

## Disclaimer

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humor

A chap who lived in Rawalpindi

Who did not speak Greek, French or Hindi

Who wanted to buy

What he called Delphi

While actually it should have been Delphi.

## Screen Resolution

When designing forms, it is sometimes helpful to write the code so that the screen and all of its objects are displayed at the same size no matter what the screen resolution is. Here is some code to show how that is done:

```
implementation
const
  ScreenWidth: LongInt = 800; {I designed my form in 800x600 mode.}
  ScreenHeight: LongInt = 600;

{$R *.DFM}

procedure TForm1.FormCreate(Sender: TObject);
begin
  scaled := true;
  if (screen.width <> ScreenWidth) then
  begin
    height := longint(height) * longint(screen.height) DIV ScreenHeight;
    width := longint(width) * longint(screen.width) DIV ScreenWidth;
    scaleBy(screen.width, ScreenWidth);
  end;
end;
```

Then, you will want to have something that checks to see that the font sizes are OK. Before you change the font's size, you would need to ensure the object actually has a font property by checking the RTTI. This can be done as follows:

```
USES typinfo; {Add this to your USES statement.}

var
  i: integer;
begin
  for i := componentCount - 1 downto 0 do
    with components[i] do
      begin
        if GetPropInfo(ClassInfo, 'font') <> nil then
          font.size := (NewFormWidth DIV OldFormWidth) * font.size;
        end;
      end;
  end;
```

{This is the long way to do the same thing.}

```
var
  i: integer;
  p: PPropInfo;
begin
  for i := componentCount - 1 downto 0 do
    with components[i] do
      begin
        p := GetPropInfo(ClassInfo, 'font');
        if assigned(p) then
          font.size := (NewFormWidth DIV OldFormWidth) * font.size;
```

```
end;  
end;
```

Note: not all objects have a FONT property. This should be enough to get you started.

Note: The following are issues to bear in mind when scaling Delphi applications (forms) on different screen resolutions:

- \* Decide early on in the form design stage whether you're going to allow the form to be scaled or not. The advantage of not scaling is that nothing changes at runtime. The disadvantage of not scaling is that nothing changes at runtime (your form may be far too small or too large to read on some systems if it is not scaled).

- \* If you're NOT going to scale the form, set Scaled to False.

- \* Otherwise, set the Form's Scaled property to True.

- \* Set AutoScroll to False. AutoScroll = True means 'don't change the form's frame size at runtime' which doesn't look good when the form's contents do change size.

- \* Set the form's font to a scaleable TrueType font, like Arial. MS San Serif is an ok alternate, but remember that it is still a bitmapped font. Only Arial will give you a font within a pixel of the desired height. NOTE: If the font used in an application is not installed on the target computer, then Windows will select an alternative font within the same font family to use instead. This font may not match the same size of the original font any may cause problems.

- \* Set the form's Position property to something other than poDesigned. poDesigned leaves the form where you left it at design time, which for me always winds up way off to the left on my 1280x1024 screen - and completely off the 640x480 screen.

- \* Don't crowd controls on the form - leave at least 4 pixels between controls, so that a one pixel change in border locations (due to scaling) won't show up as ugly overlapping controls.

- \* For single line labels that are alLeft or alRight aligned, set AutoSize to True. Otherwise, set AutoSize to False.

- \* Make sure there is enough blank space in a label component to allow for font width changes - a blank space that is 25% of the length of the current string display length is a little too much, but safe. (You'll need at least 30% expansion space for string labels if you plan to translate your app into other languages) If AutoSize is False, make sure you actually set the label width appropriately. If AutoSize is True, make sure there is enough room for the label to grow on its own.

\* In multi-line, word-wrapped labels, leave at least one line of blank space at the bottom. You'll need this to catch the overflow when the text wraps differently when the font width changes with scaling. Don't assume that because you're using large fonts, you don't have to allow for text overflow - somebody else's large fonts may be larger than yours!

\* Be careful about opening a project in the IDE at different resolutions. The form's PixelsPerInch property will be modified as soon as the form is opened, and will be saved to the DFM if you save the project. It's best to test the app by running it standalone, and edit the form at only one resolution. Editing at varying resolutions and font sizes invites component drift and sizing problems.

\* Speaking of component drift, don't rescale a form multiple times, at design time or a runtime. Each rescaling introduces roundoff errors which accumulate very quickly since coordinates are strictly integral. As fractional amounts are truncated off control's origins and sizes with each successive rescaling, the controls will appear to creep northwest and get smaller. If you want to allow your users to rescale the form any number of times, start with a freshly loaded/created form before each scaling, so that scaling errors do not accumulate.

\* Don't change the PixelsPerInch property of the form, period.

\* In general, it is not necessary to design forms at any particular resolution, but it is crucial that you review their appearance at 640x480 with small fonts and large, and at a high-resolution with small fonts and large before releasing your app. This should be part of your regular system compatibility testing checklist.

\* Pay close attention to any components that are essentially single-line TMemos - things like TDBLookupCombo. The Windows multi-line edit control always shows only whole lines of text - if the control is too short for its font, a TMemo will show nothing at all (a TEdit will show clipped text). For such components, it's better to make them a few pixels too large than to be one pixel too small and show not text at all.

\* Keep in mind that all scaling is proportional to the difference in the font height between runtime and design time, NOT the pixel resolution or screen size. Remember also that the origins of your controls will be changed when the form is scaled - you can't very well make components bigger without also moving them over a bit.

## Form Design Help

Displaying a form as being the same size even when the Screen Resolution varies.

How can I restore a window to its last state when I run it again?

What is the order of event handlers when a form is created and shown?

Iconizing an application and keeping it that way.

Hiding the caption bar

How do I set the WindowState to wsMinimized when I minimize a form?

How do I move one image across a background image?

How do I use a form several times?

How do I use a case statement to determine which object calls the procedure?

How do I do screen updates all at once (without a ripple effect).

How do I initialte a DDE link to the program manager to create a new group?

I want to know how I can make a variable that is a "pointer" to Canvas.Font.

How do I use one of the cursor files in the c:\delphi\images\cursors?

How can I tell if the right mouse button was pressed?

How do I trap for right mouse clicks on my VBX and have a popup menu display?

How do I create a floating palette window?

How do I print a form?

How do I close the help file when I close the application?

How do I display a JPEG or PCX file?

How do I put a repeating bitmap on the background of an MDI main form?

Where is the best place to open a splash screen on program start up?

GetMinMax

How do I do something on the form's OnActivate method?

How do I paint the background of my form with a bitmap?

How can I have an animated icon (when the form is minimized)?

When doing date math on calculated fields, it is important to ensure that all values being used are properly matched as to type. The double method (not in the docs) casts the value to a useable type.

In the following method, d1, and d2 (part of table1) can be of either date or dateTime type. d3 is an integer field.

```
procedure TForm1.Table1CalcFields(DataSet: TDataSet);
var
    t1, t2: tDateTime;
begin
    table1d1.asDateTime := Date + 2; {or table1d1.value := date + 2;}
    table1d2.asDateTime := Date - 2;
    t1 := table1d1.asDateTime;
    t2 := table1d2.asDateTime;
    table1d3.asInteger := trunc(double(t1) - double(t2));
end;
```

## Database Help

Topics:

[general](#)

[paradox](#)

[dBASE](#)

other:

[ODBC](#)

isDigit

```
function isDigit(ch: char): boolean;  
begin  
  if ch in ['0'..'9'] then  
    isDigit := true  
  else  
    isDigit := false;  
end;
```



## Stuff

This function will remove one part of a string and replace it with another.

```
function stuff( ToString: string;
               FirstByte, NumOfBytes: integer;
               FromString: string ): string;
begin
  delete(toString, FirstByte, NumOfBytes);
  insert(FromString, ToString, FirstByte);
  stuff := ToString;
end;
```

## StrStr

Find one string in another. StrStr is the "C" function name. The dBASE equivalent is at().

```
function StrStr(LookHere, FindThis: string): integer;
var
  p: PChar;
  s1, s2: array[0..255] of Char;
begin
  StrPCopy(s1, LookHere);
  StrPCopy(s2, FindThis);
  p := StrPos(s1, s2);
  StrStr := (p - s1) + 1;
end;
```

## IsUpper

```
function isUpper(ch: char): boolean;  
begin  
  if ch in ['A'..'Z'] then  
    isUpper := true  
  else  
    isUpper := false;  
end;
```

## IsLower

```
function isLower(ch: char): boolean;  
begin  
  if ch in ['a'..'z'] then  
    isLower := true  
  else  
    isLower := false;  
end;
```

## ToUpper

```
function toUpper(ch: char): char;  
begin  
  toUpper := chr(ord(ch) and $DF);  
end;
```

## ToLower

```
function toLower(ch: char): char;  
begin  
  toLower := chr(ord(ch) or $20);  
end;
```

## upper

```
function Upper(s: string): string;
var
  i: integer;
begin
  for i := 1 to length(s) do
    if isLower(s[i]) then s[i] := toUpper(s[i]);
  Upper := s;
end;
```

## lower

```
function Lower(s: string): string;
var
  i: integer;
begin
  for i := 1 to length(s) do
    if isUpper(s[i]) then s[i] := toLower(s[i]);
  Lower := s;
end;
```



## proper

```
function Proper(s: string): string;
var
  i: integer;
  CapitalizeNetLetter: boolean;
begin
  s := Lower(s);
  CapitalizeNetLetter := true;
  i := 1;
  repeat
    if CapitalizeNetLetter then if isLower(s[i]) then
      s[i] := toUpper(s[i]);
    if s[i] = ' ' then CapitalizeNetLetter := true
    else CapitalizeNetLetter := false;
    i := i + 1;
  until i > length(s);
  Proper := s;
end;
```

## String Help

[IntToHexStr](#)

[HexStrToInt](#)

[isDigit](#)

[isUpper](#)

[isLower](#)

[toUpper](#)

[toLower](#)

[upper](#)

[lower](#)

[proper](#)

[rTrim\(\)](#)

[lTrim\(\)](#)

[AllTrim\(\)](#)

How do I [format Numbers](#) (adding commas to a longint)?

Is there a way to [use a Pascal string as a null terminated string](#)?

How do I [manipulate a TStringList in a DLL](#)?

How can I [parse a PChar](#)?

How do I do a [BreakApart\(\)](#)?

How do I do a [search and replace](#) in a string?

How can I get the [command line parameters](#)?

How can I determine the [length in pixels](#) of a string after a specific font has been applied to it?

How do I determine if two strings [sound alike](#)?

[How do I store dates beyond the year 2000?](#)

iconized apps

How do I keep the form in icon form when I run it? In the private section of the form object's declaration, put:

```
PROCEDURE WMQueryOpen(VAR Msg : TWMQueryOpen); message WM_QUERYOPEN;
```

In the implementation section, put this method:

```
PROCEDURE TForm1.WMQueryOpen(VAR Msg : TWMQueryOpen);  
begin  
    Msg.Result := 0;  
end;
```

That's it! The form will always remain iconic. OBTW, of course you must set WindowState to wsMinimized in the form's properties initially.

"C" help

Type conversions

Static variables in Pascal

What is the Object Pascal equivalent of C's "union" reserved word?

How do I do pointer arithmetic in Delphi?

How do I translate this 'C' delaration to ObjectPascal?

How can I emulate the "C" function: StrTok()?

## C to Pascal

C type	Pascal type
unsigned char	byte
char	char
char name[arSize]	array [0..arSize - 1] of Char
int	integer
unsigned int	word
long	longint
unsigned long	longint
float	single
double	double
char far *	PChar
char *	PChar if large memory model, Word in small and medium
SomeType far *	Var aName: SomeType or PSomeType (type PSomeType = ^SomeType) if you need the option to pass Nil as a value
struct	record
union	record with variants
enum	enumerated type with compiler switch \$Z+ set (default is \$Z-!)

**Q:** If the argument of a C function is of type float, how should it be declared in Pascal: real, single or double?

**A:** Guaranteed "real" is NOT the answer. The Real data type is a 6-byte floating point number that's completely specific to Borland Pascal. Single and Double correspond precisely to the IEEE standard 4-byte and 8-byte floating point types. There's also an Extended type which is the 10-byte floating point format used internally by the numeric co-processor. A "C" float is a Pascal SINGLE! The double type is called double in C, too.

```
type Plong = ^longint;

function foo
  ( arg1 : Plong; arg2: Pchar; arg3, arg4, arg5, arg6 : double ) : longint;
```

This was translated from the following C declaration:

```
long foo( long FAR * arg1,
          char FAR * arg2
          float arg3,
          float arg4,
          float arg5,
          float arg6 );
```

In general, when an argument in a C function contains "FAR \*" and it's NOT a pointer-to-char, instead of making the corresponding Pascal argument a pointer, you simply make it a VAR parameter. So your function header would begin:

```
function foo(VAR arg1 : Long; ...
```

Q (follow up): Since Foo \*returns\* a pointer, should arg1, the longint pointer, be declared as a variable parameter in the declaration of Foo?

A: If this weird foo function returns a pointer to its first argument, you can do it like this:

```
FUNCTION Foo(VAR bar : LongInt; ...) : PLongInt;  
BEGIN  
  ...  
  Foo := @bar;  
END;
```

... or you can do it like this:

```
FUNCTION Foo(bar : PLongInt; ...) : PLongInt;  
BEGIN  
  ...  
  Foo := Bar;  
END;
```

In the latter case, you'll have to dereference Bar every time you use it in the function. The former is probably easier on YOU. If the implementation of the function is in a DLL written by others and it does a lot more than return the pointer, the second option may be the only one open to you.

## Static vars in Pascal

While there are no static data members but there are static methods. The workaround for the former is to use a "typed constant" which is the Pascal equivalent of a C static and is declared thus:

```
const  
  MyStaticInt : integer = 12345 ;
```

It cannot be declared as part of a class but it can be local to a proc/fn/method and will retain it's value between calls in true static fashion.

## Hex to Decimal

Q: I want to write a simple application that converts numbers from hex to decimal. My form has two edit boxes, one for the decimal number and another for the hex number. I add some code to each edit box's OnChange handler and as I type in one, the other updates in real time. The problem I am wondering about, is this. The OnChange for one, changes the edit box text in the other, firing the OnChange in that one, which in turn updates the other and fires its OnChange and so on ad infinitum.

A: One solution would be to do nothing in the OnChange event handler unless ActiveControl is equal to the control that is calling the event handler.

```
procedure TForm1.Edit2Change(Sender: TObject);
begin
  if ActiveControl = Edit2 then
    Edit1.Text := IntToHex(StrToInt(Edit2.Text), 0);
end;

procedure TForm1.Edit1Change(Sender: TObject);
begin
  if ActiveControl = Edit1 then
    Edit2.Text := IntToStr(StrToInt('$'+Edit1.Text));
end;
```

Options: Instead of OnChange. Use OnKeyDown. This way 1 Keydown equates to 1 loop as you intend.



## Caption bar Hiding

Q: I'm looking for a way to hide the Caption (or Title) bar of my application. I want to have a Sizable Window with no Caption Bar. Is this possible?

A: try this method connected to onCreate event:

```
procedure TForm1.FormCreate(Sender: TObject);
begin
    SetWindowLong(Handle,GWL_STYLE, GetWindowLong(Handle,GWL_STYLE) AND NOT
WS_CAPTION);
    ClientHeight:=Height;
end;
```

it's not very elegant but...

Porting Apps Help

[Keeping streams and collections](#)

## Streams and collections

Q: I have 2 heavily used BP7 libraries to migrate to Delphi. Both use a lot of collections & Streams. I'm probably not alone in this situation. Can we mix Objects & classes in the same application? If not, I'm ready to dump Streams, but can collections be saved???

Is there any way of saving that code without a major rewrite?

(I tried to USES OBJECT but I'm getting all sorts of compiler complaints...)

A: Yes, it's actually pretty straightforward - I have a lot of code that does that. I have Objects as the first item in my "uses" statement. You DO need to tell Delphi where to find the OWL run-time library source (\delphi\source\rtl70, I think). Then, you just do either

```
anObject := new(PMyObject, init);
```

for old-style or

```
anObject := TMyObject.create;
```

for new-style objects. Make sure you don't mix up which is which though, or you'll get compiler "invalid variable reference" messages (which sometimes confuse me if I've accidentally treated an old-style object like a VCL one, or vice versa).

In fact I prefer the old streaming in many ways. As far as I can see, you need to descend an object from TComponent in order to get automatic streaming in VCL.

## Topics

General programming

File Handling

Windows system housekeeping

memory management and arrays

math

misc.

DLL

## Command line

How do I get everything on the command line?

How can I get the command line parameters?

## Other

Using Crystal Reports, how do I let the user select a printer at run-time?

## Multi-tasking

This function should be called occasionally whenever your app does something that seizes the CPU, like a long disk copy or a large loop. This will allow for pseudo multi-tasking (Windows style) to take place.

The easiest way is `application.ProcessMessages`. If you want to do it by hand, here it is:

**Note:** A delay function won't do quite the same thing.

```
function Yield: Boolean;
var
  msg: TMsg;
begin
  while PeekMessage(msg, 0, 0, 0, PM_REMOVE) do
  begin
    if msg.message = WM_QUIT then
    begin
      PostQuitMessage(msg.wParam);
      Yield := TRUE;
      EXIT
    end
    else
    begin
      TranslateMessage(msg);
      DispatchMessage(msg)
    end
  end;
  Yield := FALSE
end;
```

## Formatting Numbers

This function will add commas to a longint.

```
function FormatNumber(l: longint): string;
var
  len, count: integer;
  s: string;
begin
  str(l, s);
  len := length(s);
  for count := ((len - 1) div 3) downto 1 do
    begin
      insert(',', s, len - (count * 3) + 1);
      len := len + 1;
    end;
  FormatNumber := s;
end;
```

And if you are using Delphi, there is, of course, the easy way:

```
function FormatNumber(l: longint): string;
begin
  FormatNumber := FormatFloat('#,##0', StrToFloat(IntToStr(l)));
end;
```

## Hi/Lo order byte

How do you extract the high or low order byte from a word? How do you insert it? There are built in methods hi() and lo() for extracting, but for those that want to know how to do it on their own, here it is in its most efficient form (if I do say so myself <G>). The functions for inserting bytes are not in Delphi. Note: Assembler functions return the contents of the AX register.

```
function GetHiByte(w: word): byte; assembler;
asm
    mov ax, w
    shr ax, 8
end;

function GetLoByte(w: word): byte; assembler;
asm
    mov ax, w
end;

function SetHiByte(b: byte; w: word): word; assembler;
asm
    xor ax, ax
    mov ax, w
    mov ah, b
end;

function SetLoByte(b: byte; w: word): word; assembler;
asm
    xor ax, ax
    mov ax, w
    mov al, b
end;
```

Another way of doing it: How about REAL FAST, without using assembler (i.e. let the compiler do the work for you)???

```
Type
    TWord2Byte = record
        Lo,Hi: Byte;
    end;

var W: Word;
    B: Byte;
begin
    W := $1234;
    B := TWord2Byte(W).Hi;
    writeln(TWord2Byte(W).Hi);
    { going back }
    TWord2Byte(W).Lo := $67;
    TWord2Byte(W).Hi := $98; { no shl needed! }
end.
```





## Dynamic objects

This will place a TImage object on the form and fill it with a picture.

```
uses ExtCtrls;
procedure TForm1.Button1Click(Sender: TObject);
var
  ti: TImage;
begin
  ti := TImage.Create(self);
  with ti do
  begin
    parent := self;
    autosize := true;
    Picture.LoadFromFile('c:\windows\MyBmp.bmp');
    show;
  end;
end;
```

To make it always fit the window, do it this way:

```
with ti do
begin
  align := alClient;
  stretch := true;
  autosize := true;
end;
```

## Navigator button check

Is there any way to determine if a particular button on a TDBNavigator control is enabled? (Buttons is a protected property.)

<Warning: slimy hack alert!>

```
type TDBNavCracker = class(TDBnavigator);  
if TDBNavCracker(DBnavigator1).Buttons[nbEdit].Enabled then {};
```

## Dynamic assigning at runtime

Q: Is there an easy way to assign speedbutton properties via iteration at runtime? (The Speedbutton properties in my application are very dynamic.) That is I don't want to have to do the following for every speedbutton property that changes:

```
Toolbar.Speedbutton1.Glyph := GetGlyph(1);  
Toolbar.Speedbutton2.Glyph := GetGlyph(2);
```

But rather something that like

```
For I := 1 to NumSpeedButtons do  
  Toolbar.Speedbutton[I].Glyph := GetGlyph(I);
```

A: This code fragment might put you on the right track. It iterates through all the components on the form. I suppose you could use the Tag property to control which Glyph is which in your GetGlyph function.

```
for I := 0 to ComponentCount-1 do  
  if Components[I] is TSpeedbutton then  
    TSpeedButton(Components[I]).Glyph := GetGlyph();
```

Another option is to build your own array just for SpeedButtons (much like TForm builds it for all components).

**Q: Is there a way I can generically respond to all Speedbutton clicks?**

```
{ Not this. }
procedure TToolbar.SpeedButton0Click(Sender: TObject);
begin
    SpeedButtonAction(0);
end;
```

```
{ More like this. }
procedure TToolbar.AnySpeedButtonClick(Sender:TObject, ButtonNo:byte);
begin
    SpeedButtonAction(ButtonNo);
end;
```

**A: Set all the OnClick events to point to the following method, and assign the appropriate value to the Tag properties of the SpeedButtons.**

```
procedure TForm1.AnySpeedButtonClick(Sender:TObject)
begin
    SpeedButtonAction((Sender as TSpeedButton).Tag);
end;
```

**Note: If your speed buttons do indeed have names SpeedButton1, SpeedButton2, etc., you can use the form's FindComponent method to pretend they're an array:**

```
FOR N := 1 TO NumButtons DO
    WITH FindComponent('SpeedButton'+Str(N)) AS TSpeedButton DO { whatever } ;
```

## Linking with OBJ files

Q: I have an OBJ file that has several assembler routines compiled into it. I wouldn't want to have to rewrite them. Is there a way to use them in a Delphi app?

A: You don't indicate if these return values or not. In Pascal this matters.

If they don't, include the following near the front of your code:

```
Procedure TurnOn; External;  
Procedure TurnOff; External;
```

If they return values, use:

```
Function TurnOn: Integer; External;  
Function TurnOff: Integer; External;
```

Replace Integer with whatever datatype they return.

