#)), `TStringHelper.LastIndexOf` ([1794](#)), `TStringHelper.LastIndexOfAny` ([1795](#))

76.88.32 `TStringHelper.IndexOfUnQuoted`

Synopsis: Index of string, skipping quoted parts.

Declaration:

```
function IndexOfUnQuoted(const AValue: string; StartQuote: Char;
                        EndQuote: Char; StartIndex: Integer) : Integer
; Overload
```

Visibility: public

Description: `IndexOfUnQuoted` will return the zero-based index of `AValue` in the string (`Self`), but disregards any quoted parts in the string. A quoted part is determined by a starting `StartQuote` and end-quote character `EndQuote`. The search starts at (zero-based) position `StartIndex`, which is by default 0.

See also: `Pos` ([1456](#)), `TStringHelper.IndexOf` ([1791](#)), `TStringHelper.IndexOfAny` ([1792](#)), `TStringHelper.IndexOfAnyUnquoted` ([1793](#)), `TStringHelper.LastIndexOf` ([1794](#)), `TStringHelper.LastIndexOfAny` ([1795](#))

76.88.33 `TStringHelper.IndexOfAny`

Synopsis: Find the position (index) of any string or character in a list.

Declaration:

```
function IndexOfAny(const AnyOf: Array of Char) : Integer; Overload
function IndexOfAny(const AnyOf: Array of Char; StartIndex: Integer)
: Integer; Overload
function IndexOfAny(const AnyOf: Array of Char; StartIndex: Integer;
                    ACount: Integer) : Integer; Overload
function IndexOfAny(const AnyOf: Array of string) : Integer; Overload
function IndexOfAny(const AnyOf: Array of string; StartIndex: Integer)
: Integer; Overload
function IndexOfAny(const AnyOf: Array of string; StartIndex: Integer;
                    ACount: Integer) : Integer; Overload
function IndexOfAny(const AnyOf: Array of string; StartIndex: Integer;
                    ACount: Integer; out AMatch: Integer) : Integer
; Overload
```

Visibility: public

Description: `IndexOfAny` returns the zero-based index of the first matching element in an array of characters or strings (`AnyOf`).

if no match is found, -1 is returned.

The search can be refined by specifying a (zero-based) index `StartIndex`. When specified, the search will start at the given character. Not specifying this option is equivalent to specifying zero.

If `ACount` is given, at most `ACount` characters in the source string will be considered for the search. This count includes the starting character. Not specifying this argument is equivalent to specifying the amount of remaining characters.

If `AMatch` is specified, on successful return it will contain the index of the element in the array that contains the found match.

See also: `Pos` (1456), `TStringHelper.IndexOf` (1791), `TStringHelper.IndexOfUnquoted` (1792), `TStringHelper.IndexOfAnyUnquoted` (1793), `TStringHelper.LastIndexOf` (1794), `TStringHelper.LastIndexOfAny` (1795)

76.88.34 `TStringHelper.IndexOfAnyUnquoted`

Synopsis: Find the position (index) of any string or character in a list.

```
Declaration: function IndexOfAnyUnquoted(const AnyOf: Array of Char;
                                       StartQuote: Char; EndQuote: Char) : Integer
                                       ; Overload
function IndexOfAnyUnquoted(const AnyOf: Array of Char;
                           StartQuote: Char; EndQuote: Char;
                           StartIndex: Integer) : Integer; Overload
function IndexOfAnyUnquoted(const AnyOf: Array of Char;
                           StartQuote: Char; EndQuote: Char;
                           StartIndex: Integer; ACount: Integer)
                           : Integer; Overload
function IndexOfAnyUnquoted(const AnyOf: Array of string;
                           StartQuote: Char; EndQuote: Char;
                           StartIndex: Integer; out Matched: Integer)
                           : Integer; Overload
```

Visibility: public

Description: `IndexOfAnyUnquoted` returns the zero-based index of the first matching element in an array of characters or strings (`AnyOf`), but disregards any quoted parts in the string. A quoted part is determined by a starting `StartQuote` and end-quote character `EndQuote`.

if no match is found, -1 is returned.

The search can be refined by specifying a (zero-based) index `StartIndex`. When specified, the search will start at the given character. Not specifying this option is equivalent to specifying zero.

If `ACount` is given, at most `ACount` characters in the source string will be considered for the search. This count includes the starting character. Not specifying this argument is equivalent to specifying the amount of remaining characters.

If `AMatch` is specified, on successful return it will contain the index of the element in the array that contains the found match.

See also: `Pos` (1456), `TStringHelper.IndexOf` (1791), `TStringHelper.IndexOfUnquoted` (1792), `TStringHelper.IndexOfAny` (1792), `TStringHelper.LastIndexOf` (1794), `TStringHelper.LastIndexOfAny` (1795)

76.88.35 `TStringHelper.Insert`

Synopsis: Insert a string at a given position

```
Declaration: function Insert(StartIndex: Integer; const AValue: string) : string
```

Visibility: public

Description: `Insert` inserts the string `AValue` in a string (`Self`) at the (zero-based) position `StartIndex`. It returns the resulting string (`Self`). If `StartIndex` is less than zero, it is set to zero. If `StartIndex` is higher than the length, `AValue` is appended to the string.

See also: `Insert` ([1435](#))

76.88.36 TStringHelper.IsDelimiter

Synopsis: Check whether a character at a given position is a delimiter

Declaration: `function IsDelimiter(const Delimiters: string; Index: Integer) : Boolean`

Visibility: public

Description: `IsDelimiter` returns `True` if the character at (zero-based) position `Index` is one of the delimiter characters in `Delimiters`. If `Index` is out of range, `False` is returned.

See also: `IsDelimiter` ([1654](#))

76.88.37 TStringHelper.IsEmpty

Synopsis: Check whether the string is empty.

Declaration: `function IsEmpty : Boolean`

Visibility: public

Description: `IsEmpty` returns `True` if the string has length zero.

See also: `TStringHelper.IsNullOrEmpty` ([1786](#)), `TStringHelper.Length` ([1801](#)), `Length` ([1442](#))

76.88.38 TStringHelper.LastDelimiter

Synopsis: Return the last position of one of a series of delimiters

Declaration: `function LastDelimiter(const Delims: string) : Integer`

Visibility: public

Description: `LastDelimiter` searches the string backwards for an occurrence of one of the characters in `Delims`, and returns the corresponding (zero-based) index in the string. If no occurrence is found, `-1` is returned.

See also: `TStringHelper.isDelimiter` ([1794](#)), `TStringHelper.IndexOf` ([1791](#)), `TStringHelper.IndexOfAny` ([1792](#)), `TStringHelper.LastIndexOf` ([1794](#)), `TStringHelper.LastIndexOfAny` ([1795](#))

76.88.39 TStringHelper.LastIndexOf

Synopsis: Find the last position (index) of a string or character

```
Declaration: function LastIndexOf(AValue: Char) : Integer; Overload
            function LastIndexOf(const AValue: string) : Integer; Overload
            function LastIndexOf(AValue: Char; AStartIndex: Integer) : Integer
                        ; Overload
            function LastIndexOf(const AValue: string; AStartIndex: Integer)
```

```

        : Integer; Overload
function LastIndexOf(AValue: Char; AStartIndex: Integer;
                    ACount: Integer) : Integer; Overload
function LastIndexOf(const AValue: string; AStartIndex: Integer;
                    ACount: Integer) : Integer; Overload

```

Visibility: public

Description: `LastIndexOf` returns the zero-based index of the last occurrence of `AValue` in the string (`Self`). The value to search for can be a character or string (`AValue`).

if no match is found, -1 is returned.

The search can be refined by specifying a (zero based) index `StartIndex`. When specified, the search will start at the given character and proceeds towards the beginning of the string. Not specifying this option is equivalent to specifying `length-1`.

If `ACount` is given, at most `ACount` characters in the source string will be considered for the search. This count includes the starting character. Not specifying this argument is equivalent to specifying `StartIndex+1`.

See also: `Pos` ([1456](#)), `TStringHelper.IndexOfUnquoted` ([1792](#)), `TStringHelper.IndexOfAny` ([1792](#)), `TStringHelper.IndexOfAnyUnquoted` ([1793](#)), `TStringHelper.IndexOf` ([1791](#)), `TStringHelper.LastIndexOfAny` ([1795](#))

76.88.40 TStringHelper.LastIndexOfAny

Synopsis: Find the last position (index) of any string or character in a list.

```

Declaration: function LastIndexOfAny(const AnyOf: Array of Char) : Integer; Overload
function LastIndexOfAny(const AnyOf: Array of Char;
                        AStartIndex: Integer) : Integer; Overload
function LastIndexOfAny(const AnyOf: Array of Char;
                        AStartIndex: Integer; ACount: Integer) : Integer
; Overload

```

Visibility: public

Description: `LastIndexOfAny` returns the zero-based index of the first matching element in an array of characters or strings (`AnyOf`).

if no match is found, -1 is returned.

The search can be refined by specifying a (zero-based) index `StartIndex`. When specified, the search will start at the given character and proceeds to the start of the string. Not specifying this option is equivalent to specifying `Length-1`.

If `ACount` is given, at most `ACount` characters in the source string will be considered for the search. This count includes the starting character. Not specifying this argument is equivalent to specifying `StartIndex+1`.

See also: `Pos` ([1456](#)), `TStringHelper.IndexOf` ([1791](#)), `TStringHelper.IndexOfUnquoted` ([1792](#)), `TStringHelper.IndexOfAnyUnquoted` ([1793](#)), `TStringHelper.LastIndexOf` ([1794](#)), `TStringHelper.IndexOfAny` ([1792](#))

76.88.41 TStringHelper.PadLeft

Synopsis: Pad the string on the left with an indicated character

```

Declaration: function PadLeft(ATotalWidth: Integer) : string; Overload
function PadLeft(ATotalWidth: Integer; PaddingChar: Char) : string
; Overload

```


Visibility: public

Description: `PadLeft` pads the string (`Self`) on the left (i.e. at the beginning) till it reaches length `ATotalWidth` with character `PaddingChar`. If `PaddingChar` is omitted, a space is used.

See also: `TStringHelper.PadRight` (1796)

76.88.42 `TStringHelper.PadRight`

Synopsis: Pad the string on the right with an indicated character

Declaration:

```
function PadRight(ATotalWidth: Integer) : string; Overload
function PadRight(ATotalWidth: Integer; PaddingChar: Char) : string
; Overload
```

Visibility: public

Description: `PadLeft` pads the string (`Self`) on the right (i.e. at the end) till it reaches length `ATotalWidth` with character `PaddingChar`. If `PaddingChar` is omitted, a space is used.

See also: `TStringHelper.PadLeft` (1795)

76.88.43 `TStringHelper.QuotedString`

Synopsis: Return a quoted version of the string

Declaration:

```
function QuotedString : string; Overload
function QuotedString(const AQuoteChar: Char) : string; Overload
```

Visibility: public

Description: `QuotedString` returns a quoted version of the string (`Self`). The quote character is specified in `AQuoteChar`, which by default is the double quote ("). Any existing quote characters occurrences will be doubled.

See also: `QuotedStr` (1659), `AnsiQuotedStr` (1575)

76.88.44 `TStringHelper.Remove`

Synopsis: Remove a number of characters from the string

Declaration:

```
function Remove(StartIndex: Integer) : string; Overload
function Remove(StartIndex: Integer; ACount: Integer) : string
; Overload
```

Visibility: public

Description: `Remove` removes `ACount` characters from the string, starting at (zero-based) index `StartIndex`. If `ACount` is omitted, all remaining characters are removed.

See also: `Delete` (1396), `TStringHelper.Replace` (1797), `TStringHelper.Insert` (1793)

76.88.45 TStringHelper.Replace

Synopsis: Replace occurrences of one string with another.

Declaration: function Replace(OldChar: Char; NewChar: Char) : string; Overload
 function Replace(OldChar: Char; NewChar: Char;
 ReplaceFlags: TReplaceFlags) : string; Overload
 function Replace(const OldValue: string; const NewValue: string)
 : string; Overload
 function Replace(const OldValue: string; const NewValue: string;
 ReplaceFlags: TReplaceFlags) : string; Overload

Visibility: public

Description: Replace will replace occurrences of OldChar with NewChar or OldValue with NewValue.

If rrfReplaceAll is in the ReplaceFlags, then all occurrences will be replaced, otherwise only the first occurrence is replaced.

If rrfCaseInsensitive is in the ReplaceFlags, then the search for OldChar or OldValue is performed ignoring case.

See also: StringReplace ([1671](#)), TReplaceFlags ([1561](#))

76.88.46 TStringHelper.Split

Synopsis: Split a string in a number of parts

Declaration: function Split(const Separators: Array of Char) : TStringArray
 ; Overload
 function Split(const Separators: Array of Char; ACount: Integer)
 : TStringArray; Overload
 function Split(const Separators: Array of Char;
 Options: TStringSplitOptions) : TStringArray; Overload
 function Split(const Separators: Array of Char; ACount: Integer;
 Options: TStringSplitOptions) : TStringArray; Overload
 function Split(const Separators: Array of string) : TStringArray
 ; Overload
 function Split(const Separators: Array of string; ACount: Integer)
 : TStringArray; Overload
 function Split(const Separators: Array of string;
 Options: TStringSplitOptions) : TStringArray; Overload
 function Split(const Separators: Array of string; ACount: Integer;
 Options: TStringSplitOptions) : TStringArray; Overload
 function Split(const Separators: Array of Char; AQuote: Char)
 : TStringArray; Overload
 function Split(const Separators: Array of Char; AQuoteStart: Char;
 AQuoteEnd: Char) : TStringArray; Overload
 function Split(const Separators: Array of Char; AQuoteStart: Char;
 AQuoteEnd: Char; Options: TStringSplitOptions)
 : TStringArray; Overload
 function Split(const Separators: Array of Char; AQuoteStart: Char;
 AQuoteEnd: Char; ACount: Integer) : TStringArray
 ; Overload
 function Split(const Separators: Array of Char; AQuoteStart: Char;
 AQuoteEnd: Char; ACount: Integer;
 Options: TStringSplitOptions) : TStringArray; Overload

```

function Split(const Separators: Array of string; AQuote: Char)
    : TStringArray; Overload
function Split(const Separators: Array of string; AQuoteStart: Char;
    AQuoteEnd: Char) : TStringArray; Overload
function Split(const Separators: Array of string; AQuoteStart: Char;
    AQuoteEnd: Char; Options: TStringSplitOptions)
    : TStringArray; Overload
function Split(const Separators: Array of string; AQuoteStart: Char;
    AQuoteEnd: Char; ACount: Integer) : TStringArray
    ; Overload
function Split(const Separators: Array of string; AQuoteStart: Char;
    AQuoteEnd: Char; ACount: Integer;
    Options: TStringSplitOptions) : TStringArray; Overload

```

Visibility: public

Description: `Split` will split the string (`Self`) using `Separators` as separator characters.

If `ACount` is supplied, then at most `ACount` strings will be included in the result. The default behaviour is to supply all strings.

if `Options` contains `ExcludeEmpty` then no empty strings will be included in the result. Empty strings may be included if multiple successive separator characters are found in the source string.

If `AQuoteStart` and `AQuoteEnd` are supplied, then no splitting will be performed between `AQuoteStart` and `AQuoteEnd` characters.

See also: `TStringHelper.Join` (1786), `TStringHelper.IndexOfAny` (1792), `TStringHelper.IndexOfAnyUnquoted` (1793)

76.88.47 TStringHelper.StartsWith

Synopsis: Check if one string starts with another

```

Declaration: function StartsWith(const AValue: string) : Boolean; Overload
function StartsWith(const AValue: string; IgnoreCase: Boolean) : Boolean
    ; Overload

```

Visibility: public

Description: `StartsWith` will return `True` if the first characters of the string (`Self`) equal the string `AValue`.

If `IgnoreCase` is `True`, then the comparison is done case insensitive. The default is to compare strings case sensitively.

See also: `TStringHelper.EndsWith` (1791)

76.88.48 TStringHelper.Substring

Synopsis: Return a part of the string

```

Declaration: function Substring(AStartIndex: Integer) : string; Overload
function Substring(AStartIndex: Integer; ALen: Integer) : string
    ; Overload

```

Visibility: public

Description: `SubString` returns the portion of the string starting at (zero-based) index `AStartIndex` with length `ALen`. If `ALen` is omitted, then all remaining characters are returned.

See also: `TStringHelper.Insert` (1793), `Copy` (1392), `TStringHelper.ToCharArray` (1799)

76.88.49 TStringHelper.ToCharArray

Synopsis: Return the string as an array of characters.

Declaration: `function ToCharArray : TCharArray; Overload`
`function ToCharArray(AStartIndex: Integer; ALen: Integer) : TCharArray`
`; Overload`

Visibility: public

Description: `ToCharArray` returns part of the string (`Self`) as an array of characters. The characters are copied starting at (zero-based) index `AStartIndex` and at most `ALen` characters are copied. If `AStartIndex` and `ALen` are omitted, all the characters are returned.

Errors: If `AStartIndex` is less than zero, an `EAccessViolation` (1708) exception may be raised.

See also: `TStringHelper.Substring` (1798), `TStringHelper.Insert` (1793), `Copy` (1392)

76.88.50 TStringHelper.ToLower

Synopsis: Convert to lowercase

Declaration: `function ToLower : string; Overload`

Visibility: public

Description: `ToLower` returns a lowercase version of the string.

See also: `TStringHelper.LowerCase` (1787), `TStringHelper.ToUpper` (1799), `TStringHelper.ToUpperInvariant` (1800)

76.88.51 TStringHelper.ToLowerInvariant

Synopsis: Convert to lowercase

Declaration: `function ToLowerInvariant : string`

Visibility: public

Description: `ToLowerInvariant` is equal to `TStringHelper.ToLower` (1799)

See also: `TStringHelper.ToLower` (1799), `TStringHelper.ToUpper` (1799), `TStringHelper.ToUpperInvariant` (1800)

76.88.52 TStringHelper.ToUpper

Synopsis: Convert to uppercase.

Declaration: `function ToUpper : string; Overload`

Visibility: public

Description: `>ToUpper` returns an uppercase version of the string.

See also: `TStringHelper.ToLower` (1799), `TStringHelper.ToLowerInvariant` (1799), `TStringHelper.ToUpperInvariant` (1800)

76.88.53 TStringHelper.ToUpperInvariant

Synopsis: Convert to uppercase

Declaration: `function ToUpperInvariant : string`

Visibility: public

Description: `ToUpperInvariant` is equal to `TStringHelper.ToUpper` (1799)

See also: `TStringHelper.ToLower` (1799), `TStringHelper.ToLowerInvariant` (1799), `TStringHelper.ToUpper` (1799)

76.88.54 TStringHelper.Trim

Synopsis: Strips a set of trim characters from the beginning and end of the string.

Declaration: `function Trim : string; Overload`
`function Trim(const ATrimChars: Array of Char) : string; Overload`

Visibility: public

Description: `Trim` returns the string (`Self`), removing all characters occurring in `ATrimChars` from the start and end of the string. If `ATrimChars` is not specified, all characters with ASCII code 32 or lower are assumed.

See also: `Trim` (1694), `TStringHelper.TrimLeft` (1800), `TStringHelper.TrimRight` (1800)

76.88.55 TStringHelper.TrimLeft

Synopsis: Strips a set of trim characters from the beginning of the string.

Declaration: `function TrimLeft : string; Overload`
`function TrimLeft(const ATrimChars: Array of Char) : string; Overload`

Visibility: public

Description: `Trim` returns the string (`Self`), removing all characters occurring in `ATrimChars` from the start of the string. If `ATrimChars` is not specified, all characters with ASCII code 32 or lower are assumed.

See also: `TrimLeft` (1694), `TStringHelper.Trim` (1800), `TStringHelper.TrimRight` (1800)

76.88.56 TStringHelper.TrimRight

Synopsis: Strips a set of trim characters from the end of the string.

Declaration: `function TrimRight : string; Overload`
`function TrimRight(const ATrimChars: Array of Char) : string; Overload`

Visibility: public

Description: `Trim` returns the string (`Self`), removing all characters occurring in `ATrimChars` from the end of the string. If `ATrimChars` is not specified, all characters with ASCII code 32 or lower are assumed.

See also: `Trim` (1694), `TStringHelper.Trim` (1800), `TStringHelper.TrimLeft` (1800)

76.88.57 TStringHelper.TrimEnd

Synopsis: Alias for `TrimRight`

Declaration: `function TrimEnd(const ATrimChars: Array of Char) : string`

Visibility: public

Description: `TrimEnd` is an alias for `TStringHelper.TrimRight` (1800)

See also: `TStringHelper.TrimRight` (1800), `TStringHelper.TrimStart` (1801)

76.88.58 TStringHelper.TrimStart

Synopsis: Alias for `TrimLeft`

Declaration: `function TrimStart(const ATrimChars: Array of Char) : string`

Visibility: public

Description: `TrimStart` is an alias for `TStringHelper.TrimLeft` (1800)

See also: `TStringHelper.TrimEnd` (1801), `TStringHelper.TrimLeft` (1800)

76.88.59 TStringHelper.Chars

Synopsis: Zero-based Indexed access to the characters in the string.

Declaration: `Property Chars[AIndex: Integer]: Char`

Visibility: public

Access: Read

Description: `Chars` provides zero-based indexed access to the characters in the string. The first character is at index 0, the last at `Length-1`.

See also: `TStringHelper.Length` (1801)

76.88.60 TStringHelper.Length

Synopsis: Return the length of the string

Declaration: `Property Length : Integer`

Visibility: public

Access: Read

Description: `Length` returns the length (in bytes for single-byte strings) of the string.

See also: `Length` (1442)

76.89 TUnicodeEncoding

76.89.1 Method overview

Page	Method	Description
1802	Clone	
1802	Create	
1802	GetMaxByteCount	
1802	GetMaxCharCount	
1802	GetPreamble	

76.89.2 TUnicodeEncoding.Create

Declaration: constructor Create; Virtual

Visibility: public

76.89.3 TUnicodeEncoding.Clone

Declaration: function Clone : TEncoding; Override

Visibility: public

76.89.4 TUnicodeEncoding.GetMaxByteCount

Declaration: function GetMaxByteCount(CharCount: Integer) : Integer; Override

Visibility: public

76.89.5 TUnicodeEncoding.GetMaxCharCount

Declaration: function GetMaxCharCount(ByteCount: Integer) : Integer; Override

Visibility: public

76.89.6 TUnicodeEncoding.GetPreamble

Declaration: function GetPreamble : TBytes; Override

Visibility: public

76.90 TUTF7Encoding

76.90.1 Method overview

Page	Method	Description
1803	Clone	
1803	Create	
1803	GetMaxByteCount	
1803	GetMaxCharCount	

76.90.2 TUTF7Encoding.Create

Declaration: constructor Create; Override

Visibility: public

76.90.3 TUTF7Encoding.Clone

Declaration: function Clone : TEncoding; Override

Visibility: public

76.90.4 TUTF7Encoding.GetMaxByteCount

Declaration: function GetMaxByteCount(CharCount: Integer) : Integer; Override

Visibility: public

76.90.5 TUTF7Encoding.GetMaxCharCount

Declaration: function GetMaxCharCount(ByteCount: Integer) : Integer; Override

Visibility: public

76.91 TUTF8Encoding

76.91.1 Method overview

Page	Method	Description
1803	Clone	
1803	Create	
1803	GetMaxByteCount	
1804	GetMaxCharCount	
1804	GetPreamble	

76.91.2 TUTF8Encoding.Create

Declaration: constructor Create; Override

Visibility: public

76.91.3 TUTF8Encoding.Clone

Declaration: function Clone : TEncoding; Override

Visibility: public

76.91.4 TUTF8Encoding.GetMaxByteCount

Declaration: function GetMaxByteCount(CharCount: Integer) : Integer; Override

Visibility: public

76.91.5 TUTF8Encoding.GetMaxCharCount

Declaration: `function GetMaxCharCount(ByteCount: Integer) : Integer; Override`

Visibility: `public`

76.91.6 TUTF8Encoding.GetPreamble

Declaration: `function GetPreamble : TBytes; Override`

Visibility: `public`

76.92 TWordBoolHelper

76.92.1 Description

`TWordBoolHelper` is a helper type for the `WordBool` type. It contains mostly conversion routines to and from other types.

See also: [TStringHelper \(1780\)](#), [TShortIntHelper \(1766\)](#), [TSmallIntHelper \(1778\)](#), [TWordHelper \(1806\)](#), [TCardinalHelper \(1727\)](#), [TIntegerHelper \(1750\)](#), [TInt64Helper \(1747\)](#), [TQWordHelper \(1763\)](#), [TNativeIntHelper \(1757\)](#), [TByteHelper \(1724\)](#), [TByteBoolHelper \(1723\)](#), [TWordBoolHelper \(1804\)](#), [TLongBoolHelper \(1753\)](#)

76.92.2 Method overview

Page	Method	Description
1804	<code>Parse</code>	Convert string value to <code>WordBool</code> value.
1804	<code>Size</code>	Return the size (in bytes) of the
1805	<code>ToInteger</code>	Convert to an integer value
1805	<code>ToString</code>	Convert a <code>WordBool</code> value to string.
1805	<code>TryToParse</code>	Try to convert a string to a <code>WordBool</code> value

76.92.3 TWordBoolHelper.Parse

Synopsis: Convert string value to `WordBool` value.

Declaration: `class function Parse(const S: string) : Boolean; Static`

Visibility: `public`

Description: `Parse` attempts to convert the string `S` to a `WordBool` value. It uses the `StrToBool (1680)` function to perform the conversion.

Errors: If `S` does not contain a valid string representation, then an `EConvertError (1709)` exception is raised.

See also: [TWordBoolHelper.TryToParse \(1805\)](#), [TWordBoolHelper.ToString \(1805\)](#), [TWordBoolHelper.ToInteger \(1805\)](#)

76.92.4 TWordBoolHelper.Size

Synopsis: Return the size (in bytes) of the

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: `Size` returns the size (in bytes) of the `WordBool` value. This is equivalent to `SizeOf(WordBool)`.

See also: `SizeOf` ([1484](#))

76.92.5 TWordBoolHelper.ToString

Synopsis: Convert a `WordBool` value to string.

```
Declaration: class function ToString(const AValue: Boolean;
                                   UseBoolStrs: TUseBoolStrs) : string; Overload
                                   ; Static
function ToString(UseBoolStrs: TUseBoolStrs) : string; Overload
```

Visibility: public

Description: `ToString` will, in the class method version, convert the `AValue` `WordBool` to a string representation. In the function method version the `WordBool` value itself (`Self`) will be converted.

If the `UseBoolStrs` parameter equals `TUseBoolStrs.True`, then the string representation will use the `WordBool` strings `BoolStrs` ([1538](#)). The default value for `UseBoolStrs` is `TUseBoolStrs.False`.

The conversion is done using the `BoolToStr` ([1585](#)) function.

See also: `BoolStrs` ([1538](#)), `BoolToStr` ([1585](#))

76.92.6 TWordBoolHelper.TryToParse

Synopsis: Try to convert a string to a `WordBool` value

```
Declaration: class function TryToParse(const S: string; out AValue: Boolean)
                                   : Boolean; Static
```

Visibility: public

Description: `TryToParse` will attempt to convert the string `S` to a `WordBool` value. If the attempt is successful, `True` is returned, and the actual value is returned in `AValue`. If the attempt failed, `False` is returned.

See also: `TWordBoolHelper.Parse` ([1804](#)), `TWordBoolHelper.ToString` ([1805](#))

76.92.7 TWordBoolHelper.ToInteger

Synopsis: Convert to an integer value

```
Declaration: function ToInteger : Integer
```

Visibility: public

Description: `ToInteger` will return the `WordBool` value, typecasted to `Integer`.

See also: `TWordBoolHelper.ToString` ([1805](#))

76.93 TWordHelper

76.93.1 Description

TWordHelper contains some auxiliary routines for a Word-typed ordinal value. It consists mainly of conversion routines to and from other types.

See also: TStringHelper (1780), TShortIntHelper (1766), TSmallIntHelper (1778), TByteHelper (1724), TCardinalHelper (1727), TIntegerHelper (1750), TInt64Helper (1747), TQWordHelper (1763), TNativeIntHelper (1757), TNativeUIntHelper (1760)

76.93.2 Method overview

Page	Method	Description
1806	Parse	Convert from a string
1806	Size	Size, in bytes, of the Word value
1807	ToBoolean	Convert to a boolean value
1807	ToDouble	Convert to a double-sized floating point value
1808	ToExtended	Convert to an extended-sized floating point value
1808	ToHexString	Convert to a hexadecimal string representation
1808	ToSingle	Convert to a single-sized floating point value
1807	ToString	Convert the value to string
1807	TryParse	Try to convert a string to a Word, report success or failure

76.93.3 TWordHelper.Parse

Synopsis: Convert from a string

Declaration: `class function Parse(const AString: string) : Word; Static`

Visibility: public

Description: Parse will attempt to convert the string AString to a Word value. It uses the StrToInt (1685) function to perform the conversion, so no localization is taken into account.

Errors: If the string does not contain a valid Word value, an EConvertError (1709) exception is raised.

See also: TWordHelper.ToString (1807), TWordHelper.TryParse (1807), StrToInt (1685)

76.93.4 TWordHelper.Size

Synopsis: Size, in bytes, of the Word value

Declaration: `class function Size : Integer; Static`

Visibility: public

Description: Size returns the size (in Words) of the Word value. This is equivalent to SizeOf(Word).

Errors: None.

See also: SizeOf (1484)

76.93.5 TWordHelper.ToString

Synopsis: Convert the value to string

Declaration: `class function ToString(const AValue: Word) : string; Overload; Static
function ToString : string; Overload`

Visibility: public

Description: `ToString` will, in the class function variant of this method, convert `AValue` to a string representation. In the regular method overloaded version of `ToString`, the `Word` value itself is used. The `IntToStr` (1653) function is used to do the conversion.

See also: `TWordHelper.Parse` (1806), `IntToStr` (1653)

76.93.6 TWordHelper.TryParse

Synopsis: Try to convert a string to a Word, report success or failure

Declaration: `class function TryParse(const AString: string; out AValue: Word)
: Boolean; Static`

Visibility: public

Description: `TryParse` attempts to convert the string `AString` to a `Word`, and reports the success of the attempt. If the attempt is successful, then `True` is returned, and the actual value of the `Word` is returned in `AValue`.

It uses the `val` (1538) function to perform the conversion, so no localization is taken into account.

See also: `TWordHelper.Parse` (1806), `Val` (1506)

76.93.7 TWordHelper.ToBoolean

Synopsis: Convert to a boolean value

Declaration: `function ToBoolean : Boolean`

Visibility: public

Description: `ToBoolean` converts the `Word` value to a boolean: it returns `True` if the value is nonzero, `False` if it is zero.

See also: `TWordHelper.ToSingle` (1808), `TWordHelper.ToDouble` (1807), `TWordHelper.ToExtended` (1808), `TWordHelper.ToString` (1807), `TWordHelper.ToHexString` (1808)

76.93.8 TWordHelper.ToDouble

Synopsis: Convert to a double-sized floating point value

Declaration: `function ToDouble : Double`

Visibility: public

Description: `ToDouble` converts the `Word` value to a double-sized floating point value.

See also: `TWordHelper.ToBoolean` (1807), `TWordHelper.ToExtended` (1808), `TWordHelper.ToSingle` (1808), `TWordHelper.ToString` (1807), `TWordHelper.ToHexString` (1808)

76.93.9 TWordHelper.ToExtended

Synopsis: Convert to an extended-sized floating point value

Declaration: `function ToExtended : Extended`

Visibility: public

Description: `ToDouble` converts the `Word` value to an extended-sized floating point value.

See also: `TWordHelper.ToBoolean` (1807), `TWordHelper.ToSingle` (1808), `TWordHelper.ToDouble` (1807), `TWordHelper.ToString` (1807), `TWordHelper.ToHexString` (1808)

76.93.10 TWordHelper.ToHexString

Synopsis: Convert to a hexadecimal string representation

Declaration: `function ToHexString(const AMinDigits: Integer) : string; Overload`
`function ToHexString : string; Overload`

Visibility: public

Description: `ToHexString` converts the `Word` value to a hexadecimal string representation. The `AMinDigits` argument specifies the minimal number of characters in the resulting string. The string will be left-padded with zeroes if the representation contains less than `AMinDigits` characters.

See also: `TWordHelper.ToBoolean` (1807), `TWordHelper.ToSingle` (1808), `TWordHelper.ToDouble` (1807), `TWordHelper.ToString` (1807), `TWordHelper.ToExtended` (1808)

76.93.11 TWordHelper.ToSingle

Synopsis: Convert to an single-sized floating point value

Declaration: `function ToSingle : Single`

Visibility: public

Description: `ToSingle` converts the `Word` value to a single-sized floating point value.

See also: `TWordHelper.ToBoolean` (1807), `TWordHelper.ToDouble` (1807), `TWordHelper.ToExtended` (1808), `TWordHelper.ToString` (1807), `TWordHelper.ToHexString` (1808)

Chapter 77

Reference for unit 'Types'

77.1 Used units

Table 77.1: Used units by unit 'Types'

Name	Page
System	1280

77.2 Overview

Starting with D6, types from Windows specific units that were needed in Kylix were extracted to this unit. So it mostly contains type of Windows origin that are needed in the VCL framework.

77.3 Constants, types and variables

77.3.1 Constants

`E_FAIL = ($80004005)`

Defined for Delphi compatibility, this should not be used.

`E_INVALIDARG = ($80070057)`

Defined for Delphi compatibility, this should not be used.

`GUID_NULL : TGuid = '{00000000-0000-0000-0000-000000000000}'`

GUID_NULL is the definition of the NULL (empty) GUID.

`LOCK_EXCLUSIVE = 2`

Defined for Delphi compatibility, this should not be used.

`LOCK_ONLYONCE = 4`

Defined for Delphi compatibility, this should not be used.

LOCK_WRITE = 1

Defined for Delphi compatibility, this should not be used.

STATFLAG_DEFAULT = 0

Defined for Delphi compatibility, this should not be used.

STATFLAG_NONAME = 1

Defined for Delphi compatibility, this should not be used.

STATFLAG_NOOPEN = 2

Defined for Delphi compatibility, this should not be used.

STGTY_LOCKBYTES = 3

Defined for Delphi compatibility, this should not be used.

STGTY_PROPERTY = 4

Defined for Delphi compatibility, this should not be used.

STGTY_STORAGE = 1

Defined for Delphi compatibility, this should not be used.

STGTY_STREAM = 2

Defined for Delphi compatibility, this should not be used.

STG_E_ABNORMALAPIEXIT = (\$800300FA)

Defined for Delphi compatibility, this should not be used.

STG_E_ACCESSDENIED = (\$80030005)

Defined for Delphi compatibility, this should not be used.

STG_E_BADBASEADDRESS = (\$80030110)

Defined for Delphi compatibility, this should not be used.

STG_E_CANTSAVE = (\$80030103)

Defined for Delphi compatibility, this should not be used.

STG_E_DISKISWRITEPROTECTED = (\$80030013)

Defined for Delphi compatibility, this should not be used.

STG_E_DOCFILECORRUPT = (\$80030109)

Defined for Delphi compatibility, this should not be used.

STG_E_EXTANTMARSHALLINGS = (\$80030108)

Defined for Delphi compatibility, this should not be used.

STG_E_FILEALREADYEXISTS = (\$80030050)

Defined for Delphi compatibility, this should not be used.

STG_E_FILENOTFOUND = (\$80030002)

Defined for Delphi compatibility, this should not be used.

STG_E_INCOMPLETE = (\$80030201)

Defined for Delphi compatibility, this should not be used.

STG_E_INSUFFICIENTMEMORY = (\$80030008)

Defined for Delphi compatibility, this should not be used.

STG_E_INUSE = (\$80030100)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDFLAG = (\$800300FF)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDFUNCTION = (\$80030001)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDHANDLE = (\$80030006)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDHEADER = (\$800300FB)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDNAME = (\$800300FC)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDPARAMETER = (\$80030057)

Defined for Delphi compatibility, this should not be used.

STG_E_INVALIDPOINTER = (\$80030009)

Defined for Delphi compatibility, this should not be used.

STG_E_LOCKVIOLATION = (\$80030021)

Defined for Delphi compatibility, this should not be used.

STG_E_MEDIUMFULL = (\$80030070)

Defined for Delphi compatibility, this should not be used.

STG_E_NOMOREFILES = (\$80030012)

Defined for Delphi compatibility, this should not be used.

STG_E_NOTCURRENT = (\$80030101)

Defined for Delphi compatibility, this should not be used.

STG_E_OLDDLL = (\$80030105)

Defined for Delphi compatibility, this should not be used.

STG_E_OLDFORMAT = (\$80030104)

Defined for Delphi compatibility, this should not be used.

STG_E_PATHNOTFOUND = (\$80030003)

Defined for Delphi compatibility, this should not be used.

STG_E_PROPSSETMISMATCHED = (\$800300F0)

Defined for Delphi compatibility, this should not be used.

STG_E_READFAULT = (\$8003001E)

Defined for Delphi compatibility, this should not be used.

STG_E_REVERTED = (\$80030102)

Defined for Delphi compatibility, this should not be used.

STG_E_SEEKERROR = (\$80030019)

Defined for Delphi compatibility, this should not be used.

STG_E_SHAREREQUIRED = (\$80030106)

Defined for Delphi compatibility, this should not be used.

STG_E_SHAREVIOLATION = (\$80030020)

Defined for Delphi compatibility, this should not be used.

STG_E_TERMINATED = (\$80030202)

Defined for Delphi compatibility, this should not be used.

STG_E_TOOMANYOPENFILES = (\$80030004)

Defined for Delphi compatibility, this should not be used.

STG_E_UNIMPLEMENTEDFUNCTION = (\$800300FE)

Defined for Delphi compatibility, this should not be used.

STG_E_UNKNOWN = (\$800300FD)

Defined for Delphi compatibility, this should not be used.

STG_E_WRITEFAULT = (\$8003001D)

Defined for Delphi compatibility, this should not be used.

STG_S_BLOCK = \$00030201

Defined for Delphi compatibility, this should not be used.

STG_S_CONVERTED = \$00030200

Defined for Delphi compatibility, this should not be used.

STG_S_MONITORING = \$00030203

Defined for Delphi compatibility, this should not be used.

STG_S_RETRYNOW = \$00030202

Defined for Delphi compatibility, this should not be used.

STREAM_SEEK_CUR = 1

Defined for Delphi compatibility, this should not be used.

STREAM_SEEK_END = 2

Defined for Delphi compatibility, this should not be used.

STREAM_SEEK_SET = 0

Defined for Delphi compatibility, this should not be used.

77.3.2 Types

`ArgList = Pointer`

`ArgList` is defined for Delphi/Kylix compatibility and should not be used.

`DWORD = LongWord`

Alias for cardinal type

`FILETIME = _FILETIME`

Alias for the `_FILETIME` type

`Largeint = Int64`

`Largeint` is an alias for the `Int64` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`LargeUInt = QWord`

`LargeUInt` is an alias for the `QWord` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`LARGE_INT = Largeint`

`LARGE_INT` is an alias for the `Int64` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`LARGE_UINT = LargeUInt`

`LARGE_UINT` is an alias for the `QWord` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PByte = System.PByte`

`PByte` is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PCLSID = PGuid`

`PCLSID` is a pointer to a `TCLSID` type.

`PDisplay = Pointer`

`PDisplay` is defined for Delphi/Kylix compatibility and should not be used.

`PDouble = System.PDouble`

`PDouble` is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PDWord = ^DWORD`

PWord is equivalent to the PCardinal type.

```
PEvent = Pointer
```

PEvent is defined for Delphi/Kylix compatibility and should not be used.

```
PFileTime = ^TFileTime
```

Pointer to TFileTime type

```
PLargeInt = ^Largeint
```

PLargeInt is an alias for the PInt64 type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

```
PLargeuint = ^LargeUint
```

PLargeUint is an alias for the PQWord type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

```
PLongint = System.PLongint
```

PLongint is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

```
POleStr = PWideChar
```

POleStr is a pointer to a (double) null-terminated array of TOleChar characters.

```
PPoint = ^TPoint
```

PPoint is a typed pointer to the TPoint (1824) type.

```
PPoleStr = ^POleStr
```

PPoleStr is a typed pointer to a POleStr variable.

```
PRect = ^TRect
```

PRect is a typed pointer to the TRect (1833) type.

```
PSize = ^TSize
```

PSize is a typed pointer to the TSize (1840) type.

```
PSmallInt = System.PSmallInt
```

PSmallInt is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

```
PSmallPoint = ^TSmallPoint
```

PSmallPoint is a typed pointer to the TSmallPoint (1819) record.

```
PStatStg = ^TStatStg
```

Pointer to TStatStg record.

```
PXrmOptionDescRec = ^TXrmOptionDescRec
```

PXrmOptionDescRec is defined for Delphi/Kylix compatibility and should not be used.

```
Region = Pointer
```

Region is defined for Delphi/Kylix compatibility and should not be used.

```
STATSTG = TStatStg
```

Alias for the TStatStg type.

```
TagPoint = TPoint deprecated
```

tagPOINT is a simple alias for TPoint (1824)

```
TagSize = TSize deprecated
```

tagSize is an alias for the TSize (1840) type.

```
tagSTATSTG = record
  pwcsName : POleStr;
  dwType : DWORD;
  cbSize
  : LARGE_UINT;
  mtime : TFileTime;
  ctime : TFileTime;
  atime
  : TFileTime;
  grfMode : DWORD;
  grfLocksSupported : DWORD;
  clsid
  : TCLSID;
  grfStateBits : DWORD;
  reserved : DWORD;
end
```

tagSTATSTG is used in the IStream.Stat (1845) call. It describes a storage medium (typically a file).

```
TArray4IntegerType = Array[0..3] of LongInt
```

```
TBooleanDynArray = Array of Boolean
```

TBooleanDynArray is a standard definition of a dynamical array of booleans.

```
TByteDynArray = Array of Byte
```

TByteDynArray is a standard definition of a dynamical array of (8-bit, unsigned) bytes.

TCardinalDynArray = Array of Cardinal

TCardinalDynArray is a standard definition of a dynamical array of (32-bit, unsigned) cardinals.

