

The defaults database

Line.tiff ↵

Nearly every application has a preferences panel, a panel to make custom settings that are saved permanently and read out every time you launch the program. To do this there must be a place where all those information can be stored ± a database.

Every user has its own database, and every application utilizes the one of the user who launched it. Since all applications launched by the same owner share the same database, their entries must be registered under a unique **owner;↵owner** name to distinguish each other. With this name all **default;↵defaults** of an application are registered (hence the name "Defaults Database") and each default has an associated **value;↵value** to store the concrete setting. So a default is something like a variable, e.g. "play error beep", and the value is a string which

stores the actual information of that variable, e.g. "YES". Using the preferences panel you are just changing those values, but only the ones which differ from the default settings are actually stored in the database.

The *DefaultsSystem*-module displays all registered owners in your database, all defaults of an owner and lets you inspect the associated values.