In either case follow that with:

```
{ $L filename.obj }
```

to link in the obj file.

1. Remove "device=w31s.386" from the 386enhanced section of system.ini.
2. There are problems with w32sys.dll, win32s16.dll, win32s.ini, etc. files in \windows\system that you can remove. Also, windows\system\win32s should be removed. (It is a general 32 bit windows problem.)
3. If there is an "Error... Could not find object" message before the GPF, recopy the IDAPI.CFG from the cd-rom. It could be corrupt.

## IDAPI specs

TITLE : Here are the CURRENT maximum limits for some common IDAPI objects. These may change for next release.

```
48      // Max clients in system
32      // Max sessions per client
32      // Max open databases per session
32      // Max loaded drivers
64      // Max sessions in system
4000   // Max cursors per session
100    // Max passwords per session
16     // Max entries in error stack
127    // Max locks of a given type on a given table
```

BLOB handles per cursor:

Paradox: max (16, two times the number of BLOB fields in the table)

dBASE: Two times the number of BLOB field in the table

## Simple windows program

This is a simple program to show how a windows program is written from scratch in BP (with no OWL). There is also an example of this in `\delphi\demos\generic`.

```
{Lloyd Linklater; 2-6-95}
{c:\bp\examples\win\generic.pas has much of this in it.}
program WinClk;
{$R sumthing} {Resource file is sumthing.res}
uses WinTypes, WinProcs;
const
  AppName = 'WinClk';

{*****}
{The export is used to force the far call model and to generate
special entry code so that it can be called by Windows.}

function About(Dialog: HWND; Message, WParam: Word;
               LParam: Longint): Bool; export;
begin
  About := True;
  case Message of
    wm_InitDialog: Exit;
    wm_Command: if (WParam = id_Ok) or (WParam = id_Cancel) then
      begin
        EndDialog(Dialog, 1);
        Exit;
      end;
  end;
  About := False;
end; {About}

{*****}

function WindowProc(Window: HWND; Message, WParam: Word;
                   LParam: Longint): Longint; export;
var
  AboutProc: TFarProc;
begin
  WindowProc := 0;
  case Message of
    {The WM_COMMAND message is sent to a window when the user selects
an item from a menu, when a control sends a notification
message to its parent window, or when an accelerator keystroke
is translated. }
    wm_Command: case WParam of
      301 : {Help | About selected from the menu.}
      begin
        AboutProc := MakeProcInstance(@About, HInstance);
        DialogBox(HInstance, 'AboutBox', Window, AboutProc);
        FreeProcInstance(AboutProc);
        Exit;
      end;
      101 : {EXIT selected from the menu.}
      begin
        PostQuitMessage(0); {Puts a wm_Quit message on the queue.}
      end;
    end;
  end;
end;
```



```

        halt;
    end;
end;
wm_Destroy:
begin
    PostQuitMessage(0);
    Exit;
end;
end; {case Message}
WindowProc := DefWindowProc(Window, Message, WParam, LParam);
end; {WindowProc}

{*****}
{This MUST be called WinMain.}

procedure WinMain;
var
    Window: HWND;
    Message: TMsg;
const
    WindowClass: TWndClass = (
        style:          0;
        lpfnWndProc:    @WindowProc; {Function pointer to the message handling
code.}
        cbClsExtra:     0;
        cbWndExtra:     0;
        hInstance:      0;
        hIcon:           0;
        hCursor:        0;
        hbrBackground: 0;
        lpszMenuName:   'MyFirst';
        lpszClassName:  AppName);
begin
    if HPrevInst = 0 then {If there is not another copy running then...}
    begin {...a window class must be declared since it is not declared already.}
        WindowClass.hInstance := HInstance;
        WindowClass.hIcon := LoadIcon(hInstance, 'ICON_1');
        WindowClass.hCursor := LoadCursor(0, idc_Arrow);
        WindowClass.hbrBackground := GetStockObject(white_Brush);
        if not RegisterClass(WindowClass) then Halt(255);
    end;
    Window := CreateWindow(AppName,
                           {Class name}
                           'Windoze Clock',
                           {Window name}
                           ws_OverlappedWindow,
                           {style}
                           cw_UseDefault,
                           {X}
                           cw_UseDefault,
                           {Y}
                           cw_UseDefault,
                           {Width}
                           cw_UseDefault,
                           {Height}
                           0,
                           {WndParent}
                           0,
                           {Menu}
                           HInstance,
                           {Instance}
                           nil);
                           {structure creation parameter}

    {CmdShow is used only when ShowWindow is used to display the
app's main window.  Otherwise it uses one of the sw_ constants.}
    ShowWindow(Window, CmdShow);
    UpdateWindow(Window);

```

{Messages are not sent directly to the app by windows, so we must use the OBLIGATORY message loop to keep getting messages and using them until we get the 'go away now' message. If the message is WM\_QUIT, then GetMessage() returns a 0. Message is of type TMsg.

```
TMsg = record
  hwnd: HWnd;
  message: Word;
  wParam: Word;
  lParam: LongInt;
  time: Longint;
  pt: TPoint;
end;}
while GetMessage(Message, 0, 0, 0) do
begin
  {This translates virtual-key messages into character messages.}
  TranslateMessage(Message);
  DispatchMessage(Message); {The translated message is now 'mailed' out.}
end;
Halt(Message.wParam);
end; {WinMain}

{*****}

begin
  WinMain; {By this time it is simple <G>}
end.
```

## Enter as Tab

Q: How do I make it so that when the user hits <enter>, it goes to the next object as though he had hit the tab key?

A: You need to trap the keystroke and set up your own response to it. Try this:

```
procedure TMainForm.FormCreate(Sender: TObject);
begin
  keyPreview := true; {To turn the event "ON".}
end;

procedure TMainForm.FormKeyPress(Sender: TObject; var Key: Char);
begin
  if Key = #13 then
  begin
    Key := #0;
    PostMessage(Handle, WM_NEXTDLGCTL, 0, 0);{next control}
    {PostMessage(Handle, WM_NextDLGCTL, 1, 0);} {previous control}
  end;
end;
```

Here is some info from compu-serve (FWIW)

<<I am trying to override the default behavior of the left & right arrow keys in a dbgrid. I am using the OnKeyDown event of DBgrid. Overriding the right arrow as follows works fine, but trying to override the left arrow with Shift-Tab doesn't:>>

I haven't tried to mess around with the left and right arrow keys, so the following may not work. Note that I have this implemented at the form level, with the key preview (I think that's what its called) property set to true.

Basic answer however, is that you have to use the key up procedure when you access shift, control, and alt. Look in help under on key up. It will explain much better than I can. I use the following to emulate, at least in part, the same type keystrokes as in pdoxwin. I haven't implemented the page down and page up yet. Hope this helps

```
procedure TFreightRateForm.FormKeyUp(Sender: TObject; var Key: Word; Shift:
TShiftState);
Begin
  if (Key = VK_F9) and not((shift=[ssalt]) or (shift=[ssshift])
  or (shift=[ssctrl])) then
  case FreightTbl.State of
    dsEdit : FreightTbl.Post;
    dsInsert : FreightTbl.Post ;
  else
    FreightTbl.edit;
  end ;
  if ((Shift = [ssAlt]) and (Key = VK_BACK)) then
    FreightTbl.Cancel;
  if (Key = VK_Insert) then
```

```
    if FreightTbl.State = dsEdit then
        FreightTbl.Insert;
end;
```

## Filling an outline from a table

Here is how to fill an outline component from a table. It has been written so that the name, address, etc appears as a branch from the root company name.

```
procedure TForm1.Button1Click(Sender: TObject);
var
  t: TTable;
  indx, FieldCounter: integer;
begin
  t := TTable.create(self);
  with t do
  begin
    DatabaseName := 'pw'; {personal alias}
    TableName := 'customer.db';
    open;
    first; {probably redundant}
    while not eof do
    begin
      indx := outline1.add(0, fields[1].AsString);
      for FieldCounter := 2 to 7 do
        outline1.addChild(indx, fields[FieldCounter].AsString);
      next;
    end; {end of the while statement}
    close;
  end; { End of the with statement. }
end; {end of the procedure}
```

## filling a listbox from a table

Here is how to do it when the field is not a string: (In this case, it is a date field.)

```
var
  QDate: TTable;
begin
  listbox1.Clear;
  QDate := TTable.create(application);
  with QDate do
  begin
    databasename := 'DBDEMOS';
    TableName := 'orders.db';
    open;
    First;
    Repeat
      listbox1.Items.Add(FieldByName('SaleDate').AsString);
    Next;
  until EOF;
  Close;
end;
end;
```

Here's one way of populating a list box with your fields ID and Name:

```
with MyQuery do
begin
{ this is to prevent flicker in any controls using this dataset }
  DisableControls;

  try
    First;
    while not EOF do
      begin

        { Here's the actual statement you asked for... }
        with MyListBox.Items do
          Objects[ Add( FieldByName('Name').AsString ) ] :=
            TObject( PChar( FieldByName('ID').AsInteger ) );

          Next;
        end;
      finally
        EnableControls;
      end;
    end;
end;
```

And here's how you can extract the ID from the currently selected item in the listbox:

```
with MyListBox do
  MyInteger := Longint( Items.Objects[ ItemIndex ] );
```



This error indicates that SHARE.EXE (or VSHARE.386) wasn't loaded.



bitmap pasting

Q: When I paste a glyph/BMP with white in it into a button, the white disappears. The glyph/BMP appears just fine if I paste into a button in Paradox. What gives?

A: Delphi selects whatever color is in the lower left corner of your bitmap as the transparent color for the button as it rests on the button. If the problem is that you want the white to appear in the BitBtns in Delphi, then edit the bitmaps so that the lower left corner bit is a color that appears nowhere else in the bitmap. (That yucky olive color works -- who uses that? <g>)

## Navigator control use

Q: I have a form that uses several TDBGrids. It has only one navigator control. How do I write it so that I can use the navigator control so that it works with whatever grid is active?

A: Use this line in the Enter event of each grid:

```
TDBNavigator1.dataSource := (sender as TDBGrid).dataSource;
```

## TListBox with tabs

Q: Do you have to do anything special to get tabs to be expanded in a listbox? I am just getting little line characters instead of tabs.

A: Yes. The default behavior of a listbox will not show tabs, but you can 'roll your own' by inheriting TListBox and going from there. You need to OR lbs\_UseTabStops into the window style in the create params.

sound

Q: How do I make sound the way that it worked in BP7?

A: Here is some code, that makes the sound of Turbo Pascal:

Note: This code is untried and contains elements that must be adjusted for Delphi.

```
{This should be re-written using TTimer.}
Function Waiting(ms: LongInt): BOOLEAN;
VAR
  TickCount: LongInt;
Begin
  Waiting:= false;
  TickCount:= GetTickCount;
  While GetTickCount - TickCount < ms do yield; {see multi-tasking}
  Waiting:= true;
End;
```

```
{Works.}
Procedure NoSound;
Begin
  port[$61]:= port[$61] and $FC;
End;
```

```
{Works, but just plays one tone.}
Function Sound(freq, dauer: Word): BOOLEAN;
VAR
  b: byte;
Begin
  if freq > 18 then begin
    freq:= word(1193181 div longint(freq));
    b:= port[$61];
    if (b and 3)=0 then
      begin
        port[$61]:= b or 3;
        port[$43]:= $b6;
      end;
    port[$42]:= byte(freq);
    port[$42]:= byte(freq shr 8);
  end;
  Waiting(dauer);
  NoSound;
End;
```

## Memory Model

Q: Which memory model does Delphi use?

A: Delphi uses a mixed memory model. The defaults are:

- Methods are far
- Procedures in an interface section are far
- Procedures only used in an implementation section are near
- Heap data and all pointers in general (including class instances) are far
- Global variables are near (DS based)
- Procedure parameters and local variables are near (SS based)
- Procedures declared FAR or EXPORT are far
- Virtual memory tables are far for the new class model and near for the old

This scheme has been used by Borland Pascal for a very long time. I find it flexible and efficient.

Since all public procedures, methods and pointers are 32bit already, Delphi32 won't have to change any of that. It's likely that Delphi32 will switch to 32bit addressing for the data and stack segments too, but that shouldn't affect any of your code either. What will affect it is the change of Integer from 16 to 32 bit.

## Linking tables with queries

Q: How do I link tables with queries?

A: If the master table is also a query you can use this code for it:

```
select * from customer
```

The detail table has a couple of things to do. First, you need a couple lines of code.

```
select * from orders  
  where custNo = :custNo
```

The `:custNo` part will refer back to whatever the `dataSource` points to. It should be pointing to the `dataSource` that points to the master table. In this way, the values are passed in as a parameter.

## message handling

Q: If a component doesn't relay the message, do I have to write my own version that passes the messages that I need, or is there way to tap (from a TForm or else where) into the message loop, and grap what I need?

A: To respond to, say, the `wm_paint` message, you would add --

```
procedure WMPaint(var Message: TWMPaint); message WM_PAINT;
```

to your component. The you could have

```
procedure TWhateverComponent.WMPaint(var Message: TWMPaint);  
begin  
    {have your way with the component}  
end;
```

This will work for any windows message. Most components respond to the more popular messages already, and you can override their event handlers.

## Dialing a phone

Dialer is a small non visual component which allows you to dial phone numbers from your Delphi applications. I am not a great expert in communications but it works fine for my modem. You can modify it as much as you wish.

Dialer has four published properties, which will appear in you Object Inspector.

ComPort - Set a communication port of your modem (dpCom1..dpCom4);  
Confirm - true if you wish dialer to ask you if you are sure to dial the number;  
Method - Dialing method - Pulse or Tone  
NumberToDial - string, which contains Phone Number you wish to dial e.g. '911' :)

You can set these properties from Object Inspector or during the run-time.

There is one public procedure: `Execute`

After you add an icon representing dialer, you can use TButton component to run it. e.g.

```
procedure TForm1.Button1Click(Sender: TObject);
begin
    Dialer1.Execute;
end;
```

You can create the Dialer component "On Fly", without adding its icon to your form:

```
procedure TForm1.Button1Click(Sender: TObject);
var
    TempDialer : TDialer;
begin
    TempDialer:=TDialer.Create(Self);
    with TempDialer do
    begin
        ComPort:=dpCom4;
        Confirm:=true;
        Method:=dmTone;
        NumberToDial:='1(222)333-4444';
        Execute;
        Free;
    end;
end;
```

In this case don't forget to add to your uses statement Dialer unit.

To install this control in you VCL place it in your C:\DELPHI\LIB directory and from IDE Options Menu select Install Components. In the Install Components dialog box click Add Button, then in Add Module box type C:\DELPHI\LIB\DIALER.PAS, click OK, then in the Install Components Dialog box click OK again and wait a while. Dialer icon will appear in the Samples section of your Components Palette.



```

unit Dialer;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs;

type

  TComPort = (dpCOM1, dpCOM2, dpCOM3, dpCOM4);
  TMethod = (dmTone, dmPulse);

  TDialer = class(TComponent)
  private
    { Private declarations }
    FComPort : TComPort;
    FNumberToDial : string;
    FConfirm : boolean;
    FMethod : TMethod;
  protected
    { Protected declarations }
  public
    { Public declarations }
    procedure Execute;
  published
    property ComPort : TComPort read FComPort
      write FComPort;
    property Confirm : boolean read FConfirm
      write FConfirm;
    property Method : TMethod read FMethod
      write FMethod;
    property NumberToDial : string read FNumberToDial
      write FNumberToDial;
    { Published declarations }
  end;

procedure Register;

implementation

procedure Register;
begin
  RegisterComponents('Samples', [TDialer]);
end;

procedure TDialer.Execute;
var
  s : string;
  CId : Integer;
  Status : Integer;
  Buf : array[1..32] of Char;
begin
  if FConfirm then
    begin

```

```

    if MessageDlg('About to dial the number '+FNumberToDial+'. Are you sure?',
        mtConfirmation, [mbYes,mbNo], 0)=mrNo then Exit;
end;
{Create a string to send to modem}
s:=Concat('ATDT',FNumberToDial,^M^J);
if FMethod=dmPulse then s[4]:='P';
{Open Com Port}
StrPCopy(@Buf,'COM ');
Buf[4]:=Chr(49+Ord(FComPort));
Cid:=OpenComm(@Buf,512,512);
if Cid<0 then
begin
    MessageDlg('Unable to open '+StrPas(@Buf),mtError,
        [mbOk], 0);
    Exit;
end;
{Send phone number to modem}
StrPCopy(@Buf,s);
Status:=WriteComm(Cid,@Buf,StrLen(@Buf));
if Status>=0 then
begin
    MessageDlg('Pick up the phone',mtInformation,
        [mbOk], 0);
    WriteComm(Cid,'ATH'^M^J,5);
end
else
    MessageDlg('Unable to dial number',mtError,
        [mbOk], 0);
{Close communication port}
CloseComm(Cid);
end;

end.

```

**Q: How can I make the active TEdit one color, and every other TEdit a default color?**

**A: Assign a procedure to the `screen.OnActiveControlChange` event.**

```
unit Killer2;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    Edit1: TEdit;
    Edit2: TEdit;
    Edit3: TEdit;
    Edit4: TEdit;
    Edit5: TEdit;
    Edit6: TEdit;
    Button1: TButton;
    procedure FormCreate(Sender: TObject);
    procedure DoActiveControl(Sender: TObject);
    procedure FormClose(Sender: TObject; var Action: TCloseAction);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;
  OldControl: TComponent;

implementation

{$R *.DFM}

procedure TForm1.FormCreate(Sender: TObject);
begin
  screen.OnActiveControlChange := DoActiveControl;
end;

procedure TForm1.DoActiveControl(Sender: TObject);
begin
  {This goes first in case the active control is not a TEdit.}
  if assigned(OldControl) then
  begin
    (OldControl as TEdit).color := clWhite;
    (OldControl as TEdit).font.color := clBlack;
  end;
  if activeControl is TEdit then
  begin
    (activeControl as TEdit).color := clNavy;
    (activeControl as TEdit).font.color := clYellow;
    OldControl := activeControl as TEdit;
  end;
end;
```

```
end;  
end;
```

```
procedure TForm1.FormClose(Sender: TObject; var Action: TCloseAction);  
begin  
    screen.OnActiveControlChange := nil; {prevents a GPFault}  
end;  
  
end.
```

## binary files

Q: How do I read and write binary files?

A: If the data can be stored in its binary form, it's as simple in Delphi as it was in BP7:

```
type
  TUserNotes = record
    TimeStored : TDateTime;
    Comment : string[20];
    TaxCost : real;
    NetCost : real;
    Altered : Boolean;
  end;

TUserNotesFile = file of TUserNotes;
var
  UserNotes : TUserNotes;
  F: TUserNotesFile;
begin
  System.Assign(F, 'MYDATA.DAT');
  Rewrite(F);
  { fill in the fields of "UserNotes" }
  Write(F, UserNotes);
  Close(F);
end;
```

## minimizing

When I minimize a form by clicking the minimize button, the WindowState does NOT get set to wsMinimized! So I had to work around the problem by setting WindowState like so:

```
procedure TForm1.SysMen(var msg:TMessage);
begin
  if msg.wParam = SC_MINIMIZE then
    WindowState := wsMinimized; {...or whatever code you want.}
  else
    Inherited;
end;
```

Reason: When you select the apps minimize, you are minimizing the TApplication, not the TMainForm. TMainForm will be hidden, and TApplications Icon will be shown.

constructors

Q: Can I give a constructor any name?

A: Constructors in C++ do have names. It just so happens that the constructor names are all the same, and equal to the class name. In Object Pascal, constructors do have names, and they can be different from the class name. Furthermore, each constructor must have different name. Typically, constructors in Delphi are called Create. To invoke a constructor, you just call it. For example,

```
var
  LB : TListBox;
begin
  LB := TListBox.Create( ... );
```

Q: How do I invoke a named constructor?

Q: What are the arguments of a constructor?

A: Anything you want them to be. Of course, if your creating a descendant class and using virtual constructors, then you don't have much choice in the parameters, they must be the same as the ancestor.

Q: Why does the example of constructors and destructors for the class TShape also define TObject.Free?

A: Yes, this is confusing. This is only showing that when an object calls its Free method, the Destroy destructor eventually gets called. Could use a comment in the example code <g>.

Q: Are destructors named as well? If so, how do I invoke them?

A: Yes, destructors are named. In Delphi, they are typically called Destroy. As stated above, whenever you need to destroy an object, it is safer to call the Free method. The rule is that if you create the object in code, then you are responsible for destroying (i.e. Freeing) it. If you create a component using the form designer, then the Form handles destroying the components.

Also relevant information:

How do I close a file that was opened in a DLL (Delphi made) and called from VB?

VB to DLL

Q: How Do I pass the following struct from VB to a Delphi created DLL **\*\*by reference\*\*** would be appreciated (what should the parameters on the Delphi side look like?). I chose this structure to sort of represent most scenarios (if I can successfully pass this one, anything should be OK)

```
Type MyType
  Value1 As Double
  Value2 As Integer
  Value3 As String * 20
  Value4 As String
End Type
```

A: You will have some trouble with Value4. Passing VB strings to/from DLLs takes special handling. The easiest way to do it is to pass a pre-declared VB string to the DLL and have the DLL return the length and the resulting string back.

The others are easy.

```
Value1 As Double      -> Value1 : Longint;
Value2 AS Integer    -> Value2 : integer;
Value3 As String * 20 -> Value3 : array[0..19] of char;
```

User defined structures in Pascal are called records.

```
type
  myStructure = record
    Value1 : longint;
    Value2 : integer;
    Value3 : array [0..19] of char;
  end;
```

I think you could define Value4 as a PChar in Pascal, but when you got it back in VB, you would have to search it for the ASCII 0 end byte and change the length of your string to the number of characters before the zero.

If I remeber correctly, from my evaluation 'beta' copy with source code, there were some functions in the VCL that handle VB strings. Can't say if they are in the shipping version because I havn't recieved the VCL source yet. A quick search of the online docs don't reveal them.