TCLSID = TGuid

TCLSID is an alias for the #rtl.system.TGUID (1329) type.

TCompDynArray = Array of Comp

TCurrencyArray = Array of currency

TDirection = (FromBeginning, FromEnd)

Table 77.2: Enumeration values for type TDirection

Value	Explanation
FromBeginning	
FromEnd	

TDoubleDynArray = Array of Double

TSoubleDynArray is a standard definition of a dynamical array of doubles. (regular floating point type)

TDuplicates = (dupIgnore, dupAccept, dupError)

Table 77.3: Enumeration values for type TDuplicates

Value	Explanation
dupAccept	Accept duplicates, adding them to the list.
dupError	Raise an error when an attempt is made to add a duplicate.
dupIgnore	Ignore the new item, do not add it to the list.

TDuplicates can be used to indicate how a list structure acts on the addition of a duplicate item to the list.

dupIgnore Ignore the new item, do not add it to the list.

dupAccept Accept duplicates, adding them to the list.

dupError Raise an error when an attempt is made to add a duplicate.

TEndian = (Big, Little)

Table 77.4: Enumeration values for type TEndian

Value	Explanation
Big	
Little	

TExtendedDynArray = Array of Extended

TFileTime = _FILETIME

Alias for the _FILETIME type

TInt64DynArray = Array of Int64

TInt64DynArray is a standard definition of a dynamical array of (64-bit, signed) int64s.

TIntegerDynArray = Array of Integer

TIntegerDynArray is a standard definition of a dynamical array of (32-bit, signed) integers.

TListCallback = procedure(data: pointer; arg: pointer) of object

TListCallback is the prototype for a Foreach operation on a list. It will be called with as Data the pointer in the list, and Arg will contain the extra user data added to the Foreach call. It can be used in methods of objects; for a version that can be used as a global procedure, see TListStaticCallback (1818)

TListStaticCallback = procedure(data: pointer; arg: pointer)

TListStaticCallback is the prototype for a Foreach operation on a list. It will be called with as Data the pointer in the list, and Arg will contain the extra user data added to the Foreach call. It can be used in plain procedures; for a version that can be used as a method, see TListCallback (1818)

TLongWordDynArray = Array of LongWord

TLongWordDynArray is a standard definition of a dynamical array of (32-bit, unsigned) LongWords.

TOLEChar = WideChar

TOLEChar is an alias for the WideChar type, defined in the system unit.

TPointerDynArray = Array of Pointer

Dynamic array of untyped pointers

TQWordDynArray = Array of QWord

TQWordDynArray is a standard definition of a dynamical array of (64-bit, unsigned) QWords.

TShortIntDynArray = Array of ShortInt

TShortintDynArray is a standard definition of a dynamical array of (8-bit, signed) shortints.

TSingleDynArray = Array of Single

TSingleDynArray is a standard definition of a dynamical array of singles. (smallest floating point type)

TSmallIntDynArray = Array of SmallInt

TSmallintDynArray is a standard definition of a dynamical array of (16-bit, unsigned) integers.

```
TSmallPoint = packed record
  X : SmallInt;
  Y : SmallInt;
end
```

TSmallPoint defines a point in a 2-dimensional plane, just like TPoint (1824), but the coordinates have a smaller range: The coordinates are smallints (16-bit, signed) and they run from -MaxSmallInt to maxSmallint.

TSplitRectType = (srLeft, srRight, srTop, srBottom)

Table 77.5: Enumeration values for type TSplitRectType

Value	Explanation
srBottom	
srLeft	
srRight	
srTop	

TStatStg = tagSTATSTG

TStatStg is a record type describing a storage medium. It is uses in the IStream.Stat (1845) function.

TStringDynArray = Array of AnsiString

TStringDynArray is a standard definition of a dynamical array of Ansistrings.

TValueRelationship = -1..1

TWideStringDynArray = Array of WideString

TWideStringDynArray is a standard definition of a dynamical array of WideStrings.


```
TWordDynArray = Array of Word
```

TWordDynArray is a standard definition of a dynamical array of (16-bit, unsigned) words.

```
TXrmOptionDescRec = record
end
```

TXrmOptionDescRec is defined for Delphi/Kylix compatibility and should not be used.

```
Widget = Pointer
```

Widget is defined for Delphi/Kylix compatibility and should not be used.

```
WidgetClass = Pointer
```

WidgetClass is defined for Delphi/Kylix compatibility and should not be used.

```
XrmOptionDescRec = TXrmOptionDescRec
```

XrmOptionDescRec is defined for Delphi/Kylix compatibility and should not be used.

```
_FILETIME = packed record
  dwLowDateTime : DWORD;
  dwHighDateTime
  : DWORD;
end
```

_FILETIME describes a file time stamp. It is defined for Delphi/Kylix compatibility and should not be used except when implementing or accessing the IStream interface. The TDateTime type should be used instead.

77.4 Procedures and functions

77.4.1 Bounds

Synopsis: Create a rectangle, given a position and size

Declaration: `function Bounds(ALeft: Integer; ATop: Integer; AWidth: Integer; AHeight: Integer) : TRect`

Visibility: default

Description: Bounds returns a TRect structure with the indicated position (Left=ALeft and Top=ATop) and size (Right=ALeft+AWidth and Bottom=ATop+AHeight)

See also: Rect (1823), PtInRect (1822), IntersectRect (1821), UnionRect (1823)

77.4.2 CenterPoint

Synopsis: Return the center point of a rectangle

Declaration: `function CenterPoint(const Rect: TRect) : TPoint`

Visibility: default

Description: `CenterPoint` returns the center point of the rectangle `Rect`.

See also: `PtinRect` (1822), `IntersectRect` (1821), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823), `IsRectEmpty` (1822)

77.4.3 EqualRect

Synopsis: Check if two rectangles are equal.

Declaration: `function EqualRect(const r1: TRect; const r2: TRect) : Boolean`

Visibility: default

Description: `EqualRect` returns `True` if the rectangles `R1` and `R2` are equal (i.e. have the position and size). If the rectangles differ, the function returns `False`

See also: `Rect` (1823), `Bounds` (1820), `PtinRect` (1822), `IntersectRect` (1821), `UnionRect` (1823), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823)

77.4.4 InflateRect

Synopsis: Increase the rectangle in size, keeping it centered

Declaration: `function InflateRect(var Rect: TRect; dx: Integer; dy: Integer) : Boolean`

Visibility: default

Description: `InflateRect` inflates the rectangle horizontally with `dx` pixels on each side, and vertically with `dy` pixels, thus keeping its center point on the same location. It returns `true` if the operation was successfully, `False` if it was not (only possible if the address of `Rect` is `Nil`).

See also: `PtinRect` (1822), `IntersectRect` (1821), `IsRectEmpty` (1822), `OffsetRect` (1822), `CenterPoint` (1821), `Size` (1823), `IsRectEmpty` (1822)

77.4.5 IntersectRect

Synopsis: Return the intersection of 2 rectangles

Declaration: `function IntersectRect(var Rect: TRect; const R1: TRect; const R2: TRect) : Boolean`

Visibility: default

Description: `IntersectRect` returns the intersection of the 2 rectangles `R1` and `R2` in `Rect`. It returns `True` if the 2 rectangles have an intersection, otherwise `False` is returned, and `Rect` is filled with zero.

See also: `PtinRect` (1822), `UnionRect` (1823), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823)

77.4.6 IsRectEmpty

Synopsis: Check whether a rectangle is empty

Declaration: `function IsRectEmpty(const Rect: TRect) : Boolean`

Visibility: default

Description: `IsRectEmpty` returns true if the rectangle is empty, i.e. has a zero or negative width or height.

See also: `PtinRect` (1822), `IntersectRect` (1821), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823)

77.4.7 OffsetRect

Synopsis: Offset the rectangle

Declaration: `function OffsetRect(var Rect: TRect; DX: Integer; DY: Integer) : Boolean`

Visibility: default

Description: `OffsetRect` offsets the rectangle `Rect` by a horizontal distance `DX` and a vertical distance `DY`. The operation returns `True` if the operation was successful, `false` if it was not (only possible if the address of `Rect` is `Nil`).

See also: `PtinRect` (1822), `IntersectRect` (1821), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823), `IsRectEmpty` (1822)

77.4.8 Point

Synopsis: Create a point

Declaration: `function Point(x: Integer; y: Integer) : TPoint`

Visibility: default

Description: `Point` returns a `TPoint` structure with the given position (`X`, `Y`).

See also: `Rect` (1823), `PtinRect` (1822)

77.4.9 PtinRect

Synopsis: Check whether a point is inside a rectangle.

Declaration: `function PtinRect(const Rect: TRect; const p: TPoint) : Boolean`

Visibility: default

Description: `PtinRect` returns `True` if `p` is located inside `Rect`, and `False` if it is located outside the rectangle.

Remark: Note that the bottom, right edges are not considered part of the rectangle, therefore a point located on one of these edges will not be considered part of the rectangle, meaning that for a record (10,10,100,100) the point (90,100) will not be considered part of the record, but 90, 10 will be.

See also: `IntersectRect` (1821), `UnionRect` (1823), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823)

77.4.10 Rect

Synopsis: Create a rectangle record

Declaration: `function Rect (Left: Integer; Top: Integer; Right: Integer;
Bottom: Integer) : TRect`

Visibility: default

Description: `Rect` returns a rectangle structure with the 4 members `Left`, `Top`, `Right` and `Bottom` as passed in the arguments.

See also: `Bounds` (1820), `PtInRect` (1822), `IntersectRect` (1821), `UnionRect` (1823), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823)

77.4.11 Size

Synopsis: Return the size of the rectangle

Declaration: `function Size (AWidth: Integer; AHeight: Integer) : TSize
function Size (const ARect: TRect) : TSize`

Visibility: default

Description: `Size` returns a `TSize` record with the indicated `AWidth`, `AHeight`. In the case `ARect` is passed, the width and height are calculated (taking into account that the right, bottom are not considered part of the rectangle).

See also: `PtInRect` (1822), `IntersectRect` (1821), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `CenterPoint` (1821), `IsRectEmpty` (1822)

77.4.12 UnionRect

Synopsis: Return the union of 2 rectangles.

Declaration: `function UnionRect (var Rect: TRect; const R1: TRect; const R2: TRect)
: Boolean`

Visibility: default

Description: `UnionRect` returns the rectangle that encompasses both `R1` and `R2` in `Rect`. It returns `True` if the resulting rectangle is not empty, `False` if the result is an empty rectangle (in which case the result is filled with zeroes)

See also: `PtInRect` (1822), `IntersectRect` (1821), `IsRectEmpty` (1822), `OffsetRect` (1822), `InflateRect` (1821), `Size` (1823)

77.5 TPoint

```
TPoint = packed record
  x : LongInt;
  y : LongInt;
public
  class
    function Zero : TPoint; Static;
    function Add(const apt: TPoint
```

```

) : TPoint;
function Distance(const apt: TPoint) : ValReal;
function
IsZero : Boolean;
function Subtract(const apt: TPoint) : TPoint
;
procedure SetLocation(const apt: TPoint);
procedure SetLocation
(ax: LongInt; ay: LongInt);
procedure Offset(const apt: TPoint)
;
procedure Offset(dx: LongInt; dy: LongInt);
class function PointInCircle
(const apt: TPoint; const acenter: TPoint;
const aradius: Integer) : Boolean; Static;
TPoint.class
operator =(const apt1: TPoint; const apt2: TPoint)
: Boolean;
TPoint.class operator <>(const apt1: TPoint
; const apt2: TPoint)
: Boolean;
TPoint
.class operator +(const apt1: TPoint; const apt2: TPoint) : TPoint
;
TPoint.class operator -(const apt1: TPoint; const apt2: TPoint
) : TPoint;
TPoint.class operator :=(const aspt: TSmallPoint) :
TPoint;
TPoint.class operator explicit(const apt: TPoint) : TSmallPoint
;
end

```

TPoint is a generic definition of a point in a 2-dimensional discrete plane, where X indicates the horizontal position, and Y the vertical position (positions usually measured in pixels), and 0, 0 is the origin of the plane.

Usually, the origin is the upper-left corner of the screen, with Y increasing as one moves further down the screen - this is opposite to the mathematical view where Y increases as one moves upwards.

The coordinates are integers, (32-bit, signed) so the coordinate system runs from -MaxInt to MaxInt.

77.5.1 Method overview

Page	Method	Description
1825	Add	
1826	add(TPoint,TPoint):TPoint	
1827	assign(TSmallPoint):TPoint	
1825	Distance	
1826	equal(TPoint,TPoint):Boolean	
1827	explicit(TPoint):TSmallPoint	
1825	IsZero	
1826	notequal(TPoint,TPoint):Boolean	
1826	Offset	
1826	PointInCircle	
1826	SetLocation	
1825	Subtract	
1826	subtract(TPoint,TPoint):TPoint	
1825	Zero	

77.5.2 TPoint.Zero

Declaration: `class function Zero : TPoint; Static`

Visibility: `public`

77.5.3 TPoint.Add

Declaration: `function Add(const apt: TPoint) : TPoint`

Visibility: `public`

77.5.4 TPoint.Distance

Declaration: `function Distance(const apt: TPoint) : ValReal`

Visibility: `public`

77.5.5 TPoint.IsZero

Declaration: `function IsZero : Boolean`

Visibility: `public`

77.5.6 TPoint.Subtract

Declaration: `function Subtract(const apt: TPoint) : TPoint`

Visibility: `public`

77.5.7 TPoint.SetLocation

Declaration: `procedure SetLocation(const apt: TPoint)`

Visibility: `public`

77.5.8 TPoint.SetLocation

Declaration: procedure SetLocation(ax: LongInt; ay: LongInt)

Visibility: public

77.5.9 TPoint.Offset

Declaration: procedure Offset(const apt: TPoint)

Visibility: public

77.5.10 TPoint.Offset

Declaration: procedure Offset(dx: LongInt; dy: LongInt)

Visibility: public

77.5.11 TPoint.PointInCircle

Declaration: class function PointInCircle(const apt: TPoint; const acenter: TPoint;
const aradius: Integer) : Boolean; Static

Visibility: public

77.5.12 TPoint.equal(TPoint,TPoint):Boolean

Declaration: TPoint.class operator =(const apt1: TPoint; const apt2: TPoint)
: Boolean

Visibility: public

77.5.13 TPoint.notequal(TPoint,TPoint):Boolean

Declaration: TPoint.class operator <>(const apt1: TPoint; const apt2: TPoint)
: Boolean

Visibility: public

77.5.14 TPoint.add(TPoint,TPoint):TPoint

Declaration: TPoint.class operator +(const apt1: TPoint; const apt2: TPoint) : TPoint

Visibility: public

77.5.15 TPoint.subtract(TPoint,TPoint):TPoint

Declaration: TPoint.class operator -(const apt1: TPoint; const apt2: TPoint) : TPoint

Visibility: public

77.5.16 TPoint.assign(TSmallPoint):TPoint

Declaration: `TPoint.class operator :=(const aspt: TSmallPoint) : TPoint`

Visibility: public

77.5.17 TPoint.explicit(TPoint):TSmallPoint

Declaration: `TPoint.class operator explicit(const apt: TPoint) : TSmallPoint`

Visibility: public

77.6 TPointF

```
TPointF = packed record
  x : Single;
  y : Single;
public
  function
  Add(const apt: TPoint) : TPointF;
  function Add(const apt: TPointF
  ) : TPointF;
  function Distance(const apt: TPointF) : Single;
  function
  DotProduct(const apt: TPointF) : Single;
  function IsZero : Boolean
  ;
  function Subtract(const apt: TPointF) : TPointF;
  function Subtract
  (const apt: TPoint) : TPointF;
  procedure SetLocation(const apt:
  TPointF);
  procedure SetLocation(const apt: TPoint);
  procedure
  SetLocation(ax: LongInt; ay: LongInt);
  procedure Offset(const apt
  : TPointF);
  procedure Offset(const apt: TPoint);
  procedure Offset
  (dx: LongInt; dy: LongInt);
  function Scale(afactor: Single) : TPointF
  ;
  function Ceiling : TPoint;
  function Truncate : TPoint;
  function
  Floor : TPoint;
  function Round : TPoint;
  function Length : Single
  ;
  TPointF.class operator =(const apt1: TPointF; const apt2: TPointF
  )
  : Boolean;
  TPointF.class operator
```



```

<>(const apt1: TPointF; const apt2: TPointF)
: Boolean;
TPointF.class operator +(const apt1: TPointF
; const apt2: TPointF)
: TPointF;
TPointF
.class operator -(const apt1: TPointF; const apt2: TPointF)
: TPointF;
TPointF.class operator -(const
apt1: TPointF) : TPointF;
TPointF.class operator *(const apt1:
TPointF; const apt2: TPointF)
: Single
;
TPointF.class operator *(const apt1: TPointF; afactor: single
) : TPointF;
TPointF.class operator *(afactor: single; const apt1
: TPointF) : TPointF;
end

```

77.6.1 Method overview

Page	Method	Description
1829	Add	
1831	add(TPointF,TPointF):TPointF	
1830	Ceiling	
1829	Distance	
1829	DotProduct	
1831	equal(TPointF,TPointF):Boolean	
1830	Floor	
1829	IsZero	
1830	Length	
1831	multiply(single,TPointF):TPointF	
1831	multiply(TPointF,single):TPointF	
1831	multiply(TPointF,TPointF):Single	
1831	negative(TPointF):TPointF	
1831	notequal(TPointF,TPointF):Boolean	
1830	Offset	
1830	Round	
1830	Scale	
1829	SetLocation	
1829	Subtract	
1831	subtract(TPointF,TPointF):TPointF	
1830	Truncate	

77.6.2 TPointF.Add

Declaration: function Add(const apt: TPoint) : TPointF

Visibility: public

77.6.3 TPointF.Add

Declaration: function Add(const apt: TPointF) : TPointF

Visibility: public

77.6.4 TPointF.Distance

Declaration: function Distance(const apt: TPointF) : Single

Visibility: public

77.6.5 TPointF.DotProduct

Declaration: function DotProduct(const apt: TPointF) : Single

Visibility: public

77.6.6 TPointF.IsZero

Declaration: function IsZero : Boolean

Visibility: public

77.6.7 TPointF.Subtract

Declaration: function Subtract(const apt: TPointF) : TPointF

Visibility: public

77.6.8 TPointF.Subtract

Declaration: function Subtract(const apt: TPoint) : TPointF

Visibility: public

77.6.9 TPointF.SetLocation

Declaration: procedure SetLocation(const apt: TPointF)

Visibility: public

77.6.10 TPointF.SetLocation

Declaration: procedure SetLocation(const apt: TPoint)

Visibility: public

77.6.11 TPointF.SetLocation

Declaration: procedure SetLocation(ax: LongInt; ay: LongInt)

Visibility: public

77.6.12 TPointF.Offset

Declaration: procedure Offset(const apt: TPointF)

Visibility: public

77.6.13 TPointF.Offset

Declaration: procedure Offset(const apt: TPoint)

Visibility: public

77.6.14 TPointF.Offset

Declaration: procedure Offset(dx: LongInt; dy: LongInt)

Visibility: public

77.6.15 TPointF.Scale

Declaration: function Scale(afactor: Single) : TPointF

Visibility: public

77.6.16 TPointF.Ceiling

Declaration: function Ceiling : TPoint

Visibility: public

77.6.17 TPointF.Truncate

Declaration: function Truncate : TPoint

Visibility: public

77.6.18 TPointF.Floor

Declaration: function Floor : TPoint

Visibility: public

77.6.19 TPointF.Round

Declaration: function Round : TPoint

Visibility: public

77.6.20 TPointF.Length

Declaration: function Length : Single

Visibility: public

77.6.21 TPointF.equal(TPointF,TPointF):Boolean

Declaration: TPointF.class operator =(const apt1: TPointF; const apt2: TPointF)
: Boolean

Visibility: public

77.6.22 TPointF.notequal(TPointF,TPointF):Boolean

Declaration: TPointF.class operator <>(const apt1: TPointF; const apt2: TPointF)
: Boolean

Visibility: public

77.6.23 TPointF.add(TPointF,TPointF):TPointF

Declaration: TPointF.class operator +(const apt1: TPointF; const apt2: TPointF)
: TPointF

Visibility: public

77.6.24 TPointF.subtract(TPointF,TPointF):TPointF

Declaration: TPointF.class operator -(const apt1: TPointF; const apt2: TPointF)
: TPointF

Visibility: public

77.6.25 TPointF.negative(TPointF):TPointF

Declaration: TPointF.class operator -(const apt1: TPointF) : TPointF

Visibility: public

77.6.26 TPointF.multiply(TPointF,TPointF):Single

Declaration: TPointF.class operator *(const apt1: TPointF; const apt2: TPointF)
: Single

Visibility: public

77.6.27 TPointF.multiply(TPointF,single):TPointF

Declaration: TPointF.class operator *(const apt1: TPointF; afactor: single) : TPointF

Visibility: public

77.6.28 TPointF.multiply(single,TPointF):TPointF

Declaration: TPointF.class operator *(afactor: single; const apt1: TPointF) : TPointF

Visibility: public

77.7 TRect

```

TRect = packed record
private
  function getHeight : LongInt;
  function
  getLocation : TPoint;
  function getSize : TSize;
  function getWidth
  : LongInt;
  procedure setHeight (AValue: LongInt);
  procedure setSize
  (AValue: TSize);
  procedure setWidth(AValue: LongInt);
public
  constructor
  Create(Origin: TPoint);
  constructor Create(Origin: TPoint; AWidth
  : LongInt; AHeight: LongInt);
  constructor Create(ALeft: LongInt
  ; ATop: LongInt; ARight: LongInt;
  ABottom: LongInt
  );
  constructor Create(P1: TPoint; P2: TPoint; Normalize: Boolean
  );
  constructor Create(R: TRect; Normalize: Boolean);
  TRect.class
  operator =(L: TRect; R: TRect) : Boolean;
  TRect.class operator
  <>(L: TRect; R: TRect) : Boolean;
  TRect.class operator +(L: TRect
  ; R: TRect) : TRect;
  TRect.class operator *(L: TRect; R: TRect)
  : TRect;
  class function Empty : TRect;  Static;
  procedure NormalizeRect
  ;
  function IsEmpty : Boolean;
  function Contains(Pt: TPoint) :
  Boolean;
  function Contains(R: TRect) : Boolean;
  function IntersectsWith
  (R: TRect) : Boolean;
  class function Intersect(R1: TRect; R2: TRect
  ) : TRect;  Static;
  procedure Intersect(R: TRect);
  class function
  Union(R1: TRect; R2: TRect) : TRect;  Static;
  procedure Union(R
  : TRect);
  class function Union(const Points: Array of TPoint) :
  TRect;  Static;
  procedure Offset(DX: LongInt; DY: LongInt);

```

```

procedure
Offset (DP: TPoint);
procedure SetLocation(X: LongInt; Y: LongInt
);
procedure SetLocation(P: TPoint);
procedure Inflate(DX: LongInt
; DY: LongInt);
procedure Inflate(DL: LongInt; DT: LongInt; DR:
LongInt; DB: LongInt);
function CenterPoint : TPoint;
function
SplitRect (SplitType: TSplitRectType; ASize: LongInt) : TRect;
function
SplitRect (SplitType: TSplitRectType; Percent: Double) : TRect;
property Height : LongInt;
property Width : LongInt;
property
Size : TSize;
property Location : TPoint;
case LongInt of
0: (
Left : LongInt;
Top : LongInt;
Right : LongInt;
Bottom :
LongInt;
);
1: (
TopLeft : TPoint;
BottomRight : TPoint;
);
2
: (
Vector : TArray4IntegerType;
);
end

```

TRect defines a rectangle in a discrete plane. It is described by the horizontal (left, right) or vertical (top, Bottom) positions (in pixels) of the edges, or, alternatively, by the coordinates of the top left (TopLeft) and bottom right (BottomRight) corners.

77.7.1 Method overview

Page	Method	Description
1835	add(TRect,TRect):TRect	
1837	CenterPoint	
1836	Contains	
1835	Create	
1835	Empty	
1835	equal(TRect,TRect):Boolean	
1837	Inflate	
1836	Intersect	
1836	IntersectsWith	
1835	IsEmpty	
1835	multiply(TRect,TRect):TRect	
1835	NormalizeRect	
1835	notequal(TRect,TRect):Boolean	
1836	Offset	
1837	SetLocation	
1837	SplitRect	
1836	Union	

77.7.2 Property overview

Page	Properties	Access	Description
1837	Height	rw	
1838	Location	rw	
1838	Size	rw	
1838	Width	rw	

77.7.3 TRect.Create

Declaration: constructor Create(Origin: TPoint)

Visibility: public

77.7.4 TRect.Create

Declaration: constructor Create(Origin: TPoint; AWidth: LongInt; AHeight: LongInt)

Visibility: public

77.7.5 TRect.Create

Declaration: constructor Create(ALeft: LongInt; ATop: LongInt; ARight: LongInt;
ABottom: LongInt)

Visibility: public

77.7.6 TRect.Create

Declaration: constructor Create(P1: TPoint; P2: TPoint; Normalize: Boolean)

Visibility: public

77.7.7 TRect.Create

Declaration: constructor Create(R: TRect; Normalize: Boolean)

Visibility: public

77.7.8 TRect.equal(TRect,TRect):Boolean

Declaration: TRect.class operator =(L: TRect; R: TRect) : Boolean

Visibility: public

77.7.9 TRect.notequal(TRect,TRect):Boolean

Declaration: TRect.class operator <>(L: TRect; R: TRect) : Boolean

Visibility: public

77.7.10 TRect.add(TRect,TRect):TRect

Declaration: TRect.class operator +(L: TRect; R: TRect) : TRect

Visibility: public

77.7.11 TRect.multiply(TRect,TRect):TRect

Declaration: TRect.class operator *(L: TRect; R: TRect) : TRect

Visibility: public

77.7.12 TRect.Empty

Declaration: class function Empty : TRect; Static

Visibility: public

77.7.13 TRect.NormalizeRect

Declaration: procedure NormalizeRect

Visibility: public

77.7.14 TRect.IsEmpty

Declaration: function IsEmpty : Boolean

Visibility: public

77.7.15 TRect.Contains

Declaration: function Contains(Pt: TPoint) : Boolean

Visibility: public

77.7.16 TRect.Contains

Declaration: function Contains(R: TRect) : Boolean

Visibility: public

77.7.17 TRect.IntersectsWith

Declaration: function IntersectsWith(R: TRect) : Boolean

Visibility: public

77.7.18 TRect.Intersect

Declaration: class function Intersect(R1: TRect; R2: TRect) : TRect; Static

Visibility: public

77.7.19 TRect.Intersect

Declaration: procedure Intersect(R: TRect)

Visibility: public

77.7.20 TRect.Union

Declaration: class function Union(R1: TRect; R2: TRect) : TRect; Static

Visibility: public

77.7.21 TRect.Union

Declaration: procedure Union(R: TRect)

Visibility: public

77.7.22 TRect.Union

Declaration: class function Union(const Points: Array of TPoint) : TRect; Static

Visibility: public

77.7.23 TRect.Offset

Declaration: procedure Offset(DX: LongInt; DY: LongInt)

Visibility: public

77.7.24 TRect.Offset

Declaration: procedure Offset(DP: TPoint)

Visibility: public

77.7.25 TRect.SetLocation

Declaration: procedure SetLocation(X: LongInt; Y: LongInt)

Visibility: public

77.7.26 TRect.SetLocation

Declaration: procedure SetLocation(P: TPoint)

Visibility: public

77.7.27 TRect.Inflate

Declaration: procedure Inflate(DX: LongInt; DY: LongInt)

Visibility: public

77.7.28 TRect.Inflate

Declaration: procedure Inflate(DL: LongInt; DT: LongInt; DR: LongInt; DB: LongInt)

Visibility: public

77.7.29 TRect.CenterPoint

Declaration: function CenterPoint : TPoint

Visibility: public

77.7.30 TRect.SplitRect

Declaration: function SplitRect(SplitType: TSplitRectType; ASize: LongInt) : TRect

Visibility: public

77.7.31 TRect.SplitRect

Declaration: function SplitRect(SplitType: TSplitRectType; Percent: Double) : TRect

Visibility: public

77.7.32 TRect.Height

Declaration: Property Height : LongInt

Visibility: public

Access: Read,Write

77.7.33 TRect.Width

Declaration: Property Width : LongInt

Visibility: public

Access: Read,Write

77.7.34 TRect.Size

Declaration: Property Size : TSize

Visibility: public

Access: Read,Write

77.7.35 TRect.Location

Declaration: Property Location : TPoint

Visibility: public

Access: Read,Write

77.8 TRectF

```

TRectF = packed record
private
  function GetHeight : Single;
  function
    GetWidth : Single;
  procedure SetHeight (AValue: Single);
  procedure
    SetWidth(AValue: Single);
public
  function Union(const r: TRectF
    ) : TRectF;
  procedure Offset(const dx: Single; const dy: Single
    );
  property Width : Single;
  property Height : Single;
case Integer
  of
0: (
  Left : Single;
  Top : Single;
  Right : Single;
  Bottom
    : Single;
);
1: (
  TopLeft : TPointF;
  BottomRight : TPointF;
);
end

```

77.8.1 Method overview

Page	Method	Description
1839	Offset	
1839	Union	

77.8.2 Property overview

Page	Properties	Access	Description
1839	Height	rw	
1839	Width	rw	

77.8.3 TRectF.Union

Declaration: `function Union(const r: TRectF) : TRectF`

Visibility: `public`

77.8.4 TRectF.Offset

Declaration: `procedure Offset(const dx: Single; const dy: Single)`

Visibility: `public`

77.8.5 TRectF.Width

Declaration: `Property Width : Single`

Visibility: `public`

Access: `Read,Write`

77.8.6 TRectF.Height

Declaration: `Property Height : Single`

Visibility: `public`

Access: `Read,Write`

77.9 TSize

```
TSize = packed record
  cx : LongInt;
  cy : LongInt;
public
  function
  Add(const asz: TSize) : TSize;
  function Distance(const asz: TSize
  ) : Double;
  function IsZero : Boolean;
  function Subtract(const
```

```

asz: TSize) : TSize;
TSize.class operator =(const asz1: TSize;
const asz2: TSize) : Boolean;
TSize.class operator <>(const asz1
: TSize; const asz2: TSize) : Boolean;
TSize.class operator +(const
asz1: TSize; const asz2: TSize) : TSize;
TSize.class operator
-(const asz1: TSize; const asz2: TSize) : TSize;
property Width
: LongInt;
property Height : LongInt;
end

```

TSize is a type to describe the size of a rectangular area, where *cx* is the width, *cy* is the height (in pixels) of the rectangle.

77.9.1 Method overview

Page	Method	Description
1840	Add	
1841	add(TSize,TSize):TSize	
1840	Distance	
1841	equal(TSize,TSize):Boolean	
1840	IsZero	
1841	notequal(TSize,TSize):Boolean	
1841	Subtract	
1841	subtract(TSize,TSize):TSize	

77.9.2 Property overview

Page	Properties	Access	Description
1841	Height	rw	
1841	Width	rw	

77.9.3 TSize.Add

Declaration: function Add(const asz: TSize) : TSize

Visibility: public

77.9.4 TSize.Distance

Declaration: function Distance(const asz: TSize) : Double

Visibility: public

77.9.5 TSize.IsZero

Declaration: function IsZero : Boolean

Visibility: public

77.9.6 TSize.Subtract

Declaration: `function Subtract(const asz: TSize) : TSize`

Visibility: public

77.9.7 TSize.equal(TSize,TSize):Boolean

Declaration: `TSize.class operator =(const asz1: TSize; const asz2: TSize) : Boolean`

Visibility: public

77.9.8 TSize.notequal(TSize,TSize):Boolean

Declaration: `TSize.class operator <>(const asz1: TSize; const asz2: TSize) : Boolean`

Visibility: public

77.9.9 TSize.add(TSize,TSize):TSize

Declaration: `TSize.class operator +(const asz1: TSize; const asz2: TSize) : TSize`

Visibility: public

77.9.10 TSize.subtract(TSize,TSize):TSize

Declaration: `TSize.class operator -(const asz1: TSize; const asz2: TSize) : TSize`

Visibility: public

77.9.11 TSize.Width

Declaration: `Property Width : LongInt`

Visibility: public

Access: Read,Write

77.9.12 TSize.Height

Declaration: `Property Height : LongInt`

Visibility: public

Access: Read,Write

77.10 IClassFactory

77.10.1 Description

`IClassFactory` is defined for Delphi/Kylix compatibility and should not be used.

77.10.2 Method overview

Page	Method	Description
1842	CreateInstance	Create a new instance of an interface.
1842	LockServer	Lock ActiveX server object.

77.10.3 IClassFactory.CreateInstance

Synopsis: Create a new instance of an interface.

Declaration: `function CreateInstance(const unkOuter: IUnknown; const riid: TGuid; out vObject) : HRESULT`

Visibility: default

Description: `IClassFactory.CreateInstance` is defined for Delphi/Kylix compatibility and should not be used.

77.10.4 IClassFactory.LockServer

Synopsis: Lock ActiveX server object.

Declaration: `function LockServer(fLock: LongBool) : HRESULT`

Visibility: default

Description: `IClassFactory.LockServer` is defined for Delphi/Kylix compatibility and should not be used.

77.11 ISequentialStream

77.11.1 Description

`ISequentialStream` is the interface for streams which only support sequential reading of chunks of data. It is defined for Delphi/Kylix compatibility and should not be used.

See also: `IStream` ([1843](#))

77.11.2 Method overview

Page	Method	Description
1842	Read	Read data from the stream
1843	Write	Write data to the stream

77.11.3 ISequentialStream.Read

Synopsis: Read data from the stream

Declaration: `function Read(pv: Pointer; cb: DWORD; pcbRead: PDWord) : HRESULT`

Visibility: default

Description: `Read` reads `cbCount` bytes from the stream into the memory pointed to by `pv` and returns the number of bytes read in `pcbread`. The result is zero for success or an error code.

See also: `ISequentialStream.Write` ([1843](#))

77.11.4 ISequentialStream.Write

Synopsis: Write data to the stream

Declaration: `function Write(pv: Pointer; cb: DWORD; pcbWritten: PDWord) : HRESULT`

Visibility: default

Description: `Write` writes `cbCount` bytes from the memory pointed to by `pv` to the stream and returns the number of bytes written in `pcbWritten`. The result is zero for success or an error code.

See also: `ISequentialStream.Read` ([1842](#))

77.12 IStream

77.12.1 Description

An abstract interface for an external (non pascal) stream, as defined in Microsoft COM interfaces

77.12.2 Method overview

Page	Method	Description
1845	Clone	Clone the stream instance
1844	Commit	Commit data to the stream
1844	CopyTo	Copy data from one stream to another
1844	LockRegion	Lock a region of bytes in the stream
1844	Revert	Revert changes
1843	Seek	Set the stream position
1843	SetSize	Set the stream size
1845	Stat	return information about the stream.
1845	UnlockRegion	Unlocks a previously locked region of bytes in the stream

77.12.3 IStream.Seek

Synopsis: Set the stream position

Declaration: `function Seek(dlibMove: LargeUInt; dwOrigin: LongInt; out libNewPosition: LargeUInt) : HRESULT`

Visibility: default

Description: `Seek` sets the stream position at `dlibMove` bytes from `dwOrigin` (one of the `SEEK_*` constants) and returns the new absolute position in `libNewPosition`. The function returns zero on success, or an error code.

Errors: On error, a nonzero exit code is returned.

77.12.4 IStream.SetSize

Synopsis: Set the stream size

Declaration: `function SetSize(libNewSize: LargeUInt) : HRESULT`

Visibility: default

Description: `SetSize` sets the size of the stream to `libNewSize` bytes, if the stream allows it. On success, zero is returned.

Errors: On error, a nonzero exit code is returned.

77.12.5 IStream.CopyTo

Synopsis: Copy data from one stream to another

Declaration: `function CopyTo(stm: IStream; cb: LargeUInt; out cbRead: LargeUInt; out cbWritten: LargeUInt) : HRESULT`

Visibility: default

Description: `CopyTo` copies `cb` bytes from the stream to target stream `stm`. `cbRead` returns how many bytes were read from the stream, `cbwrite` returns how many bytes were actually written to the destination stream. The function returns zero on success.

Errors: On error, a nonzero exit code is returned.

77.12.6 IStream.Commit

Synopsis: Commit data to the stream

Declaration: `function Commit(grfCommitFlags: LongInt) : HRESULT`

Visibility: default

Description: `Commit` commits the data in the stream to the underlying medium. `Flags` is a set of options to control the commit operation (see MSDN for the possible flags).

Errors: On error, a nonzero exit code is returned.

77.12.7 IStream.Revert

Synopsis: Revert changes

Declaration: `function Revert : HRESULT`

Visibility: default

Description: `Revert` reverts all changes that were done to a transacted stream, i.e. all changes since the last commit. The function returns zero on success.

Errors: On error, a nonzero exit code is returned.

77.12.8 IStream.LockRegion

Synopsis: Lock a region of bytes in the stream

Declaration: `function LockRegion(libOffset: LargeUInt; cb: LargeUInt; dwLockType: LongInt) : HRESULT`

Visibility: default

Description: `LockRegion` locks a region of the storage, starting at `libOffset`, for `cbCount` bytes. The applied lock is of type `dwLockType`. The function returns zero if the lock was successfully applied.

Errors: On error, a nonzero exit code is returned.

77.12.9 IStream.UnlockRegion

Synopsis: Unlocks a previously locked region of bytes in the stream

Declaration: `function UnlockRegion(libOffset: LargeUInt; cb: LargeUInt;
dwLockType: LongInt) : HRESULT`

Visibility: default

Description: `UnlockRegion` removes the lock on a region of the storage, starting at `libOffset`, for `cbCount` bytes. The lock must be of type `dwLockType`. The function returns zero if the lock was successfully removed.

Errors: On error, a nonzero exit code is returned.

77.12.10 IStream.Stat

Synopsis: return information about the stream.

Declaration: `function Stat(out statstg: TStatStg; grfStatFlag: LongInt) : HRESULT`

Visibility: default

Description: `Stat` returns information about the stream in `statstg`, taking into account the flags in `grfStatFlag` (one of the `STATFLAG_` constants). The function returns zero if the call was successful.

Errors: On error, a nonzero exit code is returned.

77.12.11 IStream.Clone

Synopsis: Clone the stream instance

Declaration: `function Clone(out stm: IStream) : HRESULT`

Visibility: default

Description: `Clone` returns an independent but initially equal copy of the stream in `stm`. The function returns zero if the call was successful.

Errors: On error, a nonzero exit code is returned.

Chapter 78

Reference for unit 'typinfo'

78.1 Used units

Table 78.1: Used units by unit 'typinfo'

Name	Page
System	1280
sysutils	1538

78.2 Overview

The `TypeInfo` unit contains many routines which can be used for the querying of the Run-Time Type Information (RTTI) which is generated by the compiler for classes that are compiled under the `{ $M+ }` switch. This information can be used to retrieve or set property values for published properties for totally unknown classes. In particular, it can be used to stream classes. The `TPersistent` class in the `Classes` unit is compiled in the `{ $M+ }` state and serves as the base class for all classes that need to be streamed.

The unit should be compatible to the Delphi 5 unit with the same name. The only calls that are still missing are the Variant calls, since Free Pascal does not support the variant type yet.

The examples in this chapter use a `rttiobj` auxiliary unit, which contains an object that has a published property for all supported types. It also contains some auxiliary routines and definitions. This unit is included in the documentation sources, in the directory `typinfex`.

78.3 Auxiliary functions

Other `typinfo` related functions.

Table 78.2:

Name	Description
GetEnumName (1866)	Get an enumerated type element name
GetEnumValue (1868)	Get ordinal number of an enumerated type, based on the name.
GetEnumNameCount (1867)	Get number of elements in an enumerated type.
GetTypeData (1880)	Skip type name and return a pointer to the type data
SetToString (1890)	Convert a set to its string representation
StringToSet (1892)	Convert a string representation of a set to a set

78.4 Getting or setting property values

Functions to set or set a property's value.

