

# STRING.DLL

## DLL LOAD “STRING”

**DLL GET “CHARPTR STRING:Append” [AS *alias*]  
DLL GET “CHARPTR STRING:FindChar” AS *alias*  
DLL GET “CHARPTR STRING:CopyString” AS *alias*  
DLL GET “SHORT STRING:FindFromSet” AS *alias*  
DLL GET “SHORT STRING:CompareLower” AS *alias*  
DLL GET “CHARPTR STRING:AppendCount” AS *alias*  
DLL GET “CHARPTR STRING:CopyStringCount” AS *alias*  
DLL GET “SHORT STRING:CompareStringCount” AS *alias*  
DLL GET “CHARPTR STRING:GetFromSet” AS *alias*  
DLL GET “CHARPTR STRING:Reverse” [AS *alias*]  
DLL GET “CHARPTR STRING:FindSub” AS *alias***

**[*variable* = FN]Append[\$](*text1*, *text2*)**

This function Appends on string to another.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text1*

Basic Type: String  
C Type: char\*

The destination string that *text2* will be appended to.

*text2*

Basic Type: String  
C Type: char\*

This is the string that will be added to *text1*.

**[*variable* = FN]FindChar[\$](*text*, *character*)**

This function finds the first occurrence of the character specified as *character* that appears in *text* and modifies the string to start at that point.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text*

Basic Type: String  
C Type: char\*

This is the destination string that will be searched and modified.

*character*

Basic Type: String  
C Type: char

This is the character to search for.

**[*variable* = FN]CopyString[\$](*text1*, *text2*)**

This function copies *text2* over *text1*.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text1*

Basic Type: String  
C Type: char\*

The destination string that *text2* will be copied to.

*text2*

Basic Type: String  
C Type: char\*

This is the string that will be copied to *text1*.

***variable* = FNFindFromSet(*text1*, *text2*)**

This function gives you the index into the string where the first occurrence of any character in *text2* appears.

*variable*

Basic Type: INTEGER  
C Type: short

This is the return variable where the index data will be received.

*text1*

Basic Type: String  
C Type: char\*

The string that will be searched for characters appearing in *text2*.

*text2*

Basic Type: String  
C Type: char\*

This is the string that specified the characters to search for.

***variable* = FNCompare(*text1*, *text2*)**

This function compares the lower case version of two strings.

*variable*

Basic Type: INTEGER

C Type: short

A 0 will be returned if the strings are identical. If the return value is less than 0 *text1* is less than *text2*. If the return value is greater than 0 then *text2* is less than *text1*.

*text1*

Basic Type: String

C Type: char\*

A lower case version of this string will be compared.

*text2*

Basic Type: String

C Type: char\*

A lower case version of this string will be compared.

**[*variable* = FN]AppendCount[\$](*text1*, *text2*,*count*)**

This function appends the first *count* characters of *text2* onto the end of *text1*.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text1*

Basic Type: String  
C Type: char\*

The destination string that characters from *text2* will be appended to.

*text2*

Basic Type: String  
C Type: char\*

This is the string that will be appended to *text1*.

*count*

Basic Type: INTEGER  
C Type: short

This is the number of characters from *text2* to append to *text1*.

**[*variable* = FN]CopyStringCount[\$](*text1*, *text2*,*count*)**

This function copies the first *count* characters of *text2* over the first *count* characters of *text1*.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text1*

Basic Type: String  
C Type: char\*

The destination string that characters from *text2* will be copied to.

*text2*

Basic Type: String  
C Type: char\*

This is the string that will be copied to *text1*.

*count*

Basic Type: INTEGER  
C Type: short

This is the number of characters from *text2* that will be copied to *text1*.

***variable* = FNCompareStringCount[\$](*text1*, *text2*,*count*)**

This function compares the first *count* characters of *text1* to the first *count* characters of *text2*.

*variable*

Basic Type: INTEGER  
C Type: short

A 0 will be returned if the strings are identical. If the return value is less than 0 *text1* is less than *text2*. If the return value is greater than 0 then *text2* is less than *text1*.

*text1*

Basic Type: String  
C Type: char\*

The first string to be used in the compare.

*text2*

Basic Type: String  
C Type: char\*

The second string to be used in the compare.

*count*

Basic Type: INTEGER  
C Type: short

This is the number of characters to compare.

**[*variable* = FN]GetFromSet[\$](*text1*, *text2*)**

This function modifies *text1* so that it starts where the first occurrence of any character in *text2* appears.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text1*

Basic Type: String  
C Type: char\*

The destination string.

*text2*

Basic Type: String  
C Type: char\*

This is the string containing the characters to search for.

**[*variable* = FN]Reverse[\$](*text*)**

This function reverses the order of the characters in the string.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text*

Basic Type: String  
C Type: char\*

This is the string to be reversed.



**[*variable* = FN]FindSub[\$](*text1*, *text2*)**

This function gives you the index into the string where the first occurrence of any character in *text2* appears.

*variable*

Basic Type: String  
C Type: char\*

Optional return string variable.

*text1*

Basic Type: String  
C Type: char\*

The string that will be searched for *text2*.

*text2*

Basic Type: String  
C Type: char\*

This is the string to search for.