Here's some general type conversions from VB to Pascal (in table form; I hope this formats correctly on CIS.):



VB Declare As	VB Call With	Translates to Pascal Type
By Val S As String	Any String or Variant	PChar
I As Integer	Any Integer	^Integer (pointer to integer)
L As Long	Any Long	^Longint (pointer to longint)
S As Rect	Any Variable of same type	^TRect (pointer to TRect)
By Val As Integer	Any Integer	BOOL (word boolean)
" " "		Word
" " "		Integer
" " "		hWnd
" " "		hDC
		...and so on; all word types.
By Val As Long	Any Long	Longint
I As Integer	the first element of I(0)	^array of integer
As Any	Any Variable (By Val when String)	Pointer (PChar when string)
As Any	By Val 0&	nil

**Q:** This would probably work, but I'd still really like to know how to return a string (even a null-terminated one) from a DLL function to VB.

**A:** The problem with returning PChars from DLLs is that the DLL has to be responsible for cleaning up the memory, but it doesn't know when the caller finishes. Most people use the following style, which is NOT bullet proof, but works in most instances:

```

Var ReturnBuffer :Array [0..255] of Char; { Must be outside function! }

function Dir_Get(ACaption, AInitDir, DirText: PChar ) : PChar;
Begin
  ...
  Result := StrPCopy(ReturnBuffer, 'Result Text');
End;
```

The only time you have a problem is when someone calls the function while someone else is still using the ReturnBuffer. (Just about guaranteed not to happen, except maybe under Windows 95, but could under 3.1 if VB doesn't copy the string).

## rTrim()

```
{ Supresses trailing blanks in NULl-terminated string    }  
function RTrim(s: string): string;  
begin  
    while s[length(s)] = ' ' do dec(s[0]);  
    result := s;  
end;
```

## overriding events

I have a form on which I want to place about 40 or 50 images. However, I want to create these images at run-time and I want to place them on the form at run-time. So for each of these images, I want to put up a messagebox (or something of that sort) whenever the user clicks on one of the images. I guess the crux of the matter is that I want to do all of this at run-time and not a design-time. So, I am confused on how to override the OnClick event of TImage for my new image type, TMyImage.

```
TMyImage = class(TImage)
  procedure OnClick(Sender: TObject); override; { When I put override here,
it gives me an error }
  private
  public
end;

procedure TMyImage.OnClick(Sender: TObject); override; {Once again, an error }
```

And, of course, it doesn't work even if I replace override with virtual or even if I don't put anything there.

## bitmap motion

The basic way to move an image across a background image is this. First, you create a monochrome bitmap the same size as the moving image, with the black silhouette of the e.g. airplane against a white background - call this the mask. You also must create a same-sized bitmap to hold the portion of the background that you'll be overwriting - call it the storage. Then the process of making one movement of the image goes like this:

- 1) copy storage onto background at its old location
- 2) copy a rectangle from background to storage at new location
- 3) copy the image to the background using SRCINVERT
- 4) copy the mask to the background using SRCAND
- 5) copy the image to the background again using SRCINVERT

Nasty? Well, perhaps, but that's the way it's done. Copying an image with SRCINVERT XORs the pixels with the background. XOR the same image twice and you return to the original background. But because we ANDed the mask between the two XORs, the black part of the mask contains whatever was in the image with no trace of the background.

Here's the catch. These operations can all be handled using CopyRect, but there's an impossibly annoying flicker of the entire background image. I'm not a big graphics dude; I couldn't figure out how to eliminate the flicker. So it seems you'd have to go down to the metal and use the Windows API function BitBlt. Maybe someone with more graphics experience can prove me wrong here.

## GetEnvStr

Q: Borland decided that accessing environment variables from Windows Programs is a Bad Thing. Why do they force you to use the "obsolete" WinDos unit?

A: Actually, using WinDos in a Delphi app is a \*bad\* thing. Many of the functions that are in WinDos have been moved to SysUtils. However, the GetEnvVar function didn't make it. Furthermore, the TDateTime type got moved to the system unit -AND- its definition changed. Therefore, if you use WinDos in a Delphi application, you will not be able to use the new Date and Time functions of Delphi. Therefore, to fix this problem I wrote the following unit which contains a GetEnvStr function.

```
{===== DLPHIDOS.PAS =====}

unit DlphiDos;

interface

    function GetEnvStr( VarName : string ) : string;

implementation

    uses
        WinProcs, SysUtils;

    {=====}
    {= GetEnvStr - Get Dos Environment Variable Setting      =}
    {=                                                     =}
    {= This function is a modified version of the GetEnvVar  =}
    {= function that appears in the WinDos unit that comes  =}
    {= with Delphi. This function's interface uses Pascal   =}
    {= strings instead of null-terminated strings.         =}
    {=====}

    function GetEnvStr( VarName : string ) : string;
    var
        Len      : Word;
        EnvStz   : PChar;
        NameStz  : array[ 0..180 ] of Char;
    begin
        StrPCopy( NameStz, VarName );      { Covert VarName to PChar }
        Len := StrLen( NameStz );
        EnvStz := GetDosEnvironment;      { EnvStz holds entire env }

        while EnvStz^ <> #0 do
            begin
                { Pick off Variable Name and Compare }
                if ( StrLIComp( EnvStz, NameStz, Len ) = 0 ) and
                    ( EnvStz[ Len ] = '=' ) then
                    begin
                        { Convert to Pascal string before returning }
                        Result := StrPas( EnvStz + Len + 1 );
                        Exit;
                    end;
                Inc( EnvStz, StrLen( EnvStz ) + 1 ); { Jump to Next Var }
            end;
        end;
    end;
```

```
    Result := '';  
  end;  
end.
```

## DLL sample

### Without units

First the DLL "framework" that you wanted, save as DLLFRAME.DPR:

```
{-----DLLFRAME.DPR-----}
library Dllframe;

uses WinTypes;

function GetString : string ; export ;

begin
  GetString := 'Hello from the DLL!' ;
end ;

exports
  GetString ;

begin
end.
{-----}
```

Now here's the calling program, save it as DLLCALL.DPR:

```
{-----DLLCALL.DPR-----}
program Dllcall;

uses
  Dialogs;

{$R *.RES}

function GetString : string ; far ; external 'DLLFRAME' ;

begin
  MessageDlg( GetString, mtInformation, [ mbOK ], 0 ) ;
end.
```

### With units

Here's the calling program, save it as DLLCALL.DPR:

```
{-----DLLCALL.DPR-----}
program Dllcall;

uses
  Dialogs;

{$R *.RES}

function GetString : string ; far ; external 'DLLFRAME' ;
```

```
begin
  MessageDlg( GetString, mtInformation, [ mbOK ], 0 ) ;
end.
{-----}
```

**The DLL "framework" that you wanted, save as DLLFRAME.DPR:**

```
{-----DLLFRAME.DPR-----}
library Dllframe;

uses DLLUnit;

exports
  GetString;

begin
end.
{-----}
```

**The unit we will save as dllunit.pas:**

```
{-----dllunit.pas-----}
unit DLLUnit;
interface

uses WinTypes;

function GetString: string; export;

implementation

function GetString: string;
begin
  GetString := 'Hello from the DLL!' ;
end ;

begin
end.
```



## TStringGrid use

Q: How do I populate a TStringGrid with strings from a file...and save the strings after user editing back to a file?

A:

```
procedure TForm1.Button1Click(Sender: TObject);
var
  F: System.Text;
  S: String;
  I: Integer;
begin
  AssignFile(F, 'C:\AUTOEXEC.BAT');
  Reset(F);
  I := 1;
  while not Eof(F) do
    begin
      ReadLn(F, S);
      TStringGrid1.Cells[1, I] := S;
      Inc(I);
    end;
  CloseFile(F);
  AssignFile(F, 'C:\CONFIG.SYS');
  Reset(F);
  I := 1;
  while not Eof(F) do
    begin
      ReadLn(F, S);
      TStringGrid1.Cells[2, I] := S;
      Inc(I);
    end;
  CloseFile(F);
end;
```

## I get an error when I do this:

I use the help file example for the ADD method and I get an error message "comma expected".

I can't run Reportsmith more than 2 or 3 times before it stops running.

I can't open my DBF file because the MDX is missing.

I can only display my ODBC data when it is read only. (PW works OK.)

There is a leak in my GUI resources that comes from TCustomDBGrid.

I get a bitmap pasting error when I do a PasteFromClipboard to a TDBImage.

I get a Capability Not Supported error when passing params in SQL.

I get an "Error creating cursor handle" message.

## GPF and error messages

GPF in COMPOBJ.DLL while loading.

ERROR in Complib.DCL while trying to initialize BDE

Error while compiling: Can't write EXE file. Disk full(?).

Runtime error 219

error 94 "." expected

Error \$2C09

Error 105

Error #	Error Message
1	Invalid function number
2	File not found
3	Path not found
4	Too many open files
5	File access denied
6	Invalid file handle
12	Invalid file access code
15	Invalid drive number
16	Cannot remove current directory
17	Cannot rename across drives
100	Disk read error
101	Disk write error
102	File not assigned
103	File not open
104	File not open for input
105	File not open for output
106	Invalid numeric format
200	Division by zero
201	Range check error
202	Stack overflow error
203	Heap overflow error
204	Invalid pointer operation
205	Floating point overflow
206	Floating point underflow

207	Invalid floating point operation
210	Object not initialized
211	Call to abstract method
212	Stream registration error
213	Collection index out of range
214	Collection overflow error
215	Arithmetic overflow error
216	General protection fault
Error #	Error Message

## TDBGrid field focus

**Q:** How do I set focus on a specific field on a TDBGrid?

**A:**

```
DBGrid1.SelectedField := Table1Field1;  
DBGrid1.SetFocus;
```

## Password automation

Q: I have a paradox table that uses a password. How do I make it so that the form that uses the table comes up without prompting the user for the password?

A: The table component's ACTIVE property must be set to FALSE. (If it is active before you have added the password, you will be prompted.) Then, put this code on the form's create event:

```
session.AddPassword('My secret password');  
table1.active := true;
```

Once you close the table, you can remove the password with `RemovePassword('My secret password')`, or you can remove all current passwords with `RemoveAllPasswords`. (Note: This is for Paradox tables only.)

Q: I have a form that is a sort of template. I want to be able to create and show the same form several times (with different data in the fields). How do I use the same form several times?

A: You need to make modeless window by calling create and show for each form instance, like this:

```
with TMyForm.create(self) do show;
```

To demonstrate how to use and control these new forms, here is an example that changes the caption and name of each form that is created. You have access to it through the form's component array. This example uses an about box (named "box") as the other form. Also, there is a variable called "TheFormCount" that keeps track of how many times the form is instantiated.

```
procedure TForm1.Button1Click(Sender: TObject);
begin
  with TBox.create(self) do begin
    Name := 'AboutBox_' + intToStr(TheFormCount);
    caption := 'About Box # ' + intToStr(TheFormCount);
    Show;
  end;
  inc(TheFormCount);
end;
```

These forms can be found and used by their name by means of the FindComponent method used something like this:

```
with Form1.FindComponent('AboutBox_' + IntToStr(Something)) as TForm do
  DoSomethingHere;
```

## Screen blanking

Q; How would I write a basic screen saver (like, blank the screen) in Delphi?

A: An easy implementation would be something like this:

```
var
  f: TForm;

begin
  f := TForm.create(self);
  f.WindowState := wsMaximized;
  f.color := black;
  f.borderStyle := bsNone;
  f.show;
end;
```

There is more to do, of course. You must have a way back from there. Perhaps an actual form that has a mouse click event programmed to f.close it. Also, you want to hide the mouse. Etc, etc. But, this answers the question.

## memo field value insertion

Q: This question concerns how to transfer the text in a TMemo component on a form to a TMemofield in a Paradox table. In the application in question, there is a TMemo field on the form and, when a Paradox record is read from the table, shows the contents of the memo field on the form by doing a TMemofield.lines.assign(TMemo). This works fine to show the memo field on the form. Then, the user changes the text and we want to move the changed text back to the TMemofield. You can't just do a TMemofield := TMemo, like you can in Objectpal, and I've tried every combination I can think of and it either generates a syntax error or runtime error. I don't want to use a db-aware component because of the way the application is designed.

A: This is not necessarily so very easy. I made an example for you.

```
procedure TForm1.Button1Click(Sender: TObject);
var
  t: TTable;
begin
  t := TTable.create(self);
  with t do
  begin
    DatabaseName := 'MyAlias'; {personal alias}
    TableName := 'MyTbl.db';
    open;
    edit;
    insert;
    fieldByName('TheField').assign(memol.lines); {This is it!}
    post; {required!!!}
    close;
  end; { End of the with statement. }
end;
```



**Q:** How do I handle TEdit text with windows messages only?

**A:**

```
procedure TForm1.Button1Click(Sender: TObject);
var
  p: pChar;
  i: integer;
begin
  i := edit1.perform(wm_GetTextLength, 0, 0) + 1;
  p := AllocMem(i);
  edit1.perform(wm_GetText, i, longint(p));
  edit2.perform(wm_SetText, 0, longint(p));
  FreeMem(p, i);
end;
```

VCL and components Help

Topics

[Specific components](#) (by name)

[Dynamic components](#)

[general component information](#)

[custom components](#)

[using components](#)

## Controlling components

How do you [control a scroll bar](#) manually?

What is the easiest way to [change the control menu](#) of a form based application ?

How do I [hide the caption bar](#)?

## Property Editors

Gray Paper - Delphi [Property Editors](#) for Beginners

How do I make a component that uses the [built in editor](#) for a TStrings property?

created on the fly

Q. "How can VCL components be created on the fly at run-time?"

A. \* The following code will create a modal password form at runtime. The TPasswordForm type is assumed to be created already in a separate unit.

```
with TPasswordForm.Create(Application) do
begin ( i.e TForm1, TPasswordForm etc. )
  ShowModal;
  Free;
end;
```

\* The following are the general steps to add a component to a form at run-time:

1. Create an instance variable of the component type that you wish to create {i.e. TButton }. Note: instance variables are used to point to an actual instance of an object. They are not objects themselves.
2. Use the component's Create constructor method to create an instance of the component and assign the instance reference to the instance variable created in step 1.
3. Assign a parent to the component's Parent property (i.e. Form1, Panel1, etc) property.
4. Set any other properties that are necessary (i.e. Width, Height).
5. Finally, to make the component appear on the form by setting the component's Visible property to True.
6. When done with the component make sure the component's Free method is called.

The following demonstrates how to add a TButton component to the current form at run-time:

```
var
  TempButton : TButton; { This is only a pointer to a TButton }
begin
  TempButton := TButton.Create(Self); { Self refers to the form }
  TempButton.parent := Self;         { Must assign the Parent }
  TempButton.Caption := 'Run-time';  { Assign properties now }
  TempButton.Visible := True;        { Show to button }
end;
```

Note: The TempButton's Free method must be called before or during the time that the form gets closed.

\* Creating components using RTTI (Run time Type Information)

With Delphi's run time type information (RTTI), an object can easily create another instance of itself by calling the `NewInstance` method or using its `ClassType` method which returns its class and then using that to call the `Create` constructor:

```
NewObject := ExistingObject.ClassType.Create(...);
```

The `DynaInst` project in the `\Delphi\Demos\DynaInst` directory demonstrates how to create controls at runtime using RTTI.

popup menu

Q. How can the component that was right clicked be determined while in an event handler of a popup MenuItem?

A. Use the PopupComponent property of the PopupMenu component to determine what control was right clicked.

```
procedure TForm1.PopupItem1Click(Sender: TObject);  
begin  
    Label1.Caption := PopupMenu1.PopupComponent.ClassName;  
end;
```

The form's ActiveControl property can also be used, however, the active control may not necessarily be the control that caused the popup menu to appear.

## control specs

Q. "What limits are known of the standard Delphi controls?"

A. There can be 16368 tabs in a Tab Control.  
There can be 5440 Items in a ComboBox.  
There can be 5440 Items in a ListBox.  
There can be 570 pages in a NoteBook control.  
There can be 16368 palette pages in the Delphi Component Palette.

Note: Going beyond these limits may cause serious errors.

font size in pixels

Q. How can I determine the Length in pixels of a string after a specific font has been applied to it?

A. The two methods, `TextHeight` and `TextWidth`, can be used to determine both the text height and width of a string in pixels. These methods can only be accessed through components that have a `Canvas` property such as `TForm`. The `TPanel` component does not have access to its `Canvas` property by default because it is protected.

If a component doesn't have a `Canvas` property then The following function will return the text width based on the font passed.

```
function GetTextWidth(CanvasOwner: TForm; Text : String; TextFont : TFont):
Integer;
var
    OldFont : TFont;
begin
    OldFont := TFont.Create;
    try
        OldFont.Assign( CanvasOwner.Font );
        CanvasOwner.Font.Assign( TextFont );
        Result := CanvasOwner.Canvas.TextWidth(Text);
        CanvasOwner.Font.Assign( OldFont );
    finally
        OldFont.Free;
    end;
end;
```

message handling (early)

Q. How can I get messages before my application's window procedure is called?

A. the following project source demonstrates how to get Window messages before the application's window procedure is called. It is rare, if ever, that this needs to be done. In most cases assigning a procedure to the Application.OnMessage will accomplish the same thing.

```
program Project1;

uses
  Forms, messages, wintypes, winprocs,
  Unit1 in 'UNIT1.PAS' {Form1};

{$R *.RES}

var
  OldWndProc: TFarProc;

function NewWndProc(hWndAppl: HWND; Msg, wParam: Word;
  lParam: Longint): Longint; export;
begin
  NewWndProc := 0; { Default WndProc return value }

  { * * * Handle messages here; The message number is in Msg * * * }

  NewWndProc := CallWindowProc(OldWndProc, hWndAppl, Msg,
    wParam, lParam);
end;

begin
  Application.CreateForm(TForm1, Form1);
  OldWndProc := TFarProc(GetWindowLong(Application.Handle,
    GWL_WNDPROC));
  SetWindowLong(Application.Handle, GWL_WNDPROC,
    longint(@NewWndProc));
  Application.Run;
end.
```



listbox with h\_scrollbar

Q. How can I get a horizontal scrollbar on a list box?

A. There isn't a property to do this but a message can be sent to a listbox component. For example, the message could be sent in the form's OnActivate:

```
procedure TForm1.FormActivate(Sender: TObject);  
begin  
    SendMessage(Listbox1.Handle, LB_SetHorizontalExtent,  
                1000, Longint(0));  
end;
```

## TMemo tabstops

Q. How can the tab stops be set in a TMemo control?

A. To change the tab stops for a multiline edit control (i.e. a TMemo) send the EM\_SetTabStops message to the component. The Tabs array indicates where the tab stops will be located. Since the WParam parameter to SendMessage is 1, then all tab stops will be set to the value passed in the Tabs array. Remember to set the WantTabs property of TMemo to True to enable the tabs.

```
procedure TForm1.FormCreate( Sender : TObject );
const
    Tabs : array[ 1..1 ] of Integer = ( 10 );
begin
    SendMessage( Memo1.Handle, EM_SetTabStops, 1, Longint( @Tabs ) );
end;
```

## splash screens

Q. Where is the best place to open a splash screen on program start up?

A. The best place to open a splash screen is in the project source file after the first FormCreate and before the Run. This is accomplished by creating a form on the fly and then displaying it before the app is actual opened.

```
program Project1;

uses Forms, Unit1 in 'UNIT1.PAS' {Form1}, Splash;

{$R *.RES}
var
  SplashScreen : TSplashScreen; {in the Splash unit}
begin
  try
    SplashScreen := TSplashScreen.Create(Application);
    SplashScreen.Show;
    SplashScreen.update; {To paint the splash screen}
    Application.CreateForm(TForm1, Form1);
    {
      do other CreatForms or any other processing
      before the app is to be opened
    }
    SplashScreen.Close;
  finally {Make sure the splash screen gets released}
    SplashScreen.Free;
  end;
  Application.Run;
end.
```

If the name of an included .RES file is the same as the name of a .DPR file Delphi will overwrite it with its own .RES file.

scrollbar control

Q. How can you do scrolling functions in a TForm component using keyboard commands? For example, scrolling up and down when a PgUp or PgDown is pressed. Is there some simple way to do this or does it have to be programmed by capturing the keystrokes and manually responding to them?

A. Form scrolling is accomplished by modifying the VertScrollbar or HorzScrollbar Position properties of the form. The following code demonstrates how to do this:

```
procedure TForm1.FormKeyDown(Sender: TObject; var Key: Word;
Shift: TShiftState);
const
  PageDelta = 10;
begin
  With VertScrollbar do
    if Key = VK_NEXT then Position := Position+PageDelta
    else if Key = VK_PRIOR then Position := Position-PageDelta;
end;
```

To fill multiple lines of a TString object use the SetText property. The null terminated string is a concatenation of each line of text delimited by a carriage return character #13 in between. For example the following statement:

```
Listbox1.Items.SetText('aaaaa#13'bbbb#13'cccc')
```

will display the following in a listbox window:

aaaaa

bbbb

cccc

## Control array emulation

Q. "Is it possible to create something akin to the control array in VB? For example, I want a group of buttons with a common event handler whereby the event handler picks up an integer value for the particular button. In VB this would be done via the control array index."

A. One way do to this is to set the Tag field for each button to a different number and then create a common OnClick event handler that looks at the Sender's (as a TButton) Tag field. Assign the same OnClick event handler to all the buttons in the group. The OnClick event handler would look something like this:

```
procedure TForm1.Button1Click(Sender: TObject); var cap: string;
begin
  case TButton(sender).Tag of
    1: ShowMessage('1st Button Pressed');
    2: ShowMessage('2nd Button Pressed');
    3: ShowMessage('3rd Button Pressed');
  end;
end;
```

Q: I spend alot of time checking datatypes so that accessing the same property of different objects does GPF.

The code tends to look like this:

```
fldname:='';
fld:=Components[I];
if (Components[I] is TDBedit) then
  fldname:=TDBEdit(fld).DataField
else if (Components[I] is TDBLookupList) then
  fldname:=TDBlookupList(fld).DataField
else if (Components[I] is TDBLookupCombo) then
  fldname:=TDBlookupCombo(fld).DataField
else if (Components[I] is TDBListBox) then
  fldname:=TDBListBox(fld).DataField
else if (Components[I] is TDBComboBox) then
  fldname:=TDBComboBOx(fld).DataField
else if (Components[I] is TDBCheckBox) then
  fldname:=TDBCheckBox(fld).DataField
else if (Components[I] is TDBRadioGroup) then
  fldname:=TDBRadioGroup(fld).DataField
else if (Components[I] is TDBMemo) then
  fldname:=TDBMemo(fld).DataField;
```

Is there a way to use the classtype property in a case statement?  
Would that be better?