Table 78.3:

Name	Description
GetEnumProp (1867)	Return the value of an enumerated type property
GetFloatProp (1868)	Return the value of a float property
GetInt64Prop (1869)	Return the value of an Int64 property
GetMethodProp (1870)	Return the value of a procedural type property
GetObjectProp (1872)	Return the value of an object property
GetOrdProp (1874)	Return the value of an ordinal type property
GetProperty (1877)	Return the value of a property as a variant
GetSetProp (1878)	Return the value of a set property
GetStrProp (1879)	Return the value of a string property
GetWideStrProp (1881)	Return the value of a widestring property
GetVariantProp (1881)	Return the value of a variant property
SetEnumProp (1885)	Set the value of an enumerated type property
SetFloatProp (1885)	Set the value of a float property
SetInt64Prop (1886)	Set the value of an Int64 property
SetMethodProp (1887)	Set the value of a procedural type property
SetObjectProp (1887)	Set the value of an object property
SetOrdProp (1888)	Set the value of an ordinal type property
SetProperty (1888)	Set the value of a property through a variant
SetSetProp (1889)	Set the value of a set property
SetStrProp (1889)	Set the value of a string property
SetWideStrProp (1891)	Set the value of a widestring property
SetVariantProp (1891)	Set the value of a variant property

78.5 Examining published property information

Functions for retrieving or examining property information

Table 78.4:

Name	Description
FindPropInfo (1865)	Getting property type information, With error checking.
GetPropInfo (1875)	Getting property type information, No error checking.
GetPropInfos (1875)	Find property information of a certain kind
GetObjectPropClass (1873)	Return the declared class of an object property
GetPropList (1876)	Get a list of all published properties
IsPublishedProp (1882)	Is a property published
IsStoredProp (1882)	Is a property stored
PropIsType (1883)	Is a property of a certain kind
PropType (1884)	Return the type of a property

78.6 Constants, types and variables

78.6.1 Constants

```
BooleanIdents : Array[Boolean] of string = ('False', 'True')
```

Names for boolean values

```
DotSep : string = '.'
```

Name separator character

```
OnGetPropValue : TGetPropValue = Nil
```

This callback is set by the variants unit to enable reading of properties as a variant. If set, it is called by the `GetPropValue` (1877) function.

```
OnGetVariantprop : TGetVariantProp = Nil
```

This callback is set by the variants unit to enable reading of variant properties. If set, it is called by the `GetVariantProp` (1881) function.

```
OnSetPropValue : TSetPropValue = Nil
```

This callback is set by the variants unit to enable writing of properties as a variant. If set, it is called by the `SetPropValue` (1888) function.

```
OnSetVariantprop : TSetVariantProp = Nil
```

This callback is set by the variants unit to enable writing of variant properties. If set, it is called by the `GetVariantProp` (1881) function.

```
ptConst = 3
```

Constant used in acces method

```
ptField = 0
```

Property access directly from field

```
ptStatic = 1
```

Property access via static method

```
ptVirtual = 2
```

Property access via virtual method

```
tkAny = [(TTypeKind)..(TTypeKind)]
```

Any property type

```
tkMethods = [tkMethod]
```

Only method properties. (event handlers)

```
tkProcedure = tkProcVar
```

Procedure kind

```
tkProperties = tkAny - tkMethods - [tkUnknown]
```

Real properties. (not methods)

```
tkString = tkSString
```

Alias for the `tsSString` enumeration value

78.6.2 Types

```
PManagedField = ^TManagedField
```

`PManagedField` is a pointer to `TManagedField` (1852). It is used to describe automatically managed fields in records when the type kind is `tkRecord`.

```
PProcedureParam = ^TProcedureParam
```

`PProcedureParam` is a pointer to `TProcedureParam`. It is used in `TProcedureSignature` (1892).

```
PPropInfo = ^TPropInfo
```

Pointer to `TPropInfo` (1854) record

```
PPropList = ^TPropList
```

Pointer to `TPropList` (1854)

```
PTypeInfo = ^PTypeInfo
```

Pointer to PTypeInfo (1850) pointer

```
PTypeData = ^TTypeData
```

Pointer to TTypeData (1862) record.

```
PTypeInfo = ^TTypeInfo
```

Pointer to TTypeInfo (1863) record

```
PVmtFieldEntry = ^TVmtFieldEntry
```

Pointer to #rtl.typinfo.TVmtFieldEntry (1864) type.

```
PVmtFieldTable = ^TVmtFieldTable
```

Pointer to #rtl.typinfo.TVmtFieldTable (1865) type.

```
ShortStringBase = string
```

ShortStringBase is the base definition of a short string.

```
TArrayTypeData = packed record
```

```
  Size : SizeInt;
```

```
  ElCount : SizeInt
```

```
  ;
```

```
  ElType : PTypeInfo;
```

```
  DimCount : Byte;
```

```
  Dims : Array[0..255]
```

```
  of PTypeInfo;
```

```
end
```

TArrayTypeData is used to describe arrays in RTTI. It can be encountered when the type kind is tkArray, and is used for both static and dynamic arrays and single or multi-dimensional arrays. The type of the array elements is described in elType, and the ranges for each of the dimensions (specified in DimCount in Dims).

```
TCallConv = (ccReg, ccCdecl, ccPascal, ccStdCall, ccSafeCall, ccCppdecl
  ,
  ccFar16, ccOldFPCCall, ccInternProc, ccSysCall, ccSoftFloat
  ,
  ccMWPascal)
```

Table 78.5: Enumeration values for type TCallConv

Value	Explanation
ccCdecl	Cdecl calling convention.
ccCppdecl	Cppdecl calling convention
ccFar16	Far16 calling convention (Delphi compatibility)
ccInternProc	InternProc calling convention (compiler internal)
ccMWPascal	MWPascal (MetroWerks Pascal) calling convention.
ccOldFPCCall	OldFPCCall calling convention (deprecated)
ccPascal	Pascal calling convention.
ccReg	Register calling convention
ccSafeCall	SafeCall calling convention.
ccSoftFloat	Softfloat calling convention.
ccStdCall	stdcall calling convention.
ccSysCall	SysCall calling convention.

TCallConv is a type describing the calling convention used by a method. It contains an element for all supported calling conventions.

TFloatType = (ftSingle, ftDouble, ftExtended, ftComp, ftCurr)

Table 78.6: Enumeration values for type TFloatType

Value	Explanation
ftComp	Comp-type float
ftCurr	Currency-type float
ftDouble	Double-sized float
ftExtended	Extended-size float
ftSingle	Single-sized float

The size of a float type.

```
TGetPropValue = function(Instance: TObject; PropInfo: PPropInfo;
    PreferStrings: Boolean) : Variant
```

The callback function must return the property with name PropName of instance Instance. If PreferStrings is true, it should favour converting the property to a string value. The function needs to return the variant with the property value.

```
TGetVariantProp = function(Instance: TObject; PropInfo: PPropInfo
    )
    : Variant
```

The callback function must return the variant property with name PropName of instance Instance.

```
TIntfFlag = (ifHasGuid, ifDispInterface, ifDispatch, ifHasStrGUID)
```


Table 78.7: Enumeration values for type TIntfFlag

Value	Explanation
ifDispatch	Interface is a dispatch interface
ifDispInterface	Interface is a dual dispatch interface
ifHasGuid	Interface has GUID identifier
ifHasStrGUID	Interface has a string GUID identifier

Type of interface.

```
TIntfFlags = Set of TIntfFlag
```

Set of TIntfFlag (1851).

```
TIntfFlagsBase = Set of TIntfFlag
```

Set of TIntfFlag (1851).

```
TManagedField = packed record
  TypeRef : PTypeInfo;
  FldOffset
  : SizeInt;
end
```

TManagedField describes 1 managed field in a record. It consists of type information (TypeRef) and an offset in the record's memory layout (FldOffset). Size can be determined from the type information.

```
TMethodKind = (mkProcedure, mkFunction, mkConstructor, mkDestructor,
  mkClassProcedure, mkClassFunction, mkClassConstructor
  ,
  mkClassDestructor, mkOperatorOverload)
```

Table 78.8: Enumeration values for type TMethodKind

Value	Explanation
mkClassConstructor	Class constructor method.
mkClassDestructor	Class destructor method.
mkClassFunction	Class function
mkClassProcedure	Class procedure
mkConstructor	Class constructor
mkDestructor	Class Desctructor
mkFunction	Function method
mkOperatorOverload	Operator overloader
mkProcedure	Procedure method.

Method type description

```
TOrdType = (otSByte, otUByte, otSWord, otUWord, otSLong, otULong)
```

Table 78.9: Enumeration values for type TOrdType

Value	Explanation
otSByte	Signed byte
otSLong	Signed longint
otSWord	Signed word
otUByte	Unsigned byte
otULong	Unsigned longint (Cardinal)
otUWord	Unsigned word

If the property is an ordinal type, then TOrdType determines the size and sign of the ordinal type:

```
TParamFlag = (pfVar, pfConst, pfArray, pfAddress, pfReference, pfOut)
```

Table 78.10: Enumeration values for type TParamFlag

Value	Explanation
pfAddress	Parameter is passed by address
pfArray	Parameter is an array parameter
pfConst	Parameter is a const parameter (i.e. cannot be modified)
pfOut	Parameter is a string parameter
pfReference	Parameter is passed by reference
pfVar	Parameter is a var parameter (passed by reference)

TParamFlag describes a parameter.

```
TParamFlags = Set of TParamFlag
```

The kind of parameter for a method

```
TProcedureParam = packed record
  Flags : Byte;
  ParamType : PTypeInfo;
  ;
  Name : ShortString;
end
```

TProcedureParam describes a single parameter to a procedure (or function).

```
TProcInfoProc = procedure (PropInfo: PPropInfo) of object
```

Property info callback method

```
TPropData = packed record
  PropCount : Word;
  PropList : record
    _alignmentdummy : PtrInt;
  end;
end
```

The TPropData record is not used, but is provided for completeness and compatibility with Delphi.

```
TPropInfo = packed record
  PropType : PTypeInfo;
  GetProc : CodePointer
  ;
  SetProc : CodePointer;
  StoredProc : CodePointer;
  Index : Integer
  ;
  Default : LongInt;
  NameIndex : SmallInt;
  PropProcs : Byte
  ;
  Name : ShortString;
end
```

The TPropInfo record describes one published property of a class. The property information of a class are stored as an array of TPropInfo records.

The Name field is stored not with 255 characters, but with just as many characters as required to store the name.

```
TPropList = Array[0..65535] of PPropInfo
```

Array of property information pointers

```
TSetPropValue = procedure(Instance: TObject; PropInfo: PPropInfo;
  const Value: Variant)
```

The callback function must set the property with name PropName of instance Instance to Value.

```
TSetVariantProp = procedure(Instance: TObject; PropInfo: PPropInfo
  ;
  const Value: Variant)
```

The callback function must set the variant property with name PropName of instance to Value.

```
TTypeData = packed record
case TTypeKind of
tkUnKnown: (
);, tkLString
  : (
);, tkWString: (
);, tkVariant: (
);, tkUString: (
);
tkAString
  : (
  CodePage : Word;
);
tkInteger: (
  OrdType : TOrdType;
```

```
case
  TTypeKind of
tkInteger: (
  MinValue : LongInt;
  MaxValue : LongInt
  ;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList
  : ShortString;
);
);, tkChar: (
  MinValue : LongInt;
  MaxValue
  : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo
  ;
  NameList : ShortString;
);
);, tkEnumeration: (
  MinValue : LongInt
  ;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType
  : PTypeInfo;
  NameList : ShortString;
);
);, tkBool: (
  MinValue
  : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration
  : (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkWChar
  : (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
  tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString
  ;
);
);
tkSet: (
```

```
    CompType : PTypeInfo;
);
);, tkChar: (
    OrdType
    : TOrdType;
case TTypeKind of
tkInteger: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType
    : PTypeInfo;
    NameList : ShortString;
);
);, tkChar: (
    MinValue
    : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration
    : (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkEnumeration
    : (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
    tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString
    ;
);
);, tkBool: (
    MinValue : LongInt;
    MaxValue : LongInt;
case
    TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList
    : ShortString;
);
);, tkWChar: (
    MinValue : LongInt;
    MaxValue
    : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo
    ;
    NameList : ShortString;
```

```

);
);
tkSet: (
  CompType : PTypeInfo
  ;
);
);, tkEnumeration: (
  OrdType : TOrdType;
case TTypeKind of
  tkInteger: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind
  of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString
  ;
);
);, tkChar: (
  MinValue : LongInt;
  MaxValue : LongInt;
case
  TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList
  : ShortString;
);
);, tkEnumeration: (
  MinValue : LongInt;
  MaxValue
  : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo
  ;
  NameList : ShortString;
);
);, tkBool: (
  MinValue : LongInt
  ;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType
  : PTypeInfo;
  NameList : ShortString;
);
);, tkWChar: (
  MinValue
  : LongInt;
  MaxValue : LongInt;
case TTypeKind of

```

```
tkEnumeration
  : (
    BaseType : PTypeInfo;
    NameList : ShortString;
  );
);
tkSet
  : (
    CompType : PTypeInfo;
  );
);, tkBool: (
  OrdType : TOrdType
  ;
case TTypeKind of
tkInteger: (
  MinValue : LongInt;
  MaxValue
  : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo
  ;
  NameList : ShortString;
);
);, tkChar: (
  MinValue : LongInt
  ;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType
  : PTypeInfo;
  NameList : ShortString;
);
);, tkEnumeration: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration
  : (
    BaseType : PTypeInfo;
    NameList : ShortString;
  );
);, tkBool
  : (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
  tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString
    ;
  );
);, tkWChar: (
```

```

    MinValue : LongInt;
    MaxValue : LongInt;
case
  TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList
  : ShortString;
);
);
tkSet: (
  CompType : PTypeInfo;
);
);, tkWChar
  : (
  OrdType : TOrdType;
case TTypeKind of
tkInteger: (
  MinValue
  : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration
  : (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkChar
  : (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
  tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString
  ;
);
);, tkEnumeration: (
  MinValue : LongInt;
  MaxValue : LongInt
  ;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList
  : ShortString;
);
);, tkBool: (
  MinValue : LongInt;
  MaxValue
  : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo

```



```

    ;
    NameList : ShortString;
);
);, tkWChar: (
    MinValue : LongInt
    ;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType
    : PTypeInfo;
    NameList : ShortString;
);
);
tkSet: (
    CompType
    : PTypeInfo;
);
);, tkSet: (
    OrdType : TOrdType;
case TTypeKind
of
tkInteger: (
    MinValue : LongInt;
    MaxValue : LongInt;
case
TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList
    : ShortString;
);
);, tkChar: (
    MinValue : LongInt;
    MaxValue
    : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo
    ;
    NameList : ShortString;
);
);, tkEnumeration: (
    MinValue : LongInt
    ;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType
    : PTypeInfo;
    NameList : ShortString;
);
);, tkBool: (
    MinValue

```

```

    : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration
    : (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkWChar
    : (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
    tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString
    ;
);
);
tkSet: (
    CompType : PTypeInfo;
);
);
tkFloat: (
    FloatType
    : TFloatType;
);
tkSString: (
    MaxLength : Byte;
);
tkClass: (
    ClassType : TClass;
    ParentInfo : PTypeInfo;
    PropCount : SmallInt
    ;
    UnitName : ShortString;
);
tkRecord: (
    RecSize : Integer;
    ManagedFldCount : Integer;
);
tkHelper: (
    HelperParent : PTypeInfo
    ;
    ExtendedInfo : PTypeInfo;
    HelperProps : SmallInt;
    HelperUnit
    : ShortString;
);
tkMethod: (
    MethodKind : TMethodKind;
    ParamCount
    : Byte;
    ParamList : Array[0..1023] of Char;

```

```

);
tkProcVar: (
  ProcSig
  : TProcedureSignature;
);
tkInt64: (
  MinInt64Value : Int64;
  MaxInt64Value
  : Int64;
);
tkQWord: (
  MinQWordValue : QWord;
  MaxQWordValue
  : QWord;
);
tkInterface: (
  IntfParent : PTypeInfo;
  IntfFlags
  : TIntfFlagsBase;
  GUID : TGuid;
  IntfUnit : ShortString;
);
tkInterfaceRaw
  : (
  RawIntfParent : PTypeInfo;
  RawIntfFlags : TIntfFlagsBase;
  IID : TGuid;
  RawIntfUnit : ShortString;
  IIDStr : ShortString
  ;
);
tkArray: (
  ArrayData : TArrayTypeData;
);
tkDynArray: (
  elSize
  : PtrUInt;
  elType2 : PTypeInfo;
  varType : LongInt;
  elType
  : PTypeInfo;
  DynUnitName : ShortStringBase;
);
tkClassRef: (
  InstanceType
  : PTypeInfo;
);
tkPointer: (
  RefType : PTypeInfo;
);
end

```

If the `typinfo` kind is `tkClass`, then the property information follows the `UnitName` string, as an array of `TPropInfo` (1854) records.

```
TTypeInfo = record
  Kind : TTypeKind;
  Name : ShortString;
end
```

The `TypeInfo` function returns a pointer to a `TTypeInfo` record.

Note that the `Name` field is stored with as much bytes as needed to store the name, it is not padded to 255 characters. The type data immediately follows the `TTypeInfo` record as a `TTypeData` (1862) record.

```
TTypeKind = (tkUnknown,tkInteger,tkChar,tkEnumeration,tkFloat,tkSet
,
tkMethod,tkSString,tkLString,tkAString,tkWString,tkVariant
,
tkArray,tkRecord,tkInterface,tkClass,tkObject,tkWChar
,
tkBool,tkInt64,tkQWord,tkDynArray,tkInterfaceRaw,tkProcVar
,
tkUString,tkUChar,tkHelper,tkFile,tkClassRef,tkPointer
)
```

Table 78.11: Enumeration values for type TTypeKind

Value	Explanation
tkArray	Array property.
tkAString	Ansistring property.
tkBool	Boolean property.
tkChar	Char property.
tkClass	Class property.
tkClassRef	Class of type
tkDynArray	Dynamical array property.
tkEnumeration	Enumeration type property.
tkFile	File type (both text and binary)
tkFloat	Float property.
tkHelper	Helper class type.
tkInt64	Int64 property.
tkInteger	Integer property.
tkInterface	Interface property.
tkInterfaceRaw	Raw interface property.
tkLString	Longstring property.
tkMethod	Method property.
tkObject	Object property.
tkPointer	Pointer type
tkProcVar	Procedural variable
tkQWord	QWord property.
tkRecord	Record property.
tkSet	Set property.
tkSString	Shortstring property.
tkUChar	Unicode character
tkUnknown	Unknown property type.
tkUString	Unicode string
tkVariant	Variant property.
tkWChar	Widechar property.
tkWString	Widestring property.

Type of a property.

```
TTypeKinds = Set of TTypeKind
```

Set of TTypeKind (1863) enumeration.

```
TVmtFieldEntry = packed record
  FieldOffset : PtrUInt;
  TypeIndex
  : Word;
  Name : ShortString;
end
```

TVmtFieldEntry records are generated by the compiler for all fields of a record or class that have RTTI associated with them. They describe the field as known to the compiler.

```
TVmtFieldTable = packed record
```

```

Count : Word;
ClassTab : Pointer
;
Fields : Array[0..0] of TVmtFieldEntry;
end

```

TVmtFieldTable describes the fields for which RTTI was generated. A TVmtFieldTable entry is generated by the compiler in the RTI information, it is not something one creates manually. Basically it contains a list of TVmtFieldEntry (1864) values.

78.7 Procedures and functions

78.7.1 FindPropInfo

Synopsis: Return property information by property name.

Declaration:

```

function FindPropInfo(Instance: TObject; const PropName: string)
    : PPropInfo
function FindPropInfo(Instance: TObject; const PropName: string;
    AKinds: TTypeKinds) : PPropInfo
function FindPropInfo(AClass: TClass; const PropName: string)
    : PPropInfo
function FindPropInfo(AClass: TClass; const PropName: string;
    AKinds: TTypeKinds) : PPropInfo

```

Visibility: default

Description: FindPropInfo examines the published property information of a class and returns a pointer to the property information for property PropName. The class to be examined can be specified in one of two ways:

AClass a class pointer.

Instance an instance of the class to be investigated.

If the property does not exist, a EPropertyError exception will be raised. The GetPropInfo (1875) function has the same function as the FindPropInfo function, but returns Nil if the property does not exist.

Errors: Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetPropInfo (1875), GetPropList (1876), GetPropInfos (1875)

Listing: ./typinfex/ex14.pp

Program example13;

```
{ This program demonstrates the FindPropInfo function }
```

```
{ $mode objfpc }
```

uses

```
rttiobj , typinfo , sysutils ;
```

Var

```
O : TMyTestObject;
```

```

PT : PTypeData;
PI : PPropInfo;
I,J : Longint;
PP : PPropList;
prl : PPropInfo;

begin
O:=TMyTestObject.Create;
PI:=FindPropInfo(O,'BooleanField');
WriteLn('FindPropInfo(Instance, BooleanField) : ',PI^.Name);
PI:=FindPropInfo(O.ClassType,'ByteField');
WriteLn('FindPropInfo(Class, ByteField) : ',PI^.Name);
Write ('FindPropInfo(Class, NonExistingProp) : ');
Try
PI:=FindPropInfo(O,'NonExistingProp');
except
On E: Exception do
WriteLn('Caught exception "',E.ClassName,'" with message : ',E.Message);
end;
O.Free;
end.

```

78.7.2 GetEnumName

Synopsis: Return name of enumeration constant.

Declaration: `function GetEnumName(TypeInfo: PTypeInfo; Value: Integer) : string`

Visibility: default

Description: `GetEnumName` scans the type information for the enumeration type described by `TypeInfo` and returns the name of the enumeration constant for the element with ordinal value equal to `Value`.

If `Value` is out of range, the first element of the enumeration type is returned. The result is returned in the case that was used in the declaration. (In earlier versions of FPC, the name was lowercased).

This can be used in combination with `GetOrdProp` to stream a property of an enumerated type.

Errors: No check is done to determine whether `TypeInfo` really points to the type information for an enumerated type.

See also: `GetOrdProp` (1874), `GetEnumValue` (1868)

Listing: `./typinfex/ex9.pp`

```

program example9;

{ This program demonstrates the GetEnumName, GetEnumValue functions }

{$mode objfpc}

uses rttiobj, typinfo;

Var
O : TMyTestObject;
TI : PTypeInfo;

begin
O:=TMyTestObject.Create;

```



```

begin
  O:= TMyTestObject.Create;
  PI:= GetPropInfo(O, 'MyEnumField');
  TI:= PI^.PropType;
  WriteLn('Enum property      : ');
  WriteLn('Value                : ', GetEnumName(TI, Ord(O.MyEnumField)));
  WriteLn('Get (name)                 : ', GetEnumProp(O, 'MyEnumField'));
  WriteLn('Get (propinfo)              : ', GetEnumProp(O, PI));
  SetEnumProp(O, 'MyEnumField', 'meFirst');
  WriteLn('Set (name, meFirst)         : ', GetEnumName(TI, Ord(O.MyEnumField)));
  SetEnumProp(O, PI, 'meSecond');
  WriteLn('Set (propinfo, meSecond)   : ', GetEnumName(TI, Ord(O.MyEnumField)));
  O.Free;
end.

```

78.7.5 GetEnumValue

Synopsis: Get ordinal value for enumerated type by name

Declaration: `function GetEnumValue(TypeInfo: PTypeInfo; const Name: string) : Integer`

Visibility: default

Description: `GetEnumValue` scans the type information for the enumeration type described by `TypeInfo` and returns the ordinal value for the element in the enumerated type that has identifier `Name`. The identifier is searched in a case-insensitive manner.

This can be used to set the value of enumerated properties from a stream.

For an example, see `GetEnumName` (1866).

Errors: If `Name` is not found in the list of enumerated values, then -1 is returned. No check is done whether `TypeInfo` points to the type information for an enumerated type.

See also: `GetEnumName` (1866), `SetOrdProp` (1888)

78.7.6 GetFloatProp

Synopsis: Return value of floating point property

Declaration: `function GetFloatProp(Instance: TObject; PropInfo: PPropInfo) : Extended`
`function GetFloatProp(Instance: TObject; const PropName: string)`
`: Extended`

Visibility: default

Description: `GetFloatProp` returns the value of the float property described by `PropInfo` or with name `Propname` for the object `Instance`. All float types are converted to extended.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid float property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetFloatProp` (1885), `GetOrdProp` (1874), `GetStrProp` (1879), `GetInt64Prop` (1869), `GetMethodProp` (1870), `GetSetProp` (1878), `GetObjectProp` (1872), `GetEnumProp` (1867)

Listing: `./typinfex/ex4.pp`

```

program example4;

{ This program demonstrates the GetFloatProp function }

{$mode objfpc}

uses rttiobj ,typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln('Real property : ');
  PI:=GetPropInfo(O, 'RealField');
  Writeln('Value : ',O.RealField);
  Writeln('Get (name) : ',GetFloatProp(O, 'RealField'));
  Writeln('Get (propinfo) : ',GetFloatProp(O, PI));
  SetFloatProp(O, 'RealField',system.PI);
  Writeln('Set (name,pi) : ',O.RealField);
  SetFloatProp(O, PI,exp(1));
  Writeln('Set (propinfo,e) : ',O.RealField);
  Writeln('Extended property : ');
  PI:=GetPropInfo(O, 'ExtendedField');
  Writeln('Value : ',O.ExtendedField);
  Writeln('Get (name) : ',GetFloatProp(O, 'ExtendedField'));
  Writeln('Get (propinfo) : ',GetFloatProp(O, PI));
  SetFloatProp(O, 'ExtendedField',system.PI);
  Writeln('Set (name,pi) : ',O.ExtendedField);
  SetFloatProp(O, PI,exp(1));
  Writeln('Set (propinfo,e) : ',O.ExtendedField);
  O.Free;
end.

```

78.7.7 GetInt64Prop

Synopsis: return value of an Int64 property

Declaration: function GetInt64Prop(Instance: TObject; PropInfo: PPropInfo) : Int64
function GetInt64Prop(Instance: TObject; const PropName: string) : Int64

Visibility: default

Description: Publishing of Int64 properties is not yet supported by Free Pascal. This function is provided for Delphi compatibility only at the moment.

GetInt64Prop returns the value of the property of type Int64 that is described by PropInfo or with name Propname for the object Instance.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid Int64 property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception

See also: SetInt64Prop (1886), GetOrdProp (1874), GetStrProp (1879), GetFloatProp (1868), GetMethodProp (1870), GetSetProp (1878), GetObjectProp (1872), GetEnumProp (1867)

Listing: ./typinfex/ex15.pp

```

program example15;

{ This program demonstrates the GetInt64Prop function }

{$mode objfpc}

uses rttiobj , typinfo ;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln('Int64 property : ');
  PI:=GetPropInfo(O,'Int64Field');
  Writeln('Value           : ',O.Int64Field);
  Writeln('Get (name)         : ',GetInt64Prop(O,'Int64Field'));
  Writeln('Get (propinfo)    : ',GetInt64Prop(O,PI));
  SetInt64Prop(O,'Int64Field',12345);
  Writeln('Set (name,12345)   : ',O.Int64Field);
  SetInt64Prop(O,PI,54321);
  Writeln('Set (propinfo,54321) : ',O.Int64Field);
  O.Free;
end.

```

78.7.8 GetInterfaceProp

Synopsis: Return interface-typed property

Declaration:

```

function GetInterfaceProp(Instance: TObject; const PropName: string)
    : IInterface
function GetInterfaceProp(Instance: TObject; PropInfo: PPropInfo)
    : IInterface

```

Visibility: default

Description: GetInterfaceProp returns the interface which the property described by PropInfo or with name Propname points to for object Instance.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid method property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: SetInterfaceProp (1886), GetOrdProp (1874), GetStrProp (1879), GetFloatProp (1868), GetInt64Prop (1869), GetSetProp (1878), GetObjectProp (1872), GetEnumProp (1867)

78.7.9 GetMethodProp

Synopsis: Return value of a method property

Declaration:

```

function GetMethodProp(Instance: TObject; PropInfo: PPropInfo) : TMethod
function GetMethodProp(Instance: TObject; const PropName: string)
    : TMethod

```

Visibility: default

Description: `GetMethodProp` returns the method the property described by `PropInfo` or with name `Propname` for object `Instance`. The return type `TMethod` is defined in the `SysUtils` unit as:

```
TMethod = packed record
  Code, Data: Pointer;
end;
```

`Data` points to the instance of the class with the method `Code`.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid method property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetMethodProp` (1887), `GetOrdProp` (1874), `GetStrProp` (1879), `GetFloatProp` (1868), `GetInt64Prop` (1869), `GetSetProp` (1878), `GetObjectProp` (1872), `GetEnumProp` (1867)

Listing: `./typinfex/ex6.pp`

```
program example6;

{ This program demonstrates the GetMethodProp function }

{$mode objfpc}

uses rttiobj, typinfo, sysutils;

Type
  TNotifyObject = Class(TObject)
    Procedure Notification1(Sender : TObject);
    Procedure Notification2(Sender : TObject);
  end;

Procedure TNotifyObject.Notification1(Sender : TObject);

begin
  Write('Received notification 1 of object with class: ');
  WriteLn(Sender.ClassName);
end;

Procedure TNotifyObject.Notification2(Sender : TObject);

begin
  Write('Received notification 2 of object with class: ');
  WriteLn(Sender.ClassName);
end;

Var
  O : TMyTestObject;
  PI : PPropInfo;
  NO : TNotifyObject;
  M : TMethod;

Procedure PrintMethod (Const M : TMethod);

begin
  If (M.Data=Pointer(NO)) Then
```

```

    If (M.Code=Pointer(@TNotifyObject.Notification1)) then
        WriteLn('Notification1')
    else If (M.Code=Pointer(@TNotifyObject.Notification2)) then
        WriteLn('Notification2')
    else
        begin
            Write('Unknown method adress (data:');
            Write(hexStr(Longint(M.data),8));
            WriteLn(' ,code:',hexstr(Longint(M.Code),8),')');
        end;
end;

begin
    O:=TMyTestObject.Create;
    NO:=TNotifyObject.Create;
    O.NotifyEvent:=@NO.Notification1;
    PI:=GetPropertyInfo(O,'NotifyEvent');
    WriteLn('Method property : ');
    Write('Notifying : ');
    O.Notify;
    Write('Get (name) : ');
    M:=GetMethodProp(O,'NotifyEvent');
    PrintMethod(M);
    Write('Notifying : ');
    O.Notify;
    Write('Get (propinfo) : ');
    M:=GetMethodProp(O,PI);
    PrintMethod(M);
    M:=TMethod(@NO.Notification2);
    SetMethodProp(O,'NotifyEvent',M);
    Write('Set (name, Notification2) : ');
    M:=GetMethodProp(O,PI);
    PrintMethod(M);
    Write('Notifying : ');
    O.Notify;
    Write('Set (propinfo, Notification1) : ');
    M:=TMethod(@NO.Notification1);
    SetMethodProp(O,PI,M);
    M:=GetMethodProp(O,PI);
    PrintMethod(M);
    Write('Notifying : ');
    O.Notify;
    O.Free;
end.

```

78.7.10 GetObjectProp

Synopsis: Return value of an object-type property.

```

Declaration: function GetObjectProp(Instance: TObject; const PropName: string)
              : TObject

function GetObjectProp(Instance: TObject; const PropName: string;
                      MinClass: TClass) : TObject

function GetObjectProp(Instance: TObject; PropInfo: PPropInfo) : TObject
function GetObjectProp(Instance: TObject; PropInfo: PPropInfo;
                      MinClass: TClass) : TObject

```

Visibility: default

Description: `GetObjectProp` returns the object which the property described by `PropInfo` with name `Propname` points to for object `Instance`.

If `MinClass` is specified, then if the object is not descendent of class `MinClass`, then `Nil` is returned.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid method property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetMethodProp` (1887), `GetOrdProp` (1874), `GetStrProp` (1879), `GetFloatProp` (1868), `GetInt64Prop` (1869), `GetSetProp` (1878), `GetObjectProp` (1872), `GetEnumProp` (1867)

Listing: `./typinfex/ex5.pp`

```

program example5;

{ This program demonstrates the GetObjectProp function }

{$mode objfpc}

uses rttiobj , typinfo ;

Var
  O : TMyTestObject;
  PI : PPropInfo;
  NO1,NO2 : TNamedObject;

begin
  O:=TMyTestObject.Create;
  NO1:=TNamedObject.Create;
  NO1.ObjectName:= 'First named object';
  NO2:=TNamedObject.Create;
  NO2.ObjectName:= 'Second named object';
  O.ObjField:=NO1;
  Writeln ('Object property : ');
  PI:=GetPropInfo(O, 'ObjField');
  Write ('Property class : ');
  Writeln (GetObjectPropClass(O, 'ObjField').ClassName);
  Write ('Value : ');
  Writeln ((O.ObjField as TNamedObject).ObjectName);
  Write ('Get (name) : ');
  Writeln ((GetObjectProp(O, 'ObjField') as TNamedObject).ObjectName);
  Write ('Get (propinfo) : ');
  Writeln ((GetObjectProp(O, PI, TObj) as TNamedObject).ObjectName);
  SetObjectProp(O, 'ObjField',NO2);
  Write ('Set (name,NO2) : ');
  Writeln ((O.ObjField as TNamedObject).ObjectName);
  SetObjectProp(O, PI,NO1);
  Write ('Set (propinfo ,NO1) : ');
  Writeln ((O.ObjField as TNamedObject).ObjectName);
  O.Free;
end.

```

78.7.11 GetObjectPropClass

Synopsis: Return class of property.

Declaration: `function GetObjectPropClass(Instance: TObject; const PropName: string) : TClass`
`function GetObjectPropClass(AClass: TClass; const PropName: string) : TClass`

Visibility: default

Description: `GetObjectPropClass` returns the declared class of the property with name `PropName`. This may not be the actual class of the property value.

For an example, see `GetObjectProp` (1872).

Errors: No checking is done whether `Instance` is non-nil. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetMethodProp` (1887), `GetOrdProp` (1874), `GetStrProp` (1879), `GetFloatProp` (1868), `GetInt64Prop` (1869)

78.7.12 GetOrdProp

Synopsis: Get the value of an ordinal property

Declaration: `function GetOrdProp(Instance: TObject; PropInfo: PPropInfo) : Int64`
`function GetOrdProp(Instance: TObject; const PropName: string) : Int64`

Visibility: default

Description: `GetOrdProp` returns the value of the ordinal property described by `PropInfo` or with name `PropName` for the object `Instance`. The value is returned as a longint, which should be typecasted to the needed type.

Ordinal properties that can be retrieved include:

Integers and subranges of integersThe value of the integer will be returned.

Enumerated types and subranges of enumerated typesThe ordinal value of the enumerated type will be returned.

SetsIf the base type of the set has less than 31 possible values. If a bit is set in the return value, then the corresponding element of the base ordinal class of the set type must be included in the set.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid ordinal property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetOrdProp` (1888), `GetStrProp` (1879), `GetFloatProp` (1868), `GetInt64Prop` (1869), `GetMethodProp` (1870), `GetSetProp` (1878), `GetObjectProp` (1872), `GetEnumProp` (1867)

Listing: `./typinfex/ex1.pp`

```
program example1;

{ This program demonstrates the GetOrdProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
```

```

PI : PPropInfo;

begin
  O:= TMyTestObject.Create;
  WriteLn ('Boolean property      : ');
  WriteLn ('Value                  : ',O.BooleanField);
  WriteLn ('Ord(Value)              : ',Ord(O.BooleanField));
  WriteLn ('Get (name)                 : ',GetOrdProp(O, 'BooleanField'));
  PI:= GetPropInfo(O, 'BooleanField');
  WriteLn ('Get (propinfo)            : ',GetOrdProp(O, PI));
  SetOrdProp(O, 'BooleanField',Ord(False));
  WriteLn ('Set (name,false)          : ',O.BooleanField);
  SetOrdProp(O, PI, Ord(True));
  WriteLn ('Set (propinfo,true)      : ',O.BooleanField);
  O.Free;
end.

```

78.7.13 GetPropInfo

Synopsis: Return property type information, by property name.

```

Declaration: function GetPropInfo(TypeInfo: PTypeInfo; const PropName: string)
                : PPropInfo
function GetPropInfo(TypeInfo: PTypeInfo; const PropName: string;
                    AKinds: TTypeKinds) : PPropInfo
function GetPropInfo(Instance: TObject; const PropName: string)
                : PPropInfo
function GetPropInfo(Instance: TObject; const PropName: string;
                    AKinds: TTypeKinds) : PPropInfo
function GetPropInfo(AClass: TClass; const PropName: string) : PPropInfo
function GetPropInfo(AClass: TClass; const PropName: string;
                    AKinds: TTypeKinds) : PPropInfo

```

Visibility: default

Description: `GetPropInfo` returns a pointer to the `TPropInfo` record for the `PropName` property of a class. The class to examine can be specified in one of three ways:

InstanceAn instance of the class.

AClassA class pointer to the class.

TypeInfoA pointer to the type information of the class.

In each of these three ways, if `AKinds` is specified, if the property has `TypeKind` which is not included in `AKinds`, `Nil` will be returned.

For an example, see most of the other functions.

Errors: If the property `PropName` does not exist, `Nil` is returned.

See also: `GetPropInfos` (1875), `GetPropList` (1876)

78.7.14 GetPropInfos

Synopsis: Return a list of published properties.

```

Declaration: procedure GetPropInfos(TypeInfo: PTypeInfo; PropList: PPropList)

```


Visibility: default

Description: `GetPropInfos` stores pointers to the property information of all published properties of a class with class info `TypeInfo` in the list pointed to by `PropList`. The `PropList` pointer must point to a memory location that contains enough space to hold all properties of the class and its parent classes.

Errors: No checks are done to see whether `PropList` points to a memory area that is big enough to hold all pointers.

See also: `GetPropInfo` (1875), `GetPropList` (1876)

Listing: `./typinfex/ex12.pp`

Program `example12`;

{ This program demonstrates the `GetPropInfos` function }

uses

`rttiobj, typinfo;`

Var

`O : TMyTestObject;`

`PT : PTypeData;`

`PI : PTypeInfo;`

`I, J : Longint;`

`PP : PPropList;`

`pri : PPropInfo;`

begin

`O := TMyTestObject.Create;`

`PI := O.ClassInfo;`

`PT := GetTypeData(PI);`

`WriteLn('Property Count : ', PT^.PropCount);`

`GetMem(PP, PT^.PropCount * SizeOf(Pointer));`

`GetPropInfos(PI, PP);`

For `I := 0 to PT^.PropCount - 1 do`

begin

With `PP^[I]^ do`

begin

`Write('Property ', I + 1 : 3, ': ', name : 30);`

`writeln(' Type : ', TypeName[typinfo.PropType(O, Name)]);`

end;

end;

`FreeMem(PP);`

`O.Free;`

end.

78.7.15 GetPropList

Synopsis: Return a list of a certain type of published properties.

Declaration:

```
function GetPropList(TypeInfo: PTypeInfo; TypeKinds: TTypeKinds;
                    PropList: PPropList; Sorted: Boolean) : LongInt
function GetPropList(TypeInfo: PTypeInfo; out PropList: PPropList)
                    : SizeInt
```

```
function GetPropList(AClass: TClass; out PropList: PPropList) : Integer
function GetPropList(Instance: TObject; out PropList: PPropList)
    : Integer
```

Visibility: default

Description: `GetPropList` stores pointers to property information of the class with class info `TypeInfo` for properties of kind `TypeKinds` in the list pointed to by `PropList`. `PropList` must contain enough space to hold all properties.

The function returns the number of pointers that matched the criteria and were stored in `PropList`.

Errors: No checks are done to see whether `PropList` points to a memory area that is big enough to hold all pointers.

See also: `GetPropInfos` (1875), `GetPropInfo` (1875)

Listing: `./typinfex/ex13.pp`

Program `example13;`

{ This program demonstrates the GetPropList function }

uses

`rttiobj, typinfo;`

Var

`O : TMyTestObject;`
`PT : PTypeData;`
`PI : PTypeInfo;`
`I, J : Longint;`
`PP : PPropList;`
`prl : PPropInfo;`

begin

```
O:=TMyTestObject.Create;
PI:=O.ClassInfo;
PT:=GetTypeData(PI);
WriteLn('Total property Count : ',PT^.PropCount);
GetMem(PP,PT^.PropCount*SizeOf(Pointer));
J:=GetPropList(PI,OrdinalTypes,PP);
WriteLn('Ordinal property Count : ',J);
For I:=0 to J-1 do
begin
With PP^[I]^ do
begin
Write('Property ',i+1:3,' : ',name:30);
writeln(' Type: ',TypeNames[typinfo.PropType(O,Name)]);
end;
end;
FreeMem(PP);
O.Free;
end.
```

78.7.16 GetPropValue

Synopsis: Get property value as a string.

Declaration:

```
function GetPropValue(Instance: TObject; const PropName: string)
    : Variant
function GetPropValue(Instance: TObject; const PropName: string;
    PreferStrings: Boolean) : Variant
function GetPropValue(Instance: TObject; PropInfo: PPropInfo) : Variant
function GetPropValue(Instance: TObject; PropInfo: PPropInfo;
    PreferStrings: Boolean) : Variant
```

Visibility: default

Description: Due to missing Variant support, GetPropValue is not yet implemented. The declaration is provided for compatibility with Delphi.

78.7.17 GetRawInterfaceProp

Synopsis: Get a raw (CORBA) interface property.

Declaration:

```
function GetRawInterfaceProp(Instance: TObject; const PropName: string)
    : Pointer
function GetRawInterfaceProp(Instance: TObject; PropInfo: PPropInfo)
    : Pointer
```

Visibility: default

Description: GetRawInterfaceProp can be used to retrieve the value of a published CORBA interface property with name PropName from object Instance. Alternatively, the required property information can be specified by PropInfo instead of the property name. In difference with the GetInterfaceProp (1870) function, no reference counting is done.

Errors: If the property PropName does not exist, an EPropertyError exception is raised.

See also: GetInterfaceProp (1870), SetRawInterfaceProp (1888)

78.7.18 GetSetProp

Synopsis: Return the value of a set property.

Declaration:

```
function GetSetProp(Instance: TObject; const PropName: string) : string
function GetSetProp(Instance: TObject; const PropName: string;
    Brackets: Boolean) : string
function GetSetProp(Instance: TObject; const PropInfo: PPropInfo;
    Brackets: Boolean) : string
```

Visibility: default

Description: GetSetProp returns the contents of a set property as a string. The property to be returned can be specified by it's name in PropName or by its property information in PropInfo.

The returned set is a string representation of the elements in the set as returned by SetToString (1890). The Brackets option can be used to enclose the string representation in square brackets.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid ordinal property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: SetSetProp (1889), GetStrProp (1879), GetFloatProp (1868), GetInt64Prop (1869), GetMethodProp (1870)

Listing: ./typinfex/ex7.pp

```

program example7;

{ This program demonstrates the GetSetProp function }

{$mode objfpc}

uses rttiobj , typinfo ;

Var
  O : TMyTestObject;
  PI : PPropInfo;

Function SetAsString (ASet : TMyEnums) : String;

Var
  i : TmyEnum;

begin
  result := '';
  For i := mefirst to methird do
    If i in ASet then
      begin
        If (Result <> '') then
          Result := Result + ', ';
          Result := Result + MyEnumNames[ i ];
        end;
      end;

end;

Var
  S : TMyEnums;

begin
  O := TMyTestObject.Create ;
  O.SetField := [ mefirst , meSecond , meThird ];
  Writeln ( 'Set property      : ' );
  Writeln ( 'Value                               : ', SetAsString ( O.SetField ) );
  Writeln ( 'Ord ( Value )                       : ', Byte ( O.SetField ) );
  Writeln ( 'Get ( name )                         : ', GetSetProp ( O, 'SetField' ) );
  PI := GetPropInfo ( O, 'SetField' );
  Writeln ( 'Get ( propinfo )                     : ', GetSetProp ( O, PI, false ) );
  S := [ meFirst , meThird ];
  SetOrdProp ( O, 'SetField', Byte ( S ) );
  Write ( 'Set ( name, [ mefirst , methird ] ) : ' );
  Writeln ( SetAsString ( O.SetField ) );
  S := [ meSecond ];
  SetOrdProp ( O, PI, Byte ( S ) );
  Write ( 'Set ( propinfo, [ meSecond ] ) : ' );
  Writeln ( SetAsString ( O.SetField ) );
  O.Free ;
end.

