



Table Repair dialog box

The Table Repair dialog box displays the header information of a table (if the table's header is not damaged). You can also use the Table Repair dialog box to verify a table or reconstruct it.

Pages

This dialog box contains the following pages:

- [Table Information](#)
- [Repair Settings](#)
- [Errors](#)

Dialog box options

Select Table Name

Specify the table name for the Table Repair utility to work with in the Select Table Name field. Or click the Browse button to select the name of the table to view.

Note: When a table name is specified, the header is verified automatically and the header information is displayed in the Table Information page.

Browse

Choose Browse to see files in other directories in the Browser.

Verify

Verifies the integrity of the table. For details on verifying a table, see [To verify a table's integrity](#). This option is dimmed if the Select Table Name field is blank.

Rebuild

Reconstructs the table. For details on rebuilding a table, see [To rebuild a table](#). This option is dimmed if the Select Table Name field is blank.



Table Information page (Table Repair dialog box)

The Table Repair utility is initially set to the Table Information page and displays information about the header for the table indicated in the Select Table Name field. This page is dimmed if the Select Table Name field is blank. Once a table is selected, the two panes of this page are automatically filled in with the following information:

Table Details

Displays header information for the table indicated by the Select Table Name field (if the header is not damaged).

File Format

The file format of the table. When the table's header is damaged, use File Format to specify the table's format.

Block Size (In 1K Units)

The size of data blocks stored in the table, in kilobytes. (A kilobyte is 1,024 bytes.) Block size is determined by the maximum size of the table. When the table's header is damaged, use Block Size to specify the table's block size. Valid block sizes depend on the file format of the table. For versions 4.5 or earlier, 1K through 4K are valid. For versions 5.0 and later, 1K through 4K, 8K, 16K, and 32K are valid.

Record Size (Bytes)

The size of each record in bytes. Record size is determined by the number and type of fields in the table.

Number Of Records

The number of records in the table.

Number Of Fields

The number of fields in the table.

Password

Indicates whether the table is password-protected. If the table is password-protected, you must enter its password on the [Repair Settings page](#) before attempting to reconstruct it.

Language Driver

Specifies the language driver for the table.

Code Page

The code page used with this table.

Time Stamp

Specifies the date and time stamp of the table

Read Only

Specifies if the table is Read Only. A Read Only table cannot be rebuilt.

Number Of Aux. Passwords

The number of auxiliary passwords associated with the table.

Field Structure

Lets you reconstruct a damaged table or verify its integrity by displaying options regarding the information presented in the Table Information pane:

View

Displays the structure of the table (field names and types, key fields, and so on). If the table's header is damaged, this button is unavailable.

Edit

Lets you change the structure of the table or enter table structure information that was lost when the table was damaged.

Borrow

Lets you change or enter the structure of the table using another table's structure.



Repair Settings page (Table Repair dialog box)

Allows you to customize the table names and set other preferences for the Table Repair utility to use while performing the repair. It is divided into the following two sections:

Rebuild Information

Backup Table Name

The Table Repair utility will create a backup of your table before attempting to repair it. Specify the name to be used as the backup file name.

Master Password

This field will be dimmed and inaccessible unless the Table Repair utility determines that a password was used to protect this table. If so, enter the Master Password here.

Auxiliary Tables

Problems Table Name

The Table Repair utility will attempt to create a Problems table containing data it cannot process. Specify the name of the table in which to save the problem information.

KeyViol Table Name

Paradox cannot contain duplicate values across all the fields designated as the key fields in the table header. In cases where duplicates exist, these duplicates are saved to a key violation table. Specify the name of the table in which to save the key violation information.

Display Error Tables

Check this field if you would like the Table Repair utility to display the Problems and KeyViol tables that may be generated during the rebuild process.



Errors page (Table Repair dialog box)

Displays a list of errors detected while verifying a table.

Error Code

Displays the error number.

Error Level

All Table Repair utility messages are assigned an error level depending on the severity of the errors detected.

Error Message

This is a text message which describes each error encountered.



Table repair utility errors

The Error page of the Table Repair dialog box displays a list of errors detected while verifying a table. All errors are assigned a level, as follows:

| Level | Description |
|-------|---|
| 0 | Warning. Table Repair utility continues to verify. |
| 1 | Non-critical error. Table Repair utility continues to verify. |
| 2 | Critical error. Table Repair utility stops verifying. |
| 3 | Header problems. The Table Repair utility stops verifying as it is unable to repair the header information. You must create a new header or borrow the header from an existing table for the Table Repair utility to use. For details on rebuilding a table, see To rebuild a table . |

To verify a table's integrity

To verify a table's integrity,

1. Enter the name of the table to verify. If the table's header is not damaged, the table's header information appears.
2. Choose Verify to verify the integrity of the table. If errors are detected, the Table Repair utility asks if you want to display them, then displays the table repair errors if needed.

If errors are encountered, you can choose Rebuild to rebuild the table.

To rebuild a table

To reconstruct a damaged table,

1. Enter the name of the table to reconstruct. If the table's header is not damaged, the table's header information appears.
2. If the table's header is damaged, choose Edit and enter the table's structure (or choose Borrow to copy the structure from an undamaged table.).
3. Enter File Format and Block Size information (if not automatically displayed). You may also choose to change the values that are displayed here.
4. Choose the tab for the Repair Settings page and enter a backup table name and password (if needed). By default, the Table Repair utility supplies a backup table name of "Copy of" plus the original table name appended to it. Paradox renames the damaged table to reconstruct the original table.
5. Choose Rebuild.

Note: Rebuilt tables are always converted to the version specified in the File Format field of the Table Information page.

If Paradox cannot save certain records (for example, validity checks such as key violations or other data type violations), it tries to store them in a Problems table in your private directory. If Paradox cannot add a record to the reconstructed table for such reasons, it stores the duplicate record in a Keyviol table in your private directory. You can view both tables by choosing Display Error Tables from the Repair Settings page.

Table Header

Paradox tables consist of two sections: the header and the data blocks. The header contains information about the number of fields, passwords, write protection, sort order, and the version of Paradox that created the table. Table indexes and memos are stored in separate files.

Validity check

A constraint on the values you can enter in a field.

Key violation

A condition which occurs when attempting to save a record containing key field values that are identical to the key field values in another record.