A: No and yes. I suggest that you declare constants that represent each class.

```
const
  val_TEdit = 1;
  val_TButton = 2;
{etc, etc}
```

Then, set the tag of each object to equal the object's constant. Then the case statement is easy.

```
case (sender as tComponent).tag of
{ . . . }
end;
```



TTabbedNoteBook and new components

case use with objects

Q: How do I use a case statement to determine which object calls the procedure?

A: Use the object's TAG property.

```
case (sender as tButton).tag of
  0: blah;
  1: blah_blah;
end;
```

This is an invalid typecast error. Look for an AS statement that is wrong.

## Printing with code

How do I print a form?

Demo for formatting the output. (columns, justification, headers, footers, grayscale, page numbering)

How do I print a bitmap to a specific size (i.e. stretch to fit)?

Q: How do I use my own bitmap on the toolbar?

A: First, make a .DCR file (component resource) that has a bitmap (24 x 24) using the image editor. Name the bitmap the same as the class name of your component. ALL CAPS!!!

## exponent function

Q: I am migrating from VB. Where is the exponent function?

A: There isn't one, but it is simple to make one using Ln(). Ln() gives us the natural logarithm of a number. Using that, we can get the exponentiation easily. E.g. If we want  $X^Y$  (or X to the Y power) we would write the code like this:

```
ExpXY := Exp(Ln(X) * Y);
```

To use a generic function, declare the formal parameters and function result as Extended, and the conversions from the actual parameters and back to your result variable will be done automatically. (Ln is the natural logarithm of a number).

```
{ Reproduced from post by Dr. Bob }
function SwartPower(X: LongInt; N: Word): LongInt;
var R: LongInt;
begin
  if N = 0 then SwartPower := 1
  else
  begin
    if N = 1 then SwartPower := X
    else
    begin
      if Odd(N) then
      begin
        R := X;
        Dec(N)
      end
      else R := 1;

      while N > 1 do { inner loop O(log N) }
      begin
        if Odd(N) then R := R * X;
        X := X * X;
        N := N div 2
      end;

      if R > 1 then
        SwartPower := R * X
      else { save last multiplication with 1 }
        SwartPower := X
      end
    end
  end
end {SwartPower};
```

## control menu changing

Q: What is the easiest way to change the control menu of a form based application ?

Example, I was to add an option called "Always on top" that can be checked and unchecked at the user's will. This of course, should be there in addition to the "Move", "Restore", "Maximize" etc. other control menu options.

A: type

```
TForm1 = class(TForm);
...
private
    procedure WMSysCommand(VAR Message: TWMSysCommand);
        message WM_SYSCOMMAND;
...

procedure TForm1.WMSysCommand(var Message: TWMSysCommand);
begin
    Inherited;
    IF Message.CmdType AND $FFF0 = $F200 THEN
        MessageBeep(0); {replace with code to DO something}
end;

procedure TForm1.FormCreate(Sender: TObject);
begin
    AppendMenu(GetSystemMenu(Handle, False), MF_STRING,
        $F200, '&Wahoo!');
end;
```

This adds a new item named "Wahoo!" to the system menu, with a command ID of \$F200. I picked \$F200 at random as a number near the regular SC\_xxxx constants, but greater than any of them. Note that the ID for a system command must be evenly divisibly by 16, as Windows uses the lowest 4 bits of the ID. That's also why you AND the value with \$FFF0 before comparing it to the specific ID.

Put this on the MouseDown method (not the MouseClick):  
`if button = mbRight then doSomething;`



## text tables (ASCII)

Q: How do I make an ASCII text table from a paradox table?

A:

```
procedure TForm1.Button1Click(Sender: TObject);
var
  t1, t2: tTable; {t1 = PW table; t2 = ASCII version}
begin
  t1 := tTable.create(self);
  with t1 do begin
    DataBaseName := 'DBDEMOS';
    tableName := 'customer.db';
    open;
  end;
  t2 := tTable.create(self);
  with t2 do begin
    DataBaseName := 'DBDEMOS';
    tableName := 'myfile.txt';
    TableType := ttASCII;
    createTable;
    open;
    edit;
    BatchMove(t1, batCopy);
    close;
  end;
  t1.close;
end;
```

Use `LockWindowUpdate(form1.handle)` to stop it. `LockWindowUpdate(0)` will reset it as there can be only one window locked at a time.

## Group creation with DDE

Q: How do I initialize a DDE link to the program manager to create a new group?

A: Here it is from c:\delphi\demos\dde\ddedemo.dpr:

```
var
  Name: string;
  Macro: string;
  Cmd: array[0..255] of Char;
begin
  if GroupName.Text = '' then {an edit field on the form}
    MessageDlg('Group name can not be blank.', mtError, [mbOK], 0)
  else
    begin
      Name := GroupName.Text;
      Macro := Format('[CreateGroup(%s)]', [Name]) + #13#10;
      StrPCopy (Cmd, Macro);
      DDEClient.OpenLink;
      if not DDEClient.ExecuteMacro(Cmd, False) then
        MessageDlg('Unable to create group.', mtInformation, [mbOK], 0);
      DDEClient.CloseLink;
      GroupName.SelectAll;
    end;
end;
```

formatting a data field

Q: How do I set a format for a data field?

A:

1. Select the table object, and double click.
2. Select the field that you want to format.
3. Use the DisplayFormat and the EditFormat properties to do what you want.  
DisplayFormat works for when the field does not have focus.  
EditFormat works for when the field has focus.

Use the commands as you would for the first parameter of the FormatFloat function, but without the quotes.

uses sequence error

Q: Does anyone know about a syntax problem with the ordering of the USES statement?

```
program CrtApp;

  Program CrtApp;

  (*uses                               {This order works!}
  U_X87_0a in 'G:\HS_LIB\UTILITY\U_X87_0a.PAS',
  WinCrt; *)

  uses WinCrt,                          {This order does not work!}
  U_X87_0a in 'G:\HS_LIB\UTILITY\U_X87_0A.PAS';

begin  Writeln('Delphi');  end.
```

A: Known problem. Grab the updated DLIB utility from the libraries and add SYSUTILS and TOOLHELP to DELPHI.DSL (or extract and remove WINCRT).

## pointers and assignments

Q: if I write "Font := Canvas.Font" Font is not a pointer to Canvas.Font, Font takes on the properties of Canvas.Font. I want to know how I can make a variable that is a "pointer" to Canvas.Font.

In pointers it would have been:

```
procedure X( T : TType );
var
  vP : ^TType
begin
  vP := @T;
  {both of the following make changes to T}
  T.Size := 10;
  vP^.Size := 12;
end;
```

what I want is:

```
procedure X( canvas : TCanvas );
var
  F : TFont
begin
  F := canvas.Font; {<-- ?? assigns copy instead of reference}
  {I need both of the following to affect canvas' Font property}
  F.Size := 10;
  canvas.Size := 12;
end;
```

Sorry if it isn't clear ... does anyone remember what a pointer is now that Delphi is here?

A: The problem you are seeing is that in your context the variable Font is not a variable of a class, or an instance of a class. It is a property, and the assignment operator (:=) is being translated by the compiler into an Assign type operation by the declaration of that property.

For example this code:

```
var
  MyFontPtr : TFont;
begin
  ...
  MyFontPtr := SomeCanvas.Font;
```

does result in an address being copied. Whereas this code:

```
begin
  ...
  with Form1.Canvas do
    Font := SomeCanvas.Font;
```

results in the following code:

```
Form1.Canvas.SetFont(SomeCanvas.Font);
```

which 'copies' the data in SomeCanvas.Font to Form1.Canvas.Font.

See also [pointers and dynamic memory](#)

dynamic array sizing

Q: Is there any way to dynamically redimension an array?

A: When you dynamically allocate space for an array, you *can* dynamically allocate the size as needed. e.g.

```
type
  TIntegerArray = array[0..32767] of integer; {Types don't allocate memory }
  PIntegerArray = ^TIntegerArray;
var
  I1, I2 : PIntegerArray;
begin
  GetMem(I1, 500*SizeOf(Integer)); { I1 now points to a 500 element array }
  GetMem(I2, 1000*SizeOf(Integer)); { I2 now points to a 1000 element array }
  ...
```

Ok, now *THIS* kind of variable-sized array has been available in Pascal for many a long year. That is, the kind where you decide the size at run-time but don't change it. Here is an example that works with records: E.g.

```
TYPE
  VarArray = Array[0..65520 DIV SizeOf(MyRecord)] OF MyRecord;
  ptrVarArray = ^VarArray;
VAR
  MyArray : ptrVarArray;
  GetMem(MyArray, NumNeeded*SizeOf(MyRecord));
```

See? You define an array TYPE as large as possible, given the almost-64k limit on the size of a single variable. You define a pointer to that type. And you allocate just enough memory to hold the actual number needed.

FWIW, You can definitely use a TList too, but you'll need to define a simple OBJECT that holds your variant record, because TLists only hold TObjects and their descendants.

\*\*\*\*\*

Here is a later post on C-Serve:

ReAllocMem comes closest. You allocate your array on the heap with some incantations like

```
Type
  TIntArray = Array [0..High(Word) div Sizeof(Integer) -1] of Integer;
  { declares the maximum size possible for an array of Integers }
  PIntArray = ^TIntArray;

Procedure AllocArray( Var pArr: PIntArray; items: Word;
```



```

                Var maxIndex: Word);
Begin
  If items > 0 Then Begin
    GetMem( pArr, items * Sizeof( Integer ));
    maxIndex := Pred( items );
  End
  Else
    pArr := Nil;
  End;

Procedure ReDimArray( Var pArr: PIntArray; newItems: Word;
                    Var maxIndex: Word );
Begin
  If pArr = Nil Then
    AllocArray( pArr, newItems, maxIndex )
  Else Begin
    ReAllocMem( pArr, Succ(maxIndex)*Sizeof(Integer),
               newItems*Sizeof(Integer));
    maxIndex := Pred( newItems );
  End;
End;

Procedure DisposeArray( Var pArr: PIntArray; maxIndex: Word );
Begin
  FreeMem( pArr, Succ(maxIndex)*SizeOf(Integer));
End;

Var
  pMyArray: PIntArray;
  maxIndex, i: Word;

Begin
  try
    AllocArray( pMyArray, 100, maxIndex );
    For i:= 0 To maxIndex Do
      pMyArray^[i] := i;
    ...
    RedimArray( pMyArray, 200, maxIndex );
    For i:= 0 To maxIndex div 2 Do
      pMyArray^[Succ(maxIndex div 2)+i] := Sqr(pMyArray^[i]);
    ....
  finally
    DisposeArray( pMyArray, maxIndex );
  end;
..

```

"YIKES" i hear you say, "do i have to do this kind of gyrations for each array type i might need???" Well, you could, but it is not very difficult to write a set of generic procedures that will work for every base type you might use for an array. We assume that the array type is always declared with a lower bound of 0 and also use Cardinal instead of Word so the procedures will automagically expand to handle > 64K arrays under Delphi32.

```

Procedure AllocArray( Var pArr: Pointer; items, itemsize: Cardinal;
                    Var maxIndex: Cardinal);
Begin

```

```

    If items > 0 Then Begin
        GetMem( pArr, items * itemsize);
        maxIndex := Pred( items );
    End
    Else Begin
        pArr := Nil;
        maxIndex := 0; { WARNING! This is still an invalid index here! }
    End;
End;

Procedure ReDimArray( Var pArr: Pointer; newItem, itemsize: Cardinal;
                    Var maxIndex: Cardinal );
Begin
    If pArr = Nil Then
        AllocArray( pArr, newItem, itemsize, maxIndex )
    Else Begin
        ReAllocMem( pArr, Succ(maxIndex)*itemsize,
                    newItem*itemsize);
        maxIndex := Pred( newItem );
    End;
End;

Procedure DisposeArray( Var pArr: Pointer; itemsize, maxIndex: Cardinal );
Begin
    FreeMem( pArr, Succ(maxIndex)*itemsize);
End;

```

To use these procedures to make a dynamic array of Double, for example, you would proceed as follows:

```

type
    {we can directly declare a pointer to an array, no need to declare
    the array first}
    PDoubleArray = ^Array [0..High(Cardinal) div Sizeof(Double) -1] of
                    Double;

Var
    pDbl: PDoubleArray;
    maxIndex, i: Cardinal;
    deg2arc: Double;

Begin
    deg2arc := Pi/180.0;
    try
        AllocArray( pDbl, 360, Sizeof( Double ), maxIndex );
        For i:= 0 To maxIndex Do
            pDbl^[i] := Sin( Float(i) * deg2arc );
        ReDimArray( pDbl, 720, Sizeof( Double ), maxIndex );
        For i:= 360 To maxIndex Do
            pDbl^[i] := Cos( Float(i-360) * deg2arc );
        finally
            DisposeArray( pDbl, Sizeof(Double), maxIndex );
        end;

```

And now the final icing: all this was typed off forehead; no idea if it will even compile

<eg>! And a safety net feature is still missing: AllocArray and RedimArray should raise an exception if you try to allocate an array > 64Kbyte under Delphi16. I left this out since i'm not really familiar with these beasties (exceptions) yet. Delphi may do it anyway if range checking is enabled.

Here is Peter Below's approach:

time for my canned reply re. dynamic arrays:

You allocate your array on the heap with some incantations like

```
Type
  TIntArray = Array [0..High(Word) div Sizeof(Integer) -1] of Integer;
  { declares the maximum size possible for an array of Integers }
  PIntArray = ^TIntArray;
```

```
Procedure AllocArray( Var pArr: PIntArray; items: Word;
                     Var maxIndex: Word);
```

```
Begin
  If items > 0 Then Begin
    GetMem( pArr, items * Sizeof( Integer ));
    maxIndex := Pred( items );
  End
  Else
    pArr := Nil;
End;
```

```
Procedure ReDimArray( Var pArr: PIntArray; newItems: Word;
                    Var maxIndex: Word );
```

```
Begin
  If pArr = Nil Then
    AllocArray( pArr, newItems, maxIndex )
  Else Begin
    ReAllocMem( pArr, Succ(maxIndex)*Sizeof(Integer),
               newItems*Sizeof(Integer));
    maxIndex := Pred( newItems );
  End;
End;
```

```
Procedure DisposeArray( Var pArr: PIntArray; maxIndex: Word );
```

```
Begin
  FreeMem( pArr, Succ(maxIndex)*SizeOf(Integer));
End;
```

```
Var
  pMyArray: PIntArray;
  maxIndex, i: Word;
```

```
Begin
  try
    AllocArray( pMyArray, 100, maxIndex );
    For i:= 0 To maxIndex Do
      pMyArray^[i] := i;
    ...
  end;
```

```
RedimArray( pMyArray, 200, maxIndex );
For i:= 0 To maxIndex div 2 Do
  pMyArray^[Succ(maxIndex div 2)+i] := Sqr(pMyArray^[i]);
  ....
finally
end;
```

"YIKES" I hear you say, "do I have to do this kind of gyrations for each array type i might need???". Well, you could, but it is not very difficult to write a set of generic procedures that will work for every base type you might use for an array. We assume that the array type is always declared with a lower bound of 0 and also use Cardinal instead of Word so the procedures will automagically expand to handle > 64K arrays under Delphi32.

```
Procedure AllocArray( Var pArr: Pointer; items, itemsize): Card
```

: I want to be able to right click on my VBX and have a popup menu display. How do I trap for that?

A: Here it is:

```
procedure TForm1.FormMouseDown(Sender: TObject; Button: TMouseButton;
  Shift: TShiftState; X, Y: Integer);
begin
  if button = mbRight then
    WITH Sender AS TControl DO
      WITH ClientToScreen(Point(X,Y)) DO
        BEGIN
          PopupMenu1.PopupComponent := TComponent(Sender);
          PopupMenu1.Popup(X,Y);
        END;
      end;
end;
```

Note: The form's popupMenu property must be empty, or it will popup from everywhere. If you want the form to be the only place showing the popup, place this method on the form's OnMouseDown event. If you want the VBX to be the only place, then place it on the VBX's OnMouseDown event, etc.

## callbacks

Q: I have a unit that does a callback function (from a DLL). In this unit, I have declared a global variable. When I do the callback, it is unable to 'see' the global variable. Both functions are in the same unit. Why is this and what do I do?

A: Turn off smart callbacks and add this:

```
{K-}
```

Because of how things are being passed to the CPU (register manipulation) the scope has changed through a callback.

## cursor loading

Q: How do I use one of the cursor files in the c:\delphi\images\cursors?

A: Load the cursor into a RES file. (The image editor will let you do that.) Then do this:

```
{$R c:\programs\delphi\MyFile.res}

const PutTheCursorHere_Dude = 1; {arbitrary number}

procedure stuff;
begin
    screen.cursors[PutTheCursorHere_Dude] := LoadCursor(hInstance,
    pChar('cursor_1'));
    screen.cursor := PutTheCursorHere_Dude;
end;
```

ADD (syntax error)

Q: I use the help file example for the ADD method and I get an error message "comma expected". Why?

A: The ADD method requires an undocumented fourth parameter. (OOPS!) It says whether the field is required. (true = required)

Here is the working code for that example:

```
var
  t: tTable;
begin
  t := tTable.create(self);
  with t do
    begin
      Active := False;
      DatabaseName := 'lwl';
      TableName := 'hoser';
      TableType := ttParadox;
      with FieldDefs do
        begin
          Clear;
          Add('Field1', ftInteger, 0, false);
          Add('Field2', ftInteger, 0, false);
        end;
      with IndexDefs do
        begin
          Clear;
          Add('Field1Index', 'Field1', [ixPrimary, ixUnique]);
        end;
      CreateTable;
    end;
end;
```



packing a dBASE table

Q: How do I pack a dBASE table?

A: To pack a dBASE table that has been opened with a TTable use the BDE function DBIPackTable. There are two basic steps to do this:

1. Add the following units to our uses clause: DBTYPES, DBIPROCS and DBIERRS.

2) Then call the BDE function as follows:

```
DBIPackTable(Table1.DbHandle, Table1.Handle, 'TABLENAME.DBF', szDBASE, TRUE);
```

Note: The table must be opened in exclusive mode.

## Sybase: Updated tables

In order to create an updatable Sybase SQL query using the TQuery component you need to specify the name of the table's owner if it isn't yourself.

e.g. If you wish to set `RequestLive = TRUE` (and Active) your SQL statement should read something like this:

```
Select * from 'myname.tablename'      {notice the quotes}
```

Using a SQL statement like this:

```
Select * from tablename
```

returns errors because no owner was specified. Additionally you **MUST** include quotes when specifying the owner name or the database engine will complain. Other than that, it works like a charm!

## General SQL:

How can I reference a field name with a space in a query?

How do I pass a variable to a query?

How do I display a record that has the table's MAX value?

How can I use the aggregate functions (avg, sum, count, max, min) with a table?

I get an "Error creating cursor handle" message.

How do I get the result from a TStoredProc?

## Sybase:

Updated tables

Error Message: 'connection is in use by another statement'.

## Interbase:

How can I make it run faster?

## Optimizing code

### Original code:

```
if ActiveControl is TDBEdit then
    (ActiveControl as TDBEdit).CutToClipboard
else if ActiveControl is TDBMemo then
    (ActiveControl as TDBMemo).CutToClipboard;
```

### New and improved code:

```
if ActiveControl is TCustomMemo then
    TCustomMemo(ActiveControl).CutToClipboard;
```

This works the same as what you had with less overhead. TCustomMemo is the ancestor to both TMemo and TDBMemo, so the typecast works fine. Also, using "is" and "as" in the same statement is redundant and expensive.

Q: I have a table grid, edit field, and a pushbutton. When I do a FindNearest from the pushbutton

```
Table1.FindNearest([edit1.text]);
```

it only shows the actual data if I write in the whole value to be found. If I enter only partial values, the scroll bar shows that a record was found, but it doesn't display. How do I get it to display?

A: The answer is that it DOES display. Because of the way that the value is evaluated, you should pad the string with zeros to the size of the (in this case) CustNo. (CustNo is a number field. If you enter a partial value, it is seen as a lower value number.)

Make sure that you say `report.InitialValues.clear` before you call the report.

Q: How do I create complex indices on dBASE tables in Delphi?

A: Compound indices must be expressions, as follows:

```
MyTable.AddIndex('MyTagName', 'FIELD1NAME+FIELD2NAME', [ixExpression]);
```

This is required on compound indices. You can even use other expressions, such as `UPPER(FIELD1+FIELD2)`. Note that `[ixExpression]` is required, but NOT documented in any help file I can find, and `[ixCaseInsensitive]` plain doesn't work for dBase files. Note further that such expression indices rule out using `SetRange`, and perhaps other methods. However, I've heard that using the "long winded" version of `SetRange` will work.

e.g.

```
with table1 do
begin
  SetRangeStart;
  FieldsByName('FIELD1').AsString := 'myString';
  FieldsByName('FIELD2').AsString := ' 1';
  SetRangeEnd;
  FieldsByName('FIELD1').AsString := 'myString';
  FieldsByName('FIELD2').AsString := '999';
  ApplyRange;
end;
```

Q: What is the Object Pascal equivalent of C's "union" reserved word?

A: It is a variant record in Delphi. Variant records allow for different types to occupy the same space (but not at the same time, of course). The space allocated will be as large as the largest possible variation, but there need be no needless duplication of memory allocated. This is how a variant record is declared:

```
purchase = record
  amount: real;
  {more stuff}
  case MethodOfPayment of
    check:      (check number: integer;
                 checkAmt: real;
                 LicenseNumber: string[20]);
    CreditCard: (card: CardType;
                 ExpMonth: 1..12;
                 ExpYear: YearType);
  end;
end;
```

Unions in Delphi/Pascal are not a reserved word as much as an operator. Here is how a union (Pascal style) is done:

```
var
  a, b, c: set of char;

begin
  a := ['a'..'z'];
  b := ['a', 'c', 'e', 'g'];
  c := ['a'..'d', 'z'];

  if a - b = ['b', 'd', 'f', 'h'..'z'] then
    blah; {difference}

  if b + c = ['a'..'d', 'e', 'g', 'z'] then
    blah; {union}

  if b * c = ['a', 'c'] then
    blah; {intersection}
end;
```



```
SubString('Lloyd is the greatest!!!' from 1 to 5)
```

## TMemo

How can the tab stops be set in a TMemo control?