```

78.7.19 GetStrProp

Synopsis: Return the value of a string property.

Declaration: function GetStrProp (Instance: TObject; PropInfo: PPropInfo) : Ansistring

```
function GetStrProp(Instance: TObject; const PropName: string) : string
```

Visibility: default

Description: `GetStrProp` returns the value of the string property described by `PropInfo` or with name `PropName` for object `Instance`.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid string property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetStrProp` (1889), `SetWideStrProp` (1891), `GetOrdProp` (1874), `GetFloatProp` (1868), `GetInt64Prop` (1869), `GetMethodProp` (1870)

Listing: `./typinfex/ex3.pp`

```
program example3;

{ This program demonstrates the GetStrProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O := TMyTestObject.Create;
  PI := GetPropInfo(O, 'AnsiStringField');
  Writeln('String property : ');
  Writeln('Value           : ', O.AnsiStringField);
  Writeln('Get (name)           : ', GetStrProp(O, 'AnsiStringField'));
  Writeln('Get (propinfo)       : ', GetStrProp(O, PI));
  SetStrProp(O, 'AnsiStringField', 'First');
  Writeln('Set (name, ''First'') : ', O.AnsiStringField);
  SetStrProp(O, PI, 'Second');
  Writeln('Set (propinfo, ''Second'') : ', O.AnsiStringField);
  O.Free;
end.
```

78.7.20 GetTypeData

Synopsis: Return a pointer to type data, based on type information.

Declaration: `function GetTypeData(TypeInfo: PTypeInfo) : PTypeData`

Visibility: default

Description: `GetTypeData` returns a pointer to the `TTypeData` record that follows after the `TTypeInfo` record pointed to by `TypeInfo`. It essentially skips the `Kind` and `Name` fields in the `TTypeInfo` record.

Errors: None.

78.7.21 GetUnicodeStrProp

Synopsis: Get UnicodeString-valued property

```

Declaration: function GetUnicodeStrProp(Instance: TObject; PropInfo: PPropInfo)
              : UnicodeString
              function GetUnicodeStrProp(Instance: TObject; const PropName: string)
              : UnicodeString

```

Visibility: default

Description: GetUnicodeStrProp returns the UnicodeString property from Instance, where the property is identified by the PropInfo pointer or the PropertyName.

Errors: If no property of the indicated name exists, or the value is not a unicode string, an exception will occur.

See also: GetStrProp (1879), SetUnicodeStrProp (1891)

78.7.22 GetVariantProp

Synopsis: Return the value of a variant property.

```

Declaration: function GetVariantProp(Instance: TObject; PropInfo: PPropInfo)
              : Variant
              function GetVariantProp(Instance: TObject; const PropName: string)
              : Variant

```

Visibility: default

Description: Due to missing Variant support, the GetVariantProp function is not yet implemented. Provided for Delphi compatibility only.

See also: SetVariantProp (1891)

78.7.23 GetWideStrProp

Synopsis: Read a widestring property

```

Declaration: function GetWideStrProp(Instance: TObject; PropInfo: PPropInfo)
              : WideString
              function GetWideStrProp(Instance: TObject; const PropName: string)
              : WideString

```

Visibility: default

Description: GetWideStrProp returns the value of the widestring property described by PropInfo or with name PropName for object Instance.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid widestring property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetStrProp (1879), SetWideStrProp (1891), GetOrdProp (1874), GetFloatProp (1868), GetInt64Prop (1869), GetMethodProp (1870)

78.7.24 IsPublishedProp

Synopsis: Check whether a published property exists.

```

Declaration: function IsPublishedProp(Instance: TObject; const PropName: string)
              : Boolean
              function IsPublishedProp(AClass: TClass; const PropName: string)
              : Boolean

```

Visibility: default

Description: `IsPublishedProp` returns true if a class has a published property with name `PropName`. The class can be specified in one of two ways:

AClassA class pointer to the class.

InstanceAn instance of the class.

Errors: No checks are done to ensure `Instance` or `AClass` are valid pointers. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsStoredProp` (1882), `PropIsType` (1883)

Listing: `./typinfex/ex10.pp`

```

program example10;

{ This program demonstrates the IsPublishedProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln('Property tests : ');
  Write(' IsPublishedProp(O, BooleanField) : ');
  Writeln(IsPublishedProp(O, 'BooleanField'));
  Write(' IsPublishedProp(Class, BooleanField) : ');
  Writeln(IsPublishedProp(O.ClassType, 'BooleanField'));
  Write(' IsPublishedProp(O, SomeField) : ');
  Writeln(IsPublishedProp(O, 'SomeField'));
  Write(' IsPublishedProp(Class, SomeField) : ');
  Writeln(IsPublishedProp(O.ClassType, 'SomeField'));
  O.Free;
end.

```

78.7.25 IsStoredProp

Synopsis: Check whether a property is stored.

```

Declaration: function IsStoredProp(Instance: TObject; PropInfo: PPropInfo) : Boolean
              function IsStoredProp(Instance: TObject; const PropName: string)
              : Boolean

```

Visibility: default

Description: `IsStoredProp` returns `True` if the `Stored` modifier evaluates to `True` for the property described by `PropInfo` or with name `PropName` for object `Instance`. It returns `False` otherwise. If the function returns `True`, this indicates that the property should be written when streaming the object `Instance`.

If there was no `stored` modifier in the declaration of the property, `True` will be returned.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsPublishedProp` (1882), `PropIsType` (1883)

Listing: `./typinfex/ex11.pp`

```

program example11;

{ This program demonstrates the IsStoredProp function }

{$mode objfpc}

uses rttiobj , typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln ('Stored tests      : ');
  Write ('IsStoredProp(O, StoredIntegerConstFalse) : ');
  Writeln (IsStoredProp(O, 'StoredIntegerConstFalse'));
  Write ('IsStoredProp(O, StoredIntegerConstTrue) : ');
  Writeln (IsStoredProp(O, 'StoredIntegerConstTrue'));
  Write ('IsStoredProp(O, StoredIntegerMethod) : ');
  Writeln (IsStoredProp(O, 'StoredIntegerMethod'));
  Write ('IsStoredProp(O, StoredIntegerVirtualMethod) : ');
  Writeln (IsStoredProp(O, 'StoredIntegerVirtualMethod'));
  O.Free;
end.

```

78.7.26 PropIsType

Synopsis: Check the type of a published property.

Declaration:

```

function PropIsType(Instance: TObject; const PropName: string;
                    TypeKind: TTypeKind) : Boolean
function PropIsType(AClass: TClass; const PropName: string;
                    TypeKind: TTypeKind) : Boolean

```

Visibility: default

Description: `PropIsType` returns `True` if the property with name `PropName` has type `TypeKind`. It returns `False` otherwise. The class to be examined can be specified in one of two ways:

`AClass` a class pointer.

InstanceAn instance of the class.

Errors: No checks are done to ensure `Instance` or `AClass` are valid pointers. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsPublishedProp` (1882), `IsStoredProp` (1882), `PropType` (1884)

Listing: ./typinfex/ex16.pp

```

program example16;

{ This program demonstrates the PropIsType function }

{$mode objfpc}

uses rttiobj , typinfo ;

Var
  O : TMyTestObject ;

begin
  O := TMyTestObject . Create ;
  Writeln ( 'Property tests      : ' );
  Write ( 'PropIsType(O, BooleanField , tkBool)      : ' );
  Writeln ( PropIsType(O, ' BooleanField ', tkBool) );
  Write ( 'PropIsType(Class, BooleanField , tkBool) : ' );
  Writeln ( PropIsType(O . ClassType , ' BooleanField ', tkBool) );
  Write ( 'PropIsType(O, ByteField , tkString)      : ' );
  Writeln ( PropIsType(O, ' ByteField ', tkString) );
  Write ( 'PropIsType(Class, ByteField , tkString) : ' );
  Writeln ( PropIsType(O . ClassType , ' ByteField ', tkString) );
  O . Free ;
end .

```

78.7.27 PropType

Synopsis: Return the type of a property

Declaration: `function PropType(Instance: TObject; const PropName: string) : TTypeKind`
`function PropType(AClass: TClass; const PropName: string) : TTypeKind`

Visibility: default

Description: `PropType` returns the type of the property `PropName` for a class. The class to be examined can be specified in one of 2 ways:

AClassA class pointer.

InstanceAn instance of the class.

Errors: No checks are done to ensure `Instance` or `AClass` are valid pointers. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsPublishedProp` (1882), `IsStoredProp` (1882), `PropIsType` (1883)

Listing: ./typinfex/ex17.pp

```

program example17;

{ This program demonstrates the PropType function }

{$mode objfpc}

uses rttiobj , typinfo;

Var
  O : TMyTestObject;

begin
  O:= TMyTestObject.Create;
  Writeln ('Property tests      : ');
  Write ('PropType(O, BooleanField)      : ');
  Writeln (TypeNames[PropType(O, 'BooleanField')]);
  Write ('PropType(Class, BooleanField) : ');
  Writeln (TypeNames[PropType(O.ClassType, 'BooleanField')]);
  Write ('PropType(O, ByteField)          : ');
  Writeln (TypeNames[PropType(O, 'ByteField')]);
  Write ('PropType(Class, ByteField)      : ');
  Writeln (TypeNames[PropType(O.ClassType, 'ByteField')]);
  O.Free;
end.

```

78.7.28 SetEnumProp

Synopsis: Set value of an enumerated-type property

Declaration:

```

procedure SetEnumProp(Instance: TObject; const PropName: string;
                      const Value: string)
procedure SetEnumProp(Instance: TObject; const PropInfo: PPropInfo;
                      const Value: string)

```

Visibility: default

Description: SetEnumProp sets the property described by PropInfo or with name PropName to Value. Value must be a string with the name of the enumerate value, i.e. it can be used as an argument to GetEnumValue (1868).

For an example, see GetEnumProp (1867).

Errors: No checks are done to ensure Instance or PropInfo are valid pointers. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetEnumProp (1867), SetStrProp (1889), SetFloatProp (1885), SetInt64Prop (1886), SetMethodProp (1887)

78.7.29 SetFloatProp

Synopsis: Set value of a float property.

Declaration:

```

procedure SetFloatProp(Instance: TObject; const PropName: string;
                       Value: Extended)
procedure SetFloatProp(Instance: TObject; PropInfo: PPropInfo;
                       Value: Extended)

```

Visibility: default

Description: `SetFloatProp` assigns `Value` to the property described by `PropInfo` or with name `Propname` for the object `Instance`.

For an example, see `GetFloatProp` (1868).

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid float property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetFloatProp` (1868), `SetOrdProp` (1888), `SetStrProp` (1889), `SetInt64Prop` (1886), `SetMethodProp` (1887)

78.7.30 SetInt64Prop

Synopsis: Set value of a `Int64` property

Declaration:

```
procedure SetInt64Prop(Instance: TObject; PropInfo: PPropInfo;
                      const Value: Int64)
procedure SetInt64Prop(Instance: TObject; const PropName: string;
                      const Value: Int64)
```

Visibility: default

Description: `SetInt64Prop` assigns `Value` to the property of type `Int64` that is described by `PropInfo` or with name `Propname` for the object `Instance`.

For an example, see `GetInt64Prop` (1869).

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid `Int64` property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetInt64Prop` (1869), `GetMethodProp` (1870), `SetOrdProp` (1888), `SetStrProp` (1889), `SetFloatProp` (1885)

78.7.31 SetInterfaceProp

Synopsis: Set interface-valued property

Declaration:

```
procedure SetInterfaceProp(Instance: TObject; const PropName: string;
                          const Value: IInterface)
procedure SetInterfaceProp(Instance: TObject; PropInfo: PPropInfo;
                          const Value: IInterface)
```

Visibility: default

Description: `SetInterfaceProp` assigns `Value` to the object property described by `PropInfo` or with name `Propname` for the object `Instance`.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid interface property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetInterfaceProp` (1870), `SetObjectProp` (1887), `SetOrdProp` (1888), `SetStrProp` (1889), `SetFloatProp` (1885), `SetInt64Prop` (1886), `SetMethodProp` (1887)

78.7.32 SetMethodProp

Synopsis: Set the value of a method property

Declaration:

```
procedure SetMethodProp(Instance: TObject; PropInfo: PPropInfo;
                       const Value: TMethod)
procedure SetMethodProp(Instance: TObject; const PropName: string;
                       const Value: TMethod)
```

Visibility: default

Description: SetMethodProp assigns Value to the method the property described by PropInfo or with name Propname for object Instance.

The type TMethod of the Value parameter is defined in the SysUtils unit as:

```
TMethod = packed record
  Code, Data: Pointer;
end;
```

Data should point to the instance of the class with the method Code.

For an example, see GetMethodProp (1870).

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid method property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetMethodProp (1870), SetOrdProp (1888), SetStrProp (1889), SetFloatProp (1885), SetInt64Prop (1886)

78.7.33 SetObjectProp

Synopsis: Set the value of an object-type property.

Declaration:

```
procedure SetObjectProp(Instance: TObject; const PropName: string;
                       Value: TObject)
procedure SetObjectProp(Instance: TObject; PropInfo: PPropInfo;
                       Value: TObject)
```

Visibility: default

Description: SetObjectProp assigns Value to the object property described by PropInfo or with name Propname for the object Instance.

For an example, see GetObjectProp (1872).

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid object property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetObjectProp (1872), SetOrdProp (1888), SetStrProp (1889), SetFloatProp (1885), SetInt64Prop (1886), SetMethodProp (1887)

78.7.34 SetOrdProp

Synopsis: Set value of an ordinal property

```

Declaration: procedure SetOrdProp(Instance: TObject; PropInfo: PPropInfo;
                               Value: Int64)
           procedure SetOrdProp(Instance: TObject; const PropName: string;
                               Value: Int64)

```

Visibility: default

Description: SetOrdProp assigns Value to the ordinal property described by PropInfo or with name Propname for the object Instance.

Ordinal properties that can be set include:

Integers and subranges of integersThe actual value of the integer must be passed.

Enumerated types and subranges of enumerated typesThe ordinal value of the enumerated type must be passed.

Subrange typesof integers or enumerated types. Here the ordinal value must be passed.

SetsIf the base type of the set has less than 31 possible values. For each possible value; the corresponding bit of Value must be set.

For an example, see GetOrdProp (1874).

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid ordinal property of Instance. No range checking is performed. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetOrdProp (1874), SetStrProp (1889), SetFloatProp (1885), SetInt64Prop (1886), SetMethodProp (1887)

78.7.35 SetPropValue

Synopsis: Set property value as variant

```

Declaration: procedure SetPropValue(Instance: TObject; const PropName: string;
                                   const Value: Variant)
           procedure SetPropValue(Instance: TObject; PropInfo: PPropInfo;
                                   const Value: Variant)

```

Visibility: default

Description: Due to missing Variant support, this function is not yet implemented; it is provided for Delphi compatibility only.

78.7.36 SetRawInterfaceProp

Synopsis: Set a raw (CORBA) interface property.

```

Declaration: procedure SetRawInterfaceProp(Instance: TObject;
                                         const PropName: string;
                                         const Value: Pointer)
           procedure SetRawInterfaceProp(Instance: TObject; PropInfo: PPropInfo;
                                         const Value: Pointer)

```

Visibility: default

Description: `SetRawInterfaceProp` can be used to set the value of a published CORBA interface with name `PropName` from object `Instance` to `Value`. Alternatively, the required property information can be specified by `PropInfo` instead of the property name. In difference with the `SetInterfaceProp` (1886) procedure, no reference counting is done.

Errors: If the property `PropName` does not exist, an `EPropertyError` exception is raised.

See also: `SetInterfaceProp` (1886), `GetRawInterfaceProp` (1878)

78.7.37 SetSetProp

Synopsis: Set value of set-typed property.

Declaration:

```
procedure SetSetProp(Instance: TObject; const PropName: string;
                    const Value: string)
procedure SetSetProp(Instance: TObject; const PropInfo: PPropInfo;
                    const Value: string)
```

Visibility: default

Description: `SetSetProp` sets the property specified by `PropInfo` or `PropName` for object `Instance` to `Value`. `Value` is a string which contains a comma-separated list of values, each value being a string-representation of the enumerated value that should be included in the set. The value should be accepted by the `StringToSet` (1892) function.

The value can be formed using the `SetToString` (1890) function.

For an example, see `GetSetProp` (1878).

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid ordinal property of `Instance`. No range checking is performed. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetSetProp` (1878), `SetOrdProp` (1888), `SetStrProp` (1889), `SetFloatProp` (1885), `SetInt64Prop` (1886), `SetMethodProp` (1887), `SetToString` (1890), `StringToSet` (1892)

78.7.38 SetStrProp

Synopsis: Set value of a string property

Declaration:

```
procedure SetStrProp(Instance: TObject; const PropName: string;
                    const Value: AnsiString)
procedure SetStrProp(Instance: TObject; PropInfo: PPropInfo;
                    const Value: AnsiString)
```

Visibility: default

Description: `SetStrProp` assigns `Value` to the string property described by `PropInfo` or with name `Propname` for object `Instance`.

For an example, see `GetStrProp` (1879)

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid string property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetStrProp` (1879), `SetWideStrProp` (1891), `SetOrdProp` (1888), `SetFloatProp` (1885), `SetInt64Prop` (1886), `SetMethodProp` (1887)

78.7.39 SetToString

Synopsis: Convert set to a string description

```

Declaration: function SetToString(TypeInfo: PTypeInfo; Value: Integer;
                               Brackets: Boolean) : string
function SetToString(PropInfo: PPropInfo; Value: Integer;
                    Brackets: Boolean) : string
function SetToString(PropInfo: PPropInfo; Value: Integer) : string

```

Visibility: default

Description: `SetToString` takes an integer representation of a set (as received e.g. by `GetOrdProp`) and turns it into a string representing the elements in the set, based on the type information found in the `PropInfo` property information. By default, the string representation is not surrounded by square brackets. Setting the `Brackets` parameter to `True` will surround the string representation with brackets.

The function returns the string representation of the set.

Errors: No checking is done to see whether `PropInfo` points to valid property information.

See also: [GetEnumName \(1866\)](#), [GetEnumValue \(1868\)](#), [StringToSet \(1892\)](#)

Listing: `./typinfex/ex18.pp`

```

program example18;

{ This program demonstrates the SetToString function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;
  I : longint;

begin
  O := TMyTestObject.Create;
  PI := GetPropInfo(O, 'SetField');
  O.SetField := [mefirst, meSecond, meThird];
  I := GetOrdProp(O, PI);
  Writeln('Set property to string : ');
  Writeln('Value  : ', SetToString(PI, I, False));
  O.SetField := [mefirst, meSecond];
  I := GetOrdProp(O, PI);
  Writeln('Value  : ', SetToString(PI, I, True));
  I := StringToSet(PI, 'mefirst');
  SetOrdProp(O, PI, I);
  I := GetOrdProp(O, PI);
  Writeln('Value  : ', SetToString(PI, I, False));
  I := StringToSet(PI, '[messecond, methird]');
  SetOrdProp(O, PI, I);
  I := GetOrdProp(O, PI);
  Writeln('Value  : ', SetToString(PI, I, True));
  O.Free;
end.

```

78.7.40 SetUnicodeStrProp

Synopsis: Set UnicodeString-valued property

Declaration:

```
procedure SetUnicodeStrProp(Instance: TObject; const PropName: string;
                           const Value: UnicodeString)
procedure SetUnicodeStrProp(Instance: TObject; PropInfo: PPropInfo;
                           const Value: UnicodeString)
```

Visibility: default

Description: SetUnicodeStrProp sets the UnicodeString property from Instance to Value, where the property is identified by the PropInfo pointer or the PropertyName.

Errors: If no property of the indicated name exists, or it is not of type unicodestring, an exception will occur.

See also: SetStrProp (1889), GetUnicodeStrProp (1881)

78.7.41 SetVariantProp

Synopsis: Set value of a variant property

Declaration:

```
procedure SetVariantProp(Instance: TObject; const PropName: string;
                        const Value: Variant)
procedure SetVariantProp(Instance: TObject; PropInfo: PPropInfo;
                        const Value: Variant)
```

Visibility: default

Description: Due to missing Variant support, this function is not yet implemented. Provided for Delphi compatibility only.

78.7.42 SetWideStrProp

Synopsis: Set a widestring property

Declaration:

```
procedure SetWideStrProp(Instance: TObject; const PropName: string;
                        const Value: WideString)
procedure SetWideStrProp(Instance: TObject; PropInfo: PPropInfo;
                        const Value: WideString)
```

Visibility: default

Description: SetWideStrProp assigns Value to the widestring property described by PropInfo or with name Propname for object Instance.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid widestring property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetWideStrProp (1881), SetStrProp (1889), SetOrdProp (1888), SetFloatProp (1885), SetInt64Prop (1886), SetMethodProp (1887)

78.7.43 StringToSet

Synopsis: Convert string description to a set.

Declaration: `function StringToSet (PropInfo: PPropInfo; const Value: string) : Integer`
`function StringToSet (TypeInfo: PTypeInfo; const Value: string) : Integer`

Visibility: default

Description: `StringToSet` converts the string representation of a set in `Value` to a integer representation of the set, using the property information found in `PropInfo`. This property information should point to the property information of a set property. The function returns the integer representation of the set. (i.e, the set value, typecast to an integer)

The string representation can be surrounded with square brackets, and must consist of the names of the elements of the base type of the set. The base type of the set should be an enumerated type. The elements should be separated by commas, and may be surrounded by spaces. each of the names will be fed to the `GetEnumValue` (1868) function.

For an example, see `SetToString` (1890).

Errors: No checking is done to see whether `PropInfo` points to valid property information. If a wrong name is given for an enumerated value, then an `EPropertyError` will be raised.

See also: `GetEnumName` (1866), `GetEnumValue` (1868), `SetToString` (1890)

78.8 TProcedureSignature

```
TProcedureSignature = packed record
  Flags : Byte;
  CC : TCallConv
  ;
  ResultType : PTypeInfo;
  ParamCount : Byte;
  function GetParam
    (ParamIndex: Integer) : PProcedureParam;
end
```

`TProcedureSignature` describes a procedure/method call signature. It consists of some flags (`Flags`), a calling convention (`CC`), the result type (`ResultType`) if any, and a list of `ParamCount` parameters (of type `TProcedureParam` (1853)).

78.8.1 Method overview

Page	Method	Description
1892	<code>GetParam</code>	Get parameter signature

78.8.2 TProcedureSignature.GetParam

Synopsis: Get parameter signature

Declaration: `function GetParam (ParamIndex: Integer) : PProcedureParam`

Visibility: default

Description: `GetParam` can be used to retrieve a pointer to the description of a parameter. The index `ParamIndex` is zero-based.

Errors: In case of an invalid parameter index, `Nil` is returned.

See also: `TProcedureParam` ([1853](#))

78.9 EPropertyConvertError

78.9.1 Description

`EPropertyConvertError` is not used in the Free Pascal implementation of the `typinfo` unit, but is declared for Delphi compatibility.

78.10 EPropertyError

78.10.1 Description

Exception raised in case of an error in one of the functions.

Chapter 79

Reference for unit 'unicodedata'

79.1 Used units

Table 79.1: Used units by unit 'unicodedata'

Name	Page
System	1280

79.2 Overview

The `fpwidestring` ([1894](#)) unit relies on having relevant unicode collation data linked in the binary. The unicode data is managed using the routines in the `unicodedata` unit. The FPC project distributes some unicode collation data in `.bco` files which can be loaded using the `LoadCollation` ([1903](#)) routines. The `LoadCollation` is the main routine of this unit.

All collation data requires at least the Default Unicode Collation Element Table to be registered (called `DUCET`). The `DUCET` encoding is provided by the `unicodeducet` unit, part of the `rtl-unicode` package.

There are two ways to register collations :

1. **at compile time**: by including the desired collation unit, for example for Russian and Japanese languages to be available you will have to include `collation_ru` and `collation_ja` from package "rtl-unicode".
2. **at runtime** using the abovementioned `LoadCollation` function.

The two ways can co-exist: some collations may be compile time included (for example for most used collations) and others can be loaded at runtime in the same application.

The binary collation files are endian sensitive:

- there are files for little endian systems named `collation__le.bco` (such as `collation_ru_le.bco` and `collation_ja_le.bco`)
- there are files for big endian systems named `collation__be.bco` (such as `collation_ru_be.bco` and `collation_ja_be.bco`).

Note that the compile time units collation units (`collation_lang.pas`) include already the `unicodeducet.pas` (DUCET) unit so it is not necessary to include it manually, contrary to the binary files. So an application that only uses the binary collation files should at least include the `unicodeducet` unit or manually load the binary collation `collation_ducet_le.bco` or `collation_ducet_be.bco`, depending on the endianness of the platform. The `LoadCollation` (1903) call using a directory and the language `ducet` automatically select the correct file.

79.3 Constants, types and variables

79.3.1 Resource strings

```
SCollationNotFound = 'Collation not found : "%s".'
```

Error message when a collation is not found.

79.3.2 Constants

```
ENDIAN_SUFFIX : Array[TEndianKind] of string = ('le', 'be')
```

`ENDIAN_SUFFIX` contains the suffixes used in `LoadCollation` (1903) when constructing a collation filename for a language.

```
ERROR_INVALID_CODEPOINT_SEQUENCE = 1
```

Error exit code for `UnicodeToLower/UnicodeToUpper`

```
HIGH_SURROGATE_BEGIN = ($D800)
```

First value for high surrogate values.

```
HIGH_SURROGATE_COUNT = HIGH_SURROGATE_END - HIGH_SURROGATE_BEGIN  
+ 1
```

Number of high surrogate values.

```
HIGH_SURROGATE_END = ($DBFF)
```

Last value for high surrogate values.

```
LOW_SURROGATE_BEGIN = ($DC00)
```

First value for low surrogate values.

```
LOW_SURROGATE_END = ($DFFF)
```

Last value for low surrogate values.

```
MAX_LEGAL_UTF32 = $10FFFF
```

Maximum value of a legally encoded UTF32 value (currently unused)

MAX_WORD = (Word)

MAX_WORD is the maximum value of a WORD typed value.

ROOT_COLLATION_NAME = 'DUCET'

Name of the root collation (used if no collation name is given)

UCS4_HALF_BASE = (\$10000)

Offset for UCS4 character encoding

UCS4_HALF_MASK = (\$3FF)

Unused currently

UGC_ClosePunctuation = 14

Unicode token category: Close punctuation

UGC_CombiningMark = 6

Unicode token category: Uppercase letter

UGC_ConnectPunctuation = 11

Unicode token category: Connect punctuation

UGC_Control = 25

Unicode token category: control token

UGC_CurrencySymbol = 19

Unicode token category: Currency symbol

UGC_DashPunctuation = 12

Unicode token category: Dash punctuation

UGC_DecimalNumber = 8

Unicode token category: Uppercase letter

UGC_EnclosingMark = 7

Unicode token category: Uppercase letter

UGC_FinalPunctuation = 16

Unicode token category: Final punctuation

UGC_Format = 26

Unicode token category: Formatting token

UGC_InitialPunctuation = 15

Unicode token category: Initial punctuation

UGC_LetterNumber = 9

Unicode token category: Letter-number

UGC_LineSeparator = 23

Unicode token category: Line separator

UGC_LowercaseLetter = 1

Unicode general category: Lowercase letter

UGC_MathSymbol = 18

Unicode token category: Math symbol

UGC_ModifierLetter = 3

Unicode general category: modifier letter

UGC_ModifierSymbol = 20

Unicode token category: modifier symbol

UGC_NonSpacingMark = 5

Unicode general category: Non-spacing mark

UGC_OpenPunctuation = 13

Unicode token category: Open punctuation

UGC_OtherLetter = 4

Unicode general category: Other letter

UGC_OtherNumber = 10

Unicode token category: Other number

UGC_OtherPunctuation = 17

Unicode token category: Other punctuation

UGC_OtherSymbol = 21

Unicode token category: Other symbol

UGC_ParagraphSeparator = 24

Unicode token category: Paragraph separator

UGC_PrivateUse = 28

Unicode token category: For private use

UGC_SpaceSeparator = 22

Unicode token category: Space separator

UGC_Surrogate = 27

Unicode token category: Surrogate token

UGC_TitlecaseLetter = 2

Unicode general category: Titlecase letter

UGC_Unassigned = 29

Unicode token category: As yet unassigned

UGC_UppercaseLetter = 0

Unicode general category: Uppercase letter

ZERO_UINT24 : UInt24 = (byte2: 0; byte1: 0; byte0: 0)

TUInt24Rec value with all bytes zero.

79.3.3 Types

PUCA_DataBook = ^TUCA_DataBook

Pointer to TUCA_DataBook type.

PUCA_PropItemContextRec = ^TUCA_PropItemContextRec

Pointer to TUCA_PropItemContextRec

PUCA_PropItemContextTreeNodeRec =
^TUCA_PropItemContextTreeNodeRec

Pointer to TUCA_PropItemContextTreeNodeRec

PUCA_PropItemContextTreeRec = ^TUCA_PropItemContextTreeRec

Pointer to TUCA_PropItemContextTreeRec

PUCA_PropItemRec = ^TUCA_PropItemRec

Pointer to TUCA_PropItemRec

PUCA_PropWeights = ^TUCA_PropWeights

Pointer to TUCA_PropWeights

PUC_Prop = ^TUC_Prop

Pointer to TUC_Prop record

PUInt24 = ^UInt24

Pointer to TUInt24Rec

TCollationField = (BackWard, VariableLowLimit, VariableHighLimit)

Table 79.2: Enumeration values for type TCollationField

Value	Explanation
BackWard	Backwards encoded
VariableHighLimit	Has upper bound on variable weights
VariableLowLimit	Has lower bound on variable weights

TCollationField describes some properties of the collation data items.

TCollationFields = Set of TCollationField

Set of TCollationField

TCollationName = string

Collation name string type (fixed length)

TEndianKind = (Little, Big)

Table 79.3: Enumeration values for type TEndianKind

Value	Explanation
Big	Big-endian platform
Little	Little-endian platform

TEndianKind is an auxiliary enumerated type to enumerate the endianness of platforms.

TUCASortKey = Array of TUCASortKeyItem

Array of TUCASortKeyItem

TUCASortKeyItem = Word

Alias for WORD

```
TUCA_PropWeights = packed record
  Weights : Array[0..2] of Word;
end
```

TUCA_PropWeights describes the weights of collation characteristics of a unicode character. It is an internal structure which should not be used directly, the actual structure is subject to change.

```
TUCA_VariableKind = (ucaShifted, ucaNonIgnorable, ucaBlanked,
  ucaShiftedTrimmed, ucaIgnoreSP)
```

Table 79.4: Enumeration values for type TUCA_VariableKind

Value	Explanation
ucaBlanked	Variable collation elements and any subsequent ignorable collation elements are reset so that all weights are zero.
ucaIgnoreSP	Not implemented (variant of Shifted that reduces the set of variable collation elements to include only non-space characters).
ucaNonIgnorable	Variable collation elements are not reset to be quaternary collation elements.
ucaShifted	Variable collation elements are reset to zero at levels one through three.
ucaShiftedTrimmed	This option is the same as Shifted, except that all trailing FFFFs are trimmed from the sort key.

Options for weighting data

UInt24 = TUInt24Rec

Alias for TUInt24Rec

79.4 Procedures and functions

79.4.1 CanonicalOrder

Synopsis: Put unicode string in canonical order.

```
Declaration: procedure CanonicalOrder(var AString: UnicodeString); Overload
  procedure CanonicalOrder(AString: PUnicodeChar; const ALength: SizeInt)
    ; Overload
```

Visibility: default

Description: CanonicalOrder transforms a unicode string AString (or the alternate form using a null-terminated AString with length ALength) so it is in canonical order (as defined by the unicode specification). A string needs to be in canonical order to be able to compare strings. This function is called as part of NormalizeNFD (1904).

See also: NormalizeNFD (1904)

79.4.2 CompareSortKey

Synopsis: Compare two sort keys.

```
Declaration: function CompareSortKey(const A: TUCASortKey; const B: TUCASortKey)
           : Integer; Overload
           function CompareSortKey(const A: TUCASortKey; const B: Array of Word)
           : Integer; Overload
```

Visibility: default

Description: CompareSortKey compares 2 sort keys A and B. It returns

- a negative number if A comes alphabetically ordered before B.
- Zero if A is alphabetically identical to B.
- A positive number iff A is alphabetically ordered after B.

Sort keys can be constructed from unicode strings using ComputeSortKey (1901).

See also: ComputeSortKey (1901)

79.4.3 ComputeSortKey

Synopsis: Compute the sort key for a string

```
Declaration: function ComputeSortKey(const AString: UnicodeString;
           const ACollation: PUCA_DataBook) : TUCASortKey
           ; Overload
           function ComputeSortKey(const AStr: PUnicodeChar;
           const ALength: SizeInt;
           const ACollation: PUCA_DataBook) : TUCASortKey
           ; Overload
```

Visibility: default

Description: ComputeSortKey computes the sort key for a unicode string AString (or the alternate form using a null-terminated AStr with length ALength) using the Unicode Collation Algorithm dat in ACollation. This key can then be used in CompareSortKey (1901) to compare unicode strings.

See also: CompareSortKey (1901)

79.4.4 FindCollation

Synopsis: Find a collation by name

```
Declaration: function FindCollation(const AName: ansistring) : PUCA_DataBook
           ; Overload
           function FindCollation(const AIndex: Integer) : PUCA_DataBook; Overload
```

Visibility: default

Description: FindCollection searches a collation with name AName or index AIndex in the list of known collations and returns a pointer to the collation data. If the requested collation is not known, i.e. the name is not found, or the index is out of range, then Nil is returned. The valid index range is 0 to GetCollationCount-1.

See also: GetCollationCount (1902)

79.4.5 FreeCollation

Synopsis: Free collation data.

Declaration: `procedure FreeCollation(AItem: PUCA_DataBook)`

Visibility: default

Description: `FreeCollation` removes all structures in the collation data from memory. It will not do anything when the header field `Dynamic` is `false`. (collations loaded and registered using `LoadCollation` (1903) are always dynamic and must be freed).

See also: `LoadCollation` (1903)

79.4.6 FromUCS4

Synopsis: Convert UCS4 to `UnicodeChar`

Declaration: `procedure FromUCS4(const AValue: UCS4Char; var AHighS: UnicodeChar; var ALowS: UnicodeChar)`

Visibility: default

Description: `FromUCS4` converts the UCS4 encoded unicode character `AValue` to a set of unicode (surrogate pair) characters encoded in UTF16: `AHighS`, `ALowS`.

See also: `ToUCS4` (1905), `UnicodeIsHighSurrogate` (1905), `UnicodeIsLowSurrogate` (1905), `UnicodeIsSurrogatePair` (1906)

79.4.7 GetCollationCount

Synopsis: Return the number of known collations.

Declaration: `function GetCollationCount : Integer`

Visibility: default

Description: `GetCollationCount` returns the number of registered collations. The collation data can be retrieved by index using the `FindCollation` (1901). The maximum index is `GetCollationCount-1`.

See also: `FindCollation` (1901)

79.4.8 GetProps

Synopsis: Get unicode character data

Declaration: `function GetProps(const ACodePoint: Word) : PUC_Prop; Overload`
`function GetProps(const AHighS: UnicodeChar; const ALowS: UnicodeChar) : PUC_Prop; Overload`
`function GetProps(const ACodePoint: Cardinal) : PUC_Prop; Overload`

Visibility: default

Description: `GetProps` returns a pointer to a general unicode character property data structure. The character can be specified using a word or cardinal sized codepoint (`ACodePoint`), or using a UTF16 encoded surrogate pair (`AHighS`, `ALowS`).

The returned pointer must not be freed, it points to part of a static structure.

See also: `GetPropUCA` (1903)

79.4.9 GetPropUCA

Synopsis: Get unicode collation algorithm properties for a unicode character

```

Declaration: function GetPropUCA(const AHighS: UnicodeChar;
                               const ALowS: UnicodeChar; const ABook: PUCA_DataBook)
                               : PUCA_PropItemRec; Overload
function GetPropUCA(const AChar: UnicodeChar;
                   const ABook: PUCA_DataBook) : PUCA_PropItemRec
; Overload

```

Visibility: default

Description: GetPropUCA returns UCA data for the unicode character (AChar) or surrogate pair (AHighS, ALowS) in the collation data book ABook. If no data is available, Nil is returned.

Errors: if an invalid ABook is specified, an access violation may occur.

See also: GetProps ([1902](#))

79.4.10 IncrementalCompareString

Synopsis: Compare 2 strings using the specified collation

```

Declaration: function IncrementalCompareString(const AStrA: PUnicodeChar;
                                             const ALengthA: SizeInt;
                                             const AStrB: PUnicodeChar;
                                             const ALengthB: SizeInt;
                                             const ACollation: PUCA_DataBook)
                                             : Integer; Overload
function IncrementalCompareString(const AStrA: UnicodeString;
                                 const AStrB: UnicodeString;
                                 const ACollation: PUCA_DataBook)
                                 : Integer; Overload

```

Visibility: default

Description: IncrementalCompareString creates 2 compare keys from the strings AStrA and AStrB using collation data in ACollation. The keys are computed only to the point where the two strings differ. This means the keys cannot be reused for other comparisons if the strings differ. The two strings can be specified as a unicode string or as a pointer to a null-terminated character array with a length (ALengthA and ALengthB). It returns then the result of CompareSortKey ([1901](#)).

Errors: None.

See also: ComputeSortKey ([1901](#)), CompareSortKey ([1901](#))

79.4.11 LoadCollation

Synopsis: Load a binary collation data file from file

```

Declaration: function LoadCollation(const AData: Pointer; const ADataLength: Integer)
                               : PUCA_DataBook; Overload
function LoadCollation(const AFileName: string) : PUCA_DataBook
; Overload
function LoadCollation(const ADirectory: string;
                       const ALanguage: string) : PUCA_DataBook
; Overload

```

Visibility: default

Description: `LoadCollation` loads collation data from file `AFileName`, or from a memory block `AData` with length `ADataLength`. If successful, it returns a pointer which can be used to register the collation using `RegisterCollation` (1904). If there is a problem with the data, `Nil` is returned.

The filename can also be specified as a `Directory` and language name `ALanguage`. The latter is prepended with `collation_` and appended with the native endianness of the current platform, and has extension `.bco`.

Errors: If the file containing data does not exist or has a size which is less than the encoded header size, `Nil` is returned.

See also: `RegisterCollation` (1904)

79.4.12 NormalizeNFD

Synopsis: Perform unicode normalization D on a string

Declaration:

```
function NormalizeNFD(const AString: UnicodeString) : UnicodeString
    ; Overload
function NormalizeNFD(const AStr: PUnicodeChar; ALength: SizeInt)
    : UnicodeString; Overload
```

Visibility: default

Description: `NormalizeNFD` normalizes the string `AString` (or the alternate form using a null-terminated `AStr` with length `ALength`) to Unicode Normalization Form D. The resulting string can be used to determine equivalence of unicode strings.

See also: `CanonicalOrder` (1900)

79.4.13 PrepareCollation

Synopsis: Prepare a collation for use in the list

Declaration:

```
procedure PrepareCollation(ACollation: PUCA_DataBook;
    const ABaseName: ansistring;
    const AChangedFields: TCollationFields)
```

Visibility: default

Description: `PrepareCollation` will link collation definition `ACollation` to the base collection with name `ABaseName` (if empty, it defaults to the root collation). It will also initialize some fields in the definition, copying them from the base collation, but excludes the fields enumerated in `AChangedFields`.

It should normally not be needed to call this function, it is called as part of `LoadCollation` (1903).

See also: `LoadCollation` (1903)

79.4.14 RegisterCollation

Synopsis: Register a new collation

Declaration:

```
function RegisterCollation(const ACollation: PUCA_DataBook) : Boolean
    ; Overload
function RegisterCollation(const ADirectory: string;
    const ALanguage: string) : Boolean; Overload
```

Visibility: default

Description: `RegisterCollation` registers a new collation `ACollation` in the list of known collations. The collation data can be specified directly (`ACollation`) or a name of a language (`ALanguage`) in a directory (`ADirectory`). The latter option will load the binary encoded collation from file using `LoadCollation` (1903).

If the collation is loaded correctly, `True` is returned, otherwise `False` is returned (for instance when a collation with the same name is already loaded).

See also: `UnRegisterCollation` (1907), `UnRegisterCollations` (1907), `LoadCollation` (1903)

79.4.15 ToUCS4

Synopsis: Encode unicode UTF16 surrogate pair to UCS4 character

Declaration: `function ToUCS4(const AHighS: UnicodeChar; const ALowS: UnicodeChar) : UCS4Char`

Visibility: default

Description: `ToUCS4` converts set of unicode (surrogate pair) characters encoded in UTF16: `AHighS`, `ALowS` to a UCS4 encoded unicode character.

See also: `FromUCS4` (1902), `UnicodeIsHighSurrogate` (1905), `UnicodeIsLowSurrogate` (1905), `UnicodeIsSurrogatePair` (1906)

79.4.16 UnicodeIsHighSurrogate

Synopsis: Check if a UTF16 character is the high character in a surrogate pair.

Declaration: `function UnicodeIsHighSurrogate(const AValue: UnicodeChar) : Boolean`

Visibility: default

Description: `UnicodeIsHighSurrogate` checks whether `AValue` is a valid high character of a surrogate pair, and returns `True` if this is the case. It does this by checking whether the values are within the bounds for high characters in surrogate pairs.

See also: `FromUCS4` (1902), `ToUCS4` (1905), `UnicodeIsHighSurrogate` (1905), `UnicodeIsLowSurrogate` (1905), `UnicodeIsSurrogatePair` (1906)

79.4.17 UnicodeIsLowSurrogate

Synopsis: Check if a UTF16 character is the low character in a surrogate pair.

Declaration: `function UnicodeIsLowSurrogate(const AValue: UnicodeChar) : Boolean`

Visibility: default

Description: `UnicodeIsLowSurrogate` checks whether `AValue` is a valid low character of a surrogate pair, and returns `True` if this is the case. It does this by checking whether the values are within the bounds for low characters in surrogate pairs.

