On The Disk...

A run-down of what's included on the free disk with this issue

Collated and tested by Mike Orriss

➤ **HEXMAP12**

`THexMap` is a descendant of `TGraphicControl` that implements a hexagonal grid like that used in war games. See the screenshot below.

➤ **COMPRESS**

`TCompress` provides native components for the creation of multi-file compressed archives, as well as database, file, resource and in-memory compression using streams. Three compression methods (RLE, LZH and LZH5) are built in, with "hooks" for the easy addition of custom compression formats. `TCompress` also includes drop and play components for automatic database blob, image, rich text and memo compression, based on the VCL's `TDBMemo`, `TDBRichText` and `TDBImage` components.

Images compress by up to 99% when using LZH, hence there is a massive saving in disk space and disk or network access. `TCompress` comes with an extensive demonstration, many source examples and comprehensive help and keyword files. It supports Delphi 1, 2, 3 and C++Builder.

➤ **MFBOID1S**

This is a Delphi 2 implementation, with full source, of Craig Reynold's Boids (for information check out http://hmt.com/cwr/boids.html). In Craig's words: "In 1986 I made a computer model of co-ordinated animal motion such as bird flocks and fish schools. It was based on three dimensional computational geometry of the sort normally used in computer animation or computer aided design. I called the software boids. Each boid has direct access to the whole scene's geometric description, but reacts only to flockmates within a certain small radius of itself. The basic flocking model consists of three simple steering behaviors. Separation steers to avoid crowding local flockmates. Alignment steers towards the average heading of local flockmates. Cohesion steers to move toward the average position of local flockmates."

➤ **TU32**

This is a 32-bit demo version of Alec Bergamini's `TUtility` interface for repairing damaged Paradox tables. Please note that it is important to read README.TXT in the TU32DEMO folder regarding the DLL versions.

➤ **MWSORT**

This package contains the source code for three versions of merge sort, one of the fastest sorting algorithms around. Each one is non-recursive and there is support for single and doubly linked lists and for arrays.

➤ **ICMP**

ICMP (Internet Control Message Protocol) is the protocol for all the basic IP connectivity checks, host unreachable messages etc. There are two applications (used for network debugging mainly) which use the ICMP: ping, to check whether a given host is alive, and traceroute, to find the way the IP packets choose to reach a given host.

This unit has both ping and traceroute components, which makes it easy to create GUI applications like ws_ping, but also allows you to create your own command line ping/traceroute.

➤ **FLT**

TFastFourier is a component representing the Fast Fourier Transformation for discrete quadratic approximation of periodic functions.

The transformed spectrum can be cut, both low and high, and cleaned from error. The cut and noise-cleaned spectrum can then be inverted to reproduce the original, error-cleaned data.

➤ **Important Note!**

Always, but always make a backup copy of your Delphi 1 or 2 component library file before you take the plunge and install any new component into Delphi! Sometimes component installation can trash your component library and you will then be left with an inoperative Delphi will have to re-add all your extra components.

➤ **Send In Your Code...**

If you have some carefully crafted routines, why not send them in for evaluation by mail or (zipped up) by email to our Disk Editor, Mike Orriss, at mjo@compuserve.com. We do consider all submissions for use on future disks.