How can I tell the length in bytes of a memo field?

How can I get to the bottom of a memo field with code?

How do I fill a memo field from a table?

Error code 105 means "file not open for output". You should add the WinCRT unit to your uses list. (This is mentioned in MANUALS.TXT in your \DELPHI directory).

**Q: How do I execute a program and have my code wait until it is finished?**

**A:**

```
uses Wintypes,WinProcs,Toolhelp,Classes,Forms;

Function WinExecAndWait(Path : string; Visibility : word) : word;
var
  InstanceID : THandle;
  PathLen : integer;
begin
  { inplace conversion of a String to a PChar }
  PathLen := Length(Path);
  Move(Path[1],Path[0],PathLen);
  Path[PathLen] := #00;
  { Try to run the application }
  InstanceID := WinExec(@Path,Visibility);
  if InstanceID < 32 then { a value less than 32 indicates an Exec error }
    WinExecAndWait := InstanceID
  else begin
    Repeat
      Application.ProcessMessages;
    until Application.Terminated or (GetModuleUsage(InstanceID) = 0);
    WinExecAndWait := 32;
  end;
end;
```

## MDX and DBF files

Q: I have a DBF table that I can't open because it is expecting an MDX (production index) file. I lost (deleted) that file. What do I do now?

A: Byte 28 in the DBF file header indicates whether an MDX file is needed. (0 = no MDX needed; 1 = MDX needed.) Here is some code that makes the change for you. It uses a radio group where the first item is NO MDX (element 0), and the second item is USES MDX (element 1). This app also uses the TOpenDialog component.

```
procedure TForm1.Button1Click(Sender: TObject);
var
  f: file of byte;
  b: byte;
begin
  if OpenDialog1.execute then
  begin
    assignFile(f, OpenDialog1.FileName);
    reset(f);
    seek(f, 28);
    b := RadioGroup1.ItemIndex; {0 = no MDX; 1 = use MDX}
    write(f, b);
    closefile(f);
  end;
  OpenDialog1.FileName := '*.dbf'; {reset the filter}
end;
```

**Q:** How do I do pointer arithmetic in Delphi?

**A:** If you are doing dynamic memory allocation, it is done like this:

```
uses WinCRT;

procedure TForm1.Button1Click(Sender: TObject);
var
  MyArray: array[0..30] of char;
  b: ^char;
  i: integer;
begin
  StrCopy(MyArray, 'Lloyd is the greatest!!!');
  b := @MyArray;
  for i := StrLen(MyArray) downto 0 do
  begin
    write(b^);
    inc(b);
  end;
end;
```

The amount by which the pointer is incremented is the correct size. (i.e. It is the size of the object pointed to.) The following code proves that.

```
var
  P1, P2 : ^LongInt;
  L : LongInt;
begin
  P1 := @L;
  P2 := @L;
  Inc(P2);
  L := Ofs(P2^) - Ofs(P1^); {L = 4; sizeof(longInt)}
end;
```

Q: I try to use ODBC, but when I set the table to active, it won't let me. I can display the data if it is in read only mode. I can edit this information correctly if I use paradox for windows 5.0. What gives?

A: You have separate installs of PW and Delphi that point to different IDAPI directories. Have them point to the same place.

**Q:** How can I tell if share is loaded from Delphi?

**A:**

```
function IsShareLoaded: Boolean;
var
  f: file of word;
  data: word;
  IsShareInstalled: Boolean;
begin
  assign(f, 'im_here.not');
  rewrite(f);
  write(f, data);
  asm
    mov IsShareInstalled, true
    mov bx, TFileRec(f).handle
    xor cx, cx
    xor dx, dx
    mov si, 0
    mov di, 0
    mov al, 0
    mov ah, $5C
    int $21
    jc @@NoError
    dec IsShareInstalled
    @@NoError:
  end; {asm section}

  result := IsShareInstalled;
  close(f);
  erase(f);
end;
```



The equivalent is a query:  
SELECT MAX(Amount) FROM ORDERS

Q: How do I create a floating palette window?

A: The tricky thing is to make sure the palette window always appears "in front" of the main window, but not necessarily "on top" of all other windows. This effect can be achieved by overriding the CreateParams method for your palette form. For example,

```
procedure TForm2.CreateParams( var Params: TCreateParams );
begin
  inherited CreateParams( Params );
  with Params do
  begin
    Style := Style or ws_Overlapped;
    WndParent := Form1.Handle;
  end;
end;
```

Q: Why aren't Delphi EXE files as small as BP files? (It always seems to be 150K+.)

A: The difference that you're seeing is the difference in OWL vs. VCL. If BP7 \*could\* compile a Delphi app (it can't because of language extensions), the executable would be the same size (give or take a hundred bytes) as the Delphi compiled executable. So to answer your question, Delphi already does compile and executable as small as BP7 does.

```
Program ExitWin;  
uses WinProcs;  
begin  
  ExitWindowsExec('', '');  
end.
```

will create a 2816 byte executable with the Delphi compiler. Then, if you run W8LOSS.EXE, it will shrink it down to 2463 bytes!!!

Note: This program will exit and restart windows.

\*\*\*\*\*

Here is one that came about as a result of a small competition on compuserve. Here is the essence of the thread:

Hi James,

> The program also iterates through the active tasks looking at module names. If it can go smaller, I'd love to see how but I won't be upset if it stays at 17k. :)

Well, I'm willing to go for half of your size (I love a good challenge before breakfast)...

> This exe makes sure no Office apps are running by looking for specific module names in the task list. If one is found, we throw up that darn message box and quit.

Groetjes,

Dr. "I want to climb the mountain because it's there!" Bob

\*\*\*\*\*

You're on! :)

The great way to learn is to see someone do something just a little bit better. So here you go...

```
MSOFFICE  
VB  
WINWORD
```

EXCEL  
MSACCESS  
PP4

These are the modules names. Basicall, if one of these is running you got to throw up a message box and then get out. It none are running, you need to ShellExecute another EXE, passing it any command line arguments this program receives.

I'm looking forward to your results.

'I have been to the top of the mountain, and it was good." - Beevis and Butthead <g>

James Foxall

\*\*\*\*\*

Hi James,

You had an executable of 17Kb, right? Well, I've done it in less than 2.5 Kb (in fact, I ended up with 2133 bytes - including on-line help <g>). You'll have to supply the setup routine as command-line arguments, but other than that it'll work just fine.

(It'll probably be somewhat smaller if you hardcode the 'install sequence' but I didn't know what they were, so...)

```
{ $A+, B-, D-, F-, G+, I-, K+, L-, N-, P-, Q-, R-, S-, T-, V-, W-, X+, Y- }
{ $M 32768, 0 }
program NoOffice;
{
    File: NOOFFICE.PAS
    Author: Bob Swart
    Compiler: Borland Pascal 7.01
    Purpose: To quit when any MS Office module is loaded,
            otherwise run the command-line arguments...
    Usage: NOOFFICE Setup /X
    Example: NOOFFICE NOTEPAD C:\CONFIG.SYS

    Code Size: 1154 Bytes
    Data Size: 338 Bytes
    .EXE Size: 2560 Bytes (2133 after running W8LOSS.EXE)
}
uses WinTypes, WinProcs;
Const
    Run: String[127] = #0;
Const
    Office : Array[0..5] of PChar =
        ('MSOFFICE', 'VB', 'WINWORD', 'EXCEL', 'MSACCESS', 'PP4');
var i: Integer;
begin
    if ParamCount = 0 then
        MessageBox(0, 'Usage: NOOFFICE <setup>', Office[0],
```

```
                MB_ICONINFORMATION OR MB_OK)
else
begin
  for i:=0 to 5 do
  begin
    if GetModuleHandle(Office[i]) <> 0 then { found? }
    begin
      MessageBox(0,'MS-Office is still running!',Office[i],
                MB_ICONHAND OR MB_OK);
      Halt
    end
  end;
  for i:=ParamCount downto 1 do Run := ParamStr(i) + #32 + Run;
  WinExec(@Run[1],SW_SHOW)
end
end.
```

Q: How do I access ACCESS tables?

A: The ODBC driver provided with Access 2.0 is designed to work only within the Microsoft Office environment. To work with ODBC/Access in Delphi, you need the Microsoft ODBC Desktop Driver kit, part# 273-054-030 available from Microsoft Direct for \$10.25US (post on WINEXT for where to get it in your country if you are not in the US). It is also available on the Jan. MSDN, Level 2 (Development Platform) CD4 \ODBC\X86 as part of the ODBC 2.1 SDK. Be aware that your redistribution rights for the Desktop Drivers are pretty restricted by Microsoft. For info on (and objections to) the restrictions post on the WINEXT forum.

You also need the following ODBC files.

Minimum:

ODBC.DLL	03.10.1994, Version 2.00.1510
ODBCINST.DLL	03.10.1994, Version 2.00.1510
ODBCINST.HLP	11.08.1993
ODBCADM.EXE	11.08.1993, Version 1.02.3129

Better:

ODBC.DLL	12.07.1994, Version 2.10.2401
ODBCINST.DLL	12.07.1994, Version 2.10.2401
ODBCINST.HLP	12.07.1994
ODBCADM.EXE	12.07.1994, Version 2.10.2309

The following steps will get you started in Delphi

1. Using the ODBC Administrator, set-up a datasource for your database. Be sure to specify a path to your mdb file. For the purposes of this explanation we'll say that the datasource name is MYDSN.
2. Load the BDE Configuration utility.
3. Select New Driver.
4. Give the driver a name (call it ODBC\_MYDSN).
5. In the driver combo box select, "Microsoft Access Driver (\*.mdb)
6. In the name combo box select MYDSN
7. Go to the Alias page.
8. Select New Alias.
9. Enter MYDSN for name.

10. For Alias Type, select ODBC\_MYDSN.

11. In Delphi, drop a DataSource, Table, and DBGrid on your form.

12. Set DBGrid1.DataSource to DataSource1.

13. Set DataSource1.DataSet to Table1.

14. Set Table1.DatabaseName to MYDSN.

15. In the TableName property in Table1, click the downarrow, you will see the "Login" dialog. Press OK, after a short pause you will see a dropdown list with all your table names. Select one.

16. Set the Active property in Table1 to True, the data from your table will be displayed in the grid.

## IF ARCHITECTS HAD TO WORK LIKE PROGRAMMERS...

Dear Mr. Architect:

Please design and build me a house. I am not quite sure of what I need, so you should use your discretion.

My house should have between two and forty-five bedrooms. Just make sure the plans are such that the bedrooms can be easily added or deleted. When you bring the blueprints to me, I will make the final decision of what I want. Also, bring me the cost breakdowns for each configuration so that I can arbitrarily pick one at a later time.

Keep in mind that the house I ultimately choose must cost less than the one I am currently living in. Make sure, however, that you correct all the deficiencies that exist in my current house (the floor of my kitchen vibrates when I walk across it, and the walls don't have nearly enough insulation in them).

As you design, also keep in mind that I want to keep yearly maintenance costs as low as possible. This should mean the incorporation of extra-cost features like aluminum, vinyl, or composite siding. (If you choose not to specify aluminum, be prepared to explain your decision in detail.)

Please take care that modern design practices and the latest materials are used in construction of the house, as I want it to be a showplace for the most up-to-date ideas and methods. Be alerted, however, that kitchen should be designed to accommodate (among other things) my 1952 Gibson refrigerator.

To assure that you are building the correct house for our entire family, you will need to contact each of my children, and also our in-laws. My mother-in-law will have very strong feelings about how the house should be designed, since she visits us at least once a year. Make sure that you weigh all of these options carefully and come to the right decision. I, however, retain the right to overrule any decisions that you make.

Please don't bother me with small details right now. Your job is to develop the overall plans for the house and get the big picture. At this time, for example, it is not appropriate to be choosing the color of the carpeting. However, keep in mind that my wife likes blue.

Also, do not worry at this time about acquiring the resources to build the house itself. Your first priority is to develop detailed plans and specifications. Once I approve these plans, however, I would expect the house to be under roof within 48 hours.

While you are designing this house specifically for me, keep in mind that sooner or later I will have to sell it to someone else. It therefore should have appeal to a wide variety of



potential buyers. Please make sure before you finalize the plans that there is a consensus of the potential homebuyers in my area that they like the features this house has.

I advise you to run up and look at the house my neighbor build last year, as we like it a great deal. It has many things that we feel we also need in our new home, particularly the 75-foot swimming pool. With careful engineering, I believe that you can design this into our new house without impacting the construction cost.

Please prepare a complete set of blueprints. It is not necessary at this time to do the real design, since they will be used only for construction bids. Be advised, however, that you will be held accountable for any increase of construction costs as a result of later design changes.

You must be thrilled to be working on as an interesting project as this! To be able to use the latest techniques and materials and to be given such freedom in your designs is something that can't happen very often. Contact me as soon as possible with your ideas and completed plans.

PS: My wife has just told me that she disagrees with many of the instructions I've given you in this letter. As architect, it is your responsibility to resolve these differences. I have tried in the past and have been unable to accomplish this. If you can't handle this responsibility, I will have to find another architect.

PPS: Perhaps what I need is not a house at all, but a travel trailer. Please advise me as soon as possible if this is the case.

Q: How do I print a form?

A: Prints all visible TLabel, TEdit, TMemo, TDBText, TDBEdit and TDBMemo components on the form with proper place, size and font. Set the Form Scrollbar.Range to 768 Horz and 1008 Vert for a 8 X 10.5 page at 96formPPI.

```
USES Printers;
```

```
procedure TForm1.SpeedButton1Click(Sender: TObject);
var
  C : array[0..255] of char;
  CLen, ScaleX, ScaleY, I : integer;
  Format : Word; DC : HDC;
  MComp : TMemo; R: TRect;
begin
  Printer.BeginDoc;
  DC := Printer.Canvas.Handle;
  ScaleX := GetDeviceCaps(DC, LOGPIXELSX) div PixelsPerInch;
  ScaleY := GetDeviceCaps(DC, LOGPIXELSY) div PixelsPerInch;
  for I := 0 to ComponentCount-1 do
    if (Components[I] is TLabel) or (Components[I] is TCustomEdit) then
      begin
        MComp := TMemo(Components[I]);
        if (MComp.visible) then
          begin
            Printer.Canvas.Font := MComp.Font;
            DC := Printer.Canvas.Handle; {so DrawText knows about font}
            R := MComp.BoundsRect;
            R.Top := (R.Top + VertScrollBar.Position) * ScaleY;
            R.Left := (R.Left + HorzScrollBar.Position) * ScaleX;
            R.Bottom := (R.Bottom + VertScrollBar.Position) * ScaleY;
            R.Right := (R.Right + HorzScrollBar.Position) * ScaleY;
            if (not(Components[I] is TLabel)) and (MComp.BorderStyle =
bsSingle)
              then Printer.Canvas.Rectangle(R.Left,R.Top,R.Right,R.Bottom);
            Format := DT_LEFT;
            if (Components[I] is TEdit) or (Components[I] is TCustomMaskEdit) then
              Format := Format or DT_SINGLELINE or DT_VCENTER
            else
              begin
                if MComp.WordWrap then Format := DT_WORDBREAK;
                if MComp.Alignment = taCenter then Format := Format or DT_CENTER;
                if MComp.Alignment = taRightJustify then Format := Format or
DT_RIGHT;
                R.Bottom := R.Bottom + Printer.Canvas.Font.Height + 1;
              end;
            end;
            CLen := MComp.GetTextBuf(C,255);
            R.Left := R.Left + ScaleX + ScaleX;
            DrawText(DC, C, CLen, R, Format);
          end;
        end;
        Printer.EndDoc;
      end;
end;
```



**Q: How do I do outline drag and drop?**

**A:**

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, Grids, Outline;

type
  TForm1 = class(TForm)
    Outline1: TOutline;
    Outline2: TOutline;
    procedure OutlineDragDrop(Sender, Source: TObject; X, Y: Integer);
    procedure OutlineMouseDown(Sender: TObject; Button: TMouseButton;
      Shift: TShiftState; X, Y: Integer);
    procedure OutlineDragOver(Sender, Source: TObject; X, Y: Integer;
      State: TDragState; var Accept: Boolean);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

procedure TForm1.OutlineDragDrop(Sender, Source: TObject; X, Y: Integer);
begin
  with Sender as TOutline do
    begin
      AddChild(GetItem(x,y),
        TOutline(Source).Items[TOutline(Source).SelectedItem].Text);
    end;
end;

procedure TForm1.OutlineMouseDown(Sender: TObject; Button: TMouseButton;
  Shift: TShiftState; X, Y: Integer);
begin
  if Button = mbLeft then
    with Sender as TOutline do
      begin
        if GetItem(x,y) >= 0 then
          BeginDrag(False);
        end;
      end;
end;

procedure TForm1.OutlineDragOver(Sender, Source: TObject; X, Y: Integer;
```

```
    State: TDragState; var Accept: Boolean);  
begin  
    if (Source is TOutline) and (TOutline(Source).GetItem(x,y) <>  
TOutline(Source).SelectedItem) then  
        Accept := True  
    else  
        Accept := False;  
end;  
  
end.
```

## TStringGrid

How do I populate a TStringGrid with strings from a file...and save the strings after user editing back to a file?

How do I highlight selected fields on a TStringGrid?

How do I make characters in a string in a TStringGrid different colors?

Here is a custom TStringGrid that will allow for inserting a whole row at a time.

MkDir error (a compuserve thread)

Q:

Is it my imagination or is there something wrong with MkDir() function !?!?

I am using it as the online help instructs :

```
var
  cNewDir: string;

begin
  cNewDir := txtName.Text;
  MkDir(cNewDir);
  etc.
end;
```

but the compiler seems to fail with an error 94 "." expected and the cursor flashing after the word MkDir and before the ( ???

Can it really be expecting a "." ???

A:

The error would indicate that you've redefined the identifier "MkDir" somewhere in your app, and the compiler, due to scoping rules, is using your definition of "MkDir" rather than the SYSTEM units definition.

My guess... you've named your unit MkDir.

Reply:

All I can say is \*Damn your good\*. I can't believe it was that. I can't believe you guessed it from the little information I gave you. I have now kicked myself several times for being so stupid.

Thanks for your help!

**Q:** What is a Callback function, and how do I create one?

**A:** A call back function is a function which you write, but is called by some other program or module, such as windows. To create a callback function, you must first declare a function type, the function itself, and implement the function. In the interface section:

{ In main program interface }

```
type
  TCallbackFunction = function(s: string): integer;
  CallMe(s: string): integer;
```

**And in the Implementation section:**

{ In main program implementation }

```
procedure TestCallBack(CallBackFunction: TCallbackFunction); far; external
'Other';
{ Note that 'other' is a Dll containing the procedure TestCallBack }
```

```
function CallMe(s: PChar): integer;
begin
  { what ever you need to do }
  CallMe := 1; { What ever you need to return }
end;
```

```
procedure TForm1.Button1Click(Sender: TObject);
begin
  TestCallBack(CallMe);
end;
```

**Note that in 'Other' you would also declare a function type, and use it like this:**

```
{ in library Other interface }
type
  TMainFunction = function(s:string): integer;
  TestCallBack(MainFunc: TMainFunction);
{ in library Other implementation }
TestCallBack(MainFunc: TMainFunction);
var
  result: integer;
begin
  result:=MainFunc('test');
end;
```





The Top-14 ways things would be different if Microsoft built cars.  
(drumroll, please...)

1. A particular model year of car wouldn't be available until AFTER that year, instead of before.
2. Every time they repainted the lines on the road, you'd have to buy a new car.
3. Occasionally your car would just die for no reason, you'd have to restart it. For some strange reason, you would just accept this.
4. You could only have one person at a time in your car, unless you bought a car '95 or a car NT, but then you'd have to buy more seats.
5. You would be constantly pressured to upgrade your car. Wait a sec, it's that way NOW!
6. Sun Motorsystems would make a car that was solar powered, twice as reliable, 5 times as fast, but only ran on 5% of the roads.
7. The oil, alternator, gas, engine warning lights would be replaced with a single "General Car Fault" warning light.
8. People would get excited about the "new" features in Microsoft cars, forgetting completely that they had been available in other brands for years.
9. We would still be waiting on the "6000 sux 58" model to come out.
10. We'd all have to switch to Microsoft Gas (tm).
11. Lee Iacocca would be hired on as Bill G.'s chauffeur.
12. The US government would be GETTING subsidies from an automaker, instead of giving them.
13. New seats will force everyone to have the same size ass.
14. Ford, General Motors and Chrysler would all be complaining because Microsoft was putting a radio in all its models.

Q. How do I change the color of a grid cell in a TDBGrid?

A. Enter the following code in the TDBGrid's OnDrawDataCell event:

```
Procedure TForm1.DBGrid1DrawDataCell(Sender: TObject; const Rect: TRect;  
  Field: TField; State: TGridDrawState);  
begin  
  If gdFocused in State then  
    with (Sender as TDBGrid).Canvas do  
      begin  
        Brush.Color := clRed;  
        FillRect(Rect);  
        TextOut(Rect.Left, Rect.Top, Field.AsString);  
      end;  
end;
```

Set the Default drawing to true. With this, it only has to draw the highlighted cell. If you set DefaultDrawing to false, you must draw all the cells yourself with the canvas properties.

Q. How do I show the contents of a memo field in a DBGrid?

A. Use the following code for the OnDrawDataCell event of the DBGrid. Note: before running create a TMemoField object for the memo field by double clicking on the TTable component and adding the memo field.

```
procedure TForm1.DBGrid1DrawDataCell(Sender: TObject; const Rect: TRect;
  Field: TField; State: TGridDrawState);
var
  P : array [0..50] of char;    {array size is number of characters
needed}
  BS : tBlobStream;            {from the memo field}
  S : String;
begin
  If Field is TMemoField then begin
    with (Sender as TDBGrid).Canvas do
      begin
        {Table1Notes is the TMemoField}
        BS := tBlobStream.Create(Table1Notes, bmRead);
        FillChar(P, SizeOf(P), #0);           {terminate the null string}
        BS.Read(P, 50);                       {read 50 chars from memo into blobStream}
        BS.Free;
        S := StrPas(P);
        while Pos(#13, S) > 0 do               {remove carriage returns and}
          S[Pos(#13, S)] := ' ';             {line feeds}
        While Pos(#10, S) > 0 do
          S[Pos(#10, S)] := ' ';
        FillRect(Rect);                       {clear the cell}
        TextOut(Rect.Left, Rect.Top, S);      {fill cell with memo data}
      end;
    end;
  end;
end;
```

Q. How do I do a locate on a non-indexed field?

A. The following function can be added to your to your unit and called as follows:

```
Locate(Table1, Table1LName, 'Beman');
```

Table1 is your table component, Table1LName is TField you've add with the fields editor (double click on the table component) and 'Beman' is the name you want to find.