See also: `FromUCS4` (1902), `ToUCS4` (1905), `UnicodeIsHighSurrogate` (1905), `UnicodeIsSurrogatePair` (1906)

79.4.18 UnicodeIsSurrogatePair

Synopsis: Check if a pair of UTF16 encoded characters is a valid surrogate pair.

Declaration:

```
function UnicodeIsSurrogatePair(const AHighSurrogate: UnicodeChar;
                               const ALowSurrogate: UnicodeChar)
                               : Boolean
```

Visibility: default

Description: `UnicodeIsSurrogatePair` checks whether `AHighSurrogate`, `ALowSurrogate` constitute a valid surrogate pair, and returns `True` if this is the case. It does this by checking whether the values are within the bounds for high and low surrogate pairs.

See also: [FromUCS4 \(1902\)](#), [ToUCS4 \(1905\)](#), [UnicodeIsHighSurrogate \(1905\)](#), [UnicodeIsLowSurrogate \(1905\)](#)

79.4.19 UnicodeToLower

Synopsis: Transform unicode string to lowercase

Declaration:

```
function UnicodeToLower(const AString: UnicodeString;
                       const AIgnoreInvalidSequence: Boolean;
                       out AResultString: UnicodeString) : Integer
```

Visibility: default

Description: `UnicodeToLower` transforms a UTF16 unicode string `AString` to its lowercase equivalent and returns this in `AResultString`. If the transformation was successful, then the function returns 0. A nonzero return value means an error occurred. `AResultString` will remain untouched in that case.

If a character in `AString` cannot be found in the unicode data tables, an error will be reported, unless `AIgnoreInvalidSequence` is set to `True`, in which case the character will be copied as-is to the output.

Unicode collation data can be loaded using [RegisterCollation \(1904\)](#) or [LoadCollation \(1903\)](#)

Errors: On error, a nonzero value will be returned.

See also: [UnicodeToUpper \(1906\)](#), [RegisterCollation \(1904\)](#), [LoadCollation \(1903\)](#)

79.4.20 UnicodeToUpper

Synopsis: Transform unicode string to uppercase

Declaration:

```
function UnicodeToUpper(const AString: UnicodeString;
                       const AIgnoreInvalidSequence: Boolean;
                       out AResultString: UnicodeString) : Integer
```

Visibility: default

Description: `UnicodeToUpper` transforms a UTF16 unicode string `AString` to its uppercase equivalent and returns this in `AResultString`. If the transformation was successful, then the function returns 0. A nonzero return value means an error occurred. `AResultString` will remain untouched in that case.

If a character in `AString` cannot be found in the unicode data tables, an error will be reported, unless `AIgnoreInvalidSequence` is set to `True`, in which case the character will be copied as-is to the output.

Unicode collation data can be loaded using [RegisterCollation \(1904\)](#) or [LoadCollation \(1903\)](#)

Errors: On error, a nonzero value will be returned.

See also: [UnicodeToLower \(1906\)](#), [RegisterCollation \(1904\)](#), [LoadCollation \(1903\)](#)

79.4.21 UnregisterCollation

Synopsis: Remove a collation from the list of known collections.

Declaration: `function UnregisterCollation(const AName: ansistring) : Boolean`

Visibility: default

Description: `UnRegisterCollation` removes a collation `AName` from the list of known collations. It returns `True` if the collation was found and successfully removed.

Errors: If the collation was not found, `False` is returned.

See also: [RegisterCollation \(1904\)](#), [UnRegisterCollations \(1907\)](#), [LoadCollation \(1903\)](#)

79.4.22 UnregisterCollations

Synopsis: Unregister all collations.

Declaration: `procedure UnregisterCollations(const AFreeDynamicCollations: Boolean)`

Visibility: default

Description: `UnregisterCollations` unregisters all known collations. If `AFreeDynamicCollations` is `True`, then dynamic collations will be removed from memory using [FreeCollation \(1902\)](#). This must normally be set to `true`.

See also: [RegisterCollation \(1904\)](#), [UnRegisterCollation \(1907\)](#), [LoadCollation \(1903\)](#), [FreeCollation \(1902\)](#)

79.5 TUCA_DataBook

```
TUCA_DataBook = record
public
  Base : PUCA_DataBook;
  Version :
  TCollationName;
  CollationName : TCollationName;
  VariableWeight
  : TUCA_VariableKind;
  Backwards : Array[0..3] of Boolean;
  BMP_Table1
  : PByte;
  BMP_Table2 : PUInt24;
  OBMP_Table1 : PWord;
  OBMP_Table2
  : PUInt24;
  PropCount : Integer;
  Props : PUCA_PropItemRec;
  VariableLowLimit
  : Word;
  VariableHighLimit : Word;
```



```

Dynamic : Boolean;
function
  IsVariable(const AWeight: PUCA_PropWeights) : Boolean;
end

```

TUCA_DataBook describes a Unicode Collation Algorithm data set. data sets can be registered using the RegisterCollation (1904) function or loaded from file using LoadCollation (1903). A collation data book must be specified when comparing unicode strings.

79.5.1 Method overview

Page	Method	Description
1908	IsVariable	Check if a weight is a variable weight

79.5.2 TUCA_DataBook.IsVariable

Synopsis: Check if a weight is a variable weight

Declaration: function IsVariable(const AWeight: PUCA_PropWeights) : Boolean

Visibility: public

Description: IsVariable checks whether AWeight is between the VariableLowLimit and VariableHighLimit limits.

79.6 TUCA_PropItemContextRec

```

TUCA_PropItemContextRec = packed record
public
  CodePointCount :
    Byte;
  WeightCount : Byte;
  function GetCodePoints : PUInt24;
  function GetWeights : PUCA_PropWeights;
end

```

This is an internal structure which should not be used directly, the actual structure is subject to change.

79.6.1 Method overview

Page	Method	Description
1908	GetCodePoints	get the address of actual code points.
1909	GetWeights	Get the Address of actual weights.

79.6.2 TUCA_PropltemContextRec.GetCodePoints

Synopsis: get the address of actual code points.

Declaration: function GetCodePoints : PUInt24

Visibility: public

79.6.3 TUCA_PropltemContextRec.GetWeights

Synopsis: Get the Address of actual weights.

Declaration: `function GetWeights : PUCA_PropWeights`

Visibility: public

79.7 TUCA_PropItemContextTreeNodeRec

```

TUCA_PropItemContextTreeNodeRec = packed record
public
  Left : Word
  ;
  Right : Word;
  Data : TUCA_PropItemContextRec;
  function GetLeftNode
  : PUCA_PropItemContextTreeNodeRec;
  function GetRightNode : PUCA_PropItemContextTreeNodeRec
  ;
end

```

This is an internal structure for the tree which should not be used directly, the actual structure is subject to change.

79.7.1 Method overview

Page	Method	Description
1909	GetLeftNode	Access to left tree node data
1909	GetRightNode	Access to right tree node data

79.7.2 TUCA_PropltemContextTreeNodeRec.GetLeftNode

Synopsis: Access to left tree node data

Declaration: `function GetLeftNode : PUCA_PropItemContextTreeNodeRec`

Visibility: public

79.7.3 TUCA_PropltemContextTreeNodeRec.GetRightNode

Synopsis: Access to right tree node data

Declaration: `function GetRightNode : PUCA_PropItemContextTreeNodeRec`

Visibility: public

79.8 TUCA_PropItemContextTreeRec

```

TUCA_PropItemContextTreeRec = packed record
public
  Size : UInt24

```

```

;
function GetData : PUCA_PropItemContextTreeNodeRec;
property
Data : PUCA_PropItemContextTreeNodeRec;
function Find(const AChars
: PUInt24; const ACharCount: Integer;
out ANode: PUCA_PropItemContextTreeNodeRec
) : Boolean;
end

```

This is an internal tree structure for storing unicode collation data which should not be used directly, the actual structure is subject to change.

79.8.1 Method overview

Page	Method	Description
1910	Find	Find data for encoded character
1910	GetData	Access to tree data (getter for Data property)

79.8.2 Property overview

Page	Properties	Access	Description
1910	Data	r	Read-only access to tree data

79.8.3 TUCA_PropltemContextTreeRec.GetData

Synopsis: Access to tree data (getter for Data property)

Declaration: function GetData : PUCA_PropItemContextTreeNodeRec

Visibility: public

79.8.4 TUCA_PropltemContextTreeRec.Find

Synopsis: Find data for encoded character

Declaration: function Find(const AChars: PUInt24; const ACharCount: Integer;
out ANode: PUCA_PropItemContextTreeNodeRec) : Boolean

Visibility: public

Description: Find searches the tree for the collation data for the character encoded in AChars (ACharCount). It returns true if the data was found, false if not. A pointer to the collation data is returned in ANode.

79.8.5 TUCA_PropltemContextTreeRec.Data

Synopsis: Read-only access to tree data

Declaration: Property Data : PUCA_PropItemContextTreeNodeRec

Visibility: public

Access: Read

79.9 TUCA_PropItemRec

```

TUCA_PropItemRec = packed record
private
  FLAG_VALID = 0;
  FLAG_CODEPOINT
  = 1;
  FLAG_CONTEXTUAL = 2;
  FLAG_DELETION = 3;
  FLAG_COMPRESS_WEIGHT_1
  = 6;
  FLAG_COMPRESS_WEIGHT_2 = 7;
  function GetCodePoint : UInt24
  ;
public
  WeightLength : Byte;
  ChildCount : Byte;
  Size : Word
  ;
  Flags : Byte;
  function HasCodePoint : Boolean;
  property CodePoint
  : UInt24;
  function IsValid : Boolean;
  procedure GetWeightArray
  (ADest: PUCA_PropWeights);
  function GetSelfOnlySize : Cardinal;
  function GetContextual : Boolean;
  property Contextual : Boolean
  ;
  function GetContext : PUCA_PropItemContextTreeRec;
  function
  IsDeleted : Boolean;
  function IsWeightCompress_1 : Boolean;
  function
  IsWeightCompress_2 : Boolean;
end

```

TUCA_PropItemRec encodes 1 entry from the Unicode Collation data in an encoded form.

79.9.1 Method overview

Page	Method	Description
1913	GetContext	Access to context data
1912	GetContextual	Check if the contextual bit is set in the flags (getter for Contextual)
1912	GetSelfOnlySize	Size of this item data (in bytes).
1912	GetWeightArray	Return an array of weights
1912	HasCodePoint	Check flags whether a codepoint is present.
1913	IsDeleted	Check flags if deleted bit is set
1912	IsValid	Check flags for validity
1913	IsWeightCompress_1	Check whether weight compression flag 1 is set
1913	IsWeightCompress_2	Check whether weight compression flag 2 is set

79.9.2 Property overview

Page	Properties	Access	Description
1913	CodePoint	r	Get the codepoint
1913	Contextual	r	Check if the contextual bit is set in the flags

79.9.3 TUCA_PropltemRec.HasCodePoint

Synopsis: Check flags whether a codepoint is present.

Declaration: `function HasCodePoint : Boolean`

Visibility: public

79.9.4 TUCA_PropltemRec.IsValid

Synopsis: Check flags for validity

Declaration: `function IsValid : Boolean`

Visibility: public

79.9.5 TUCA_PropltemRec.GetWeightArray

Synopsis: Return an array of weights

Declaration: `procedure GetWeightArray(ADest: PUCA_PropWeights)`

Visibility: public

Description: `GetWeightArray` returns an array with the weights in `ADest`. `ADest` must point to enough room for `WeightLength` weights.

79.9.6 TUCA_PropltemRec.GetSelfOnlySize

Synopsis: Size of this item data (in bytes).

Declaration: `function GetSelfOnlySize : Cardinal`

Visibility: public

Description: Return the size of the item's data and properties.

79.9.7 TUCA_PropltemRec.GetContextual

Synopsis: Check if the contextual bit is set in the flags (getter for Contextual)

Declaration: `function GetContextual : Boolean`

Visibility: public

79.9.8 TUCA_PropltemRec.GetContext

Synopsis: Access to context data

Declaration: `function GetContext : PUCA_PropItemContextTreeRec`

Visibility: public

Description: `GetContext` returns a pointer to the context data. It is `Nil` if the context flag is not set.

79.9.9 TUCA_PropltemRec.IsDeleted

Synopsis: Check flags if deleted bit is set

Declaration: `function IsDeleted : Boolean`

Visibility: public

79.9.10 TUCA_PropltemRec.IsWeightCompress_1

Synopsis: Check whether weight compression flag 1 is set

Declaration: `function IsWeightCompress_1 : Boolean`

Visibility: public

79.9.11 TUCA_PropltemRec.IsWeightCompress_2

Synopsis: Check whether weight compression flag 2 is set

Declaration: `function IsWeightCompress_2 : Boolean`

Visibility: public

79.9.12 TUCA_PropltemRec.CodePoint

Synopsis: Get the codepoint

Declaration: `Property CodePoint : UInt24`

Visibility: public

Access: Read

Description: Access to codepoint if `HasCodePoint` returns true. If `HasCodePoint` returns false, an exception will be raised.

79.9.13 TUCA_PropltemRec.Contextual

Synopsis: Check if the contextual bit is set in the flags

Declaration: `Property Contextual : Boolean`

Visibility: public

Access: Read

79.10 TUC_Prop

```

TUC_Prop = packed record
private
    function GetCategory : Byte;
    procedure SetCategory(AValue: Byte);
    function GetWhiteSpace : Boolean
    ;
    procedure SetWhiteSpace(AValue: Boolean);
    function GetHangulSyllable
    : Boolean;
    procedure SetHangulSyllable(AValue: Boolean);
    function
    GetNumericValue : Double;
public
    CategoryData : Byte;
    CCC : Byte
    ;
    NumericIndex : Byte;
    SimpleUpperCase : UInt24;
    SimpleLowerCase
    : UInt24;
    DecompositionID : SmallInt;
    property Category : Byte
    ;
    property WhiteSpace : Boolean;
    property HangulSyllable : Boolean
    ;
    property NumericValue : Double;
end

```

TUC_Prop describes the collation characteristics of a unicode character. It is an internal structure which should not be used directly, the actual structure is subject to change.

79.10.1 Property overview

Page	Properties	Access	Description
1914	Category	rw	Get the category
1915	HangulSyllable	rw	Is the character a hangul syllable
1915	NumericValue	r	Numeric value
1915	WhiteSpace	rw	Is the character considered whitespace

79.10.2 TUC_Prop.Category

Synopsis: Get the category

Declaration: Property Category : Byte

Visibility: public

Access: Read,Write

Description: CategoryData provides access to the category part of CategoryData (encoded).

79.10.3 TUC_Prop.WhiteSpace

Synopsis: Is the character considered whitespace

Declaration: `Property WhiteSpace : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `WhiteSpace` provides easy access to the `WhiteSpace` part of `CategoryData` (encoded).

79.10.4 TUC_Prop.HangulSyllable

Synopsis: Is the character a hangul syllable

Declaration: `Property HangulSyllable : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `WhiteSpace` provides easy access to the `HangulSyllable` part of `CategoryData` (encoded).

79.10.5 TUC_Prop.NumericValue

Synopsis: Numeric value

Declaration: `Property NumericValue : Double`

Visibility: `public`

Access: `Read`

Description: `NumericValue` uses `numericalindex` to get the numerical value.

79.11 TUInt24Rec

```

TUInt24Rec = packed record
public
  byte2 : Byte;
  byte1 : Byte;
  byte0 : Byte;
  TUInt24Rec.class operator implicit(a: TUInt24Rec
) : Cardinal;
  TUInt24Rec.class operator implicit(a: TUInt24Rec)
: LongInt;
  TUInt24Rec.class operator implicit(a: TUInt24Rec) :
Word;
  TUInt24Rec.class operator implicit(a: TUInt24Rec) : Byte
;
  TUInt24Rec.class operator implicit(a: Cardinal) : TUInt24Rec;
  TUInt24Rec.class operator equal(a: TUInt24Rec; b: TUInt24Rec)
: Boolean;
  TUInt24Rec.class operator equal(a: TUInt24Rec; b: Cardinal
) : Boolean;

```



```

TUInt24Rec.class operator equal(a: Cardinal; b: TUInt24Rec
) : Boolean;
TUInt24Rec.class operator equal(a: TUInt24Rec; b: LongInt
) : Boolean;
TUInt24Rec.class operator equal(a: LongInt; b: TUInt24Rec
) : Boolean;
TUInt24Rec.class operator equal(a: TUInt24Rec; b: Word
) : Boolean;
TUInt24Rec.class operator equal(a: Word; b: TUInt24Rec
) : Boolean;
TUInt24Rec.class operator equal(a: TUInt24Rec; b: Byte
) : Boolean;
TUInt24Rec.class operator equal(a: Byte; b: TUInt24Rec
) : Boolean;
TUInt24Rec.class operator notequal(a: TUInt24Rec; b
: TUInt24Rec)
                                : Boolean;

TUInt24Rec
.class operator notequal(a: TUInt24Rec; b: Cardinal) : Boolean;
TUInt24Rec.class operator notequal(a: Cardinal; b: TUInt24Rec) :
Boolean;
TUInt24Rec.class operator greaterthan(a: TUInt24Rec; b
: TUInt24Rec)
                                : Boolean;
TUInt24Rec.class operator greaterthan(a: TUInt24Rec; b: Cardinal
)
                                : Boolean;

TUInt24Rec
.class operator greaterthan(a: Cardinal; b: TUInt24Rec)
: Boolean;
TUInt24Rec.class operator
greaterthanorequal(a: TUInt24Rec;
b: TUInt24Rec) : Boolean;
TUInt24Rec.class operator
greaterthanorequal(a: TUInt24Rec; b: Cardinal)
: Boolean;
TUInt24Rec.class operator
greaterthanorequal(a: Cardinal; b: TUInt24Rec)
: Boolean;
TUInt24Rec.class operator
lessthan(a: TUInt24Rec; b: TUInt24Rec)
: Boolean;
TUInt24Rec.class operator lessthan(a: TUInt24Rec
; b: Cardinal) : Boolean;
TUInt24Rec.class operator lessthan(a:
Cardinal; b: TUInt24Rec) : Boolean;
TUInt24Rec.class operator lessthanorequal
(a: TUInt24Rec; b: TUInt24Rec)
: Boolean;
TUInt24Rec.class operator lessthanorequal(a
: TUInt24Rec; b: Cardinal)
: Boolean;
TUInt24Rec.class operator lessthanorequal(a: Cardinal
; b: TUInt24Rec)

```

```
                                : Boolean  
;  
end
```

Unicode data exists mostly of 24-bit data (3 bytes). This type is meant to deal efficiently with this data. it has members to split out the data in bytes, and functions to query the various properties stored in the data.

79.11.1 Method overview

Page	Method	Description
1922	equal(Byte,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a byte value.
1921	equal(Cardinal,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a cardinal value.
1922	equal(LongInt,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a longint value.
1922	equal(TUInt24Rec,Byte):Boolean	Check whether a TUInt24Rec value equals a byte value.
1921	equal(TUInt24Rec,Cardinal):Boolean	Check if cardinal and TUInt24Rec are equal
1921	equal(TUInt24Rec,LongInt):Boolean	Check whether a TUInt24Rec value equals a longint value.
1921	equal(TUInt24Rec,TUInt24Rec):Boolean	Determine equality of 2 TUInt24Rec records
1922	equal(TUInt24Rec,Word):Boolean	Check whether a TUInt24Rec value equals a word value.
1922	equal(Word,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a word value.
1923	greaterthan(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is greater than a TUInt24Rec value
1924	greaterthanorequal(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is greater than or equal to a TUInt24Rec value
1924	greaterthanorequal(TUInt24Rec,Cardinal):Boolean	Check whether a TUInt24Rec value is greater than or equal to a cardinal value
1924	greaterthanorequal(TUInt24Rec,TUInt24Rec):Boolean	Check whether a TUInt24Rec value is greater than or equal to a cardinal value
1923	greaterthan(TUInt24Rec,Cardinal):Boolean	Check whether a TUInt24Rec value is greater than a cardinal value
1923	greaterthan(TUInt24Rec,TUInt24Rec):Boolean	Check whether a TUInt24Rec value is greater than another TUInt24Rec value
1921	implicit(Cardinal):TUInt24Rec	Assign TUInt24Rec from Cardinal
1920	implicit(TUInt24Rec):Byte	Assign TUInt24Rec to byte
1920	implicit(TUInt24Rec):Cardinal	Assign TUInt24Rec to cardinal
1920	implicit(TUInt24Rec):LongInt	Assign TUInt24Rec to longint
1920	implicit(TUInt24Rec):Word	Assign TUInt24Rec to word
1925	lessthan(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is less than a TUInt24Rec value
1925	lessthanorequal(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is less than or equal to a

79.11.2 TUInt24Rec.implicit(TUInt24Rec):Cardinal

Synopsis: Assign TUInt24Rec to cardinal

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : Cardinal`

Visibility: public

Description: Assign to cardinal, byte0 to MSB and so on.

See also: `TUInt24Rec.implicit(TUInt24Rec):LongInt` (1920), `TUInt24Rec.implicit(TUInt24Rec):Word` (1920), `TUInt24Rec.implicit(TUInt24Rec):Byte` (1920), `TUInt24Rec.implicit(Cardinal):TUInt24Rec` (1921), `TUInt24Rec.implicit(LongInt):TUInt24Rec` (1917), `TUInt24Rec.implicit(Word):TUInt24Rec` (1917), `TUInt24Rec.implicit(Byte):TUInt24Rec` (1917)

79.11.3 TUInt24Rec.implicit(TUInt24Rec):LongInt

Synopsis: Assign TUInt24Rec to longint

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : LongInt`

Visibility: public

Description: Assign to cardinal, byte0 to MSB and so on.

See also: `TUInt24Rec.implicit(TUInt24Rec):Cardinal` (1920), `TUInt24Rec.implicit(TUInt24Rec):Word` (1920), `TUInt24Rec.implicit(TUInt24Rec):Byte` (1920)

79.11.4 TUInt24Rec.implicit(TUInt24Rec):Word

Synopsis: Assign TUInt24Rec to word

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : Word`

Visibility: public

Description: Assign to word, byte0 to MSB, byte1 to MSB.

Errors: If the value is too big (>\$FFFF) to be assigned, an overflow error occurs.

See also: `TUInt24Rec.implicit(TUInt24Rec):Cardinal` (1920), `TUInt24Rec.implicit(TUInt24Rec):LongInt` (1920), `TUInt24Rec.implicit(TUInt24Rec):Byte` (1920), `TUInt24Rec.implicit(Cardinal):TUInt24Rec` (1921), `TUInt24Rec.implicit(LongInt):TUInt24Rec` (1917), `TUInt24Rec.implicit(Word):TUInt24Rec` (1917), `TUInt24Rec.implicit(Byte):TUInt24Rec` (1917)

79.11.5 TUInt24Rec.implicit(TUInt24Rec):Byte

Synopsis: Assign TUInt24Rec to byte

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : Byte`

Visibility: public

Description: Assign to byte, byte0 is assigned.

Errors: If the value is too big (>\$FF) to be assigned, an overflow error occurs.

See also: `TUInt24Rec.implicit(TUInt24Rec):Cardinal` (1920), `TUInt24Rec.implicit(TUInt24Rec):LongInt` (1920), `TUInt24Rec.implicit(TUInt24Rec):Word` (1920), `TUInt24Rec.implicit(Cardinal):TUInt24Rec` (1921), `TUInt24Rec.implicit(LongInt):TUInt24Rec` (1917), `TUInt24Rec.implicit(Word):TUInt24Rec` (1917), `TUInt24Rec.implicit(Byte):TUInt24Rec` (1917)

79.11.6 TUInt24Rec.implicit(Cardinal):TUInt24Rec

Synopsis: Assign TUInt24Rec from Cardinal

Declaration: `TUInt24Rec.class operator implicit(a: Cardinal) : TUInt24Rec`

Visibility: public

Description: Assign from cardinal, byte0 to MSB.

Errors: If the value is too big (>\$FFFFFF) to be assigned, an overflow error occurs.

See also: `TUInt24Rec.implicit(TUInt24Rec):LongInt` (1920), `TUInt24Rec.implicit(TUInt24Rec):Word` (1920), `TUInt24Rec.implicit(TUInt24Rec):Byte` (1920), `TUInt24Rec.implicit(LongInt):TUInt24Rec` (1917), `TUInt24Rec.implicit(Word):TUInt24Rec` (1917), `TUInt24Rec.implicit(Byte):TUInt24Rec` (1917)

79.11.7 TUInt24Rec.equal(TUInt24Rec,TUInt24Rec):Boolean

Synopsis: Determine equality of 2 TUInt24Rec records

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The 2 records are considered equal if the 3 bytes are equal.

79.11.8 TUInt24Rec.equal(TUInt24Rec,Cardinal):Boolean

Synopsis: Check if cardinal and TUInt24Rec are equal

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec; b: Cardinal) : Boolean`

Visibility: public

Description: The cardinal b is considered equal to a if the fourth byte (LSB) is zero, and the first three bytes equal byte0, byte1, and byte2.

79.11.9 TUInt24Rec.equal(Cardinal,TUInt24Rec):Boolean

Synopsis: Check whether a TUInt24Rec value equals a cardinal value.

Declaration: `TUInt24Rec.class operator equal(a: Cardinal; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The cardinal a is considered equal to b if the fourth byte (LSB) is zero, and the first three bytes equal byte0, byte1, and byte2.

79.11.10 TUInt24Rec.equal(TUInt24Rec,LongInt):Boolean

Synopsis: Check whether a TUInt24Rec value equals a longint value.

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec; b: LongInt) : Boolean`

Visibility: public

Description: The longint b is considered equal to a if the fourth byte (LSB) is zero, and the first three bytes equal byte0, byte1, and byte2.

79.11.11 `TUInt24Rec.equal(LongInt,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a longint value.

Declaration: `TUInt24Rec.class operator equal(a: LongInt; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The longint `a` is considered equal to `b` if the fourth byte (LSB) is zero, and the first three bytes equal `byte0`, `byte1`, and `byte2`.

79.11.12 `TUInt24Rec.equal(TUInt24Rec,Word):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a word value.

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec; b: Word) : Boolean`

Visibility: public

Description: The word `b` is considered equal to `a` if its 2 bytes equal `byte0`, `byte1` and `byte2` is zero.

79.11.13 `TUInt24Rec.equal(Word,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a word value.

Declaration: `TUInt24Rec.class operator equal(a: Word; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The word `a` is considered equal to `b` if its 2 bytes equal `byte0`, `byte1` and `byte2` is zero.

79.11.14 `TUInt24Rec.equal(TUInt24Rec,Byte):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a byte value.

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec; b: Byte) : Boolean`

Visibility: public

Description: The byte `b` is considered equal to `a` if it equals `byte0` and `byte1` and `byte1` are zero.

79.11.15 `TUInt24Rec.equal(Byte,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a byte value.

Declaration: `TUInt24Rec.class operator equal(a: Byte; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The byte `b` is considered equal to `a` if it equals `byte0` and `byte1` and `byte1` are zero.

79.11.16 `TUInt24Rec.notequal(TUInt24Rec,TUInt24Rec):Boolean`

Synopsis: Check whether 2 `TUInt24Rec` values differ.

Declaration: `TUInt24Rec.class operator notequal(a: TUInt24Rec; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing `byte0`, `byte1` and `byte2`.

79.11.17 `TUInt24Rec.notequal(TUInt24Rec, Cardinal): Boolean`

Synopsis: Check whether a `TUInt24Rec` value differs from a cardinal value.

Declaration: `TUInt24Rec.class operator notequal(a: TUInt24Rec; b: Cardinal) : Boolean`

Visibility: public

Description: The cardinal `a` is considered not equal to `b` if the fourth byte (LSB) is nonzero, or one of the first three bytes differ from `byte0`, `byte1`, and `byte2`.

79.11.18 `TUInt24Rec.notequal(Cardinal, TUInt24Rec): Boolean`

Synopsis: Check whether a `TUInt24Rec` value differs from a cardinal value.

Declaration: `TUInt24Rec.class operator notequal(a: Cardinal; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The cardinal `a` is considered not equal to `b` if the fourth byte (LSB) is nonzero, or one of the first three bytes differ from `byte0`, `byte1`, and `byte2`.

79.11.19 `TUInt24Rec.greaterthan(TUInt24Rec, TUInt24Rec): Boolean`

Synopsis: Check whether a `TUInt24Rec` value is greater than another `TUInt24Rec` value

Declaration: `TUInt24Rec.class operator greaterthan(a: TUInt24Rec; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 bytes `byte0`, `byte1` and `byte2`

79.11.20 `TUInt24Rec.greaterthan(TUInt24Rec, Cardinal): Boolean`

Synopsis: Check whether a `TUInt24Rec` value is greater than a cardinal value

Declaration: `TUInt24Rec.class operator greaterthan(a: TUInt24Rec; b: Cardinal) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.21 `TUInt24Rec.greaterthan(Cardinal, TUInt24Rec): Boolean`

Synopsis: Check whether a cardinal value is greater than a `TUInt24Rec` value

Declaration: `TUInt24Rec.class operator greaterthan(a: Cardinal; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.22 `TUInt24Rec.greaterthanorequal(TUInt24Rec,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value is greater than or equal to a cardinal value

Declaration: `TUInt24Rec.class operator greaterthanorequal(a: TUInt24Rec;
b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.23 `TUInt24Rec.greaterthanorequal(TUInt24Rec,Cardinal):Boolean`

Synopsis: Check whether a `TUInt24Rec` value is greater than or equal to a cardinal value

Declaration: `TUInt24Rec.class operator greaterthanorequal(a: TUInt24Rec; b: Cardinal)
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.24 `TUInt24Rec.greaterthanorequal(Cardinal,TUInt24Rec):Boolean`

Synopsis: Check whether a cardinal value is greater than or equal to a `TUInt24Rec` value

Declaration: `TUInt24Rec.class operator greaterthanorequal(a: Cardinal; b: TUInt24Rec)
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.25 `TUInt24Rec.lessthan(TUInt24Rec,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value is less than another `TUInt24Rec` value

Declaration: `TUInt24Rec.class operator lessthan(a: TUInt24Rec; b: TUInt24Rec)
: Boolean`

Visibility: public

Description: The comparison is done by comparing the bytes `byte0`, `byte1` and `byte2`.

79.11.26 `TUInt24Rec.lessthan(TUInt24Rec,Cardinal):Boolean`

Synopsis: Check whether a `TUInt24Rec` value is less than a cardinal value

Declaration: `TUInt24Rec.class operator lessthan(a: TUInt24Rec; b: Cardinal) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.27 TUInt24Rec.lessThan(Cardinal,TUInt24Rec):Boolean

Synopsis: Check whether a cardinal value is less than a TUInt24Rec value

Declaration: `TUInt24Rec.class operator lessThan(a: Cardinal; b: TUInt24Rec) : Boolean`

Visibility: public

Description: Check whether a cardinal value is less than a TUInt24Rec value

79.11.28 TUInt24Rec.lessThanorequal(TUInt24Rec,TUInt24Rec):Boolean

Synopsis: Check whether a TUInt24Rec value is less than or equal to another TUInt24Rec value

Declaration: `TUInt24Rec.class operator lessThanorequal(a: TUInt24Rec; b: TUInt24Rec)
: Boolean`

Visibility: public

Description: The comparison is done by comparing the bytes `byte0`, `byte1` and `byte2`.

79.11.29 TUInt24Rec.lessThanorequal(TUInt24Rec,Cardinal):Boolean

Synopsis: Check whether a TUInt24Rec value is less than or equal to a cardinal value

Declaration: `TUInt24Rec.class operator lessThanorequal(a: TUInt24Rec; b: Cardinal)
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

79.11.30 TUInt24Rec.lessThanorequal(Cardinal,TUInt24Rec):Boolean

Synopsis: Check whether a cardinal value is less than or equal to a TUInt24Rec value

Declaration: `TUInt24Rec.class operator lessThanorequal(a: Cardinal; b: TUInt24Rec)
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

Chapter 80

Reference for unit 'unicodeducet'

80.1 Used units

Table 80.1: Used units by unit 'unicodeducet'

Name	Page
System	1280

80.2 Overview

The `unicodeducet` unit registers the root Unicode collation (DUCET). This collation is needed by all other collations, so any collation unit will include this file.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

Chapter 81

Reference for unit 'Unix'

81.1 Used units

Table 81.1: Used units by unit 'Unix'

Name	Page
BaseUnix	128
System	1280
unixtype	1966

81.2 Constants, types and variables

81.2.1 Constants

`ARG_MAX = UnixType.ARG_MAX`

Maximum number of arguments to a program.

`fs_ext = $137d`

File system type (TStatFS ([1942](#))): (ext) Extended

`fs_ext2 = $ef53`

File system type (TStatFS ([1942](#))): (ext2) Second extended

`fs_iso = $9660`

File system type (TStatFS ([1942](#))): ISO 9660

`fs_minix = $137f`

File system type (TStatFS ([1942](#))): Minix

`fs_minix_30 = $138f`

File system type (TStatFS (1942)): Minix 3.0

`fs_minix_V2 = $2468`

File system type (TStatFS (1942)): Minix V2

`fs_msdos = $4d44`

File system type (TStatFS (1942)): MSDOS (FAT)

`fs_nfs = $6969`

File system type (TStatFS (1942)): NFS

`fs_old_ext2 = $ef51`

File system type (TStatFS (1942)): (ext2) Old second extended

`fs_proc = $9fa0`

File system type (TStatFS (1942)): PROC fs

`fs_xia = $012FD16D`

File system type (TStatFS (1942)): XIA

`IOctl_TCGETS = $5401`

IOCTL call number: get Terminal Control settings

`LOCK_EX = 2`

FpFLock (1951) Exclusive lock

`LOCK_NB = 4`

FpFLock (1951) Non-blocking operation

`LOCK_SH = 1`

FpFLock (1951) Shared lock

`LOCK_UN = 8`

FpFLock (1951) unlock

`MAP_FAILED = baseunix.MAP_FAILED`

Error return value for mmap: mmap operation failed.

`MAP_FIXED = baseunix.MAP_FIXED`

#rtl.baseunix.FpMMap (193) map type: Interpret addr exactly

MAP_PRIVATE = baseunix.MAP_PRIVATE

#rtl.baseunix.FpMMap (193) map type: Changes are private

MAP_SHARED = baseunix.MAP_SHARED

#rtl.baseunix.FpMMap (193) map type: Share changes

MAP_TYPE = baseunix.MAP_TYPE

#rtl.baseunix.FpMMap (193) map type: Bitmask for type of mapping

MS_ASYNC = 1deprecated

Asynchronous operation flag for msync call

MS_INVALIDATE = 2deprecated

Invalidate other mappings of file flag for msync call

MS_SYNC = 4deprecated

Synchronous operation flag for msync call

NAME_MAX = UnixType.NAME_MAX

Maximum filename length.

Open_Accmode = 3

Bitmask to determine access mode in open flags.

Open_Append = 2 shl 9

File open mode: Append to file

Open_Creat = 1 shl 6

File open mode: Create if file does not yet exist.

Open_Direct = 4 shl 12

File open mode: Minimize caching effects

Open_Directory = 2 shl 15

File open mode: File must be directory.

Open_Excl = 2 shl 6

File open mode: Open exclusively

`Open_LargeFile = 1 shl 15`

File open mode: Open for 64-bit I/O

`Open_NDelay = Open_NonBlock`

File open mode: Alias for `Open_NonBlock` (1930)

`Open_NoCtty = 4 shl 6`

File open mode: No TTY control.

`Open_NoFollow = 4 shl 15`

File open mode: Fail if file is symbolic link.

`Open_NonBlock = 4 shl 9`

File open mode: Open in non-blocking mode

`Open_RdOnly = 0`

File open mode: Read only

`Open_RdWr = 2`

File open mode: Read/Write

`Open_Sync = 1 shl 12`

File open mode: Write to disc at once

`Open_Trunc = 1 shl 9`

File open mode: Truncate file to length 0

`Open_WrOnly = 1`

File open mode: Write only

`PATH_MAX = UnixType.PATH_MAX`

Maximum pathname length.

`PRIO_PGRP = UnixType.PRIO_PGRP`

`#rtl.baseunix.fpGetPriority` (187) option: Get process group priority.

`PRIO_PROCESS = UnixType.PRIO_PROCESS`

#rtl.baseunix.fpGetPriority (187) option: Get process priority.

PRIO_USER = UnixType.PRIO_USER

#rtl.baseunix.fpGetPriority (187) option: Get user priority.

PROT_EXEC = baseunix.PROT_EXEC

#rtl.baseunix.FpMMap (193) memory access: page can be executed

PROT_NONE = baseunix.PROT_NONE

#rtl.baseunix.FpMMap (193) memory access: page can not be accessed

PROT_READ = baseunix.PROT_READ

#rtl.baseunix.FpMMap (193) memory access: page can be read

PROT_WRITE = baseunix.PROT_WRITE

#rtl.baseunix.FpMMap (193) memory access: page can be written

P_IN = 1

Input file descriptor of pipe pair.

P_OUT = 2

Output file descriptor of pipe pair.

SIG_MAXSIG = UnixType.SIG_MAXSIG

Maximum system signal number.

STAT_IFBLK = \$6000

File (#rtl.baseunix.stat (164) record) mode: Block device

STAT_IFCHR = \$2000

File (#rtl.baseunix.stat (164) record) mode: Character device

STAT_IFDIR = \$4000

File (#rtl.baseunix.stat (164) record) mode: Directory

STAT_IFIFO = \$1000

File (#rtl.baseunix.stat (164) record) mode: FIFO

STAT_IFLNK = \$a000

File (#rtl.baseunix.stat (164) record) mode: Link

STAT_IFMT = \$f000

File (#rtl.baseunix.stat (164) record) mode: File type bit mask

STAT_IFREG = \$8000

File (#rtl.baseunix.stat (164) record) mode: Regular file

STAT_IFSOCK = \$c000

File (#rtl.baseunix.stat (164) record) mode: Socket

STAT_IRGRP = STAT_IROTH shl 3

File (#rtl.baseunix.stat (164) record) mode: Group read permission

STAT_IROTH = \$4

File (#rtl.baseunix.stat (164) record) mode: Other read permission

STAT_IRUSR = STAT_IROTH shl 6

File (#rtl.baseunix.stat (164) record) mode: Owner read permission

STAT_IRWXG = STAT_IRWXO shl 3

File (#rtl.baseunix.stat (164) record) mode: Group permission bits mask

STAT_IRWXO = \$7

File (#rtl.baseunix.stat (164) record) mode: Other permission bits mask

STAT_IRWXU = STAT_IRWXO shl 6

File (#rtl.baseunix.stat (164) record) mode: Owner permission bits mask

STAT_ISGID = \$0400

File (#rtl.baseunix.stat (164) record) mode: GID bit set

STAT_ISUID = \$0800

File (#rtl.baseunix.stat (164) record) mode: UID bit set

STAT_ISVTX = \$0200

File (#rtl.baseunix.stat (164) record) mode: Sticky bit set

STAT_IWGRP = STAT_IWOTH shl 3

File (#rtl.baseunix.stat (164) record) mode: Group write permission

```
STAT_IWOTH = $2
```

File (#rtl.baseunix.stat (164) record) mode: Other write permission

```
STAT_IWUSR = STAT_IWOTH shl 6
```

File (#rtl.baseunix.stat (164) record) mode: Owner write permission

```
STAT_IXGRP = STAT_IXOTH shl 3
```

File (#rtl.baseunix.stat (164) record) mode: Others execute permission

```
STAT_IXOTH = $1
```

File (#rtl.baseunix.stat (164) record) mode: Others execute permission

```
STAT_IXUSR = STAT_IXOTH shl 6
```

File (#rtl.baseunix.stat (164) record) mode: Others execute permission

```
SYS_NMLN = UnixType.SYS_NMLN
```

Max system name length.

```
Wait_Any = -1
```

#rtl.baseunix.fpWaitPID (222): Wait on any process

```
Wait_Clone = $80000000
```

#rtl.baseunix.fpWaitPID (222): Wait on clone processes only.

```
Wait_MyPGRP = 0
```

#rtl.baseunix.fpWaitPID (222): Wait processes from current process group

```
Wait_NoHang = 1
```

#rtl.baseunix.fpWaitPID (222): Do not wait

```
Wait_UnTraced = 2
```

#rtl.baseunix.fpWaitPID (222): Also report stopped but untraced processes

81.2.2 Types

`cbool = UnixType.cbool`

Boolean type

`cchar = UnixType.cchar`

Alias for `#rtl.UnixType.cchar` (1968)

`cdouble = UnixType.cdouble`

Double precision real format.

`cfloat = UnixType.cfloat`

Floating-point real format

`cint = UnixType.cint`

C type: integer (natural size)

`cint16 = UnixType.cint16`

C type: 16 bits sized, signed integer.

`cint32 = UnixType.cint32`

C type: 32 bits sized, signed integer.

`cint64 = UnixType.cint64`

C type: 64 bits sized, signed integer.

`cint8 = UnixType.cint8`

C type: 8 bits sized, signed integer.

`clock_t = UnixType.clock_t`

Clock ticks type

`clong = UnixType.clong`

C type: long signed integer (double sized)

`clonglong = UnixType.clonglong`

C type: 64-bit (double long) signed integer.

`coff_t = UnixType.TOff`

character offset type.

```
cschar = UnixType.cschar
```

Signed character type

```
cshort = UnixType.cshort
```

C type: short signed integer (half sized)

```
csigned = UnixType.csigned
```

`csigned` is an alias for `cint` (1934).

```
csint = UnixType.csint
```

Signed integer

```
csize_t = UnixType.size_t
```

Character size type.

```
cslong = UnixType.cslong
```

The size is CPU dependent.

```
cslonglong = UnixType.cslonglong
```

`cslonglong` is an alias for `clonglong` (1934).

```
csshort = UnixType.csshort
```

Short signed integer type

```
cuchar = UnixType.cuchar
```

Alias for `#rtl.UnixType.cuchar` (1969)

```
cuint = UnixType.cuint
```

C type: unsigned integer (natural size)

```
cuint16 = UnixType.cuint16
```

C type: 16 bits sized, unsigned integer.

```
cuint32 = UnixType.cuint32
```

C type: 32 bits sized, unsigned integer.

```
cuint64 = UnixType.cuint64
```

C type: 64 bits sized, unsigned integer.

```
cuint8 = UnixType.cuint8
```

C type: 8 bits sized, unsigned integer.

```
culong = UnixType.culong
```

C type: long unsigned integer (double sized)

```
culonglong = UnixType.culonglong
```

C type: 64-bit (double long) unsigned integer.

```
cunsigned = UnixType.cunsigned
```

Alias for `#rtl.unixtype.cunsigned` ([1970](#))

```
cushort = UnixType.cushort
```

C type: short unsigned integer (half sized)

```
dev_t = UnixType.dev_t
```

Device descriptor type.

```
gid_t = UnixType.gid_t
```

Group ID type.

```
ino_t = UnixType.ino_t
```

Inode type.

```
mode_t = UnixType.mode_t
```

Inode mode type.

```
nlink_t = UnixType.nlink_t
```

Number of links type.

```
off_t = UnixType.off_t
```

Offset type.

```
pbool = UnixType.pbool
```

Pointer to boolean type `cbool` ([1934](#))

```
pcchar = UnixType.pcchar
```

Alias for `#rtl.UnixType.pcchar` (1971)

`pcdouble = UnixType.pcdouble`

Pointer to `cdouble` (152) type.

