

Quick Data Base

QDB VCL Components

Overview

Delphi's data-aware controls provide a flexible, powerful, and easy to use method of storing and retrieving data. Unfortunately they also make your executables enormous and involve you in the distribution of two extra floppy disks (the Borland Database Engine) with your applications however tiny they themselves are.

Rather than always cracking a nut with a sledgehammer you can use **QDB** and its easy, lightweight approach to simple data management. QDB is by no means a replacement for the BDE. Rather, in simple cases where the full power of the BDE amounts to overkill, **QDB** offers an alternative.

Specifications

QDB offers two components:

| | |
|---------------|--|
| TQDB | the database component: flat-file, single index, variable-sized records; each record up to ~64K, and up to ~16K records; No data-aware controls: the programmer has to get the data onto the screen. |
| TQDBNavigator | a cut-down version of DBNavigator working with TQDB and offering First, Previous, next, and Last buttons. |

They come with full Delphi-installable context-sensitive help and two demonstrations of their use.

Demonstration Examples

QDBDemo1.exe maintains a simple address book using the QDB component. It comes with a help file (QDBDemo1.hlp) and sample database (QDBDemo1.qdb) and index (QDBDemo1.qix). Source code is supplied. The demo runs on its own but to compile the source code you will need to install the TQDB component.

QDBDemo2.exe is a facsimile of Borland's animal.exe demo. It shows how to store bitmaps with the TQDB component and how to use the TQDBNavigator control. The executable file weighs in at half the size of Borland's **and** doesn't need the megabytes of

BDE DLLs! It does involve a little more coding on the part of the programmer.

Files

The zip file (QDB_VCL.ZIP) includes the following files:

| | | |
|--------------|--------------------------------|--|
| QDB.ZIP | containing the QDB components | |
| | MATCH.DCU | pattern-matching support unit |
| | NS.DCU | string support unit |
| | QDB.DCU | the compiled components |
| | QDB.HLP | the installable help file |
| | QDB.KWF | the key word file for the help |
| | QDB.RES | the resource file for QDB |
| | QDB_INST.DCR | the pallette buttons resource file |
| | QDB_INST.PAS | the registration file for installation |
| DEMO1.ZIP | the first demo | |
| | QDBDEMO1.EXE | the first demo - an address book |
| | QDBDEMO1.HLP | its help file |
| | QDBDEMO1.QDB | the address database |
| | QDBDEMO1.QIX | the address index file |
| DEMOSRC1.ZIP | the source for the first demo | |
| | MAIN.DFM | the main form |
| | MAIN.PAS | the main unit |
| | NAME2KEY.PAS | the subsidiary unit |
| | QDBDEMO1.DPR | the project file |
| DEMO2.ZIP | the second demo | |
| | QDBDEMO2.EXE | the second demo - animals revisited |
| | QDBDEMO2.HLP | its help file |
| | QDBDEMO2.QDB | the image database |
| | QDBDEMO2.QIX | the image index file |
| DEMOSRC2.ZIP | the source for the second demo | |
| | BEASTWIN.DFM | the main form |
| | BEASTWIN.PAS | the main unit |
| | QDBDEMO2.DPR | the project file |
| README.WRI | this file | |

Installation

Unzip the demos wherever you like. As long as the files for each demo are in the same directory the demos should run fine.

If you like what you see and are interested in the **QDB** components unzip QDB.ZIP to its own directory and follow the installation instructions in QDB.HLP.

Once the **QDB** components are installed you can play with the demo source code.

Distribution

QDB was written for fun as well as utility so I am glad to make these VCL components available free of charge. It should be understood that, although I have attempted to test them thoroughly, they may cause some damage - directly or indirectly - for which I can take no responsibility. Use these components with pleasure but use them at your own risk.

If you like them, have anything to say about them, or just want to make contact you can find me at

RobMarsh@AOL.COM

If you like **QDB** and find yourself using it how about making a donation to your favorite charity?