```
(* Locate will find SValue in a non-indexed table *)
Function Locate( const oTable: TTable; const oField: TField;
const sValue: String): Boolean;
var
  bmPos  : TBookMark;
  bFound : Boolean;
begin
  Locate := False;
  bFound := False;
  If not oTable.Active then Exit;
  If oTable.FieldDefs.IndexOf( oField.FieldName ) < 0 then Exit;
  bmPos := oTable.GetBookMark;
  With oTable do
  begin
    DisableControls;
    First;
    While not EOF do
      if oField.AsString = sValue then
      begin
        Locate := True;
        bFound := True;
        Break;
      end
      else Next;
    end ;
    If (Not bFound) then oTable.GotoBookMark( bmPos);
    oTable.FreeBookMark( bmPos );
    oTable.EnableControls;
  end;
end;
```

Q. How do I override the default message handler for my Application?

A. You create a dynamic method that is indexed to the message constant that you want to override. If you want to override the CM\_DIALOGKEY message you would declare the following procedure in the public section of you class declaration:

```
Procedure CMDialogKey(var Message: TCMDialogKey);message CM_DIALOGKEY;
```

It is common practice to declare the procedure name the same as the message name minus the underscore. Your message handler would look something like this:

```
Procedure TForm1.CMDialogKey(var Message: TCMDialogKey);
begin
  if CharCode = VK_TAB then begin
    {Process the Alt+Tab key here}
    result := 1;
    exit;
  end;
  inherited;
end;
```

Setting result to 1 stops further processing. The inherited statement passes control to the parent handler. Be sure to execute inherited for all the cases you don't want to handle. Do not execute it for the ones you do handle.

Q. How can VCL components be created on the fly at run-time?

A. \* The following code will create a modal password form at runtime. The TPasswordForm type is a TForm descendent class defined either in the current unit or in a separate unit referenced by the current unit's uses clause.

```
with TPasswordForm.Create(Application) do
begin
    ShowModal;           { i.e TForm1, TPasswordForm etc. }
    Free;                { Display form as a modal window }
end;                    { Free the form when it is closed }
```

\* The following are the general steps to add a component to a form at run-time:

1. Declare an instance variable of the component type that you wish to create {i.e. TButton }. Note: instance variables are used to point to an actual instance of an object. They are not objects themselves.

2. Use the component's Create constructor to create an instance of the component and assign the instance to the instance variable declared in step 1. All components' Create constructors take a parameter - the component's owner. Except in special circumstances, you should always pass the form as the owner parameter of the component's Create constructor.

3. Assign a parent to the component's Parent property (i.e. Form1, Panel1, etc). The Parent determines where the component will be displayed, and how the component's Top and Left coordinates are interpreted. To place a component in a groupbox, set the component's Parent property to the groupbox. For a component to be visible, it must have a parent to display itself within.

4. Set any other properties that are necessary (i.e. Width, Height).

5. Finally, make the component appear on the form by setting the component's Visible property to True.

6. If you created the component with an owner, you don't need to do anything to free the component - it will be freed when the owner is destroyed. If you did not give the component an owner when you created it, you are responsible for making sure the component is freed when it is no longer needed.

The following demonstrates how to add a TButton component to the current form at run-time:

```
var
    TempButton : TButton; { This is only a pointer to a TButton }
begin
    TempButton := TButton.Create(Self); { Self refers to the form }
    TempButton.Parent := Self;         { Must assign the Parent }
    TempButton.Caption := 'Run-time';  { Assign properties now }
    TempButton.Visible := True;        { Show to button }
end;
```

Since the button was created with an owner, it will be freed automatically when its owner, the form, is freed.





Q. How can I get a horizontal scrollbar on a list box?

A. Send a `LB_SetHorizontalExtent` message to the listbox's window handle. For example, the message could be sent in the form's `OnCreate`:

```
procedure TForm1.FormCreate(Sender: TObject);
begin
  SendMessage(Listbox1.Handle, LB_SetHorizontalExtent,
              1000, Longint(0));
end;
```

## TCompatibleStream

--- Mike Scott --- Mobius Ltd

-----COMPSTRM.PAS-----

```
unit CompStrm;

interface

uses Classes ;

type
  TCompatibleStream      = class ;

  { TStreamObject }

  TStreamObject = class( TComponent )
    constructor Load( S : TCompatibleStream ) ; virtual ; abstract ;
    procedure Store( S : TCompatibleStream ) ; virtual ; abstract ;
    function  GetObjectType : word ; virtual ; abstract ;
  end ;

  TStreamObjectClass = class of TStreamObject ;

  { TCompatibleStream }

  TCompatibleStream = class( TFileStream )
    function  ReadString : string ;
    procedure WriteString( var S : string ) ;
    function  StrRead : PChar ;
    procedure StrWrite( P : PChar ) ;
    function  Get : TStreamObject ; virtual ;
    procedure Put( AnObject : TStreamObject ) ; virtual ;
  end ;

{ Register Type : use this to register your CompatibleStream objects
                  with the same ID they had in OWL }

procedure RegisterType( AClass : TStreamObjectClass ;
                       AnID   : word ) ;

implementation

uses SysUtils, Controls ;

var Registry : TList ; { holds object ID and class information }

{ TClassInfo }

type
  TClassInfo = class( TObject )
    ClassType : TStreamObjectClass ;
    ClassID   : word ;
    constructor Create( AClassType : TStreamObjectClass ;
```



```

begin
  { see if it's been registered already }
  for i := Registry.Count - 1 downto 0 do
    with TClassInfo( Registry[ i ] ) do if ClassType = AClass then
      begin
        if ClassID <> AnID then
          Raise EInvalidOperation.Create( 'Class ' + AClass.ClassName +
            ' already registered with ID ' +
            IntToStr( ClassID ) ) ;

          exit ;
        end ;
        Registry.Add( TClassInfo.Create( AClass, AnID ) ) ;
      end ;
    end ;
  end ;

  { TCompatibleStream }

function TCompatibleStream.ReadString : string ;

begin
  ReadBuffer( Result[ 0 ], 1 ) ;
  if byte( Result[ 0 ] ) > 0 then ReadBuffer( Result[ 1 ], byte( Result[ 0 ]
) ) ; end ;

procedure TCompatibleStream.WriteString( var S : string ) ;

begin
  WriteBuffer( S[ 0 ], 1 ) ;
  if Length( S ) > 0 then WriteBuffer( S[ 1 ], Length( S ) ) ;
end ;

function TCompatibleStream.StrRead : PChar ;

var L : Word ;
    P : PChar ;

begin
  ReadBuffer( L, SizeOf( Word ) ) ;
  if L = 0 then StrRead := nil else
    begin
      P := StrAlloc( L + 1 ) ;
      ReadBuffer( P[ 0 ], L ) ;
      P[ L ] := #0 ;
      StrRead := P ;
    end ;
end ;

procedure TCompatibleStream.StrWrite( P : PChar ) ;

var L : Word ;

begin
  if P = nil then L := 0 else L := StrLen( P ) ;

```

```

    WriteBuffer( L, SizeOf( Word ) ) ;
    if L > 0 then WriteBuffer( P[ 0 ], L ) ;
end;

function TCompatibleStream.Get : TStreamObject ;

var AClassID : word ;

begin
    { read the object ID, find it in the registry and load the object }
    ReadBuffer( AClassID, sizeof( AClassID ) ) ;
    Result := FindClassInfoByID( AClassID ).ClassType.Load( Self ) ;
end ;

procedure TCompatibleStream.Put( AnObject : TStreamObject ) ;

var AClassInfo : TClassInfo ;
    ANotedPosition : longint ;
    DoTruncate      : boolean ;

begin
    { get the object in the registry }
    AClassInfo := FindClassInfo( AnObject.ClassType ) ;

    { note the position in case of a problem }
    ANotedPosition := Position ;
    try
        { write out the class id and call the store method }
        WriteBuffer( AClassInfo.ClassID, sizeof( AClassInfo.ClassID ) ) ;
        AnObject.Store( Self ) ;
    except
        { return to previous position and if we're at the EOF then truncate }
        DoTruncate := Position = Size ;
        Position := ANotedPosition ;
        if DoTruncate then Write( ANotedPosition, 0 ) ;
        Raise ;
    end ;
end ;

{ exit proc stuff to clean up the registry }

procedure DoneCompStrm ; far ;

var i : integer ;

begin
    { free the registry }
    for i := Registry.Count - 1 downto 0 do TObject( Registry.Items[ i ] ).Free
;
    Registry.Free ;
end ;

begin

```

```
Registry := TList.Create ;  
AddExitProc( DoneCompStrm ) ;  
end.
```

## expression index search

Below is a generic (with some limits) search function that works on expression tags of dBase files.

It is alpha code, barely tested, so use at your own risk <s>. Do let me know if you have a problem. I may not be able to help you as I can be rather busy, but at least, I'll know about it, and in time, may be able to solve the bugs.

The main limit is that it currently only supports character and date fields in the expression. If your expression contains other fields, the function will not work. I may expand it if the need arises for me, or you can try to expand it if you need the extra capability.

A second limit is that each field can only be used once in the expression.

The next enhancement of this will optionally permit SoftSeeks (i.e. seek on the closest value instead of on a specific value).

The next enhancement should also allocate memory for the right size of the Key, instead of putting an arbitrary value of 250 bytes.

Here is an example of how to call the generic SearchExpr function:

```
{current index key expression is 'DTOS(CRT_DATE)+CRT_CODE'}

Table1.SetKey;
Table1.FieldName('CRT_DATE').AsString := '2/2/94'; {assign search values}
Table1.FieldName('CRT_CODE').AsString := 'T002';    {assign search values}

if SeekExpr(Table1.Handle, [Table1.FieldName('CRT_DATE'),
                           Table1.FieldName('CRT_CODE')] ) then
    ShowMessage('Found!')
else
    ShowMessage('Not found!');

{note that the record pointer is now on the record it found, if any}
```

Here is the code for the generic search function:

```
function TDBFTest1.SeekExpr(hTable: HDBICur;
                           aFlds: array of TField): boolean;

const
    KeyBufSize = 250;          {maximum size of key}

var
    pRecBuf:   pByte;         {contains a record in memory}
    pKeyBuf:   pByte;         {contains actual key}
    TblProps:  CURProps;      {table properties }
    rslt:      DBIResult;     {result of BDE call}
```

```

i:          integer;          {counter}

tmpPSZ:     PCHAR;
tmpDate:    LongInt;
begin
  {get size of record buffer}
  DbiGetCursorProps(hTable, TblProps);

  {allocate memory for record buffer}
  GetMem(pRecBuf, TblProps.iRecBufSize * sizeof(BYTE));
  GetMem(pKeyBuf, KeyBufSize); {allocate mem for key}

  {initialize record buffer}
  DbiInitRecord(hTable, pRecBuf);

  {set search values in record buffer}
  for i := 0 to High(aFlds) do
  begin
    {TStringField}
    if (aFlds[i] is TStringField) then
    begin
      GetMem(tmpPSZ, Length(aFlds[i].AsString)+1);
      StrPCopy(tmpPSZ, aFlds[i].AsString);
      DbiPutField(hTable,          {TTable}
                  aFlds[i].FieldNo, {TField}
                  pRecBuf,          {pointer to record buffer}
                  (tmpPSZ));        {pointer to value}
      FreeMem(tmpPSZ, Length(aFlds[i].AsString)+1);
    end
    {TDateField}
    else if (aFlds[i] is TDateField) then
    begin
      tmpDate := Trunc(aFlds[i].AsDateTime);
      DbiPutField(hTable,          {TTable}
                  aFlds[i].FieldNo, {TField}
                  pRecBuf,          {pointer to record buffer}
                  (@tmpDate));      {pointer to value}
    end
  end;

  {create a key for the above values}
  DbiExtractKey(hTable, pRecBuf, pKeyBuf);

  {search using this key (stored in pKeyBuf)}
  table1.updatecursorpos;
  rslt := DbiGetRecordForKey(hTable, True, 0, 0, pKeyBuf, nil);
  table1.refresh; {update data aware components}

  if rslt <> 0 then
    Result := False
  else
    result := True;

  ShowRecord; {display new record number -- see below}

  {free memory allocated for buffer}
  FreeMem(pRecBuf, TblProps.iRecBufSize * sizeof(BYTE));

```



```
    FreeMem(pKeyBuf, KeyBufSize);
end;

procedure TDBFTest1.ShowRecord;
{Show a dBase record number}
{NOTE: it assumes there is a label component named RecordNo.}
var
    myrecprop: RECprops;
    recno: integer;
begin
    table1.updatecursorpos;
    recno := 0;
    dbiGetRecord(table1.handle, dbiNOLOCK, nil, @myrecprop);
    recno := myrecprop.iPhyRecNum;
    RecordNo.Caption := inttostr(recno);
end;
```

Q: I want to resize my TDrawGrid columns so that the grid fits exactly on the form even when the form is resized. This is what I am trying, but it is always off by a bit.

```
var
  i, WidthOfCols: integer;
begin
  WidthOfCols := 0;
  for i := 1 to DrawGrid1.ColCount - 1 do
    WidthOfCols := DrawGrid1.ColWidths[i];
  DrawGrid1.ColWidths[0] := form1.width - WidthOfCols;
end;
```

What do I do?

A: You have it close, but no cigar.

```
var
  i, WidthOfCols: integer;
begin
  WidthOfCols := 0;
  for i := 1 to DrawGrid1.ColCount - 1 do
    WidthOfCols := DrawGrid1.ColWidths[i];
  DrawGrid1.ColWidths[0] :=
    form1.ClientWidth - WidthOfCols - (DrawGrid1.ColCount + 1);
end;
```

What this is doing is different from what you were doing on a few points.

1. The form's client area must be used instead of the form's width. This is because we don't want the frame size figured into the value.
2. We need to subtract the lines of the grid itself. The width of a column excludes the lines that define it. We use the ColCount + 1 because there are lines on both the left and right sides of it.

Note: run this procedure on the form.create and the form.resize to keep everything looking good.

Q: How o I use Access under Delphi?

A: Guidelines for working with Access under Delphi/BDE/ODBC:

The ODBC driver provided with Access 2.0 (ODBCJT16.DLL with a file size of <65k) is designed to work only within the Microsoft Office environment. To work with ODBC/Access in Delphi, you need the Microsoft ODBC Desktop Driver (ODBCJT16.DLL with a file size of approx 260k) kit, part# 273-054-030 available from Microsoft Direct for \$10.25US (post on WINEXT for where to get it in your country if you are not in the US). It is also available on the Jan. MSDN, Level 2 (Development Platform) CD4 \ODBC\X86 as part of the ODBC 2.1 SDK. Be aware that your redistribution rights for the Desktop Drivers are pretty restricted by Microsoft. For info on (and objections to) the restrictions post on the WINEXT forum.

You also need the following ODBC files.

Minimum:

ODBC.DLL	03.10.1994, Version 2.00.1510
ODBCINST.DLL	03.10.1994, Version 2.00.1510
ODBCINST.HLP	11.08.1993
ODBCADM.EXE	11.08.1993, Version 1.02.3129

Better:

ODBC.DLL	12.07.1994, Version 2.10.2401
ODBCINST.DLL	12.07.1994, Version 2.10.2401
ODBCINST.HLP	12.07.1994
ODBCADM.EXE	12.07.1994, Version 2.10.2309

The following steps will get you started in Delphi

1. Using the ODBC Administrator, set-up a datasource for your database. Be sure to specify a path to your mdb file. For the purposes of this explanation we'll say that the datasource name is MYDSN.
2. Load the BDE Configuration utility.
3. Select New Driver.
4. Give the driver a name (call it ODBC\_MYDSN).
5. In the driver combo box select, "Microsoft Access Driver (\*.mdb)
6. In the name combo box select MYDSN
7. Go to the Alias page.

8. Select New Alias.
9. Enter MYDSN for name.
10. For Alias Type, select ODBC\_MYDSN.
11. In Delphi, drop a DataSource, Table, and DBGrid on your form.
12. Set DBGrid1.DataSource to DataSource1.
13. Set DataSource1.DataSet to Table1.
14. Set Table1.DatabaseName to MYDSN.
15. In the TableName property in Table1, click the downarrow, you will see the "Login" dialog. Press OK, after a short pause you will see a dropdown list with all your table names. Select one.
16. Set the Active property in Table1 to True, the data from your table will be displayed in the grid.

It would incur a major compiler overhead. In order to efficiently generate code, the compiler needs to have available a scalar type which encompasses the entire range of possible values for all scalar types. If you wanted to accommodate both signed and unsigned 32-bit values, that range would be -2147483548..4294967295, and that range can't be contained in 32 bits.

Q: I'm having a little trouble trying to write a routine that will iterate through all the directories and sub-directories of a given hard disk. What I need to do is calculate the total file size of every file on the hard disk that matches a certain filespec. How do I do this?

A: Here is the long version for Delphi:

```
{SI-}
{$M 65000,0,1024}
program KillDir;
uses crt,dos;

type String12 = string[12];
var TotalSize : longint;
    ThisSize : longint;

procedure UpString(var S:string);
var i:word;
begin
  for i := 1 to length(S) do
    S[i] := upcase(S[i]);
end;

function AbortIt:boolean;
var ch : char;
begin
  AbortIt := false;
  if not(KeyPressed) then Exit;
  ch := readkey;
  if ch = #0 then ch := chr(ord(readkey) or $80);
  if (ch = ^C) or (ch = ^X) or (ch = ^Q) or (ch = #$1B) then
    AbortIt := true;
end;

function GetSize(var F:file):string12;
var RawSize : longint;
    Size:string;
begin
  Reset(F,1);
  RawSize := FileSize(F);
  Close(F);
  ThisSize := RawSize;
  if IOresult <> 0 then {nop};
  if RawSize < 10000 then
  begin
    str(RawSize,Size);
  end
  else if RawSize < (1024*999) then
  begin
    str(RawSize div 1024,Size);
    Size[length(Size)+1] := 'K';
    inc(Size[0]);
  end
  else
  begin
```

```

    str(RawSize div (1000*1024),Size);
    Size[length(Size)+1] := 'M';
    Inc(Size[0]);
end;
while length(Size) < 4 do
begin
    Size := ' '+Size;
end;
GetSize := Size;
end;

function SizeIt(Which:string):byte;
var DirInfo:SearchRec;
    f : file;
    Attr,Result:word;
    Size,Who:string12;
    Current:string;
begin
    SizeIt := 1;
    if IOresult <> 0 then {nop};
    GetDir(0,Current);
    chdir(Which);
    if IOresult <> 0 then Exit;
    Who := '*.*';
    findfirst(Who, $3F, DirInfo);
    while DosError = 0 do
    begin
        if AbortIt then
        begin
            SizeIt := 2;
            Exit;
        end;
        if (DirInfo.Name <> '.') and (DirInfo.Name <> '..') then
        begin
            Assign(F,DirInfo.Name);
            GetFAttr(F,Attr);
            if (Attr and Directory) <> 0 then
            begin
                Result := SizeIt(DirInfo.Name);
                SizeIt := Result;
                if Result <> 0 then Exit;
            end
            else
            begin
                SetFAttr(F,0);
                Size := GetSize(F);
                Who := DirInfo.Name+'          ';
                writeln(Current+'\'+Which,' ',Who,' Size:',Size);
                TotalSize := TotalSize+ThisSize;
            end;
        end;
        FindNext(DirInfo);
    end;
    if IOresult <> 0 then {nop};
    ChDir(Current);
    SizeIt := 0;
end;

```

```

var Where:string;
    Current:string;
    Yorn:string;
    Result:word;

begin
    TotalSize := 0;
    writeln;
    Writeln('Directory Sizer V1.01  Written by Michael Day as of 05 Sept 94');
    if ParamCount < 0 then
    begin
        writeln('Format is: FSIZE DIRNAME');
        writeln('This program will find the size of all files and all
directories');
        writeln('in and below the directory DIRNAME. ');
        halt(1);
    end;

    Where := ParamStr(1);
    UpString(Where);
    if pos(Where, ':') <> 0 then
    begin
        writeln('Sorry, you cannot size directories on another drive with this
program. ');
        writeln('Please move to that drive first. ');
        halt(2);
    end;

    if IOresult <> 0 then {nop};
    GetDir(0, Current);
    chdir(Where);
    if IOresult <> 0 then
        Result := 1
    else
        Result := 0;
    chdir(Current);

    if Result = 0 then
    begin

        writeln('This will find the size of ALL files and ALL directories in and
below: ');
        writeln(Current+'\' +Where);
        Result := SizeIt(Where);
        chdir(Current);

        write('Total size of the directory');
        write(Current+'\' +Where);
        writeln(TotalSize);

        if Result = 2 then
        begin
            writeln('Directory size operation terminated by the user. ');
            Halt(3);
        end;
    end;
end;

```



```

    end;
end;

if Result = 1 then
begin
    writeln('Error finding directory: ',Where);
    writeln('The directory probably does not exist.');
```

halt(4);

```

end;

end.
```

Here is the short version written for BP7 in DOS:

This program simply lists the names of the files, but you could change the output line do accumulate sizes just as easily.