`pcfloat = UnixType.pcfloating`

Pointer to `cfloat` (152) type.

`pcint = UnixType.pcint`

Pointer to `cInt` (1934) type.

`pcint16 = UnixType.pcint16`

Pointer to 16-bit signed integer type

`pcint32 = UnixType.pcint32`

Pointer to signed 32-bit integer type

`pcint64 = UnixType.pcint64`

Pointer to signed 64-bit integer type

`pcint8 = UnixType.pcint8`

Pointer to 8-bits signed integer type

`pClock = UnixType.pClock`

Pointer to `TClock` (1941) type.

`pclong = UnixType.pclong`

Pointer to `cLong` (1934) type.

`pclonglong = UnixType.pclonglong`

Pointer to `longlong` type.

`pcschar = UnixType.pcschar`

Pointer to character type `cschar` (1935).

`pcshort = UnixType.pcsshort`

Pointer to `cShort` (1935) type.

`pcsigned = UnixType.pcsigned`

Pointer to signed integer type `csigned` (1935).

```
pcsint = UnixType.pcsint
```

Pointer to signed integer type `csint` (1935)

```
pcsize_t = UnixType.psize_t
```

Pointer to character size type `pcsize_t`.

```
pcslong = UnixType.pcslong
```

Pointer of the signed long `clong` (1935)

```
pcslonglong = UnixType.pcslonglong
```

Pointer to Signed longlong type `clonglong` (1935)

```
pcsshort = UnixType.pcsshort
```

Pointer to short signed integer type `csshort` (1935)

```
pcuchar = UnixType.pcuchar
```

Alias for `#rtl.UnixType.pcuchar` (1973)

```
pcuint = UnixType.pcuint
```

Pointer to `cUInt` (1935) type.

```
pcuint16 = UnixType.pcuint16
```

Pointer to 16-bit unsigned integer type

```
pcuint32 = UnixType.pcuint32
```

Pointer to unsigned 32-bit integer type

```
pcuint64 = UnixType.pcuint64
```

Pointer to unsigned 64-bit integer type

```
pcuint8 = UnixType.pcuint8
```

Pointer to 8-bits unsigned integer type

```
pculong = UnixType.pculong
```

Pointer to `cuLong` (1936) type.

```
pculonglong = UnixType.pculonglong
```

Unsigned longlong type

`pcunsigned = UnixType.pcunsigned`

Alias for `#rtl.unixtype.pcunsigned` (1973)

`pcushort = UnixType.pcushort`

Pointer to `cuShort` (1936) type.

`pDev = UnixType.pDev`

Pointer to `TDev` (1941) type.

`pGid = UnixType.pGid`

Pointer to `TGid` (1941) type.

`pid_t = UnixType.pid_t`

Process ID type.

`pIno = UnixType.pIno`

Pointer to `TIno` (1941) type.

`pMode = UnixType.pMode`

Pointer to `TMode` (1942) type.

`pnLink = UnixType.pnLink`

Pointer to `TnLink` (1942) type.

`pOff = UnixType.pOff`

Pointer to `TOff` (1942) type.

`pPid = UnixType.pPid`

Pointer to `TPid` (1942) type.

`pSize = UnixType.pSize`

Pointer to `TSize` (1942) type.

`pSize_t = UnixType.pSize_t`

Pointer to type `Size_t`.

`pSocklen = UnixType.pSocklen`

Pointer to TSocketLen (1942) type.

```
psSize = UnixType.psSize
```

Pointer to TsSize (1942) type

```
pstatfs = UnixType.PStatFs
```

Pointer to statfs type

```
pthread_cond_t = UnixType.pthread_cond_t
```

Thread conditional variable type.

```
pthread_mutex_t = UnixType.pthread_mutex_t
```

Thread mutex type.

```
pthread_t = UnixType.pthread_t
```

Posix thread type.

```
pTime = UnixType.pTime
```

Pointer to TTime (1942) type.

```
ptimespec = UnixType.ptimespec
```

Pointer to timespec (1941) type.

```
ptimeval = UnixType.ptimeval
```

Pointer to timeval (1941) type.

```
ptime_t = UnixType.ptime_t
```

Pointer to time_t (1941) type.

```
pUid = UnixType.pUid
```

Pointer to TUid (1942) type.

```
size_t = UnixType.size_t
```

Size specification type.

```
socklen_t = UnixType.socklen_t
```

Socket address length type.

```
ssize_t = UnixType.ssize_t
```

Small size type.

`TClock = UnixType.TClock`

Alias for `clock_t` (1934) type.

`TDev = UnixType.TDev`

Alias for `dev_t` (1936) type.

`TFSearchOption = (NoCurrentDirectory, CurrentDirectoryFirst, CurrentDirectoryLast)`

Table 81.2: Enumeration values for type `TFSearchOption`

Value	Explanation
<code>CurrentDirectoryFirst</code>	Search the current directory first, before all directories in the search path.
<code>CurrentDirectoryLast</code>	Search the current directory last, after all directories in the search path
<code>NoCurrentDirectory</code>	Do not search the current directory unless it is specified in the search path.

Describes the search strategy used by `FSearch` (1953)

`TGid = UnixType.TGid`

Alias for `gid_t` (1936) type.

`timespec = UnixType.timespec`

Short time specification type.

`timeval = UnixType.timeval`

Time specification type.

`time_t = UnixType.time_t`

Time span type

`TIno = UnixType.TIno`

Alias for `ino_t` (1936) type.

`TIOctlRequest = UnixType.TIOctlRequest`

Alias for the `TIOctlRequest` (1978) type in `unixtypes`

`TMode = UnixType.TMode`

Alias for `mode_t` (1936) type.

`TnLink = UnixType.TnLink`

Alias for `nlink_t` (1936) type.

`TOff = UnixType.TOff`

Alias for `off_t` (1936) type.

`TPid = UnixType.TPid`

Alias for `pid_t` (1939) type.

`Tpipe = baseunix.tfiles deprecated`

Array describing a pipe pair of filedescriptors.

`TSize = UnixType.TSize`

Alias for `size_t` (1940) type

`TSocklen = UnixType.TSocklen`

Alias for `socklen_t` (1940) type.

`TsSize = UnixType.TsSize`

Alias for `ssize_t` (1941) type

`tstatfs = UnixType.TStatFs`

`StatFS` returns in `Info` information about the filesystem on which the file `Path` resides. `Info` is of type `TStatFS` (1979).

The function returns zero if the call was succesful, a nonzero value is returned if the call failed.

`TTime = UnixType.TTime`

Alias for `TTime` (1942) type.

`Ttimespec = UnixType.Ttimespec`

Alias for `TimeSpec` (1941) type.

`TTimeVal = UnixType.TTimeVal`

Alias for `timeval` (1941) type.

`TUId = UnixType.TUId`

Alias for `uid_t` (1942) type.

`uid_t = UnixType.uid_t`

User ID type

81.2.3 Variables

`tzdaylight` : Boolean

Indicates whether daylight savings time is active.

`tzname` : Array[boolean] of PChar

Timezone name.

81.3 Procedures and functions

81.3.1 AssignPipe

Synopsis: Create a set of pipe file handlers

Declaration: `function AssignPipe(var pipe_in: cint; var pipe_out: cint) : cint`
`function AssignPipe(var pipe_in: text; var pipe_out: text) : cint`
`function AssignPipe(var pipe_in: File; var pipe_out: File) : cint`

Visibility: default

Description: `AssignPipe` creates a pipe, i.e. two file objects, one for input, one for output. What is written to `Pipe_out`, can be read from `Pipe_in`.

This call is overloaded. The in and out pipe can take three forms: an typed or untyped file, a text file or a file descriptor.

If a text file is passed then reading and writing from/to the pipe can be done through the usual `Readln(Pipe_in, ...)` and `Writeln(Pipe_out, ...)` procedures.

The function returns `True` if everything went successfully, `False` otherwise.

Errors: In case the function fails and returns `False`, extended error information is returned by the `FpGetErrno (185)` function:

sys_enfile Too many file descriptors for this process.

sys_enfile The system file table is full.

See also: `POpen (1956)`, `#rtl.baseunix.FpMkFifo (193)`

Listing: `./unixex/ex36.pp`

Program Example36;

{ Program to demonstrate the AssignPipe function. }

Uses BaseUnix, Unix;

Var pipi, pipo : Text;
 s : **String**;

begin

Writeln ('Assigning Pipes.');

If assignpipe(pipi, pipo) <> 0 **then**

Writeln ('Error assigning pipes !', fpgeterrno);

Writeln ('Writing to pipe, and flushing.');

Writeln (pipo, 'This is a textstring'); close(pipo);

```

Writeln ( 'Reading from pipe.' );
While not eof(pipi) do
  begin
    Readln ( pipi ,s);
    Writeln ( 'Read from pipe : ',s);
  end;
close ( pipi);
writeln ( 'Closed pipes.' );
writeln
end.

```

81.3.2 AssignStream

Synopsis: Assign stream for in and output to a program

Declaration: `function AssignStream(var StreamIn: text; var Streamout: text; const Prog: ansiString; const args: Array of ansistring) : cint`
`function AssignStream(var StreamIn: text; var Streamout: text; var streamerr: text; const Prog: ansiString; const args: Array of ansistring) : cint`

Visibility: default

Description: `AssignStream` creates a 2 or 3 pipes, i.e. two (or three) file objects, one for input, one for output, (and one for standard error) the other ends of these pipes are connected to standard input and output (and standard error) of `Prog`. `Prog` is the path of a program (including path). The options for the program can be specified in `Args`.

What is written to `StreamOut`, will go to the standard input of `Prog`. Whatever is written by `Prog` to it's standard output can be read from `StreamIn`. Whatever is written by `Prog` to it's standard error read from `StreamErr`, if present.

Reading and writing happens through the usual `Readln(StreamIn, ...)` and `Writeln (StreamOut, ...)` procedures.

Remark: You should *not* use `Reset` or `Rewrite` on a file opened with `POpen`. This will close the file before re-opening it again, thereby closing the connection with the program.

The function returns the process ID of the spawned process, or -1 in case of error.

Errors: Extended error information is returned by the `FpGetErrno` (185) function.

sys_emfile Too many file descriptors for this process.

sys_emfile The system file table is full.

Other errors include the ones by the `fork` and `exec` programs

See also: `AssignPipe` (1943), `POpen` (1956)

Listing: `./unixex/ex38.pp`

Program Example38;

{ Program to demonstrate the AssignStream function. }

Uses BaseUnix, Unix;

Var Si, So : Text;

```

S : String;
i : longint;

begin
  if not (paramstr(1)='-son') then
    begin
      Writeln ('Calling son');
      Assignstream (Si,So,'./ex38',[ '-son' ]);
      if fpgeterrno <> 0 then
        begin
          writeln ('AssignStream failed !');
          halt(1);
          end;
      Writeln ('Speaking to son');
      For i:=1 to 10 do
        begin
          writeln (so, 'Hello son !');
          if ioreult <> 0 then writeln ('Can't speak to son...');
          end;
      For i:=1 to 3 do writeln (so, 'Hello chap !');
      close (so);
      while not eof(si) do
        begin
          readln (si,s);
          writeln ('Father: Son said : ',S);
          end;
      Writeln ('Stopped conversation');
      Close (Si);
      Writeln ('Put down phone');
      end
    Else
      begin
        Writeln ('This is the son ');
        While not eof (input) do
          begin
            readln (s);
            if pos ('Hello son !',S)<>0 then
              Writeln ('Hello Dad !')
            else
              writeln ('Who are you ?');
            end;
          close (output);
        end
      end.

```

81.3.3 FpExecL

Synopsis: Execute process (using argument list, environment)

Declaration: function FpExecL(const PathName: AnsiString;
const S: Array of AnsiString) : cint

Visibility: default

Description: FpExecL replaces the currently running program with the program, specified in PathName. S is an array of command options. The executable in PathName must be an absolute pathname. The current process' environment is passed to the program. On success, FpExecL does not return.

Errors: Extended error information is returned by the `FpGetErrno` (185) function:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted *noexec*.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel, or to split command line.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: `FpExecve` (178), `FpExecv` (1948), `FpExecvp` (1949), `FpExecl` (1946), `FpExeclp` (1947), `FpFork` (182)

Listing: ./unixex/ex77.pp

Program Example77;

{ Program to demonstrate the FPExecl function. }

Uses Unix , strings ;

begin

{ Execute 'ls -l', with current environment. }
{ 'ls' is NOT looked for in PATH environment variable. }
 FpExecl ('/bin/ls' , ['-l']);

end.

81.3.4 FpExecLE

Synopsis: Execute process (using argument list, environment)

Declaration: `function FpExecLE(const PathName: AnsiString;
 const S: Array of AnsiString; MyEnv: PPChar) : cint`

Visibility: default

Description: `FpExecLE` replaces the currently running program with the program, specified in `PathName`. `S` is an array of command options. The executable in `PathName` must be an absolute pathname. The environment in `MyEnv` is passed to the program. On success, `FpExecLE` does not return.

Errors: Extended error information is returned by the `FpGetErrno` (185) function:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted *noexec*.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel, or to split command line.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: [FpExecve \(178\)](#), [FpExecv \(1948\)](#), [FpExecvp \(1949\)](#), [FpExecl \(1945\)](#), [FpExeclp \(1947\)](#), [FpFork \(182\)](#)

Listing: ./unixex/ex11.pp

Program Example11;

{ Program to demonstrate the Execl function. }

Uses Unix, strings;

begin

{ Execute 'ls -l', with current environment. }
{ 'ls' is NOT looked for in PATH environment variable. }
{ envp is defined in the system unit. }
 Execl ('/bin/ls -l',envp);

end.

81.3.5 FpExecLP

Synopsis: Execute process (using argument list, environment; search path)

Declaration: function FpExecLP(const PathName: AnsiString;
 const S: Array of AnsiString) : cint

Visibility: default

Description: FpExecLP replaces the currently running program with the program, specified in PathName. S is an array of command options. The executable in PathName is searched in the path, if it isn't an absolute filename. The current environment is passed to the program. On success, FpExecLP does not return.

Errors: Extended error information is returned by the FpGetErrno ([185](#)) function:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted *noexec*.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel, or to split command line.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: [FpExecve \(178\)](#), [FpExecv \(1948\)](#), [FpExecvp \(1949\)](#), [FpExecl \(1946\)](#), [FpExecl \(1945\)](#), [FpFork \(182\)](#)

Listing: ./unixex/ex76.pp

```

Program Example76;

{ Program to demonstrate the FpExeclp function. }

Uses Unix, strings;

begin
  { Execute 'ls -l', with current environment. }
  { 'ls' is looked for in PATH environment variable. }
  { envp is defined in the system unit. }
  FpExeclp ('ls', ['-l']);
end.

```

81.3.6 FpExecLPE

Synopsis: Execute a program in the path, and pass it an environment

Declaration: `function FpExecLPE(const PathName: AnsiString;
const S: Array of AnsiString; env: PPChar) : cint`

Visibility: default

Description: `FpExecLPE` does the same as `FpExecLP` (1947), but additionally it specifies the environment for the new process in `env`, a pointer to a null-terminated array of null-terminated strings.

Errors: On success, this function does not return.

See also: `FpExecLP` (1947), `FpExecLE` (1946)

81.3.7 FpExecV

Synopsis: Execute process

Declaration: `function FpExecV(const PathName: AnsiString; args: PPChar) : cint`

Visibility: default

Description: `FpExecV` replaces the currently running program with the program, specified in `PathName`. It gives the program the options in `args`. This is a pointer to an array of pointers to null-terminated strings. The last pointer in this array should be `nil`. The current environment is passed to the program. On success, `FpExecV` does not return.

Errors: Extended error information is returned by the `FpGetErrno` (185) function:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted *noexec*.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: [FpExecve \(178\)](#), [FpExecvp \(1949\)](#), [FpExecl \(1946\)](#), [FpExecl \(1945\)](#), [FpExeclp \(1947\)](#), [FpFork \(182\)](#)

Listing: ./unixex/ex8.pp

Program Example8;

{ Program to demonstrate the Execv function. }

Uses Unix , strings ;

Const Arg0 : PChar = '/bin/lS' ;
Arg1 : Pchar = '-l' ;

Var PP : PPchar ;

begin

GetMem (PP,3***SizeOf**(Pchar)) ;

 PP[0]:=Arg0 ;

 PP[1]:=Arg1 ;

 PP[3]:=Nil ;

{ Execute '/bin/lS -l', with current environment }

 fpExecv ('/bin/lS',pp) ;

end.

81.3.8 FpExecVP

Synopsis: Execute process, search path

Declaration: function FpExecVP(const PathName: AnsiString; args: PPChar) : cint

Visibility: default

Description: FpExecVP replaces the currently running program with the program, specified in PathName. The executable in path is searched in the path, if it isn't an absolute filename. It gives the program the options in args. This is a pointer to an array of pointers to null-terminated strings. The last pointer in this array should be nil. The current environment is passed to the program. On success, `execvp` does not return.

Errors: Extended error information is returned by the [FpGetErrno \(185\)](#) function:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted *noexec*.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: [FpExecve \(178\)](#), [FpExecv \(1948\)](#), [FpExecl \(1946\)](#), [FpExecl \(1945\)](#), [FpExeclp \(1947\)](#), [FpFork \(182\)](#)

Listing: ./unixex/ex79.pp

Program Example79;

```
{ Program to demonstrate the FpExecVP function. }
```

Uses Unix, strings;

Const Arg0 : PChar = 'ls';
 Arg1 : Pchar = '-l';

Var PP : PPchar;

begin
 GetMem (PP, 3 * **SizeOf**(Pchar));
 PP[0] := Arg0;
 PP[1] := Arg1;
 PP[2] := **Nil**;
 { Execute 'ls -l', with current environment. }
 { 'ls' is looked for in PATH environment variable. }
 fpExecvp ('ls', pp);
end.

81.3.9 FpExecVPE

Synopsis: Execute process, search path using environment

Declaration: function FpExecVPE(const PathName: AnsiString; args: PPChar;
 env: PPChar) : cint

Visibility: default

Description: FpExecVP replaces the currently running program with the program, specified in PathName. The executable in path is searched in the path, if it isn't an absolute filename. It gives the program the options in args. This is a pointer to an array of pointers to null-terminated strings. The last pointer in this array should be nil. The environment in Env is passed to the program. On success, execvp does not return.

Errors: Extended error information is returned by the FpGetErrno (185) function:

sys_eaccessFile is not a regular file, or has no execute permission. A component of the path has no search permission.

sys_epermThe file system is mounted *noexec*.

sys_e2bigArgument list too big.

sys_enoexecThe magic number in the file is incorrect.

sys_enoentThe file does not exist.

sys_enomemNot enough memory for kernel.

sys_enotdirA component of the path is not a directory.

sys_eloopThe path contains a circular reference (via symlinks).

See also: FpExecve (178), FpExecv (1948), FpExecl (1945), FpExecle (1946), FpExecpl (1947), FpFork (182)

Listing: ./unixex/ex79.pp

```

Program Example79;

{ Program to demonstrate the FpExecVP function. }

Uses Unix , strings;

Const Arg0 : PChar = 'ls';
        Arg1 : Pchar = '-l';

Var PP : PPchar;

begin
  GetMem (PP,3*SizeOf(Pchar));
  PP[0]:=Arg0;
  PP[1]:=Arg1;
  PP[2]:= Nil;
  { Execute 'ls -l', with current environment. }
  { 'ls' is looked for in PATH environment variable. }
  fpExecvp ('ls',pp);
end.

```

81.3.10 fpFlock

Synopsis: Lock a file (advisory lock)

Declaration: function fpFlock(var T: text; mode: cint) : cint
 function fpFlock(var F: File; mode: cint) : cint
 function fpFlock(fd: cint; mode: cint) : cint

Visibility: default

Description: FpFlock implements file locking. it sets or removes a lock on the file F. F can be of type Text or File, or it can be a Linux filedescriptor (a longint) Mode can be one of the following constants :

LOCK_SHsets a shared lock.

LOCK_EXsets an exclusive lock.

LOCK_UNunlocks the file.

LOCK_NBThis can be OR-ed together with the other. If this is done the application doesn't block when locking.

The function returns zero if successful, a nonzero return value indicates an error.

Errors: Extended error information is returned by the FpGetErrno (185) function:

See also: #rtl.baseunix.FpFcntl (180), FSync (1927)

81.3.11 fpfStatFS

Synopsis: Retrieve filesystem information.

Declaration: function fpfStatFS(Fd: cint; Info: pstatfs) : cint

Visibility: default

Description: `fpStatFS` returns in `Info` information about the filesystem on which the open file descriptor `fd` resides. `Info` is of type `tstatfs`. The function returns 0 if the call was successful, or an error code if the call failed.

Errors: On error, a non-zero error code is returned

See also: `fpStatFS` (1952), `#rtl.baseunix.fpfStat` (182)

81.3.12 `fpfsync`

Synopsis: Flush cached data to disk

Declaration: `function fpfsync(fd: cint) : cint`

Visibility: default

Description: `fpfsync` forces the system to write all paged (in-memory) changes to file descriptor `fd` to disk. If the call was successful, 0 is returned.

Errors: On error, a nonzero error-code is returned.

81.3.13 `fpgettimeofday`

Synopsis: Return kernel time of day in GMT

Declaration: `function fpgettimeofday(tp: ptimeval; tzp: ptimezone) : cint`

Visibility: default

Description: `FpGetTimeOfDay` returns the number of seconds since 00:00, January 1 1970, GMT in a `timeval` record. This time NOT corrected any way, not taking into account timezones, daylight savings time and so on.

It is simply a wrapper to the kernel system call.

Errors: None.

81.3.14 `fpStatFS`

Synopsis: Retrieve filesystem information.

Declaration: `function fpStatFS(Path: PChar; Info: pstatfs) : cint`
`function fpStatFS(Path: ansistring; Info: pstatfs) : cint`

Visibility: default

Description: `fpStatFS` returns in `Info` information about the filesystem on which the file or path `Path` resides. `Info` is of type `tstatfs`. The function returns 0 if the call was successful, or an error code if the call failed.

Errors: On error, a non-zero error code is returned

See also: `fpStatFS` (1951), `#rtl.baseunix.fpfStat` (214)

81.3.15 fpSystem

Synopsis: Execute and feed command to system shell

Declaration: `function fpSystem(const Command: string) : cint`
`function fpSystem(const Command: AnsiString) : cint`

Visibility: default

Description: `FpSystem` invokes the bash shell (`/bin/sh`), and feeds it the command `Command` (using the `-c` option). The function then waits for the command to complete, and then returns the exit status of the command in `wait(3)` format, or 127 if it could not complete the `FpFork` (182) or `FpExecve` (178) calls. To convert the return value of `fpssystem` to the real return value use `WEXITSTATUS()` (223).

Errors: Errors are reported in `(fpget)ErrNo` (185)

See also: `POpen` (1956), `FpFork` (182), `FpExecve` (178)

Listing: `./unixex/ex80.pp`

```

program example56;

uses Unix;

{ Program to demonstrate the Shell function }

Var S : Longint;

begin
  WriteLn ('Output of ls -l *.pp');
  S:=fpSystem('ls -l *.pp');
  WriteLn ('Command exited with status : ',S);
end.

```

81.3.16 FSearch

Synopsis: Search for file in search path.

Declaration: `function FSearch(const path: AnsiString; dirlist: AnsiString;`
`CurrentDirStrategy: TFSearchOption) : AnsiString`
`function FSearch(const path: AnsiString; dirlist: AnsiString)`
`: AnsiString`

Visibility: default

Description: `FSearch` searches in `DirList`, a colon separated list of directories, for a file named `Path`. It then returns a path to the found file.

The `CurrentDirStrategy` determines how the current directory is treated when searching:

NoCurrentDirectory Do not search the current directory unless it is specified in the search path.

CurrentDirectoryFirst Search the current directory first, before all directories in the search path.

CurrentDirectoryLast Search the current directory last, after all directories in the search path

It is mainly provided to mimic DOS search path behaviour. Default behaviour is to search the current directory first.

Errors: An empty string if no such file was found.

See also: `#rtl.unixutil.FNMatch` ([1981](#))

Listing: `./unixex/ex46.pp`

Program `Example46;`

{ Program to demonstrate the FSearch function. }

Uses `BaseUnix, Unix, Strings;`

begin

`WriteLn ('ls is in : ', FSearch ('ls', strpas(fpGetenv('PATH'))));`
end.

81.3.17 GetDomainName

Synopsis: Return current domain name

Declaration: `function GetDomainName : string`

Visibility: default

Description: Get the domain name of the machine on which the process is running. An empty string is returned if the domain is not set.

Errors: None.

See also: `GetHostName` ([1954](#))

Listing: `./unixex/ex39.pp`

Program `Example39;`

{ Program to demonstrate the GetDomainName function. }

Uses `Unix;`

begin

`WriteLn ('Domain name of this machine is : ', GetDomainName);`
end.

81.3.18 GetHostName

Synopsis: Return host name

Declaration: `function GetHostName : string`

Visibility: default

Description: Get the hostname of the machine on which the process is running. An empty string is returned if hostname is not set.

Errors: None.

See also: `GetDomainName` ([1954](#))

Listing: `./unixex/ex40.pp`

```

Program Example40;

{ Program to demonstrate the GetHostName function. }

Uses unix;

begin
  WriteLn ('Name of this machine is : ',GetHostName);
end.

```

81.3.19 GetLocalTimezone

Synopsis: Return local timzeone information

Declaration:

```

procedure GetLocalTimezone(timer: cint; var leap_correct: cint;
                           var leap_hit: cint)
procedure GetLocalTimezone(timer: cint)

```

Visibility: default

Description: GetLocalTimezone returns the local timezone information. It also initializes the TZSeconds variable, which is used to correct the epoch time to local time.

There should never be any need to call this function directly. It is called by the initialization routines of the Linux unit.

See also: GetTimezoneFile (1955), ReadTimezoneFile (1957)

81.3.20 GetTimezoneFile

Synopsis: Return name of timezone information file

Declaration:

```

function GetTimezoneFile : string

```

Visibility: default

Description: GetTimezoneFile returns the location of the current timezone file. The location of file is determined as follows:

- 1.If /etc/timezone exists, it is read, and the contents of this file is returned. This should work on Debian systems.
- 2.If /usr/lib/zoneinfo/localtime exists, then it is returned. (this file is a symlink to the timezone file on SuSE systems)
- 3.If /etc/localtime exists, then it is returned. (this file is a symlink to the timezone file on RedHat systems)

Errors: If no file was found, an empty string is returned.

See also: ReadTimezoneFile (1957)

81.3.21 PClose

Synopsis: Close file opened with POpen (1956)

Declaration: `function PClose(var F: File) : cint`
`function PClose(var F: text) : cint`

Visibility: default

Description: PClose closes a file opened with POpen (1956). It waits for the command to complete, and then returns the exit status of the command.

For an example, see POpen (1956)

Errors: Extended error information is returned by the FpGetErrno (185) function.

See also: POpen (1956)

81.3.22 POpen

Synopsis: Pipe file to standard input/output of program

Declaration: `function POpen(var F: text; const Prog: RawByteString; rw: Char) : cint`
`function POpen(var F: File; const Prog: RawByteString; rw: Char) : cint`
`function POpen(var F: text; const Prog: UnicodeString; rw: Char) : cint`
`function POpen(var F: File; const Prog: UnicodeString; rw: Char) : cint`

Visibility: default

Description: POpen runs the command specified in Prog, and redirects the standard in or output of the command to the other end of the pipe F. The parameter rw indicates the direction of the pipe. If it is set to 'W', then F can be used to write data, which will then be read by the command from stdin. If it is set to 'R', then the standard output of the command can be read from F. F should be reset or rewritten prior to using it. F can be of type Text or File. A file opened with POpen can be closed with Close, but also with PClose (1956). The result is the same, but PClose returns the exit status of the command Prog.

Errors: Extended error information is returned by the FpGetErrno (185) function. Errors are essentially those of the Execve, Dup and AssignPipe commands.

See also: AssignPipe (1943), PClose (1956)

Listing: ./unixex/ex37.pp

Program Example37;

{ Program to demonstrate the Popen function. }

uses BaseUnix, Unix;

var f : text;
i : longint;

begin

writeln ('Creating a shell script to which echoes its arguments');
writeln ('and input back to stdout');
assign (f, 'test21a');
rewrite (f);
writeln (f, '#!/bin/sh');

```

writeln (f, 'echo this is the child speaking.... ');
writeln (f, 'echo got arguments \*"${*}"\* ');
writeln (f, 'cat ');
writeln (f, 'exit 2 ');
writeln (f);
close (f);
fpchmod ('test21a', &755);
popen (f, './test21a arg1 arg2 ', 'W');
if fpgeterrno <> 0 then
    writeln ('error from POpen : errno : ', fpgeterrno);
for i:=1 to 10 do
    writeln (f, 'This is written to the pipe, and should appear on stdout. ');
Flush(f);
Writeln ('The script exited with status : ', PClose (f));
writeln;
writeln ('Press <return> to remove shell script. ');
readln;
assign (f, 'test21a ');
erase (f)
end.

```

81.3.23 ReadTimezoneFile

Synopsis: Read the timezone file and initialize time routines

Declaration: `procedure ReadTimezoneFile(fn: string)`

Visibility: default

Description: `ReadTimezoneFile` reads the timezone file `fn` and initializes the local time routines based on the information found there.

There should be no need to call this function. The initialization routines of the linux unit call this routine at unit startup.

Errors: None.

See also: `GetTimezoneFile` (1955), `GetLocalTimezone` (1955)

81.3.24 ReReadLocalTime

Synopsis: Re-Read the local time files.

Declaration: `procedure ReReadLocalTime`

Visibility: default

Description: `ReReadLocalTime` can be used to re-initialize the local timezone information.

To speed up conversion of epoch (UTC) time to local time, the timezone information is loaded only once, at program startup. Calling this routine re-reads the timezone information using current timezone settings.

The `EpochToLocal` (1982) function uses timezone information to transform epoch time to local time. This timezone information does not change while the application is running: in particular, on DST transitions or when the timezone files change, the time returned by local time routines will be wrong.

See also: `Date` (1594), `Time` (1692), `Now` (1658), `EpochToLocal` (1982)

81.3.25 SeekDir

Synopsis: Seek to position in directory

Declaration: `procedure SeekDir(p: pDir; loc: clong)`

Visibility: default

Description: `SeekDir` sets the directory pointer to the `loc`-th entry in the directory structure pointed to by `p`.
For an example, see `#rtl.baseunix.fpOpenDir` (198).

Errors: Extended error information is returned by the `FpGetErrno` (185) function:

See also: `#rtl.baseunix.fpCloseDir` (175), `#rtl.baseunix.fpReadDir` (202), `#rtl.baseunix.fpOpenDir` (198), `TellDir` (1959)

81.3.26 SelectText

Synopsis: Wait for event on text file.

Declaration: `function SelectText(var T: Text; TimeOut: ptimeval) : cint`
`function SelectText(var T: Text; TimeOut: cint) : cint`

Visibility: default

Description: `SelectText` executes the `FpSelect` (205) call on a file of type `Text`. You can specify a timeout in `TimeOut`. The `SelectText` call determines itself whether it should check for read or write, depending on how the file was opened : With `Reset` it is checked for reading, with `Rewrite` and `Append` it is checked for writing.

Errors: See `#rtl.baseunix.FpSelect` (205). `SYS_EBADF` can also mean that the file wasn't opened.

See also: `#rtl.baseunix.FpSelect` (205)

81.3.27 SigRaise

Synopsis: Raise a signal (send to current process)

Declaration: `procedure SigRaise(sig: Integer)`

Visibility: default

Description: `SigRaise` sends a `Sig` signal to the current process.

Errors: None.

See also: `#rtl.baseunix.FpKill` (189), `#rtl.baseunix.FpGetPid` (186)

Listing: `./unixex/ex65.pp`

Program `example64`;

{ Program to demonstrate the fpKill/getPID function. }

uses `Unix, BaseUnix`;

Var

`oa, na : PSigActionrec`;

```

Procedure DoSig(sig : Longint);cdecl;

begin
  writeln( 'Receiving signal: ', sig);
end;

begin
  new(na);
  new(oa);
  na^.sa_handler:= SigActionHandler(@DoSig);
  fillchar(na^.Sa_Mask, sizeof(na^.Sa_Mask), #0);
  na^.Sa_Flags:=0;
  { $ifdef Linux }
  // this member is linux only, and afaik even there arcane
  na^.Sa_Restorer:= Nil;
  { $endif }
  if fpSigAction(SigUsr1, na, oa) <> 0 then
    begin
      writeln( 'Error: ', fpgeterrno);
      halt(1);
    end;
    Writeln( 'Sending USR1 ( ', sigusr1, ') signal to self.' );
    fpKill(fpgetPID, sigusr1);
  end.

```

81.3.28 TellDir

Synopsis: Return current location in a directory

Declaration: `function TellDir(p: pDir) : TOff`

Visibility: default

Description: `TellDir` returns the current location in the directory structure pointed to by `p`. It returns -1 on failure.

For an example, see `#rtl.baseunix.fpOpenDir` (198).

See also: `#rtl.baseunix.fpCloseDir` (175), `#rtl.baseunix.fpReadDir` (202), `#rtl.baseunix.fpOpenDir` (198), `SeekDir` (1958)

81.3.29 WaitProcess

Synopsis: Wait for process to terminate.

Declaration: `function WaitProcess(Pid: cint) : cint`

Visibility: default

Description: `WaitProcess` waits for process `PID` to exit. `WaitProcess` is equivalent to the `#rtl.baseunix.FpWaitPID` (222) call:

```
FpWaitPid(PID, @result, 0)
```

Handles of Signal interrupts (`errno=EINTR`), and returns the Exitcode of Process `PID` (`>=0`) or - Status if it was terminated

Errors: None.

See also: [#rtl.baseunix.FpWaitPID \(222\)](#), [#rtl.baseunix.WTERMSIG \(224\)](#), [#rtl.baseunix.WSTOPSIG \(224\)](#), [#rtl.baseunix.WIFEXITED \(223\)](#), [WIFSTOPPED \(1960\)](#), [#rtl.baseunix.WIFSIGNALED \(224\)](#), [W_EXITCODE \(1960\)](#), [W_STOPCODE \(1960\)](#), [#rtl.baseunix.WEXITSTATUS \(223\)](#)

81.3.30 WIFSTOPPED

Synopsis: Check whether the process is currently stopped.

Declaration: `function WIFSTOPPED(Status: Integer) : Boolean`

Visibility: default

Description: `WIFSTOPPED` checks `Status` and returns `true` if the process is currently stopped. This is only possible if `WUNTRACED` was specified in the options of [FpWaitPID \(222\)](#).

See also: [#rtl.baseunix.FpWaitPID \(222\)](#), [WaitProcess \(1959\)](#), [#rtl.baseunix.WTERMSIG \(224\)](#), [#rtl.baseunix.WSTOPSIG \(224\)](#), [#rtl.baseunix.WIFEXITED \(223\)](#), [#rtl.baseunix.WIFSIGNALED \(224\)](#), [W_EXITCODE \(1960\)](#), [W_STOPCODE \(1960\)](#), [#rtl.baseunix.WEXITSTATUS \(223\)](#)

81.3.31 W_EXITCODE

Synopsis: Construct an exit status based on an return code and signal.

Declaration: `function W_EXITCODE(ReturnCode: Integer; Signal: Integer) : Integer`

Visibility: default

Description: `W_EXITCODE` combines `ReturnCode` and `Signal` to a status code fit for `WaitPid`.

See also: [#rtl.baseunix.FpWaitPID \(222\)](#), [WaitProcess \(1959\)](#), [#rtl.baseunix.WTERMSIG \(224\)](#), [#rtl.baseunix.WSTOPSIG \(224\)](#), [#rtl.baseunix.WIFEXITED \(223\)](#), [WIFSTOPPED \(1960\)](#), [#rtl.baseunix.WIFSIGNALED \(224\)](#), [W_EXITCODE \(1960\)](#), [W_STOPCODE \(1960\)](#), [#rtl.baseunix.WEXITSTATUS \(223\)](#)

81.3.32 W_STOPCODE

Synopsis: Construct an exit status based on a signal.

Declaration: `function W_STOPCODE(Signal: Integer) : Integer`

Visibility: default

Description: `W_STOPCODE` constructs an exit status based on `Signal`, which will cause [WIFSIGNALED \(224\)](#) to return `True`

See also: [#rtl.baseunix.FpWaitPID \(222\)](#), [WaitProcess \(1959\)](#), [#rtl.baseunix.WTERMSIG \(224\)](#), [#rtl.baseunix.WSTOPSIG \(224\)](#), [#rtl.baseunix.WIFEXITED \(223\)](#), [WIFSTOPPED \(1960\)](#), [#rtl.baseunix.WIFSIGNALED \(224\)](#), [W_EXITCODE \(1960\)](#), [#rtl.baseunix.WEXITSTATUS \(223\)](#)

Chapter 82

Reference for unit 'unixcp'

82.1 Used units

Table 82.1: Used units by unit 'unixcp'

Name	Page
BaseUnix	128
System	1280

82.2 Overview

The `unixcp` unit provides routines to handle mapping of code page names to numerical values as used in `libiconv`. The `GetCodepageByName` ([1964](#)) function is the main function for this. The `GetCodepageData` ([1965](#)) can be used to map a code page number to a name. These function can be used for instance to map code page information in environment variables to code page numbers used in string encodings. The supported code page names are the ones commonly in use in `libiconv`.

This unit is used for example in unit `cwstring` ([557](#)).

82.3 Constants, types and variables

82.3.1 Constants

```
UnixCpMap : Array[-1..UnixCpMapLimit] of TUnixCpData = ((cp: 0; name
: 'UTF-8'), (cp: 37; name: 'IBM037'), (cp: 37; name: 'IBM-037'),
(cp: 154; name: 'CP154'), (cp: 154; name: 'CYRILLIC-ASIAN'), (cp:
154; name: 'PT154'), (cp: 154; name: 'PTCP154'), (cp: 154; name:
'CSPTCP154'), (cp: 437; name: '437'), (cp: 437; name: 'CP437'),
(cp: 437; name: 'IBM-437'), (cp: 437; name: 'CSPC8CODEPAGE437'),
(cp: 437; name: 'IBM437'), (cp: 500; name: 'IBM500'), (cp: 500; name
: 'IBM-500'), (cp: 708; name: 'ASMO-708'), (cp: 720; name: 'DOS-720'
), (cp: 737; name: 'CP737'), (cp: 737; name: 'ibm737'), (cp: 775;
name: 'CP775'), (cp: 775; name: 'IBM775'), (cp: 775; name: 'CSPC775BALTIC'
), (cp: 775; name: 'ibm775'), (cp: 850; name: '850'), (cp: 850; name
: 'CP850'), (cp: 850; name: 'IBM850'), (cp: 850; name: 'CSPC850MULTILINGUAL'
```

), (cp: 850; name: 'ibm850'), (cp: 852; name: '852'), (cp: 852; name: 'CP852'), (cp: 852; name: 'IBM852'), (cp: 852; name: 'CSPCP852'), (cp: 852; name: 'ibm852'), (cp: 853; name: 'CP853'), (cp: 855; name: '855'), (cp: 855; name: 'CP855'), (cp: 855; name: 'IBM855'), (cp: 855; name: 'CSIBM855'), (cp: 855; name: 'IBM855'), (cp: 857; name: '857'), (cp: 857; name: 'CP857'), (cp: 857; name: 'IBM857'), (cp: 857; name: 'CSIBM857'), (cp: 857; name: 'ibm857'), (cp: 858; name: 'CP858'), (cp: 858; name: 'IBM00858'), (cp: 860; name: '860'), (cp: 860; name: 'CP860'), (cp: 860; name: 'IBM860'), (cp: 860; name: 'CSIBM860'), (cp: 860; name: 'IBM860'), (cp: 861; name: '861'), (cp: 861; name: 'CP-IS'), (cp: 861; name: 'CP861'), (cp: 861; name: 'IBM861'), (cp: 861; name: 'CSIBM861'), (cp: 861; name: 'ibm861'), (cp: 862; name: '862'), (cp: 862; name: 'CP862'), (cp: 862; name: 'IBM862'), (cp: 862; name: 'CSPC862LATINHEBREW'), (cp: 862; name: 'DOS-862'), (cp: 863; name: '863'), (cp: 863; name: 'CP863'), (cp: 863; name: 'CSIBM863'), (cp: 863; name: 'IBM863'), (cp: 864; name: 'CP864'), (cp: 864; name: 'CSIBM864'), (cp: 864; name: 'IBM864'), (cp: 865; name: '865'), (cp: 865; name: 'IBM-865'), (cp: 865; name: 'CP865'), (cp: 865; name: 'CSIBM865'), (cp: 865; name: 'IBM865'), (cp: 866; name: '866'), (cp: 866; name: 'CP866'), (cp: 866; name: 'IBM866'), (cp: 866; name: 'CSIBM866'), (cp: 866; name: 'cp866'), (cp: 869; name: '869'), (cp: 869; name: 'IBM-869'), (cp: 869; name: 'CP-GR'), (cp: 869; name: 'CP869'), (cp: 869; name: 'IBM869'), (cp: 869; name: 'CSIBM869'), (cp: 869; name: 'ibm869'), (cp: 870; name: 'IBM870'), (cp: 874; name: 'CP874'), (cp: 874; name: 'WINDOWS-874'), (cp: 874; name: 'windows-874'), (cp: 875; name: 'cp875'), (cp: 932; name: 'CP932'), (cp: 932; name: 'IBM-943'), (cp: 932; name: 'MS932'), (cp: 932; name: 'SHIFFT_JIS'), (cp: 932; name: 'SHIFFT_JIS-MS'), (cp: 932; name: 'SJIS'), (cp: 932; name: 'SJIS-MS'), (cp: 932; name: 'SJIS-OPEN'), (cp: 932; name: 'SJIS-WIN'), (cp: 932; name: 'WINDOWS-31J'), (cp: 932; name: 'WINDOWS-932'), (cp: 932; name: 'CSWINDOWS31J'), (cp: 932; name: 'shift_jis'), (cp: 932; name: 'shift-jis'), (cp: 936; name: 'CP936'), (cp: 936; name: 'GBK'), (cp: 936; name: 'MS936'), (cp: 936; name: 'WINDOWS-936'), (cp: 936; name: 'gb2312'), (cp: 949; name: 'CP949'), (cp: 949; name: 'UHC'), (cp: 949; name: 'EUC-KR'), (cp: 949; name: 'ks_c_5601-1987'), (cp: 950; name: 'CP950'), (cp: 950; name: 'BIG5'), (cp: 950; name: 'big5'), (cp: 1026; name: 'IBM1026'), (cp: 1047; name: 'IBM01047'), (cp: 1125; name: 'CP1125'), (cp: 1125; name: 'IBM-1125'), (cp: 1133; name: 'CP1133'), (cp: 1133; name: 'IBM-1133'), (cp: 1133; name: 'IBM-CP1133'), (cp: 1140; name: 'IBM01140'), (cp: 1141; name: 'IBM01141'), (cp: 1142; name: 'IBM01142'), (cp: 1143; name: 'IBM01143'), (cp: 1144; name: 'IBM01144'), (cp: 1145; name: 'IBM01145'), (cp: 1146; name: 'IBM01146'), (cp: 1147; name: 'IBM01147'), (cp: 1148; name: 'IBM01148'), (cp: 1149; name: 'IBM01149'), (cp: 1200; name: 'UTF-16LE'), (cp: 1200; name: 'UTF16LE'), (cp: 1200; name: 'UCS-2LE'), (cp: 1200; name: 'CP1200'), (cp: 1201; name: 'UTF-16BE'), (cp: 1201; name: 'UTF16BE'), (cp: 1201; name: 'UCS-2BE'), (cp: 1201; name: 'unicodeFFFE'), (cp: 1201; name: 'CP1201'), (cp: 1250; name: 'CP1250'), (cp: 1250; name: 'MS-EE'), (cp: 1250; name: 'WINDOWS-1250'), (cp: 1250; name: 'windows-1250'), (cp: 1251; name: 'CP1251'), (cp: 1251; name: 'MS-CYRL'), (cp: 1251; name: 'WINDOWS-1251'), (cp: 1251; name: 'windows-1251'), (cp: 1252; name: 'CP819'), (cp: 1252; name: 'IBM819'), (cp: 1252; name: 'CP1252'), (cp: 1252; name: 'MS-ANSI'), (cp: 1252; name: 'WINDOWS-1252'), (cp: 1252; name: 'windows-1252'

```

), (cp: 1253; name: 'CP1253'), (cp: 1253; name: 'MS-GREEK'), (cp:
1253; name: 'WINDOWS-1253'), (cp: 1253; name: 'windows-1253'), (cp
: 1254; name: 'CP1254'), (cp: 1254; name: 'MS-TURK'), (cp: 1254; name
: 'WINDOWS-1254'), (cp: 1254; name: 'windows-1254'), (cp: 1255; name
: 'CP1255'), (cp: 1255; name: 'MS-HEBR'), (cp: 1255; name: 'WINDOWS-1255'
), (cp: 1255; name: 'windows-1255'), (cp: 1256; name: 'CP1256'),
(cp: 1256; name: 'MS-ARAB'), (cp: 1256; name: 'WINDOWS-1256'), (cp
: 1256; name: 'windows-1256'), (cp: 1257; name: 'CP1257'), (cp: 1257
; name: 'WINBALTRIM'), (cp: 1257; name: 'WINDOWS-1257'), (cp: 1257
; name: 'windows-1257'), (cp: 1258; name: 'CP1258'), (cp: 1258; name
: 'WINDOWS-1258'), (cp: 1258; name: 'windows-1258'), (cp: 1361; name
: 'CP1361'), (cp: 1361; name: 'JOHAB'), (cp: 1361; name: 'Johab')
, (cp: 10000; name: 'macintosh'), (cp: 10001; name: 'x-mac-japanese'
), (cp: 10002; name: 'x-mac-chinesetrad'), (cp: 10003; name: 'x-mac-korean'
), (cp: 10004; name: 'x-mac-arabic'), (cp: 10005; name: 'x-mac-hebrew'
), (cp: 10006; name: 'x-mac-greek'), (cp: 10007; name: 'x-mac-cyrillic'
), (cp: 10008; name: 'x-mac-chinesesimp'), (cp: 10010; name: 'x-mac-romanian'
), (cp: 10017; name: 'x-mac-ukrainian'), (cp: 10021; name: 'x-mac-thai'
), (cp: 10029; name: 'x-mac-ce'), (cp: 10079; name: 'x-mac-icelandic'
), (cp: 10081; name: 'x-mac-turkish'), (cp: 10082; name: 'x-mac-croatian'
), (cp: 12000; name: 'UTF-32LE'), (cp: 12000; name: 'CP12000'), (cp
: 12000; name: 'UTF32LE'), (cp: 12001; name: 'UTF-32BE'), (cp: 12001
; name: 'CP12001'), (cp: 12001; name: 'UTF32BE'), (cp: 20000; name
: 'x-Chinese_CNS'), (cp: 20001; name: 'x-cp20001'), (cp: 20002; name
: 'x_Chinese-Eten'), (cp: 20003; name: 'x-cp20003'), (cp: 20004; name
: 'x-cp20004'), (cp: 20005; name: 'x-cp20005'), (cp: 20105; name:
'x-IA5'), (cp: 20106; name: 'x-IA5-German'), (cp: 20107; name: 'x-IA5-Swedish'
), (cp: 20108; name: 'x-IA5-Norwegian'), (cp: 20127; name: 'US-ASCII'
), (cp: 20127; name: 'ASCII'), (cp: 20127; name: 'ANSI_X3.4-1968'
), (cp: 20127; name: 'ANSI_X3.4-1986'), (cp: 20127; name: 'CP367'
), (cp: 20127; name: 'IBM367'), (cp: 20127; name: 'ISO-IR-6'), (cp
: 20127; name: 'ISO646-US'), (cp: 20127; name: 'ISO_646.IRV:1991'
), (cp: 20127; name: 'US'), (cp: 20127; name: 'CSASCII'), (cp: 20127
; name: 'us-ascii'), (cp: 20261; name: 'x-cp20261'), (cp: 20269; name
: 'x-cp20269'), (cp: 20273; name: 'IBM273'), (cp: 20277; name: 'IBM277'
), (cp: 20278; name: 'IBM278'), (cp: 20280; name: 'IBM280'), (cp:
20284; name: 'IBM284'), (cp: 20285; name: 'IBM285'), (cp: 20290;
name: 'IBM290'), (cp: 20297; name: 'IBM297'), (cp: 20420; name: 'IBM420'
), (cp: 20423; name: 'IBM423'), (cp: 20424; name: 'IBM424'), (cp:
20833; name: 'x-EBCDIC-KoreanExtended'), (cp: 20838; name: 'IBM-Thai'
), (cp: 20866; name: 'koi8-r'), (cp: 20871; name: 'IBM871'), (cp:
20880; name: 'IBM880'), (cp: 20905; name: 'IBM905'), (cp: 20924;
name: 'IBM00924'), (cp: 20932; name: 'EUC-JP'), (cp: 20936; name
: 'x-cp20936'), (cp: 20949; name: 'x-cp20949'), (cp: 21025; name:
'cp1025'), (cp: 21866; name: 'koi8-u'), (cp: 28591; name: 'ISO-8859-1'
), (cp: 28591; name: 'ISO-IR-100'), (cp: 28591; name: 'ISO8859-1'
), (cp: 28591; name: 'ISO_8859-1'), (cp: 28591; name: 'ISO_8859-1:1987'
), (cp: 28591; name: 'L1'), (cp: 28591; name: 'LATIN1'), (cp: 28591
; name: 'CSISOLATIN1'), (cp: 28591; name: 'iso-8859-1'), (cp: 28591
; name: 'iso8859-1'), (cp: 28592; name: 'iso-8859-2'), (cp: 28592
; name: 'iso8859-2'), (cp: 28593; name: 'iso-8859-3'), (cp: 28593
; name: 'iso8859-3'), (cp: 28594; name: 'iso-8859-4'), (cp: 28594
; name: 'iso8859-4'), (cp: 28595; name: 'iso-8859-5'), (cp: 28595
; name: 'iso8859-5'), (cp: 28596; name: 'iso-8859-6'), (cp: 28596

```



```

; name: 'iso8859-6'), (cp: 28597; name: 'iso-8859-7'), (cp: 28597
; name: 'iso8859-7'), (cp: 28598; name: 'iso-8859-8'), (cp: 28598
; name: 'iso8859-8'), (cp: 28599; name: 'iso-8859-9'), (cp: 28599
; name: 'iso8859-9'), (cp: 28603; name: 'iso-8859-13'), (cp: 28603
; name: 'iso8859-13'), (cp: 28605; name: 'iso-8859-15'), (cp: 28605
; name: 'iso8859-15'), (cp: 29001; name: 'x-Europa'), (cp: 38598;
name: 'iso-8859-8-i'), (cp: 38598; name: 'iso8859-8-i'), (cp: 50220
; name: 'iso-2022-jp'), (cp: 50221; name: 'ISO-2022-JP'), (cp: 50221
; name: 'CP50221'), (cp: 50221; name: 'ISO-2022-JP-MS'), (cp: 50221
; name: 'ISO2022-JP'), (cp: 50221; name: 'ISO2022-JP-MS'), (cp: 50221
; name: 'MS50221'), (cp: 50221; name: 'WINDOWS-50221'), (cp: 50221
; name: 'csISO2022JP'), (cp: 50222; name: 'iso-2022-jp'), (cp: 50225
; name: 'iso-2022-kr'), (cp: 50225; name: 'iso2022-kr'), (cp: 50227
; name: 'x-cp50227'), (cp: 51932; name: 'EUC-JP'), (cp: 51932; name
: 'CP51932'), (cp: 51932; name: 'MS51932'), (cp: 51932; name: 'WINDOWS-51932'
), (cp: 51932; name: 'euc-jp'), (cp: 51936; name: 'EUC-CN'), (cp:
51949; name: 'euc-kr'), (cp: 52936; name: 'hz-gb-2312'), (cp: 54936
; name: 'GB18030'), (cp: 57002; name: 'x-iscii-de'), (cp: 57003; name
: 'x-iscii-be'), (cp: 57004; name: 'x-iscii-ta'), (cp: 57005; name
: 'x-iscii-te'), (cp: 57006; name: 'x-iscii-as'), (cp: 57007; name
: 'x-iscii-or'), (cp: 57008; name: 'x-iscii-ka'), (cp: 57009; name
: 'x-iscii-ma'), (cp: 57010; name: 'x-iscii-gu'), (cp: 57011; name
: 'x-iscii-pa'), (cp: 65001; name: 'UTF-8'), (cp: 65001; name: 'CP65001'
), (cp: 65001; name: 'UTF8'))

```

UnixCpMap is a fixed structure with codepage number/codepage name pairs. It is used in `GetCodepageData` (1965), `GetSystemCodepage` (1965) and `GetCodepageByName` (1964) to map code page names to numbers and vice versa.

The map is ordered on code page number, and for equal code page numbers, the names are ordered so the most common one is used first.

UnixCpMapLimit = 406 - 83

Number of code pages in map UnixCpMap.

82.3.2 Types

```

TUnixCpData = record
    cp : Word;
    name : ansistring;
end

```

TUnixCpData contains 2 fields necessary to construct a map between code page number (cp) and name (name).

82.4 Procedures and functions

82.4.1 GetCodepageByName

Synopsis: Find code page by name

Declaration: `function GetCodepageByName(cpname: RawByteString) : TSystemCodePage`

Visibility: default

Description: `GetCodepageByName` returns the code page number matching `cpname`. The supported code page names are the ones commonly in use in `libiconv`. Names are searched case-sentively, with the exception that `'cpN'` is converted to `'CPN'`, where `N` is a digit.

Errors: If no matching code page name is found, `CP_NONE` is returned.

See also: [UnixCpMap \(1964\)](#), [GetSystemCodepage \(1965\)](#), [GetCodepageData \(1965\)](#)

82.4.2 GetCodepageData

Synopsis: Return index of codepage.

Declaration: `function GetCodepageData(cp: TSystemCodePage) : LongInt`

Visibility: default

Description: `GetCodepageData` returns the index of the first entry in [UnixCpMap \(1964\)](#) which matches `cp`. Since the entries are ordered by code page number, this means the entries can be scanned for alternate code names starting at this index.

Errors: If no matching code page is found, `-1` is returned.

See also: [UnixCpMap \(1964\)](#), [GetSystemCodepage \(1965\)](#), [GetCodepageByName \(1964\)](#)

82.4.3 GetSystemCodepage

Synopsis: Return the system code page based on the program environment.

Declaration: `function GetSystemCodepage : TSystemCodePage`

Visibility: default

Description: `GetSystemCodepage` returns the system code page, based on one of the environment variables `LC_ALL`, `LC_CTYPE` or `LANG`. The first non-empty variable (in the order mentioned here) is used.

Errors: If none is found, then a system default is used: Linux and Darwin use `CP_UTF8`, others use `CP_ASCII`.

See also: [UnixCpMap \(1964\)](#), [GetSystemCodepage \(1965\)](#), [GetCodepageByName \(1964\)](#)

Chapter 83

Reference for unit 'unixtype'

83.1 Used units

Table 83.1: Used units by unit 'unixtype'

Name	Page
System	1280

83.2 Overview

The `unixtype` unit contains the definitions of basic unix types. It was initially implemented by Marco van de Voort.

When porting to a new unix platform, this unit should be adapted to the sizes and conventions of the platform to which the compiler is ported.

83.3 Constants, types and variables

83.3.1 Constants

`ARG_MAX` = 131072

Max number of command-line arguments.

`NAME_MAX` = 255

Max length (in bytes) of filename

`PATH_MAX` = 4095

Max length (in bytes) of pathname

`Prio_PGrp` = 1

#rtl.baseunix.fpGetPriority (187) option: Get process group priority.

Prio_Process = 0

#rtl.baseunix.fpGetPriority (187) option: Get process priority.

Prio_User = 2

#rtl.baseunix.fpGetPriority (187) option: Get user priority.

pthread_rwlocksize = 56

Size of pthread_rwlock_t_data structure

SIG_MAXSIG = 128

Maximum signal number.

SYS_NMLN = 65

Max system namelength

_PTHREAD_MUTEX_ADAPTIVE_NP = 3

Mutex options:

_PTHREAD_MUTEX_DEFAULT = _PTHREAD_MUTEX_NORMAL

Mutex options:

_PTHREAD_MUTEX_ERRORCHECK = _PTHREAD_MUTEX_ERRORCHECK_NP

Mutex options:

_PTHREAD_MUTEX_ERRORCHECK_NP = 2

Mutex options: double lock returns an error code.

_PTHREAD_MUTEX_FAST_NP = _PTHREAD_MUTEX_ADAPTIVE_NP

Mutex options: Fast mutex

_PTHREAD_MUTEX_NORMAL = _PTHREAD_MUTEX_TIMED_NP

Mutex options:

_PTHREAD_MUTEX_RECURSIVE = _PTHREAD_MUTEX_RECURSIVE_NP

Mutex options:

_PTHREAD_MUTEX_RECURSIVE_NP = 1

Mutex options: recursive mutex

_PTHREAD_MUTEX_TIMED_NP = 0

Mutex options: ?

83.3.2 Types

`cbool` = `longbool`

Boolean type

`cchar` = `cint8`

C type: 8-bit signed integer

`cdouble` = `Double`

Double precision real format.

`cfloat` = `single`

Floating-point real format

`cint` = `cint32`

C type: integer (natural size)

`cint16` = `SmallInt`

C type: 16 bits sized, signed integer.

`cint32` = `LongInt`

C type: 32 bits sized, signed integer.

`cint64` = `Int64`

C type: 64 bits sized, signed integer.

`cint8` = `ShortInt`

C type: 8 bits sized, signed integer.

`clock_t` = `cuint64`

Clock ticks type

`clong` = `Int64`

C type: long signed integer (double sized)

`clongdouble` = `extended`

Usually translates to an extended, but is CPU dependent.

`clonglong` = `cint64`

C type: 64-bit (double long) signed integer.

`cschar = cint8`

Signed character type

`cshort = cint16`

C type: short signed integer (half sized)

`csigned = cint`

`csigned` is an alias for `cint` (1968).

`csint = cint32`

Signed integer

`cslong = Int64`

The size is CPU dependent.

`cslonglong = cint64`

`cslonglong` is an alias for `clonglong` (1969).

`csshort = cint16`

Short signed integer type

`cuchar = cuint8`

C type: 8-bit unsigned integer

`cuint = cuint32`

C type: unsigned integer (natural size)

`cuint16 = Word`

C type: 16 bits sized, unsigned integer.

`cuint32 = LongWord`

C type: 32 bits sized, unsigned integer.

`cuint64 = QWord`

C type: 64 bits sized, unsigned integer.

`cuint8 = Byte`

C type: 8 bits sized, unsigned integer.

```
culong = QWord
```

C type: long unsigned integer (double sized)

```
culonglong = cuint64
```

C type: 64-bit (double long) unsigned integer.

```
cunsigned = cuint
```

Alias for #rtl.unixtype.cuint ([1969](#))

```
cushort = cuint16
```

C type: short unsigned integer (half sized)

```
dev_t = cuint64
```

Device descriptor type.

```
gid_t = cuint32
```

Group ID type.

```
ino64_t = cuint64
```

ino64_t is an inode type capable of containing 64-bit inodes.

```
ino_t = clong
```

Inode type.

```
ipc_pid_t = cint
```

Process ID

```
kDev_t = cushort
```

Kernel device type

```
mbstate_t = record
  __count : cint;
  __value : mbstate_value_t;
end
```

This type should never be used directly.

```

mbstate_value_t = record
case Byte of
0: (
  __wch : wint_t;
);
1
  : (
  __wchb : Array[0..3] of Char;
);
end

```

This type should never be used directly. It is part of the `mbstate_t` (1970) type.

```
mode_t = cint
```

Inode mode type.

```
nlink_t = cuint32
```

Number of links type.

```
off64_t = cint64
```

64-bit offset type.

```
off_t = cint
```

Offset type.

```
pcbool = ^cbool
```

Pointer to boolean type `cbool` (1968)

```
pcchar = ^cchar
```

Pointer to `#rtl.UnixType.cchar` (1968)

```
pcdouble = ^cdouble
```

Pointer to `cdouble` (1968) type.

```
pcfloat = ^cfloat
```

Pointer to `cfloat` (1968) type.

```
pcint = ^cint
```

Pointer to `cInt` (1968) type.

```
pcint16 = ^cint16
```


Pointer to 16-bit signed integer type

```
pcint32 = ^cint32
```

Pointer to signed 32-bit integer type

```
pcint64 = ^cint64
```

Pointer to signed 64-bit integer type

```
pcint8 = ^cint8
```

Pointer to 8-bits signed integer type

```
pClock = ^clock_t
```

Pointer to TClock (1978) type.

```
pclong = ^clong
```

Pointer to cLong (1968) type.

```
pclongdouble = ^clongdouble
```

Pointer to the long double type clongdouble (1968)

```
pclonglong = ^clonglong
```

Pointer to longlong type.

```
pcschar = ^cschar
```

Pointer to character type cschar (1969).

```
pcshort = ^cshort
```

Pointer to cShort (1969) type.

```
pcsigned = ^csigned
```

Pointer to signed integer type csigned (1969).

```
pcsint = ^csint
```

Pointer to signed integer type csint (1969)

```
pcslong = ^cslong
```

Pointer of the signed long cslong (1969)

```
pcslonglong = ^cslonglong
```

Pointer to Signed longlong type cslonglong (1969)

```
pcsshort = ^csshort
```

Pointer to short signed integer type csshort (1969)

```
pcuchar = ^cuchar
```

Pointer to #rtl.UnixType.cuchar (1969)

```
pcuint = ^cuint
```

Pointer to cUInt (1969) type.

```
pcuint16 = ^cuint16
```

Pointer to 16-bit unsigned integer type

```
pcuint32 = ^cuint32
```

Pointer to unsigned 32-bit integer type

```
pcuint64 = ^cuint64
```

Pointer to unsigned 64-bit integer type

```
pcuint8 = ^cuint8
```

Pointer to 8-bits unsigned integer type

```
pculong = ^culong
```

Pointer to cuLong (1970) type.

```
pculonglong = ^culonglong
```

Unsigned longlong type

```
pcunsigned = ^cunsigned
```

Pointer to #rtl.unixtype.cunsigned (1970)

```
pcushort = ^cushort
```

Pointer to cuShort (1970) type.

```
pDev = ^dev_t
```

Pointer to TDev (1978) type.

```
pGid = ^gid_t
```

Pointer to TGid (1978) type.

```
pid_t = cint
```

Process ID type.

```
pIno = ^ino_t
```

Pointer to TIno (1978) type.

```
pIno64 = ^ino64_t
```

Pointer to ino64_t (1970)

```
pkDev = ^kDev_t
```

Pointer to TkDev (1978) type.

```
pmbstate_t = ^mbstate_t
```

Pointer to mbstate_t (1970) type

```
pMode = ^mode_t
```

Pointer to TMode (1978) type.

```
pnLink = ^nlink_t
```

Pointer to TnLink (1979) type.

```
pOff = ^off_t
```

Pointer to TOff (1979) type.

```
pOff64 = ^off64_t
```

Pointer to off64_t type

```
pPid = ^pid_t
```

Pointer to TPid (1979) type.

```
pSize = ^size_t
```

Pointer to TSize (1979) type.

```
psize_t = pSize
```

Pointer to size_t (1977) type.

```
pSockLen = ^socklen_t
```

Pointer to TSocketLen (1979) type.

```
pSSize = ^ssize_t
```

Pointer to TStatFS (1979) type

```
PStatFS = ^TStatfs
```

Pointer to TStatFS (1979) type.

```
pthread_attr_t = record
  __detachstate : cint;
  __schedpolicy :
  cint;
  __schedparam : sched_param;
  __inheritsched : cint;
  __scope
  : cint;
  __guardsize : size_t;
  __stackaddr_set : cint;
  __stackaddr
  : pointer;
  __stacksize : size_t;
end
```

`pthread_attr_t` describes the thread attributes. It should be considered an opaque record, the names of the fields can change anytime. Use the appropriate functions to set the thread attributes.

```
pthread_condattr_t = record
  __dummy : cint;
end
```

`pthread_condattr_t` describes the attributes of a thread mutex. It should be considered an opaque record, the names of the fields can change anytime.

```
pthread_cond_t = record
  __c_lock : _pthread_fastlock;
  __c_waiting
  : pointer;
  __padding : Array[0..48-1-sizeof(_pthread_fastlock)
  -sizeof(pointer)-sizeof(clonglong)] of Byte;
  __align : clonglong
  ;
end
```

`pthread_cond_t` describes a thread conditional variable. It should be considered an opaque record, the names of the fields can change anytime.

```
pthread_key_t = cuint
```

Thread local storage key (opaque)

```
pthread_mutexattr_t = record
  __mutexkind : cint;
end
```

`pthread_mutexattr_t` describes the attributes of a thread mutex. It should be considered an opaque record, the names of the fields can change anytime.

```
pthread_mutex_t = record
  __m_reserved : cint;
  __m_count : cint
  ;
  __m_owner : pointer;
  __m_kind : cint;
  __m_lock : _pthread_fastlock
  ;
end
```

`_pthread_mutex_t` describes a thread mutex. It should be considered an opaque record, the names of the fields can change anytime.

```
pthread_rwlockattr_t = record
  __lockkind : cint;
  __pshared : cint
  ;
end
```

`pthread_rwlockattr_t` describes the attributes of a lock. It should be considered an opaque record, the names of the fields can change anytime.

```
pthread_rwlock_t = record
case Boolean of
False: (
  _data : Array
    [0..pthread_rwlocksize-1] of Char;
);
True: (
  align : clong;
);
end
```

`pthread_rwlock_t` describes a lock. It should be considered an opaque record, the names of the fields can change anytime.

```
pthread_t = culong
```

Thread description record

```
pTime = ^time_t
```

Pointer to TTime (1979) type.

```
ptimespec = ^timespec
```

Pointer to timespec (1978) record.

```
ptimeval = ^timeval
```

Pointer to timeval (1978) record.

```
ptime_t = ^time_t
```

Pointer to time_t (1978) type.

```
pUid = ^uid_t
```

Pointer to TUid (1980) type.

```
pwchar_t = ^wchar_t
```

Pointer to wchar_t (1980) type.

```
sched_param = record
  __sched_priority : cint;
end
```

Scheduling parameter description record.

```
sem_t = record
  __sem_lock : _pthread_fastlock;
  __sem_value : cint
  ;
  __sem_waiting : pointer;
end
```

`sem_t` describes a thread semaphore. It should be considered an opaque record, the names of the fields can change anytime.

```
size_t = cuint64
```

Size specification type.

```
socklen_t = cuint32
```

Socket address length type.

```
ssize_t = cint64
```

Small size type.

```
TClock = clock_t
```

Alias for `clock_t` (1968) type.

```
TDev = dev_t
```

Alias for `dev_t` (1970) type.

```
TGid = gid_t
```

Alias for `gid_t` (1970) type.

```
timespec = record
  tv_sec : time_t;
  tv_nsec : clong;
end
```

Record specifying time interval.

```
timeval = record
  tv_sec : time_t;
  tv_usec : clong;
end
```

Time specification type.

```
time_t = cint64
```

Time span type

```
TIno = ino_t
```

Alias for `ino_t` (1970) type.

```
TIno64 = ino64_t
```

Alias for `ino64_t` (1970)

```
TIOctlRequest = cint
```

Opaque type used in `FpIOctl` (189)

```
TkDev = kDev_t
```

Alias for `kDev_t` (1970) type.

```
TMode = mode_t
```

Alias for `mode_t` (1971) type.

```
TnLink = nlink_t
```

Alias for `nlink_t` (1971) type.

```
TOff = off_t
```

Alias for `off_t` (1971) type.

```
TOff64 = off64_t
```

Alias for `off64_t` type.

```
TPid = pid_t
```

Alias for `pid_t` (1974) type.

```
TSize = size_t
```

Alias for `size_t` (1977) type

```
TSockLen = socklen_t
```

Alias for `socklen_t` (1977) type.

```
TSSize = ssize_t
```

Alias for `ssize_t` (1977) type

```
TStatfs = record
  fstype : clong;
  bsize : clong;
  blocks : culong
  ;
  bfree : culong;
  bavail : culong;
  files : culong;
  ffree
  : culong;
  fsid : Array[0..1] of cint;
  namelen : clong;
  frsize
  : clong;
  spare : Array[0..4] of clong;
end
```

Record describing a file system in the `unix.fpstatfs` (1966) call.

```
TTime = time_t
```

Alias for `TTime` (1979) type.

```
TTimeSpec = timespec
```

Alias for `TimeSpec` (1978) type.

TTimeVal = timeval

Alias for TimeVal (1978) record.

TUid = uid_t

Alias for uid_t (1980) type.

uid_t = cuint32

User ID type

wchar_t = cint32

Wide character type.

wint_t = cint32

Wide character size type.

```
_pthread_fastlock = record
  __status : clong;
  __spinlock : cint
;
end
```

`_pthread_fastlock` describes a thread mutex. It should be considered an opaque record, the names of the fields can change anytime.

Chapter 84

Reference for unit 'unixutil'

84.1 Used units

Table 84.1: Used units by unit 'unixutil'

Name	Page
System	1280

84.2 Overview

The UnixUtil unit contains some of the routines that were present in the old Linux unit, but which do not really belong in the unix ([1927](#)) or baseunix ([128](#)) units.

Most of the functions described here have cross-platform counterparts in the SysUtils ([1538](#)) unit. It is therefore recommended to use that unit.

84.3 Constants, types and variables

84.3.1 Types

ComStr = string deprecated

Command-line string type.

DirStr = string deprecated

Filename directory part string type.

ExtStr = string deprecated

Filename extension part string type.

NameStr = string deprecated

Filename name part string type.

PathStr = string deprecated

Filename full path string type.

84.3.2 Variables

Tzseconds : LongInt

Seconds west of GMT

84.4 Procedures and functions

84.4.1 ArrayStringToPPchar

Synopsis: Concert an array of string to an array of null-terminated strings

Declaration: `function ArrayStringToPPchar(const S: Array of AnsiString;
reserveentries: LongInt) : PPChar`

Visibility: default

Description: `ArrayStringToPPchar` creates an array of null-terminated strings that point to strings which are the same as the strings in the array `S`. The function returns a pointer to this array. The array and the strings it contains must be disposed of after being used, because it they are allocated on the heap.

The `ReserveEntries` parameter tells `ArrayStringToPPchar` to allocate room at the end of the array for another `ReserveEntries` entries.

Errors: If not enough memory is available, an error may occur.

See also: `StringToPPChar` (1985)

84.4.2 EpochToLocal

Synopsis: Convert epoch time to local time

Declaration: `procedure EpochToLocal(epoch: LongInt; var year: Word; var month: Word;
var day: Word; var hour: Word; var minute: Word;
var second: Word)`

Visibility: default

Description: Converts the epoch time (=Number of seconds since 00:00:00, January 1, 1970, corrected for your time zone) to local date and time.

This function takes into account the timzeone settings of your system.

Errors: None

See also: `LocalToEpoch` (1984)

Listing: ./unutilx/ex3.pp

Program Example3;

{ Program to demonstrate the EpochToLocal function. }

Uses BaseUnix, Unix, UnixUtil;

Var Year, month, day, hour, minute, seconds : Word;

begin

EpochToLocal (FTime, Year, month, day, hour, minute, seconds);

Writeln ('Current date : ', Day:2, '/', Month:2, '/', Year:4);

Writeln ('Current time : ', Hour:2, ':', minute:2, ':', seconds:2);

end.

84.4.3 GetFS

Synopsis: Return file selector

Declaration: function GetFS(var T: Text) : LongInt
function GetFS(var F: File) : LongInt

Visibility: default

Description: GetFS returns the file selector that the kernel provided for your file. In principle you don't need this file selector. Only for some calls it is needed, such as the #rtl.baseunix.fpSelect (205) call or so.

Errors: In case the file was not opened, then -1 is returned.

See also: #rtl.baseunix.fpSelect (205)

Listing: ./unutilx/ex34.pp

Program Example33;

{ Program to demonstrate the SelectText function. }

Uses Unix;

Var tv : TimeVal;

begin

Writeln ('Press the <ENTER> to continue the program.');

{ Wait until File descriptor 0 (=Input) changes }

SelectText (Input, nil);

{ Get rid of <ENTER> in buffer }

readln;

Writeln ('Press <ENTER> key in less than 2 seconds...');

tv.tv_sec:=2;

tv.tv_nsec:=0;

if SelectText (Input, @tv) > 0 **then**

Writeln ('Thank you !')

else

Writeln ('Too late !');

end.

84.4.4 GregorianToJulian

Synopsis: Converts a gregorian date to a julian date

Declaration: `function GregorianToJulian(Year: LongInt; Month: LongInt; Day: LongInt)
: LongInt`

Visibility: default

Description: `GregorianToJulian` takes a gregorian date and converts it to a Julian day.

Errors: None.

See also: `JulianToGregorian` (1984)

84.4.5 JulianToGregorian

Synopsis: Converts a julian date to a gregorian date

Declaration: `procedure JulianToGregorian(JulianDN: LongInt; var Year: Word;
var Month: Word; var Day: Word)`

Visibility: default

Description: `JulianToGregorian` takes a julian day and converts it to a gregorian date. (Start of the Julian Date count is from 0 at 12 noon 1 JAN -4712 (4713 BC),)

Errors: None.

See also: `GregorianToJulian` (1984)

84.4.6 LocalToEpoch

Synopsis: Convert local time to epoch (unix) time

Declaration: `function LocalToEpoch(year: Word; month: Word; day: Word; hour: Word;
minute: Word; second: Word) : LongInt`

Visibility: default

Description: Converts the Local time to epoch time (=Number of seconds since 00:00:00, January 1, 1970).

Errors: None

See also: `EpochToLocal` (1982)

Listing: `./unutil/ex4.pp`

Program Example4;

{ Program to demonstrate the LocalToEpoch function. }

Uses UnixUtil;

Var year, month, day, hour, minute, second : Word;

begin

Write ('Year : '); **readln** (Year);
Write ('Month : '); **readln** (Month);
Write ('Day : '); **readln** (Day);

```

Write ( 'Hour      : '); readln (Hour);
Write ( 'Minute   : '); readln (Minute);
Write ( 'Seonds   : '); readln (Second);
Write ( 'This is  : ');
Write ( LocalToEpoch(year , month , day , hour , minute , second));
Writeln ( ' seconds past 00:00 1/1/1980 ');
end.

```

84.4.7 StringToPPChar

Synopsis: Split string in list of null-terminated strings

Declaration: `function StringToPPChar(S: PChar; ReserveEntries: Integer) : PPChar`
`function StringToPPChar(var S: AnsiString; ReserveEntries: Integer)`
`: PPChar`

Visibility: default

Description: `StringToPPChar` splits the string `S` in words, replacing any whitespace with zero characters. It returns a pointer to an array of pchars that point to the first letters of the words in `S`. This array is terminated by a `Nil` pointer.

The function does *not* add a zero character to the end of the string unless it ends on whitespace.

The function reserves memory on the heap to store the array of `PChar`; The caller is responsible for freeing this memory.

This function can be called to create arguments for the various `Exec` calls.

Errors: None.

See also: `ArrayStringToPPchar` (1982), `#rtl.baseunix.FpExecve` (178)

Listing: `./unutil/ex70.pp`

Program Example70;

{ Program to demonstrate the StringToPPchar function. }

Uses UnixUtil;

Var `S : String;`
`P : PPChar;`
`I : longint;`

begin

// remark whitespace at end.

`S:= 'This is a string with words. ';`

`P:=StringToPPChar(S,0);`

`I:=0;`

While `P[i]<>Nil do`

begin

`Writeln('Word ',i,' : ',P[i]);`

`Inc(I);`

end;

`FreeMem(P, i*SizeOf(Pchar));`

end.

Chapter 85

Reference for unit 'video'

85.1 Used units

Table 85.1: Used units by unit 'video'

Name	Page
System	1280

85.2 Overview

The `Video` unit implements a screen access layer which is system independent. It can be used to write on the screen in a system-independent way, which should be optimal on all platforms for which the unit is implemented.

The working of the `Video` is simple: After calling `InitVideo` ([2004](#)), the array `VideoBuf` contains a representation of the video screen of size `ScreenWidth*ScreenHeight`, going from left to right and top to bottom when walking the array elements: `VideoBuf[0]` contains the character and color code of the top-left character on the screen. `VideoBuf[ScreenWidth]` contains the data for the character in the first column of the second row on the screen, and so on.

To write to the 'screen', the text to be written should be written to the `VideoBuf` array. Calling `UpdateScreen` ([2007](#)) will then cp the text to the screen in the most optimal way. (an example can be found further on).

The color attribute is a combination of the foreground and background color, plus the blink bit. The bits describe the various color combinations:

bits 0-3 The foreground color. Can be set using all color constants.

bits 4-6 The background color. Can be set using a subset of the color constants.

bit 7 The blinking bit. If this bit is set, the character will appear blinking.

Each possible color has a constant associated with it, see the constants section for a list of constants.

The foreground and background color can be combined to a color attribute with the following code:

```
Attr:=ForeGroundColor + (BackGroundColor shl 4);
```

The color attribute can be logically or-ed with the blink attribute to produce a blinking character:

```
Attr:=Attr or blink;
```

But not all drivers may support this.

The contents of the `VideoBuf` array may be modified: This is 'writing' to the screen. As soon as everything that needs to be written in the array is in the `VideoBuf` array, calling `UpdateScreen` will copy the contents of the array screen to the screen, in a manner that is as efficient as possible.

The updating of the screen can be prohibited to optimize performance; To this end, the `LockScreenUpdate` (2004) function can be used: This will increment an internal counter. As long as the counter differs from zero, calling `UpdateScreen` (2007) will not do anything. The counter can be lowered with `UnlockScreenUpdate` (2007). When it reaches zero, the next call to `UpdateScreen` (2007) will actually update the screen. This is useful when having nested procedures that do a lot of screen writing.

The video unit also presents an interface for custom screen drivers, thus it is possible to override the default screen driver with a custom screen driver, see the `SetVideoDriver` (2006) call. The current video driver can be retrieved using the `GetVideoDriver` (2001) call.

Remark: The video unit should *not* be used together with the CRT unit. Doing so will result in very strange behaviour, possibly program crashes.

85.3 Examples utility unit

The examples in this section make use of the unit `vidutil`, which contains the `TextOut` function. This function writes a text to the screen at a given location. It looks as follows:

Listing: `./videoex/vidutil.pp`

```
unit vidutil;

Interface

uses
  video;

Procedure TextOut(X,Y : Word;Const S : String);

Implementation

Procedure TextOut(X,Y : Word;Const S : String);

Var
  W,P,I,M : Word;

begin
  P:=((X-1)+(Y-1)*ScreenWidth);
  M:=Length(S);
  If P+M>ScreenWidth*ScreenHeight then
    M:=ScreenWidth*ScreenHeight-P;
  For I:=1 to M do
    VideoBuf^[P+I-1]:=Ord(S[I])+($07 shl 8);
  end;

end.
```

85.4 Writing a custom video driver

Writing a custom video driver is not difficult, and generally means implementing a couple of functions, which should be registered with the `SetVideoDriver` (2006) function. The various functions that can be implemented are located in the `TVideoDriver` (1996) record:

```
TVideoDriver = Record
  InitDriver      : Procedure;
  DoneDriver      : Procedure;
  UpdateScreen    : Procedure(Force : Boolean);
  ClearScreen     : Procedure;
  SetVideoMode    : Function (Const Mode : TVideoMode) : Boolean;
  GetVideoModeCount : Function : Word;
  GetVideoModeData : Function(Index : Word; Var Data : TVideoMode) : Boolean;
  SetCursorPos    : procedure (NewCursorX, NewCursorY: Word);
  SetCursorType   : function : Word;
  SetCursorType   : procedure (NewType: Word);
  GetCapabilities : Function : Word;
end;
```

Not all of these functions must be implemented. In fact, the only absolutely necessary function to write a functioning driver is the `UpdateScreen` function. The general calls in the `Video` unit will check which functionality is implemented by the driver.

The functionality of these calls is the same as the functionality of the calls in the `video` unit, so the expected behaviour can be found in the previous section. Some of the calls, however, need some additional remarks.

InitDriver Called by `InitVideo`, this function should initialize any data structures needed for the functionality of the driver, maybe do some screen initializations. The function is guaranteed to be called only once; It can only be called again after a call to `DoneVideo`. The variables `ScreenWidth` and `ScreenHeight` should be initialized correctly after a call to this function, as the `InitVideo` call will initialize the `VideoBuf` and `OldVideoBuf` arrays based on their values.

DoneDriver This should clean up any structures that have been initialized in the `InitDriver` function. It should possibly also restore the screen as it was before the driver was initialized. The `VideoBuf` and `OldVideoBuf` arrays will be disposed of by the general `DoneVideo` call.

UpdateScreen This is the only required function of the driver. It should update the screen based on the `VideoBuf` array's contents. It can optimize this process by comparing the values with values in the `OldVideoBuf` array. After updating the screen, the `UpdateScreen` procedure should update the `OldVideoBuf` by itself. If the `Force` parameter is `True`, the whole screen should be updated, not just the changed values.

ClearScreen If there is a faster way to clear the screen than to write spaces in all character cells, then it can be implemented here. If the driver does not implement this function, then the general routines will write spaces in all video cells, and will call `UpdateScreen(True)`.

SetVideoMode Should set the desired video mode, if available. It should return `True` if the mode was set, `False` if not.

GetVideoModeCount Should return the number of supported video modes. If no modes are supported, this function should not be implemented; the general routines will return 1. (for the current mode)

GetVideoModeData Should return the data for the `Index`-th mode; `Index` is zero based. The function should return true if the data was returned correctly, false if `Index` contains an invalid index. If this is not implemented, then the general routine will return the current video mode when `Index` equals 0.

GetCapabilities If this function is not implemented, zero (i.e. no capabilities) will be returned by the general function.