```

program search;
uses dos;
var i:integer;
    d:dirstr; n:namestr; x:extstr;

procedure helpmsg;
begin
    writeln('SEARCH filespec [filespec]...');
```

end;

```

procedure dosearch(const d:string);
var sr:searchrec;
```

procedure dofilesearch;

```

begin
    findfirst(d+n+x,archive+readonly,sr);
    while doserror=0 do begin
        writeln(d+sr.name);           { THE output }
        findnext(sr);
    end;
end;
```

procedure dodirsearch;

```

begin
    findfirst(d+'*.*',directory,sr);
    while doserror=0 do begin
        if (sr.attr and directory = directory)
            and (sr.name[1]<>'.') then           { ignores "." and ".." }
            dosearch(d+sr.name+'\');
```

findnext(sr);

```

    end;
end;
```

```

begin {dosearch}
    dofilesearch;
    dodirsearch;
end;
```

```
begin
  if paramcount<1 then helpmsg
  else begin
    for i:=1 to paramcount do begin
      fsplit(paramstr(i),d,n,x);
      dosearch(d);
    end;
  end;
end.
end.
```

Q: How can I draw text right on the glyph of a speedbutton?

A: You can do it in the form's OnCreate event handler. Something like this:

```
WITH BitBtn1.Glyph, Canvas DO
BEGIN
  R := BitBtn1.ClientRect;
  InflateRect(R, -4, -4);
  Width := R.Right - R.Left + 1;
  Height := R.Bottom - R.Top + 1;
  SetTextAlign(Handle, TA_CENTER);
  Font := Self.Font;
  TextOut(Width DIV 2, 8, 'Foo');
  TextOut(Width DIV 2, 24, 'Bar');
END;
```

```
Mem1.Parent:= NoteBook1.Pages.Objects[TabSet1.TabIndex] as TWinControl;
```

## TDBGrid

- How do I set focus on a specific field on a TDBGrid?
- How do I change the color of a grid cell in a TDBGrid?
- How do I show the contents of a memo field in a TDBGrid?
- How do I use a navigator control with multiple tdbGrids?
- How do I resize my TDrawGrid columns so that the grid fits exactly on the form?
- How do you tell which record and which field of a TDBGrid is current?
- How do I change the color of a grid cell in a TDBGrid?
- How do I surface the MouseDown Event?
- How do I to one character type-ahead in a TDBGrid?
- How do I calculate the width of a TDBGrid so that it will display all the fields?
- How do I put components into a TDBGrid? (i.e. checkbox, combobox, etc.)

## file management routines

```
unit FmxUtils;

interface

uses SysUtils, WinTypes, WinProcs, Classes, Consts;

type
  EInvalidDest = class(EStreamError);
  EFCantMove = class(EStreamError);

procedure CopyFile(const FileName, DestName: TFileName);
procedure MoveFile(const FileName, DestName: TFileName);
function GetFileSize(const FileName: string): LongInt;
function FileDateTime(const FileName: string): TDateTime;
function HasAttr(const FileName: string; Attr: Word): Boolean;
function ExecuteFile(const FileName, Params, DefaultDir: string;
  ShowCmd: Integer): THandle;

implementation

uses Forms, ShellAPI;

const
  SInvalidDest = 'Destination %s does not exist';
  SFCantMove = 'Cannot move file %s';

procedure CopyFile(const FileName, DestName: TFileName);
var
  CopyBuffer: Pointer; { buffer for copying }
  TimeStamp, BytesCopied: Longint;
  Source, Dest: Integer; { handles }
  Destination: TFileName; { holder for expanded destination name }
const
  ChunkSize: Longint = 8192; { copy in 8K chunks }
begin
  Destination := ExpandFileName(DestName); { expand the destination path }
  if HasAttr(Destination, faDirectory) then { if destination is a directory... }
  }
  Destination := Destination + '\' + ExtractFileName(FileName); { ...clone
file name }
  TimeStamp := FileAge(FileName); { get source's time stamp }
  GetMem(CopyBuffer, ChunkSize); { allocate the buffer }
  try
    Source := FileOpen(FileName, fmShareDenyWrite); { open source file }
    if Source < 0 then raise EFOpenError.Create(FmtLoadStr(SFOpenError,
[FileName]));
    try
      Dest := FileCreate(Destination); { create output file; overwrite
existing }
      if Dest < 0 then raise EFCreateError.Create(FmtLoadStr(SFCreateError,
[Destination]));
      try
        repeat
          BytesCopied := FileRead(Source, CopyBuffer^, ChunkSize); { read
```

```

chunk }
    if BytesCopied > 0 then { if we read anything... }
        FileWrite(Dest, CopyBuffer^, BytesCopied); { ...write chunk }
    until BytesCopied < ChunkSize; { until we run out of chunks }
    finally
        FileClose(Dest); { close the destination file }
{
    SetFileTimeStamp(Destination, TimeStamp);} { clone source's time
stamp }{!!!}
    end;
    finally
        FileClose(Source); { close the source file }
    end;
    finally
        FreeMem(CopyBuffer, ChunkSize); { free the buffer }
    end;
end;

{ MoveFile procedure }
{
    Moves the file passed in FileName to the directory specified in DestDir.
    Tries to just rename the file.  If that fails, try to copy the file and
    delete the original.

    Raises an exception if the source file is read-only, and therefore cannot
    be deleted/moved.
}

procedure MoveFile(const FileName, DestName: TFileName);
var
    Destination: TFileName;
begin
    Destination := ExpandFileName(DestName); { expand the destination path }
    if not RenameFile(FileName, Destination) then { try just renaming }
    begin
        if HasAttr(FileName, faReadOnly) then { if it's read-only... }
            raise EFCantMove.Create(Format(SFCantMove, [FileName])); { we wouldn't
be able to delete it }
        CopyFile(FileName, Destination); { copy it over to destination...}
        DeleteFile(FileName); { ...and delete the original }
    end;
end;

{ GetFileSize function }
{
    Returns the size of the named file without opening the file.  If the file
    doesn't exist, returns -1.
}

function GetFileSize(const FileName: string): LongInt;
var
    SearchRec: TSearchRec;
begin
    if FindFirst(ExpandFileName(FileName), faAnyFile, SearchRec) = 0 then
        Result := SearchRec.Size
    else Result := -1;
end;

```

```
function FileDateTime(const FileName: string): System.TDateTime;
begin
    Result := FileDateToDateTime(FileAge(FileName));
end;

function HasAttr(const FileName: string; Attr: Word): Boolean;
begin
    Result := (FileGetAttr(FileName) and Attr) = Attr;
end;

function ExecuteFile(const FileName, Params, DefaultDir: string;
    ShowCmd: Integer): THandle;
var
    zFileName, zParams, zDir: array[0..79] of Char;
begin
    Result := ShellExecute(Application.MainForm.Handle, nil,
        StrPCopy(zFileName, FileName), StrPCopy(zParams, Params),
        StrPCopy(zDir, DefaultDir), ShowCmd);
end;

end.
```



&&

**Q: How do I write programs using function pointers?**

**A:**

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    Button1: TButton;
    Edit1: TEdit;
    procedure FormCreate(Sender: TObject);
    procedure Button1Click(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

procedure SayIt(s: string);
var
  Form1: TForm1;
  x: procedure(s: string);

implementation
{$R *.DFM}
procedure SayIt(s: string);
begin
  showMessage(s);
end;

procedure TForm1.FormCreate(Sender: TObject);
begin
  x := SayIt;
end;

procedure TForm1.Button1Click(Sender: TObject);
begin
  x(Edit1.text);
end;

end.
```

```
application.HelpCommand(help_quit, 0);
```

Q: Is there a way to use a Pascal string as a null terminated string?

A: Yes.

```
s[ord(s[0]) + 1] := #0; { Make it null terminated. }  
WinExec(@s[1], sw_ShowNormal); { @s[1] is the last step. }
```

Q: How can I check to see if there is a disk in the "A" drive?

A:

```
var
  ErrorMode: word;
begin
  ErrorMode := SetErrorMode(SEM_FailCriticalErrors);
  try
    if DiskSize(1) = -1 then
      ShowMessage('Drive not ready');
  finally
    SetErrorMode(ErrorMode);
  end;
end;
```

They must be maintained indexes.

**Q:** How do I manipulate a TStringList in a DLL?

**A:**

```
{ Here is the DLL code. }
library Str_DLL;

uses classes;

procedure AddToStrList(s: string; sList: TStringList); export;
begin
    sList.add(s);
end;

exports
    AddToStrList index 1;

begin
end.

{*****}

{ Here is how to use it. This is from a form that has
two pushbuttons: one to add a string to a string list,
and one to display the current string list in a list box.
The string to be added comes from a TEdit. Default names
are used. }
unit Unit1;

interface

uses

SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
Forms, Dialogs, StdCtrls;

type
    TForm1 = class(TForm)
        ListBox1: TListBox;
        Edit1: TEdit;
        Button1: TButton;
        Button2: TButton;
        procedure Button1Click(Sender: TObject);
        procedure Button2Click(Sender: TObject);
    private
        { Private declarations }
    public
        { Public declarations }
    end;

var
    Form1: TForm1;
    MyStringList: TStringList;

implementation

{$R *.DFM}
```

```
procedure AddToStrList(s: string; sList: TStringList);
  far; external 'str_dll';

procedure TForm1.Button1Click(Sender: TObject);
begin
  AddToStrList(edit1.text, MyStringList);
end;

procedure TForm1.Button2Click(Sender: TObject);
var
  i: integer;
begin
  listbox1.items.clear;
  listbox1.items.assign(MyStringList);
end;

begin
  MyStringList := TStringList.create;
end.
```



```
function LTrim(s: string): string;
var i: integer;
begin
  i := 1;
  while s[i] = ' ' do inc(i);
  result := copy(s, i, length(s) - i + 1);
end;
```

```
function AllTrim(s: string): string;  
begin  
  result := rTrim(lTrim(s));  
end;
```

**Q: How do I make a new component that has a string editor just like the one that comes with the regular components?**

**A:**

```
unit MyEds;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TPropertyEditor = class(TButton)
  private
    { Private declarations }
    FStringStuff: TStringList;
  protected
    { Protected declarations }
  public
    { Public declarations }
    constructor create(AOwner: TComponent); override;
    destructor destroy; override;
    procedure SetStrings(s: TStringList);
  published
    { Published declarations }
    property StringStuff: TStringList read FStringStuff write SetStrings;
  end;

procedure Register;

implementation

constructor TPropertyEditor.create(AOwner: TComponent);
begin
  inherited create(AOwner);
  FStringStuff := TStringList.create;
end;

destructor TPropertyEditor.destroy;
begin
  FStringStuff.free; {Plugs the memory leak.}
  inherited destroy;
end;

procedure TPropertyEditor.SetStrings(s: TStringList);
begin
  if FStringStuff <> s then {This conditional is optional.}
    FStringStuff.Assign(s);
end;

procedure Register;
begin
  RegisterComponents('Lloyd', [TPropertyEditor]);
end;
```

end.

Q: ERROR in Complib.DCL while trying to initialize BDE

A: There are four(4) reasons this can occur when they try to run Delphi:

1) The IDAPI Section in the WIN.INI file is bad or missing. It should read something like:

```
[IDAPI]
CONFIGFIL01=C:\IDAPI\IDAPI.CFG
DLLPATH=C:\IDAPI
```

2) Share NOT loaded with correct parameters OR not loaded at all. It should be:

```
SHARE /F:4096 /L:40
```

Note: even if they have WFW and VSHARE it may be a good idea to load share anyway.

3) COMPLIB.DCL could be corrupted. Copy a new copy from the CD ..\RUNIMAGE\DELPHI\BIN\COMPLIB.DCL

4) The last resort could be and has been the case in a previous call or two... The Windows install is bad and a re-install of Windows is recommended. If you suspect this try to compare common .EXEs and .DLLs (e.g. -- VER.DLL, USER.EXE and KERNEL.EXE).

I noticed a leak in my GUI resources and traced it back to TCustomDBGrid. A field called FTitleFont (type TFont) is created but never destroyed. I added the following lines to the TCustomDBGrid.Destroy (destructor) method, and the leak seems to be plugged.

```
destructor TCustomDBGrid.Destroy;
begin
  FDataLink.Free;
  FDataLink := nil;
  FIndicators.Free;

  {Here are the two new lines.}
  FTitleFont.Free;
  FTitleFont:=Nil;

  inherited Destroy;
  ReleaseBitmap;
end;
```

## huge numbers

By: Abe Timmerman; Alkmaar, The Netherlands

Send improvements to: A.Timmerman@beta.hsholland.nl

This unit uses an array of bytes to represent a LARGE number. The number is binary-stored in the array, with the Least Significant Byte (LSB) first and the Most Significant Byte (MSB) last, like all Intel-integer types.

Arithmetic is not 10-based or 2-based, but 256-based, so that each byte represents one (1) digit.

The HugeInttype numbers are Signed Numbers.

When Compiled with the R+ directive, ADD and MUL wil generate an "Arithmetic Overflow Error" (RunError(215)) when needed. Otherwise use the "HugeIntCarry" variable.

Use the "HugeIntDiv0" variable to check on division by zero.

Use {\$DEFINE HugeInt\_xx } or "Conditional defines" from the "Compiler options" for sizing, where xx is 64, 32 or 16, otherwise HugeIntSize will be set to 8 bytes.

```
unit HugeInts;
interface

const
  {$IFDEF HugeInt_64 }
    HugeIntSize = 64;
  {$ELSE}{$IFDEF HugeInt_32 }
    HugeIntSize = 32;
  {$ELSE}{$IFDEF HugeInt_16 }
    HugeIntSize = 16;
  {$ELSE}
    HugeIntSize = 8;
  {$ENDIF}{$ENDIF}{$ENDIF}
  HugeIntMSB = HugeIntSize-1;

type
  HugeInt = array[0..HugeIntMSB] of Byte;

const
  HugeIntCarry: Boolean = False;
  HugeIntDiv0: Boolean = False;

procedure HugeInt_Min(var a: HugeInt);           { a := -a }
procedure HugeInt_Inc(var a: HugeInt);          { a := a + 1 }
procedure HugeInt_Dec(var a: HugeInt);          { a := a - 1 }
```

```

procedure HugeInt_Add(a, b: HugeInt; var R: HugeInt); { R := a + b }
procedure HugeInt_Sub(a, b: HugeInt; var R: HugeInt); { R := a - b }
procedure HugeInt_Mul(a, b: HugeInt; var R: HugeInt); { R := a * b }
procedure HugeInt_Div(a, b: HugeInt; var R: HugeInt); { R := a div b }
procedure HugeInt_Mod(a, b: HugeInt; var R: HugeInt); { R := a mod b }

function HugeInt_IsNeg(a: HugeInt): Boolean;
function HugeInt_Zero(a: HugeInt): Boolean;
function HugeInt_Odd(a: HugeInt): Boolean;
function HugeInt_Comp(a, b: HugeInt): Integer; {-1:a<b; 0; 1:a>b }
}
procedure HugeInt_Copy(Src: HugeInt; var Dest: HugeInt);{ Dest := Src }

procedure String2HugeInt(AString: string; var a: HugeInt);
procedure Integer2HugeInt(AInteger: Integer; var a: HugeInt);
procedure HugeInt2String(a: HugeInt; var S: string);

```

#### implementation

```

procedure HugeInt_Copy(Src: HugeInt; var Dest: HugeInt);
{ Dest := Src }
begin
  Move(Src, Dest, SizeOf(HugeInt));
end;{ HugeInt_Copy }

```

```

function HugeInt_IsNeg(a: HugeInt): Boolean;
begin
  HugeInt_IsNeg := a[HugeIntMSB] and $80 > 0;
end;{ HugeInt_IsNeg }

```

```

function HugeInt_Zero(a: HugeInt): Boolean;
var i: Integer;
begin
  HugeInt_Zero := False;
  for i := 0 to HugeIntMSB do
    if a[i] <> 0 then Exit;
  HugeInt_Zero := True;
end;{ HugeInt_Zero }

```

```

function HugeInt_Odd(a: HugeInt): Boolean;
begin
  HugeInt_Odd := a[0] and 1 > 0;
end;{ HugeInt_Odd }

```

```

function HugeInt_HCD(a: HugeInt): Integer;
var i: Integer;
begin
  i := HugeIntMSB;
  while (i > 0) and (a[i] = 0) do Dec(i);
  HugeInt_HCD := i;
end;{ HugeInt_HCD }

```

```

procedure HugeInt_SHL(var a: HugeInt; Digits: Integer);
{ Shift "a" "Digits", digits (bytes) to the left,
  "Digits" bytes will 'fall off' on the MSB side
  Fill the LSB side with 0's }
var t: Integer;

```



```

b: HugeInt;
begin
  if Digits > HugeIntMSB then
    FillChar(a, SizeOf(HugeInt), 0)
  else if Digits > 0 then
    begin
      Move(a[0], a[Digits], HugeIntSize-Digits);
      FillChar(a[0], Digits, 0);
    end;{ else if }
end;{ HugeInt_SHL }

procedure HugeInt_SHR(var a: HugeInt; Digits: Integer);
var t: Integer;
begin
  if Digits > HugeIntMSB then
    FillChar(a, SizeOf(HugeInt), 0)
  else if Digits > 0 then
    begin
      Move(a[Digits], a[0], HugeIntSize-Digits);
      FillChar(a[HugeIntSize-Digits], Digits, 0);
    end;{ else if }
end;{ HugeInt_SHR }

procedure HugeInt_Inc(var a: HugeInt);
{ a := a + 1 }
var
  i: Integer;
  h: Word;
begin
  i := 0; h := 1;
  repeat
    h := h + a[i];
    a[i] := Lo(h);
    h := Hi(h);
    Inc(i);
  until (i > HugeIntMSB) or (h = 0);
  HugeIntCarry := h > 0;
  {$IFOPT R+ }
  if HugeIntCarry then RunError(215);
  {$ENDIF}
end;{ HugeInt_Inc }

procedure HugeInt_Dec(var a: HugeInt);
{ a := a - 1 }
var Minus_1: HugeInt;
begin
  { this is the easy way out }
  FillChar(Minus_1, SizeOf(HugeInt), $FF); { -1 }
  HugeInt_Add(a, Minus_1, a);
end;{ HugeInt_Dec }

procedure HugeInt_Min(var a: HugeInt);
{ a := -a }
var i: Integer;
begin
  for i := 0 to HugeIntMSB do
    a[i] := not a[i];

```

```

    HugeInt_Inc(a);
end;{ HugeInt_Min }

function HugeInt_Comp(a, b: HugeInt): Integer;
{ a = b: ==0; a > b: ==1; a < b: ==-1 }
var
    A_IsNeg, B_IsNeg: Boolean;
    i: Integer;
begin
    A_IsNeg := HugeInt_IsNeg(a);
    B_IsNeg := HugeInt_IsNeg(b);
    if A_IsNeg xor B_IsNeg then
        if A_IsNeg then HugeInt_Comp := -1
        else HugeInt_Comp := 1
    else
        begin
            if A_IsNeg then HugeInt_Min(a);
            if B_IsNeg then HugeInt_Min(b);
            i := HugeIntMSB;
            while (i > 0) and (a[i] = b[i]) do Dec(i);
            if A_IsNeg then { both negative! }
                if a[i] > b[i] then HugeInt_Comp := -1
                else if a[i] < b[i] then HugeInt_Comp := 1
                else HugeInt_Comp := 0
            else { both positive }
                if a[i] > b[i] then HugeInt_Comp := 1
                else if a[i] < b[i] then HugeInt_Comp := -1
                else HugeInt_Comp := 0;
        end;{ else }
    end;{ HugeInt_Comp }

procedure HugeInt_Add(a, b: HugeInt; var R: HugeInt);
{ R := a + b }
var
    i: Integer;
    h: Word;
begin
    h := 0;
    for i := 0 to HugeIntMSB do
        begin
            h := h + a[i] + b[i];
            R[i] := Lo(h);
            h := Hi(h);
        end;{ for }
    HugeIntCarry := h > 0;
    {$IFOPT R+ }
    if HugeIntCarry then RunError(215);
    {$ENDIF}
end;{ HugeInt_Add }

procedure HugeInt_Sub(a, b: HugeInt; var R: HugeInt);
{ R := a - b }
var
    i: Integer;
    h: Word;
begin
    HugeInt_Min(b);

```

```

    HugeInt_Add(a, b, R);
end;{ HugeInt_Sub }

procedure HugeInt_Mul(a, b: HugeInt; var R: HugeInt);
{ R := a * b }
var
    i, j, k:      Integer;
    A_end, B_end: Integer;
    A_IsNeg, B_IsNeg: Boolean;
    h:           Word;
begin
    A_IsNeg := HugeInt_IsNeg(a);
    B_IsNeg := HugeInt_IsNeg(b);
    if A_IsNeg then HugeInt_Min(a);
    if B_IsNeg then HugeInt_Min(b);
    A_End := HugeInt_HCD(a);
    B_End := HugeInt_HCD(b);
    FillChar(R, SizeOf(R), 0);
    HugeIntCarry := False;
    for i := 0 to A_end do
        begin
            h := 0;
            for j:= 0 to B_end do
                if (i + j) < HugeIntSize then
                    begin
                        h := h + R[i+j] + a[i] * b[j];
                        R[i+j] := Lo(h);
                        h := Hi(h);
                    end;{ if }
                k := i + B_End + 1;
                while (k < HugeIntSize) and (h > 0) do
                    begin
                        h := h + R[k];
                        R[k] := Lo(h);
                        h := Hi(h);
                        Inc(k);
                    end;{ while }
                HugeIntCarry := h > 0;
                {$IFOPT R+}
                if HugeIntCarry then RunError(215);
                {$ENDIF}
            end;{ for }
            { if all's well... }
            if A_IsNeg xor B_IsNeg then HugeInt_Min(R);
        end;{ HugeInt_Mul }

procedure HugeInt_DivMod(var a: HugeInt; b: HugeInt; var R: HugeInt);
{ R := a div b  a := a mod b }
var
    MaxShifts, s, q: Integer;
    d, e:           HugeInt;
    A_IsNeg, B_IsNeg: Boolean;

begin
    if HugeInt_Zero(b) then
        begin
            HugeIntDiv0 := True;