The following unit shows how to override a video driver, with a driver that writes debug information to a file. The unit can be used in any of the demonstration programs, by simply including it in the `uses` clause. Setting `DetailedVideoLogging` to `True` will create a more detailed log (but will also slow down functioning)

Listing: `./videoex/viddbg.pp`

```
unit viddbg;
```

```
Interface
```

```
uses video;
```

```
Procedure StartVideoLogging;
```

```
Procedure StopVideoLogging;
```

```
Function IsVideoLogging : Boolean;
```

```
Procedure SetVideoLogFileName(FileName : String);
```

```
Const
```

```
    DetailedVideoLogging : Boolean = False;
```

```
Implementation
```

```
uses sysutils , keyboard;
```

```
var
```

```
    NewVideoDriver ,
    OldVideoDriver : TVideoDriver;
    Active , Logging : Boolean;
    LogFileName : String;
    VideoLog : Text;
```

```
Function TimeStamp : String;
```

```
begin
```

```
    TimeStamp := FormatDateTime( 'hh:nn:ss' , Time ());
```

```
end;
```

```
Procedure StartVideoLogging;
```

```
begin
```

```
    Logging := True;
```

```
    WriteLn(VideoLog, 'Start logging video operations at: ', TimeStamp);
```

```
end;
```

```
Procedure StopVideoLogging;
```

```
begin
```

```
    WriteLn(VideoLog, 'Stop logging video operations at: ', TimeStamp);
```

```
    Logging := False;
```

```

end;

Function IsVideoLogging : Boolean;

begin
  IsVideoLogging:=Logging;
end;

Var
  ColUpd,RowUpd : Array[0..1024] of Integer;

Procedure DumpScreenStatistics(Force : Boolean);

Var
  I,Count : Integer;

begin
  If Force then
    Write(VideoLog,'forced ');
    WriteLn(VideoLog,'video update at ',TimeStamp,' : ');
    FillChar(Colupd,SizeOf(ColUpd),#0);
    FillChar(Rowupd,SizeOf(RowUpd),#0);
    Count:=0;
    For I:=0 to VideoBufSize div SizeOf(TVideoCell) do
      begin
        If VideoBuf^[i]<>OldVideoBuf^[i] then
          begin
            Inc(Count);
            Inc(ColUpd[I mod ScreenWidth]);
            Inc(RowUpd[I div ScreenHeight]);
          end;
        end;
      Write(VideoLog,Count,' videocells differed divided over ');
      Count:=0;
      For I:=0 to ScreenWidth-1 do
        If ColUpd[I]<>0 then
          Inc(Count);
      Write(VideoLog,Count,' columns and ');
      Count:=0;
      For I:=0 to ScreenHeight-1 do
        If RowUpd[I]<>0 then
          Inc(Count);
      WriteLn(VideoLog,Count,' rows. ');
      If DetailedVideoLogging Then
        begin
          For I:=0 to ScreenWidth-1 do
            If (ColUpd[I]<>0) then
              WriteLn(VideoLog,'Col ',i,' : ',ColUpd[I]:3,' rows changed');
          For I:=0 to ScreenHeight-1 do
            If (RowUpd[I]<>0) then
              WriteLn(VideoLog,'Row ',i,' : ',RowUpd[I]:3,' columns changed');
        end;
      end;
    end;

Procedure LogUpdateScreen(Force : Boolean);

begin
  If Logging then

```

```

    DumpScreenStatistics ( Force );
    OldVideoDriver . UpdateScreen ( Force );
end;

Procedure LogInitVideo ;

begin
    OldVideoDriver . InitDriver ( );
    Assign ( VideoLog , logFileName );
    Rewrite ( VideoLog );
    Active := True ;
    StartVideoLogging ;
end;

Procedure LogDoneVideo ;

begin
    StopVideoLogging ;
    Close ( VideoLog );
    Active := False ;
    OldVideoDriver . DoneDriver ( );
end;

Procedure SetVideoLogFileName ( FileName : String );

begin
    If Not Active then
        LogFileName := FileName ;
    end;

Initialization
    GetVideoDriver ( OldVideoDriver );
    NewVideoDriver := OldVideoDriver ;
    NewVideoDriver . UpdateScreen := @LogUpdateScreen ;
    NewVideoDriver . InitDriver := @LogInitVideo ;
    NewVideoDriver . DoneDriver := @LogDoneVideo ;
    LogFileName := ' Video . log ' ;
    Logging := False ;
    SetVideoDriver ( NewVideoDriver );
end.

```

85.5 Constants, types and variables

85.5.1 Constants

Black = 0

Black color attribute

Blink = 128

Blink attribute

Blue = 1

Blue color attribute

Brown = 6

Brown color attribute

cpBlink = \$0002

Video driver supports blink attribute

cpChangeCursor = \$0020

Video driver supports changing cursor shape.

cpChangeFont = \$0008

Video driver supports changing screen font.

cpChangeMode = \$0010

Video driver supports changing mode

cpColor = \$0004

Video driver supports color

cpUnderLine = \$0001

Video driver supports underline attribute

crBlock = 2

Block cursor

crHalfBlock = 3

Half block cursor

crHidden = 0

Hide cursor

crUnderLine = 1

Underline cursor

Cyan = 3

Cyan color attribute

DarkGray = 8

Dark gray color attribute

```
errOk = 0
```

No error

```
ErrorCode : LongInt = ErrOK
```

Error code returned by the last operation.

```
ErrorHandler : TErrorHandler = @DefaultErrorHandler
```

The `ErrorHandler` variable can be set to a custom-error handling function. It is set by default to the `DefaultErrorHandler` (1998) function.

```
ErrorInfo : Pointer = Nil
```

Pointer to extended error information.

```
errVioBase = 1000
```

Base value for video errors

```
errVioInit = errVioBase + 1
```

Video driver initialization error.

```
errVioNoSuchMode = errVioBase + 3
```

Invalid video mode

```
errVioNotSupported = errVioBase + 2
```

Unsupported video function

```
FVMaxWidth = 240
```

Maximum screen buffer width.

```
Green = 2
```

Green color attribute

```
iso_codepages = [iso01, iso02, iso03, iso04, iso05, iso06, iso07,  
  iso08, iso09, iso10, iso13, iso14, iso15]
```

`iso_codepages` is a set containing all code pages that use an ISO encoding.

```
LightBlue = 9
```

Light Blue color attribute

LightCyan = 11

Light cyan color attribute

LightGray = 7

Light gray color attribute

LightGreen = 10

Light green color attribute

LightMagenta = 13

Light magenta color attribute

LightRed = 12

Light red color attribute

LowAscii = True

On some systems, the low 32 values of the DOS code page are necessary for the ASCII control codes and cannot be displayed by programs. If LowAscii is true, you can use the low 32 ASCII values. If it is false, you must avoid using them.

LowAscii can be implemented either through a constant, variable or property. You should under no circumstances assume that you can write to LowAscii, or take its address.

Magenta = 5

Magenta color attribute

NoExtendedFrame = False

The VT100 character set only has line drawing characters consisting of a single line. If this value is true, the line drawing characters with two lines will be automatically converted to single lines.

NoExtendedFrame can be implemented either through a constant, variable or property. You should under no circumstances assume that you can write to NoExtendedFrame, or take its address.

Red = 4

Red color attribute

ScreenHeight : Word = 0

Current screen height

ScreenWidth : Word = 0

Current screen Width

```
vga_codepages = [cp437, cp850, cp852, cp866]
```

`vga_codepages` is a set containing all code pages that can be considered a normal vga font (as in use on early VGA cards) Note that KOI8-R has line drawing characters in wrong place.

```
vioOK = 0
```

No errors occurred

```
White = 15
```

White color attribute

```
Yellow = 14
```

Yellow color attribute

85.5.2 Types

```
PVideoBuf = ^TVideoBuf
```

Pointer type to TVideoBuf (1996)

```
PVideoCell = ^TVideoCell
```

Pointer type to TVideoCell (1996)

```
PVideoMode = ^TVideoMode
```

Pointer to TVideoMode (1996) record.

```
TErrorHandler = function(Code: LongInt; Info: Pointer)
  : TErrorHandlerReturnValue
```

The `TErrorHandler` function is used to register an own error handling function. It should be used when installing a custom error handling function, and must return one of the above values.

`Code` should contain the error code for the error condition, and the `Info` parameter may contain any data type specific to the error code passed to the function.

```
TErrorHandlerReturnValue = (errRetry, errAbort, errContinue)
```

Table 85.2: Enumeration values for type TErrorHandlerReturnValue

Value	Explanation
<code>errAbort</code>	abort and return error code
<code>errContinue</code>	abort without returning an errorcode.
<code>errRetry</code>	retry the operation

Type used to report and respond to error conditions


```
TVideoBuf = Array[0..32759] of TVideoCell
```

The `TVideoBuf` type represents the screen.

```
TVideoCell = Word
```

`TVideoCell` describes one character on the screen. One of the bytes contains the color attribute with which the character is drawn on the screen, and the other byte contains the ASCII code of the character to be drawn. The exact position of the different bytes in the record is operating system specific. On most little-endian systems, the high byte represents the color attribute, while the low-byte represents the ASCII code of the character to be drawn.

```
TVideoDriver = record
  InitDriver : procedure;
  DoneDriver : procedure
  ;
  UpdateScreen : procedure(Force: Boolean);
  ClearScreen : procedure
  ;
  SetVideoMode : function(const Mode: TVideoMode) : Boolean;
  GetVideoModeCount
  : function : Word;
  GetVideoModeData : function(Index: Word; var
  Data: TVideoMode) : Boolean;
  SetCursorPos : procedure(NewCursorX
  : Word; NewCursorY: Word);
  GetCursorType : function : Word;
  SetCursorType
  : procedure(NewType: Word);
  GetCapabilities : function : Word;
end
```

`TVideoDriver` record can be used to install a custom video driver, with the `SetVideoDriver` (2006) call.

An explanation of all fields can be found there.

```
TVideoMode = record
  Col : Word;
  Row : Word;
  Color : Boolean
  ;
end
```

The `TVideoMode` record describes a videomode. Its fields are self-explaining: `Col`, `Row` describe the number of columns and rows on the screen for this mode. `Color` is `True` if this mode supports colors, or `False` if not.

```
TVideoModeSelector = function(const VideoMode: TVideoMode;
  Params: LongInt) : Boolean
```

Video mode selection callback prototype.

85.5.3 Variables

`CursorLines` : Byte

`CursorLines` is a bitmask which determines which cursor lines are visible and which are not. Each set bit corresponds to a cursorline being shown.

This variable is not supported on all platforms, so it should be used sparingly.

`CursorX` : Word

Current horizontal position in the screen where items will be written.

`CursorY` : Word

Current vertical position in the screen where items will be written.

`external_codepage` : Tencoding

This variable is for internal use only and should not be used.

`internal_codepage` : Tencoding

This variable is for internal use only and should not be used.

`OldVideoBuf` : PVideoBuf

The `OldVideoBuf` contains the state of the video screen after the last screen update. The `UpdateScreen` (2007) function uses this array to decide which characters on screen should be updated, and which not.

Note that the `OldVideoBuf` array may be ignored by some drivers, so it should not be used. The Array is in the interface section of the video unit mainly so drivers that need it can make use of it.

`ScreenColor` : Boolean

`ScreenColor` indicates whether the current screen supports colors.

`VideoBuf` : PVideoBuf

`VideoBuf` forms the heart of the `Video` unit: This variable represents the physical screen. Writing to this array and calling `UpdateScreen` (2007) will write the actual characters to the screen.

`VideoBufSize` : LongInt

Current size of the video buffer pointed to by `VideoBuf` (1997)

85.6 Procedures and functions

85.6.1 ClearScreen

Synopsis: Clear the video screen.

Declaration: procedure ClearScreen

Visibility: default

Description: ClearScreen clears the entire screen, and calls UpdateScreen (2007) after that. This is done by writing spaces to all character cells of the video buffer in the default color (lightgray on black, color attribute \[07]).

Errors: None.

See also: InitVideo (2004), UpdateScreen (2007)

Listing: ./videoex/ex3.pp

```

program testvideo ;

uses video , keyboard , vidutil ;

Var
  i : longint ;
  k : TKeyEvent ;

begin
  InitVideo ;
  InitKeyboard ;
  For i:=1 to 10 do
    TextOut(i,i, 'Press any key to clear screen') ;
    UpdateScreen(false) ;
    K:=GetKeyEvent ;
    ClearScreen ;
    TextOut(1,1, 'Cleared screen. Press any key to end') ;
    UpdateScreen(true) ;
    K:=GetKeyEvent ;
    DoneKeyBoard ;
    DoneVideo ;
end .

```

85.6.2 DefaultErrorHandler

Synopsis: Default error handling routine.

Declaration: function DefaultErrorHandler(AErrorCode: LongInt; AErrorInfo: Pointer)
: TErrorHandlerReturnValue

Visibility: default

Description: DefaultErrorHandler is the default error handler used by the video driver. It simply sets the error code AErrorCode and AErrorInfo in the global variables ErrorCode and ErrorInfo and returns errContinue.

Errors: None.

85.6.3 DoneVideo

Synopsis: Disable video driver.

Declaration: procedure DoneVideo

Visibility: default

Description: `DoneVideo` disables the Video driver if the video driver is active. If the videodriver was already disabled or not yet initialized, it does nothing. Disabling the driver means it will clean up any allocated resources, possibly restore the screen in the state it was before `InitVideo` was called. Particularly, the `VideoBuf` and `OldVideoBuf` arrays are no longer valid after a call to `DoneVideo`. The `DoneVideo` should always be called if `InitVideo` was called. Failing to do so may leave the screen in an unusable state after the program exits.

For an example, see most other functions.

Errors: Normally none. If the driver reports an error, this is done through the `ErrorCode` variable.

See also: `InitVideo` ([2004](#))

85.6.4 GetCapabilities

Synopsis: Get current driver capabilities.

Declaration: `function GetCapabilities : Word`

Visibility: default

Description: `GetCapabilities` returns the capabilities of the current driver. It is an or-ed combination of the following constants:

cpUnderLineVideo driver supports underline attribute

cpBlinkVideo driver supports blink attribute

cpColorVideo driver supports color

cpChangeFontVideo driver supports changing screen font.

cpChangeModeVideo driver supports changing mode

cpChangeCursorVideo driver supports changing cursor shape.

Note that the video driver should not yet be initialized to use this function. It is a property of the driver.

Errors: None.

See also: `GetCursorType` ([2000](#)), `GetVideoDriver` ([2001](#))

Listing: `./videoex/ex4.pp`

Program Example4;

{ Program to demonstrate the GetCapabilities function. }

Uses video;

Var

W: Word;

Procedure TestCap(Cap: Word; Msg : **String**);

begin

Write(Msg, ' : ');

If (W **and** Cap=Cap) **then**

WriteLn('Yes')

```

    else
      Writeln( 'No' );
    end;

begin
  W:= GetCapabilities ;
  Writeln( 'Video driver supports following functionality' );
  TestCap(cpUnderLine, 'Underlined characters' );
  TestCap(cpBlink, 'Blinking characters' );
  TestCap(cpColor, 'Color characters' );
  TestCap(cpChangeFont, 'Changing font' );
  TestCap(cpChangeMode, 'Changing video mode' );
  TestCap(cpChangeCursor, 'Changing cursor shape' );
end.

```

85.6.5 GetCursorType

Synopsis: Get screen cursor type

Declaration: `function GetCursorType : Word`

Visibility: default

Description: `GetCursorType` returns the current cursor type. It is one of the following values:

crHidden Hide cursor
crUnderLine Underline cursor
crBlock Block cursor
crHalfBlock Half block cursor

Note that not all drivers support all types of cursors.

Errors: None.

See also: `SetCursorType` (2006), `GetCapabilities` (1999)

Listing: `./videoex/ex5.pp`

Program Example5;

{ Program to demonstrate the GetCursorType function. }

Uses video, keyboard, vidutil;

Const

```

  Cursortypes : Array[crHidden..crHalfBlock] of string =
    ( 'Hidden', 'UnderLine', 'Block', 'HalfBlock' );

```

begin

```

  InitVideo ;
  InitKeyboard ;
  TextOut(1,1, 'Cursor type: '+CursorTypes[GetCursorType]);
  TextOut(1,2, 'Press any key to exit. ');
  UpdateScreen(False);
  GetKeyEvent ;
  DoneKeyboard ;
  DoneVideo ;
end.

```

85.6.6 GetLockScreenCount

Synopsis: Get the screen lock update count.

Declaration: `function GetLockScreenCount : Integer`

Visibility: default

Description: `GetLockScreenCount` returns the current lock level. When the lock level is zero, a call to `UpdateScreen` (2007) will actually update the screen.

Errors: None.

See also: `LockScreenUpdate` (2004), `UnlockScreenUpdate` (2007), `UpdateScreen` (2007)

Listing: `./videoex/ex6.pp`

Program Example6;

{ Program to demonstrate the GetLockScreenCount function. }

Uses video, keyboard, vidutil;

Var

 I : Longint;
 S : **String**;

begin

```
  InitVideo;
  InitKeyboard;
  TextOut(1,1,'Press key till new text appears. ');
  UpdateScreen(False);
  Randomize;
  For I:=0 to Random(10)+1 do
    LockScreenUpdate;
  I:=0;
  While GetLockScreenCount<>0 do
    begin
      Inc(I);
      Str(I,S);
      UnlockScreenUpdate;
      GetKeyEvent;
      TextOut(1,1,'UnLockScreenUpdate had to be called '+S+' times ');
      UpdateScreen(False);
    end;
  TextOut(1,2,'Press any key to end. ');
  UpdateScreen(False);
  DoneKeyboard;
  DoneVideo;
end.
```

85.6.7 GetVideoDriver

Synopsis: Get a copy of the current video driver.

Declaration: `procedure GetVideoDriver(var Driver: TVideoDriver)`

Visibility: default

Description: `GetVideoDriver` returns the currently active video driver record in `Driver`. It can be used to clone the current video driver, or to override certain parts of it using the `SetVideoDriver` (2006) call.

Errors: None.

See also: `SetVideoDriver` (2006)

85.6.8 GetVideoMode

Synopsis: Return current video mode

Declaration: `procedure GetVideoMode(var Mode: TVideoMode)`

Visibility: default

Description: `GetVideoMode` returns the settings of the currently active video mode. The `row`, `col` fields indicate the dimensions of the current video mode, and `Color` is true if the current video supports colors.

See also: `SetVideoMode` (2006), `GetVideoModeData` (2004)

Listing: `./videoex/ex7.pp`

Program Example7;

{ Program to demonstrate the GetVideoMode function. }

Uses video, keyboard, vidutil;

Var

M : TVideoMode;
S : **String**;

begin

```
  InitVideo;
  InitKeyboard;
  GetVideoMode(M);
  if M.Color then
    TextOut(1,1,'Current mode has color')
  else
    TextOut(1,1,'Current mode does not have color');
  Str(M.Row,S);
  TextOut(1,2,'Number of rows    : '+S);
  Str(M.Col,S);
  TextOut(1,3,'Number of columns : '+S);
  Textout(1,4,'Press any key to exit.');
```

```
  UpdateScreen(False);
  GetKeyEvent;
  DoneKeyboard;
  DoneVideo;
end.
```

85.6.9 GetVideoModeCount

Synopsis: Get the number of video modes supported by the driver.

Declaration: `function GetVideoModeCount : Word`

Visibility: default

Description: `GetVideoModeCount` returns the number of video modes that the current driver supports. If the driver does not support switching of modes, then 1 is returned.

This function can be used in conjunction with the `GetVideoModeData` (2004) function to retrieve data for the supported video modes.

Errors: None.

See also: `GetVideoModeData` (2004), `GetVideoMode` (2002)

Listing: `./videoex/ex8.pp`

Program Example8;

{ Program to demonstrate the GetVideoModeCount function. }

Uses video, keyboard, vidutil;

Procedure DumpMode (M : TVideoMode; Index : Integer);

Var

S : String;

begin

Str(Index:2,S);

inc(Index);

TextOut(1,Index,'Data for mode '+S+' : ');

if M.Color then

TextOut(19,Index,' color,')

else

TextOut(19,Index,'No color,');

Str(M.Row:3,S);

TextOut(28,Index,S+' rows');

Str(M.Col:3,S);

TextOut(36,Index,S+' columns');

end;

Var

i,Count : Integer;

m : TVideoMode;

begin

InitVideo;

InitKeyboard;

Count:=GetVideoModeCount;

For I:=1 to Count **do**

begin

GetVideoModeData(I-1,M);

DumpMode(M,I-1);

end;

TextOut(1,Count+1,'Press any key to exit');

UpdateScreen(False);

GetKeyEvent;

DoneKeyboard;

DoneVideo;

end.

85.6.10 GetVideoModeData

Synopsis: Get the specifications for a video mode

Declaration: `function GetVideoModeData(Index: Word; var Data: TVideoMode) : Boolean`

Visibility: default

Description: `GetVideoModeData` returns the characteristics of the `Index`-th video mode in `Data`. `Index` is zero based, and has a maximum value of `GetVideoModeCount-1`. If the current driver does not support setting of modes (`GetVideoModeCount=1`) and `Index` is zero, the current mode is returned.

The function returns `True` if the mode data was retrieved successfully, `False` otherwise.

For an example, see `GetVideoModeCount` (2002).

Errors: In case `Index` has a wrong value, `False` is returned.

See also: `GetVideoModeCount` (2002), `SetVideoMode` (2006), `GetVideoMode` (2002)

85.6.11 InitVideo

Synopsis: Initialize video driver.

Declaration: `procedure InitVideo`

Visibility: default

Description: `InitVideo` initializes the video subsystem. If the video system was already initialized, it does nothing. After the driver has been initialized, the `VideoBuf` and `OldVideoBuf` pointers are initialized, based on the `ScreenWidth` and `ScreenHeight` variables. When this is done, the screen is cleared.

For an example, see most other functions.

Errors: if the driver fails to initialize, the `ErrorCode` variable is set.

See also: `DoneVideo` (1998)

85.6.12 LockScreenUpdate

Synopsis: Prevent further screen updates.

Declaration: `procedure LockScreenUpdate`

Visibility: default

Description: `LockScreenUpdate` increments the screen update lock count with one. As long as the screen update lock count is not zero, `UpdateScreen` (2007) will not actually update the screen.

This function can be used to optimize screen updating: If a lot of writing on the screen needs to be done (by possibly unknown functions), calling `LockScreenUpdate` before the drawing, and `UnlockScreenUpdate` (2007) after the drawing, followed by a `UpdateScreen` (2007) call, all writing will be shown on screen at once.

For an example, see `GetLockScreenCount` (2001).

Errors: None.

See also: `UpdateScreen` (2007), `UnlockScreenUpdate` (2007), `GetLockScreenCount` (2001)

85.6.13 SetCursorPos

Synopsis: Set write cursor position.

Declaration: `procedure SetCursorPos (NewCursorX: Word; NewCursorY: Word)`

Visibility: default

Description: `SetCursorPos` positions the cursor on the given position: Column `NewCursorX` and row `NewCursorY`. The origin of the screen is the upper left corner, and has coordinates `(0, 0)`.

The current position is stored in the `CursorX` and `CursorY` variables.

Errors: None.

See also: `SetCursorType` (2006)

Listing: `./videoex/ex2.pp`

```

program example2;

uses video , keyboard ;

Var
  P,PP,D : Integer ;
  K: TKeyEvent ;

  Procedure PutSquare ( P : INteger ; C : Char ) ;

  begin
    VideoBuf^[P]:=Ord(C)+($07 shl 8);
    VideoBuf^[P+ScreenWidth]:=Ord(c)+($07 shl 8);
    VideoBuf^[P+1]:=Ord(c)+($07 shl 8);
    VideoBuf^[P+ScreenWidth+1]:=Ord(c)+($07 shl 8);
  end ;

begin
  InitVideo ;
  InitKeyBoard ;
  P:=0;
  PP:=-1;
  Repeat
    If PP<>-1 then
      PutSquare(PP, ' ');
      PutSquare(P, '#');
      SetCursorPos(P Mod ScreenWidth , P div ScreenWidth);
      UpdateScreen(False);
      PP:=P;
    Repeat
      D:=0;
      K:=TranslateKeyEvent(GetKeyEvent);
      Case GetKeyEventCode(K) of
        kbdLeft : If (P Mod ScreenWidth)<>0 then
          D:=-1;
        kbdUp : If P>=ScreenWidth then
          D:=-ScreenWidth;
        kbdRight : If ((P+2) Mod ScreenWidth)<>0 then
          D:=1;
        kbdDown : if (P<(VideoBufSize div 2)-(ScreenWidth*2)) then
          D:=ScreenWidth;

```

```

    end;
    Until (D<>0) or (GetKeyEventChar(K)= 'q ');
    P:=P+D;
    until GetKeyEventChar(K)= 'q ';
    DoneKeyBoard;
    DoneVideo;
end.

```

85.6.14 SetCursorType

Synopsis: Set cursor type

Declaration: `procedure SetCursorType(NewType: Word)`

Visibility: default

Description: `SetCursorType` sets the cursor to the type specified in `NewType`.

crHiddenHide cursor
crUnderLineUnderline cursor
crBlockBlock cursor
crHalfBlockHalf block cursor

Errors: None.

See also: `SetCursorPos` (2005)

85.6.15 SetVideoDriver

Synopsis: Install a new video driver.

Declaration: `function SetVideoDriver(const Driver: TVideoDriver) : Boolean`

Visibility: default

Description: `SetVideoDriver` sets the videodriver to be used to `Driver`. If the current videodriver is initialized (after a call to `InitVideo`) then it does nothing and returns `False`.

A new driver can only be installed if the previous driver was not yet activated (i.e. before a call to `InitVideo` (2004)) or after it was deactivated (i.e after a call to `DoneVideo`).

For more information about installing a videodriver, see `viddriver` (1988).

For an example, see the section on writing a custom video driver.

Errors: If the current driver is initialized, then `False` is returned.

See also: `viddriver` (1988)

85.6.16 SetVideoMode

Synopsis: Set current video mode.

Declaration: `function SetVideoMode(const Mode: TVideoMode) : Boolean`

Visibility: default

Description: `SetVideoMode` sets the video mode to the mode specified in `Mode`:

If the call was successful, then the screen will have `Col` columns and `Row` rows, and will be displaying in color if `Color` is `True`.

The function returns `True` if the mode was set successfully, `False` otherwise.

Note that the video mode may not always be set. E.g. a console on Linux or a telnet session cannot always set the mode. It is important to check the error value returned by this function if it was not successful.

The mode can be set when the video driver has not yet been initialized (i.e. before `InitVideo` (2004) was called) In that case, the video mode will be stored, and after the driver was initialized, an attempt will be made to set the requested mode. Changing the video driver before the call to `InitVideo` will clear the stored video mode.

To know which modes are valid, use the `GetVideoModeCount` (2002) and `GetVideoModeData` (2004) functions. To retrieve the current video mode, use the `GetVideoMode` (2002) procedure.

Errors: If the specified mode cannot be set, then `errVioNoSuchMode` may be set in `ErrorCode`

See also: `GetVideoModeCount` (2002), `GetVideoModeData` (2004), `GetVideoMode` (2002)

85.6.17 UnlockScreenUpdate

Synopsis: Unlock screen update.

Declaration: `procedure UnlockScreenUpdate`

Visibility: default

Description: `UnlockScreenUpdate` decrements the screen update lock count with one if it is larger than zero. When the lock count reaches zero, the `UpdateScreen` (2007) will actually update the screen. No screen update will be performed as long as the screen update lock count is nonzero. This mechanism can be used to increase screen performance in case a lot of writing is done.

It is important to make sure that each call to `LockScreenUpdate` (2004) is matched by exactly one call to `UnlockScreenUpdate`

For an example, see `GetLockScreenCount` (2001).

Errors: None.

See also: `LockScreenUpdate` (2004), `GetLockScreenCount` (2001), `UpdateScreen` (2007)

85.6.18 UpdateScreen

Synopsis: Update physical screen with internal screen image.

Declaration: `procedure UpdateScreen(Force: Boolean)`

Visibility: default

Description: `UpdateScreen` synchronizes the actual screen with the contents of the `VideoBuf` internal buffer. The parameter `Force` specifies whether the whole screen has to be redrawn (`Force=True`) or only parts that have changed since the last update of the screen.

The `Video` unit keeps an internal copy of the screen as it last wrote it to the screen (in the `OldVideoBuf` array). The current contents of `VideoBuf` are examined to see what locations on the screen need to be updated. On slow terminals (e.g. a Linux telnet session) this mechanism can speed up the screen redraw considerably.

On platforms where mouse cursor visibility is not guaranteed to be preserved during screen updates this routine has to restore the mouse cursor after the update (usually by calling `HideMouse` from unit `Mouse` before the real update and `ShowMouse` afterwards).

For an example, see most other functions.

Errors: None.

See also: `ClearScreen` ([1997](#))

Chapter 86

Reference for unit 'wincrt'

86.1 Used units

Table 86.1: Used units by unit 'wincrt'

Name	Page
System	1280

86.2 Overview

The `wincrt` unit provides some auxiliary routines for use with the `graph` ([804](#)) unit, namely keyboard support. It has no connection with the `crt` ([529](#)) unit, nor with the Turbo-Pascal for Windows `WinCrt` unit. As such, it should not be used by end users. Refer to the `crt` ([529](#)) unit instead.

86.3 Constants, types and variables

86.3.1 Variables

`directvideo` : Boolean

On windows, this variable is ignored.

`lastmode` : Word

Is supposed to contain the last used video mode, but is actually unused.

86.4 Procedures and functions

86.4.1 `delay`

Synopsis: Pause program execution

Declaration: `procedure delay(ms: Word)`

Visibility: default

Description: Delay stops program execution for the indicated number ms of milliseconds.

See also: [sound \(2010\)](#), [nosound \(2010\)](#)

86.4.2 keypressed

Synopsis: Check if a key was pressed.

Declaration: `function keypressed : Boolean`

Visibility: default

Description: `KeyPressed` returns `True` if the user pressed a key, or `False` if not. It does not wait for the user to press a key.

See also: [readkey \(2010\)](#)

86.4.3 nosound

Synopsis: Stop the speaker

Declaration: `procedure nosound`

Visibility: default

Description: `NoSound` does nothing, windows does not support this.

See also: [sound \(2010\)](#)

86.4.4 readkey

Synopsis: Read a key from the keyboard

Declaration: `function readkey : Char`

Visibility: default

Description: `ReadKey` reads a key from the keyboard, and returns the ASCII value of the key, or the scancode of the key in case it is a special key.

The function waits until a key is pressed.

See also: [KeyPressed \(2010\)](#)

86.4.5 sound

Synopsis: Sound PC speaker

Declaration: `procedure sound(hz: Word)`

Visibility: default

Description: `Sound` sounds the PC speaker. It emits a tone with frequency Hz for 500 milliseconds. (the time argument is required by the windows API)

See also: [nosound \(2010\)](#)

86.4.6 textmode

Synopsis: Set indicated text mode

Declaration: `procedure textmode(mode: Integer)`

Visibility: default

Description: `TextMode` does nothing.

Chapter 87

Reference for unit 'windirs'

87.1 Used units

Table 87.1: Used units by unit 'windirs'

Name	Page
System	1280
windows	??

87.2 Overview

This unit contains only one function: `GetWindowsSpecialDir` ([2015](#)). It is a simple pascal wrapper around the `shfolder.dll` library, and is available under Windows only.

87.3 Constants, types and variables

87.3.1 Constants

`CSIDL_ADMINTOOLS` = `$0030`

ID for the personal "Start Menu\Programs\Administrative tools" folder (In the user's personal folder)

`CSIDL_APPDATA` = `$001A`

ID for the roaming "Application Data" folder (in the user's personal folder)

`CSIDL_CDBURN_AREA` = `$003B`

ID for the personal "Local Settings\Application Data\Microsoft\CD Burning" folder (Under "All users" folder)

`CSIDL_COMMON_ADMINTOOLS` = `$002F`

ID for the common "Start Menu\Programs\Administrative tools" folder (Under "All users" folder)

CSIDL_COMMON_APPDATA = \$0023

ID for the common "Application Data" folder (Under "All users" folder)

CSIDL_COMMON_DESKTOPDIRECTORY = \$0019

ID for the public "Desktop" folder (Under "All users" folder)

CSIDL_COMMON_DOCUMENTS = \$002E

ID for the common "Documents" folder (Under "All users" folder)

CSIDL_COMMON_FAVORITES = \$001F

ID for the public "Favorites" folder (Under "All users" folder)

CSIDL_COMMON_MUSIC = \$0035

ID for the common "Documents\My Music" folder (Under "All users" folder)

CSIDL_COMMON_PICTURES = \$0036

ID for the common "Documents\My Pictures" folder (Under "All users" folder)

CSIDL_COMMON_PROGRAMS = \$0017

ID for the public "Programs" folder (Under "All users" Start menu folder)

CSIDL_COMMON_STARTMENU = \$0016

ID for the public "Start Menu" folder (Under "All users")

CSIDL_COMMON_STARTUP = \$0018

ID for the public "Startup" folder (Under "All users\Start menu\Programs" folder)

CSIDL_COMMON_TEMPLATES = \$002D

ID for the common "Templates" folder (Under "All users" folder)

CSIDL_COMMON_VIDEO = \$0037

ID for the common "Documents\My Video" folder (Under "All users" folder)

CSIDL_COOKIES = \$0021

ID for the "Cookies" folder (in the user's personal folder)

CSIDL_DESKTOPDIRECTORY = \$0010

ID for the "Desktop" folder (in the user's personal folder)

CSIDL_FAVORITES = \$0006

ID for the "Favourites" folder (in the user's personal folder)

CSIDL_FLAG_CREATE = \$8000

Flag to specify if the requested folder must be created if it didn't exist yet.

CSIDL_HISTORY = \$0022

ID for the "History" folder (in the user's personal folder)

CSIDL_INTERNET_CACHE = \$0020

ID for the "Temporary Internet Files" folder (in the user's personal folder)

CSIDL_LOCAL_APPDATA = \$001C

ID for the local "Application Data" folder (in the user's personal folder)

CSIDL_MYMUSIC = \$000D

ID for the "My Music" folder (in the user's personal folder)

CSIDL_MYPICTURES = \$0027

ID for the "My Pictures" folder (in the user's personal folder)

CSIDL_MYVIDEO = \$000E

ID for the "My Videos" folder (in the user's personal folder)

CSIDL_NETHOOD = \$0013

ID for the "Nethood" folder (in the user's personal folder)

CSIDL_PERSONAL = \$0005

ID for the "My Documents" folder (in the user's personal folder)

CSIDL_PRINTHOOD = \$001B

ID for the "Printhood" folder (in the user's personal folder)

CSIDL_PROFILE = \$0028

ID for the user's personal folder

CSIDL_PROFILES = \$003E

ID for the parent folder for the user's folders

CSIDL_PROGRAMS = \$0002

ID for the "Program files" folder

CSIDL_PROGRAM_FILES = \$0026

ID for the "Program Files" folder (alias for CSIDL_PROGRAMS)

CSIDL_PROGRAM_FILES_COMMON = \$002B

ID for the Common folder under the "Program Files" folder.

CSIDL_RECENT = \$0008

ID for the "Recent" folder (in the user's personal folder)

CSIDL_SENDTO = \$0009

ID for the "Send to" folder (in the user's personal folder)

CSIDL_STARTMENU = \$000B

ID for the "Start menu" folder (in the user's personal folder)

CSIDL_STARTUP = \$0007

ID for the "Startup" menu folder (in the user's personal folder)

CSIDL_SYSTEM = \$0025

ID for the Windows System32 dir.

CSIDL_TEMPLATES = \$0015

ID for the "Templates" folder (in the user's personal folder)

CSIDL_WINDOWS = \$0024

ID for the Windows installation dir.

87.4 Procedures and functions

87.4.1 GetWindowsSpecialDir

Synopsis: Get the location of a special directory.

Declaration: `function GetWindowsSpecialDir(ID: Integer; CreateIfNotExists: Boolean)
: string`

Visibility: default

Description: `GetWindowsSpecialDir` can be used to get the path of special folders on the Windows system. The locations are identified using one of the `CSIDL_*` constants. If the ID of a location is or-ed with the `CSIDL_FLAG_CREATE` constant, then the directory will be created if it didn't exist yet (and the user has sufficient rights to do so).

Errors: On error, an empty string is returned.

87.4.2 GetWindowsSpecialDirUnicode

Declaration: `function GetWindowsSpecialDirUnicode(ID: Integer;
CreateIfNotExists: Boolean)
: UnicodeString`

Visibility: default

87.4.3 GetWindowsSystemDirectory

Declaration: `function GetWindowsSystemDirectory : string`

Visibility: default

87.4.4 GetWindowsSystemDirectoryUnicode

Declaration: `function GetWindowsSystemDirectoryUnicode : UnicodeString`

Visibility: default

Chapter 88

Reference for unit 'x86'

88.1 Used units

Table 88.1: Used units by unit 'x86'

Name	Page
BaseUnix	128
System	1280

88.2 Overview

The x86 unit contains some of the routines that were present in the 1.0.X Linux unit, and which were Intel (PC) architecture specific.

These calls have been preserved for compatibility, but should be considered deprecated: they are not portable and may not even work on future Linux versions.

88.3 Procedures and functions

88.3.1 fpIOperm

Synopsis: Set permission on IO ports

Declaration: `function fpIOperm(From: Cardinal; Num: Cardinal; Value: cint) : cint`

Visibility: default

Description: `FpIOperm` sets permissions on `Num` ports starting with port `From` to `Value`. The function returns zero if the call was successful, a nonzero value otherwise.

Note:

- This works ONLY as root.
- Only the first `0x03ff` ports can be set.
- When doing a `FpFork` ([182](#)), the permissions are reset. When doing a `FpExecVE` ([178](#)) they are kept.

Errors: Extended error information can be retrieved with `FpGetErrno` ([185](#))

88.3.2 fpIoPL

Synopsis: Set I/O privilege level

Declaration: `function fpIoPL(Level: cint) : cint`

Visibility: default

Description: `FpIoPL` sets the I/O privilege level. It is intended for completeness only, one should normally not use it.

88.3.3 ReadPort

Synopsis: Read data from a PC port

Declaration: `procedure ReadPort(Port: LongInt; var Value: Byte)`
`procedure ReadPort(Port: LongInt; var Value: LongInt)`
`procedure ReadPort(Port: LongInt; var Value: Word)`

Visibility: default

Description: `ReadPort` reads one Byte, Word or Longint from port `Port` into `Value`.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` ([2017](#)) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` ([2017](#)), `ReadPortB` ([2018](#)), `ReadPortW` ([2019](#)), `ReadPortL` ([2019](#)), `WritePort` ([2019](#)), `WritePortB` ([2020](#)), `WritePortL` ([2020](#)), `WritePortW` ([2020](#))

88.3.4 ReadPortB

Synopsis: Read bytes from a PC port

Declaration: `function ReadPortB(Port: LongInt) : Byte`
`procedure ReadPortB(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The procedural form of `ReadPortB` reads `Count` bytes from port `Port` and stores them in `Buf`. There must be enough memory allocated at `Buf` to store `Count` bytes.

The functional form of `ReadPortB` reads 1 byte from port `B` and returns the byte that was read.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` ([2017](#)) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` ([2017](#)), `ReadPort` ([2018](#)), `ReadPortW` ([2019](#)), `ReadPortL` ([2019](#)), `WritePort` ([2019](#)), `WritePortB` ([2020](#)), `WritePortL` ([2020](#)), `WritePortW` ([2020](#))

88.3.5 ReadPortL

Synopsis: Read longints from a PC port

Declaration: `function ReadPortL(Port: LongInt) : LongInt`
`procedure ReadPortL(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The procedural form of `ReadPortL` reads `Count` longints from port `Port` and stores them in `Buf`. There must be enough memory allocated at `Buf` to store `Count` Longints.

The functional form of `ReadPortL` reads 1 longint from port `B` and returns the longint that was read.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` (2017) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (2017), `ReadPort` (2018), `ReadPortW` (2019), `ReadPortB` (2018), `WritePort` (2019), `WritePortB` (2020), `WritePortL` (2020), `WritePortW` (2020)

88.3.6 ReadPortW

Synopsis: Read Words from a PC port

Declaration: `function ReadPortW(Port: LongInt) : Word`
`procedure ReadPortW(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The procedural form of `ReadPortW` reads `Count` words from port `Port` and stores them in `Buf`. There must be enough memory allocated at `Buf` to store `Count` words.

The functional form of `ReadPortW` reads 1 word from port `B` and returns the word that was read.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` (2017) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (2017), `ReadPort` (2018), `ReadPortB` (2018), `ReadPortL` (2019), `WritePort` (2019), `WritePortB` (2020), `WritePortL` (2020), `WritePortW` (2020)

88.3.7 WritePort

Synopsis: Write data to PC port

Declaration: `procedure WritePort(Port: LongInt; Value: Byte)`
`procedure WritePort(Port: LongInt; Value: LongInt)`
`procedure WritePort(Port: LongInt; Value: Word)`

Visibility: default

Description: `WritePort` writes `Value` – 1 byte, `Word` or longint – to port `Port`.

Remark: You need permission to write to a port. This permission can be set with root permission with the `FpIOPerm` (2017) call.

Errors: In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: [FpIOPerm \(2017\)](#), [WritePortB \(2020\)](#), [WritePortL \(2020\)](#), [WritePortW \(2020\)](#), [ReadPortB \(2018\)](#), [ReadPortL \(2019\)](#), [ReadPortW \(2019\)](#)

88.3.8 WritePortB

Synopsis: Write byte to PC port

Declaration: `procedure WritePortB(Port: LongInt; Value: Byte)`
`procedure WritePortB(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The first form of `WritePortB` writes 1 byte to port `Port`. The second form writes `Count` bytes from `Buf` to port `Port`.

Remark: You need permission to write to a port. This permission can be set with root permission with the [FpIOPerm \(2017\)](#) call.

Errors: In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: [FpIOPerm \(2017\)](#), [WritePort \(2019\)](#), [WritePortL \(2020\)](#), [WritePortW \(2020\)](#), [ReadPortB \(2018\)](#), [ReadPortL \(2019\)](#), [ReadPortW \(2019\)](#)

88.3.9 WritePortL

Synopsis: Write longint to PC port.

Declaration: `procedure WritePortL(Port: LongInt; Value: LongInt)`
`procedure WritePortL(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The first form of `WritePortL` writes 1 longint to port `Port`. The second form writes `Count` longints from `Buf` to port `Port`.

Remark: You need permission to write to a port. This permission can be set with root permission with the [FpIOPerm \(2017\)](#) call.

Errors: In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: [FpIOPerm \(2017\)](#), [WritePort \(2019\)](#), [WritePortB \(2020\)](#), [WritePortW \(2020\)](#), [ReadPortB \(2018\)](#), [ReadPortL \(2019\)](#), [ReadPortW \(2019\)](#)

88.3.10 WritePortW

Synopsis: Write Word to PC port

Declaration: `procedure WritePortW(Port: LongInt; Value: Word)`
`procedure WritePortW(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The first form of `WritePortB` writes 1 byte to port `Port`. The second form writes `Count` bytes from `Buf` to port `Port`.

Remark: You need permission to write to a port. This permission can be set with root permission with the `FpIOPerm` (2017) call.

Errors: In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (2017), `WritePort` (2019), `WritePortL` (2020), `WritePortB` (2020), `ReadPortB` (2018), `ReadPortL` (2019), `ReadPortW` (2019)