```

```

    Exit;
end{ if }
else HugeIntDiv0 := False;
A_IsNeg := HugeInt_IsNeg(a);
B_IsNeg := HugeInt_IsNeg(b);
if A_IsNeg then HugeInt_Min(a);
if B_IsNeg then HugeInt_Min(b);
if HugeInt_Comp(a, b) < 0 then
  { a<b; no need to divide }
  FillChar(R, SizeOf(R), 0)
else
begin
  FillChar(R, SizeOf(R), 0);
  repeat
    Move(b, d, SizeOf(HugeInt));
    { first work out the number of shifts }
    MaxShifts := HugeInt_HCD(a) - HugeInt_HCD(b);
    s := 0;
    while (s <= MaxShifts) and (HugeInt_Comp(a, d) >= 0) do
      begin
        Inc(s);
        HugeInt_SHL(d, 1);
      end;{ while }
    Dec(s);
    { Make a new copy of b }
    Move(b, d, SizeOf(HugeInt));
    { Shift d as needed }
    HugeInt_ShL(d, S);
    { Use e = -d for addition, faster than subtracting d }
    Move(d, e, SizeOf(HugeInt));
    HugeInt_Min(e);
    Q := 0;
    { while a >= d do a := a+-d and keep trek of # in Q }
    while HugeInt_Comp(a, d) >= 0 do
      begin
        HugeInt_Add(a, e, a);
        Inc(Q);
      end;{ while }
    { OOps!, one too many subtractions; correct }
    if HugeInt_IsNeg(a) then
      begin
        HugeInt_Add(a, d, a);
        Dec(Q);
      end;{ if }
    HugeInt_SHL(R, 1);
    R[0] := Q;
  until HugeInt_Comp(a, b) < 0;
  if A_IsNeg xor B_IsNeg then HugeInt_Min(R);
end;{ else }
end;{ HugeInt_Div }

procedure HugeInt_DivMod100(var a: HugeInt; var R: Integer);
{ This works on positive numbers only
  256-Based division: R := a mod 100; a:= a div 100; }
var
  Q: HugeInt;
  S: Integer;

```

```

begin
  R := 0; FillChar(Q, SizeOf(Q), 0);
  S := HugeInt_HCD(a);
  repeat
    r := 256*R + a[S];
    HugeInt_SHL(Q, 1);
    Q[0] := R div 100;
    R := R mod 100;
    Dec(S);
  until S < 0;
  Move(Q, a, SizeOf(Q));
end;{ HugeInt_DivMod100 }

procedure HugeInt_Div(a, b: HugeInt; var R: HugeInt);
begin
  HugeInt_DivMod(a, b, R);
end;{ HugeInt_Div }

procedure HugeInt_Mod(a, b: HugeInt; var R: HugeInt);
begin
  HugeInt_DivMod(a, b, R);
  Move(a, R, SizeOf(HugeInt));
end;{ HugeInt_Mod }

procedure HugeInt2String(a: HugeInt; var S: string);
  function Str100(i: Integer): string;
  begin
    Str100 := Chr(i div 10 + Ord('0')) + Chr(i mod 10 + Ord('0'));
  end;{ Str100 }
var
  R: Integer;
  Is_Neg: Boolean;
begin
  S := '';
  Is_Neg := HugeInt_IsNeg(a);
  if Is_Neg then HugeInt_Min(a);
  repeat
    HugeInt_DivMod100(a, R);
    Insert(Str100(R), S, 1);
  until HugeInt_Zero(a) or (Length(S) = 254);
  while (Length(S) > 1) and (S[1] = '0') do Delete(S, 1, 1);
  if Is_Neg then Insert('-', S, 1);
end;{ HugeInt2String }

procedure String_DivMod256(var S: string; var R: Integer);
{ This works on Positive numbers Only
  10(00)-based division: R := S mod 256; S := S div 256 }
var Q: string;
begin
  FillChar(Q, SizeOf(Q), 0);
  R := 0;
  while S <> '' do
    begin
      R := 10*R + Ord(S[1]) - Ord('0'); Delete(S, 1, 1);
      Q := Q + Chr(R div 256 + Ord('0'));
      R := R mod 256;
    end;{ while }

```

```

    while (Q <> '') and (Q[1] = '0') do Delete(Q, 1, 1);
    S := Q;
end;{ String_DivMod256 }

procedure String2HugeInt(AString: string; var a: HugeInt);
var
    i, h: Integer;
    Is_Neg: Boolean;
begin
    if AString = '' then AString := '0';
    Is_Neg := AString[1] = '-';
    if Is_Neg then Delete(AString, 1, 1);
    i := 0;
    while (AString <> '') and (i <= HugeIntMSB) do
        begin
            String_DivMod256(AString, h);
            a[i] := h;
            Inc(i);
        end;{ while }
    if Is_Neg then HugeInt_Min(a);
end;{ String2HugeInt }

procedure Integer2HugeInt(AInteger: Integer; var a: HugeInt);
var Is_Neg: Boolean;
begin
    Is_Neg := AInteger < 0;
    if Is_Neg then AInteger := -AInteger;
    FillChar(a, SizeOf(HugeInt), 0);
    Move(AInteger, a, SizeOf(Integer));
    if Is_Neg then HugeInt_Min(a);
end;{ Integer2HugeInt }

end.

```

## Borland style buttons

The BORBTNS.PAS unit contains two Delphi components, TborCheck and TborRadio which implement the BWCC style CheckBox and RadioButton. I loved the BWCC style buttons so I decided to reproduce them in Delphi. I didn't test them very much, but as far as I know they work properly. However I've enclosed the source code, so you can modify them as you prefer.

The GroupIndex property in TborRadio allow you to define groups: all the buttons which share the same GroupIndex are mutually exclusive.

Freeware, enjoy them!

(and if you're very happy with them, send me a postcard of your city)

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```
{-----}
{ BORBTNS - BWCC Style CheckBoxes & Radio Buttons for Delphi v 1.01 }
{-----}
{ v. 1.00 April, 8 1995 }
{ v. 1.01 July, 6 1995 Controls refreshed when caption changes }
{-----}
{ Copyright Enrico Lodolo }
{ via F.Bolognese 27/3 - 440129 Bologna - Italy }
{ CIS 100275,1255 - Internet ldlc18k1@bo.nettuno.it }
{-----}
```

```
unit BorBtns;
```

```
interface
```

```
uses
```

```
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,  
  Forms, Dialogs, StdCtrls, Menus;
```

```
type
```

```
  TborCheck = class(TCustomControl)
```

```
  private
```

```
    FDown: Boolean;  
    FState: TCheckBoxState;  
    FFocused: Boolean;  
    FCheckColor: TColor;
```

```
  protected
```

```
    constructor Create(AOwner: TComponent); override;  
    procedure Paint; override;  
    procedure MouseDown(Button: TMouseButton; Shift: TShiftState;  
      X, Y: Integer); override;
```

```

procedure MouseUp(Button: TMouseButton; Shift: TShiftState;
  X, Y: Integer); override;
procedure MouseMove(Shift: TShiftState; X, Y: Integer);
  override;
procedure KeyDown(var Key: Word; Shift: TShiftState); override;
procedure KeyUp(var Key: Word; Shift: TShiftState); override;
procedure SetDown(Value: Boolean);
procedure SetState(Value: TCheckBoxState);
procedure SetChecked(Value: Boolean);
function GetChecked: Boolean;
procedure SetCheckColor(Value: TColor);
function GetCaption: TCaption;
procedure SetCaption(const Value: TCaption);
procedure DoEnter; override;
procedure DoExit; override;
public
published
  property Caption: TCaption read GetCaption write SetCaption;
  property CheckColor: TColor read FCheckColor write SetCheckColor
    default clBlack;
  property Checked: Boolean read GetChecked write SetChecked
    default False;
  property Down: Boolean read FDown write SetDown default False;
  property DragCursor;
  property DragMode;
  property Font;
  property ParentFont;
  property PopupMenu;
  property ShowHint;
  property State: TCheckBoxState read FState write SetState
    default cbUnchecked;

  property TabOrder;
  property TabStop;
  property OnClick;
  property OnDragDrop;
  property OnDragOver;
  property OnEndDrag;
  property OnKeyDown;
  property OnKeyPress;
  property OnKeyUp;
  property OnMouseDown;
  property OnMouseMove;
  property OnMouseUp;
end;

type
TBorRadio = class(TCustomControl)
private
  FDown: Boolean;
  FChecked: Boolean;
  FFocused: Boolean;
  FCheckColor: TColor;
  FGroupIndex: Byte;
  procedure TurnSiblingsOff;
protected
  constructor Create(AOwner: TComponent); override;
  procedure Paint; override;

```



```

procedure MouseDown(Button: TMouseButton; Shift: TShiftState;
  X, Y: Integer); override;
procedure MouseUp(Button: TMouseButton; Shift: TShiftState;
  X, Y: Integer); override;
procedure MouseMove(Shift: TShiftState;X, Y: Integer);
  override;
procedure KeyDown(var Key:Word;Shift:TShiftState); override;
procedure KeyUp(var Key:Word;Shift:TShiftState); override;
function  GetCaption: TCaption;
procedure SetCaption(const Value:TCaption);
procedure SetDown(Value:Boolean);
procedure SetChecked(Value:Boolean);
procedure SetCheckColor(Value:TColor);
procedure DoEnter; override;
procedure DoExit; override;
public
published
  property Caption:TCaption read GetCaption write SetCaption;
  property CheckColor:TColor read FCheckColor write SetCheckColor
    default clBlack;
  property Checked:Boolean read FChecked write SetChecked
    default False;
  property Down:Boolean read FDown write SetDown default False;
  property DragCursor;
  property DragMode;
  property Font;
  property GroupIndex:Byte read FGroupIndex write FGroupIndex
    default 0;
  property ParentFont;
  property PopupMenu;
  property ShowHint;
  property TabOrder;
  property TabStop;
  property OnClick;
  property OnDragDrop;
  property OnDragOver;
  property OnEndDrag;
  property OnKeyDown;
  property OnKeyPress;
  property OnKeyUp;
  property OnMouseDown;
  property OnMouseMove;
  property OnMouseUp;
end;

procedure Register;

implementation

{-----}
{           Borland Style CheckBox           }
{-----}

constructor TborCheck.Create(AOwner: TComponent);
begin
  inherited Create(AOwner);
  Width := 98;

```

```

    Height := 20;
    ParentColor:=False;
    Color:=clBtnFace;
end;

const BW=12;

procedure TBtnCheck.Paint;
var BL,BT,BR,BB:Integer;
    TX,TY,TW,TH:Integer;
    Rect:TRect;
begin
    Canvas.Font:=Font;
    with Canvas do
    begin
        BT:=(Height div 2)-(BW div 2);
        BB:=BT+BW;
        BL:=1;
        BR:=BW+1;
        Brush.Color:=clBtnFace;
        if not FDown then
            begin
                Pen.Color:=clBtnFace;
                Rectangle (BL,BT,BR,BB);
                Pen.Color:=clBtnHighLight;
                MoveTo (BL,BB);
                LineTo (BL,BT);
                LineTo (BR,BT);
                Pen.Color:=clBtnShadow;
                LineTo (BR,BB);
                LineTo (BL,BB);
            end
        else
            begin
                Pen.Color:=clBlack;
                Pen.Width:=2;
                Rectangle (BL+1,BT+1,BR+1,BB+1);
                Pen.Width:=1;
            end;
        TX:=BR+5;
        TY:=(Height div 2)+(Font.Height div 2)-1;
        TW:=TextWidth(Caption);
        TH:=TextHeight(Caption);
        TextOut (TX,TY,Caption);
        case State of
            cbChecked:
                begin
                    Pen.Color:=FCheckColor;
                    Pen.Width:=1;
                    Dec (BT);Dec (BB);
                    MoveTo (BL+2,BT+BW div 2+1);
                    LineTo (BL+2,BB-1);
                    MoveTo (BL+3,BT+BW div 2);
                    LineTo (BL+3,BB-2);
                    MoveTo (BL+2,BB-1);
                    LineTo (BR-2,BT+3);
                    MoveTo (BL+3,BB-1);
                end
        end
    end
end;

```

```

        LineTo (BR-1, BT+3);
    end;
    cbGrayed:
    begin
        if Down then
            begin
                Pen.Color:=clBtnFace;
                Brush.Color:=clBtnFace;
                Rectangle (BL+2, BT+2, BR-1, BB-1);
            end;
            Brush.Color:=clBtnShadow;
            Rectangle (BL+2, BT+2, BR-1, BB-1);
        end;
    end;
    Brush.Color:=clBtnFace;
    Rect:=Bounds (TX-1, TY, TW+3, TH+1);
    FrameRect (Rect);
    if FFocused then
        DrawFocusRect (Rect);
    end;
end;

function TBorCheck.GetCaption:TCaption;
var Len:Integer;
begin
    Len := GetTextBuf (@Result, 256);
    Move (Result[0], Result[1], Len);
    Result[0] := Char (Len);
end;

procedure TBorCheck.SetCaption (const Value:TCaption);
var Buffer: array[0..255] of Char;
begin
    if GetCaption <> Value then
        SetTextBuf (StrPCopy (Buffer, Value));
        Invalidate;
    end;
end;

procedure TBorCheck.SetDown (Value:Boolean);
begin
    if FDown<>Value then
        begin
            FDown:=Value;
            Paint;
        end;
    end;
end;

procedure TBorCheck.SetState (Value:TCheckBoxState);
begin
    if FState<>Value then
        begin
            FState:=Value;
            Paint;
            Click;
        end;
    end;
end;

```

```

function TBorCheck.GetChecked: Boolean;
begin
    Result:=State=cbChecked;
end;

procedure TBorCheck.SetChecked(Value:Boolean);
begin
    if Value then State := cbChecked
    else State := cbUnchecked;
end;

procedure TBorCheck.SetCheckColor(Value:TColor);
begin
    FCheckColor:=Value;
    Paint;
end;

procedure TBorCheck.DoEnter;
begin
    inherited DoEnter;
    FFocused:=True;
    Paint;
end;

procedure TBorCheck.DoExit;
begin
    inherited DoExit;
    FFocused:=False;
    Paint;
end;

procedure TBorCheck.MouseDown(Button: TMouseButton; Shift: TShiftState; X, Y:
Integer);
begin
    SetFocus;
    FFocused:=True;
    inherited MouseDown(Button, Shift, X, Y);
    MouseCapture:=True;
    Down:=True;
end;

procedure TBorCheck.MouseUp(Button: TMouseButton; Shift: TShiftState; X, Y:
Integer);
begin
    MouseCapture:=False;
    Down:=False;
    if (X>=0) and (X<=Width) and (Y>=0) and (Y<=Height) then
        Checked:=not Checked;
    inherited MouseUp(Button, Shift, X, Y);
end;

procedure TBorCheck.MouseMove(Shift: TShiftState;X, Y: Integer);
begin
    if MouseCapture then
        Down:=(X>=0) and (X<=Width) and (Y>=0) and (Y<=Height);
    inherited MouseMove(Shift,X,Y);
end;

```

```

procedure TborCheck.KeyDown(var Key:Word;Shift:TShiftState);
begin
  if Key=vk_Space then Down:=True;
  inherited KeyDown(Key,Shift);
end;

procedure TborCheck.KeyUp(var Key:Word;Shift:TShiftState);
begin
  if Key=vk_Space then
  begin
    Down:=False;
    Checked:=not Checked;
  end;
end;

{-----}
{                               Borland Radio Button                               }
{-----}

constructor TborRadio.Create(AOwner: TComponent);

begin
  inherited Create(AOwner);
  Width := 98;
  Height := 20;
  ParentColor:=False;
  Color:=clBtnFace;
end;

procedure TborRadio.Paint;

var BL,BT,BR,BB,BM:Integer;
    TX,TY,TW,TH:Integer;
    CX,CY:Integer;
    Rect:TRect;

begin
  Canvas.Font:=Font;
  with Canvas do
  begin
    BM:=BW div 2;
    BT:=(Height div 2)-BM;
    BB:=BT+BW;
    BL:=1;
    BR:=BW+1;
    Brush.Color:=clBtnFace;
    if Down then
    begin
      Pen.Color:=clBlack;
      MoveTo(BL+BM,BT);
      LineTo(BL,BT+BM);
      LineTo(BL+BM,BB);
      LineTo(BR,BT+BM);
      LineTo(BL+BM,BT);
      MoveTo(BL+BM,BT+1);
      LineTo(BL+1,BT+BM);
    end;
  end;
end;

```

```

        LineTo (BL+BM, BB-1);
        LineTo (BR-1, BT+BM);
        LineTo (BL+BM, BT+1);
    end
    else
    begin
        Pen.Color:=clBtnFace;
        Rectangle (BL, BT, BR, BB);
        if Checked then Pen.Color:=clBtnShadow
            else Pen.Color:=clBtnHighLight;
        MoveTo (BL+BM, BT);
        LineTo (BL, BT+BM);
        LineTo (BL+BM, BB);
        if Checked then Pen.Color:=clBtnHighLight
            else Pen.Color:=clBtnShadow;
        LineTo (BR, BT+BM);
        LineTo (BL+BM, BT);
    end;
    if Checked then
    begin
        Pen.Color:=CheckColor;
        CX:=BL+BM;CY:=BT+BM;
        MoveTo (CX-1, CY-1);
        LineTo (CX+2, CY-1);
        MoveTo (CX-2, CY);
        LineTo (CX+3, CY);
        MoveTo (CX-1, CY+1);
        LineTo (CX+2, CY+1);
        MoveTo (CX, CY-2);
        LineTo (CX, CY+3);
    end;
    TX:=BR+5;
    TY:=(Height div 2)+(Font.Height div 2)-1;
    TW:=TextWidth (Caption);
    TH:=TextHeight (Caption);
    TextOut (TX, TY, Caption);
    Brush.Color:=clBtnFace;
    Rect:=Bounds (TX-1, TY, TW+3, TH+1);
    FrameRect (Rect);
    if Focused then
        DrawFocusRect (Rect);
    end;
end;

function TBorRadio.GetCaption:TCaption;
var Len:Integer;
begin
    Len := GetTextBuf (@Result, 256);
    Move (Result[0], Result[1], Len);
    Result[0] := Char (Len);
end;

procedure TBorRadio.SetCaption(const Value:TCaption);
var Buffer: array[0..255] of Char;
begin
    if GetCaption <> Value then
        SetTextBuf (StrPCopy (Buffer, Value));
    end;
end;

```

```

    Invalidate;
end;

procedure TBorRadio.SetDown(Value:Boolean);
begin
    if FDown<>Value then
    begin
        FDown:=Value;
        Paint;
    end;
end;

var i:Integer;
    Sibling: TBorRadio;
begin
    if Parent <> nil then
        for i:=0 to Parent.ControlCount-1 do
            if Parent.Controls[i] is TBorRadio then
                begin
                    Sibling:=TBorRadio(Parent.Controls[i]);
                    if (Sibling<>Self) and
                        (Sibling.GroupIndex=GroupIndex) then
                        Sibling.SetChecked(False);
                end;
            end;
        end;
end;

procedure TBorRadio.SetChecked(Value: Boolean);
begin
    if FChecked <> Value then
    begin
        TabStop:=Value;
        FChecked:=Value;
        if Value then
            begin
                TurnSiblingsOff;
                Click;
            end;
        Paint;
    end;
end;

procedure TBorRadio.SetCheckColor(Value:TColor);
begin
    FCheckColor:=Value;
    Paint;
end;

procedure TBorRadio.DoEnter;
begin
    inherited DoEnter;
    FFocused:=True;
    Checked:=True;
    Paint;
end;

procedure TBorRadio.DoExit;

```

```

begin
  inherited DoExit;
  FFocused:=False;
  Paint;
end;

procedure TborRadio.MouseDown(Button: TMouseButton; Shift: TShiftState; X, Y:
Integer);
begin
  SetFocus;
  FFocused:=True;
  inherited MouseDown(Button, Shift, X, Y);
  MouseCapture:=True;
  Down:=True;
end;

procedure TborRadio.MouseUp(Button: TMouseButton; Shift: TShiftState; X, Y:
Integer);
begin
  MouseCapture:=False;
  Down:=False;
  if (X>=0) and (X<=Width) and (Y>=0) and (Y<=Height)
    and not Checked then Checked:=True;
  inherited MouseUp(Button, Shift, X, Y);
end;

procedure TborRadio.MouseMove(Shift: TShiftState; X, Y: Integer);
begin
  if MouseCapture then
    Down:=(X>=0) and (X<=Width) and (Y>=0) and (Y<=Height);
  inherited MouseMove(Shift, X, Y);
end;

procedure TborRadio.KeyDown(var Key: Word; Shift: TShiftState);
begin
  if Key=vk_Space then Down:=True;
  inherited KeyDown(Key, Shift);
end;

procedure TborRadio.KeyUp(var Key: Word; Shift: TShiftState);
begin
  if Key=vk_Space then
    begin
      Down:=False;
      if not Checked then Checked:=True;
    end;
end;

procedure Register;
begin
  RegisterComponents('Samples', [TborCheck, TborRadio]);
end;

end.

```



Q: How do I terminate all running tasks?

A: Below is some code that will help if you want to terminate ALL tasks, no questions asked.

A word of caution, before you run this for the first time, make sure that you save it and anything else that may have some pending data.

```
procedure TForm1.ButtonKillAllClick(Sender: TObject);
var
  pTask    : PTASKENTRY;
  Task     : Bool;
  ThisTask: THANDLE;
begin
  GetMem (pTask, SizeOf (TTASKENTRY));
  pTask^.dwSize := SizeOf (TTASKENTRY);
  Task := TaskFirst (pTask);
  while Task do
  begin
    if pTask^.hInst = hInstance then
      ThisTask := pTask^.hTask
    else
      TerminateApp (pTask^.hTask, NO_UAE_BOX);
    Task := TaskNext (pTask);
  end;
  TerminateApp (ThisTask, NO_UAE_BOX);
end;
```

## bitmap pasting error

After pasting an image, which was copied to the clipboard from MS PaintBrush, into a TDBImage control, the image is not saved into the table when the record is posted. This is because the TBlobField doesn't support saving of MetaFile's (see explanation below).

### Workaround:

Change the code in DBCTRLS.PAS (TDBImage.PasteFromClipboard - approximately line # 2180) which reads

```
Picture.Assign(Clipboard);
```

to instead read

```
Picture.Bitmap.Assign(Clipboard);
```

## method assignment

Q: How do I assign a method to the event of a dynamically created object?

A:

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    Button1: TButton;
    Button2: TButton;
    procedure Button1Click(Sender: TObject);
    procedure Button2Click(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;
implementation

{$R *.DFM}

procedure TForm1.Button1Click(Sender: TObject);
var
  t: TButton;
begin
  t := TButton.create(application);
  t.parent := form1;
  t.caption := 'New Button';
  t.OnClick := Button2.OnClick;
  t.show;
end;

procedure TForm1.Button2Click(Sender: TObject);
begin
  showMessage((sender as TButton).caption);
end;

end.
```

humor:

Microsoft

Dr. Seuss

Engineering

programming

Misc.

Star Trek Lost Episodes" transcript.

<Pichard> "Mr. LaForge, have you had any success with your attempts at finding a weakness in the Borg? And Mr. Data, have you been able to access their command pathways?"

<Geordi>"Yes, Captain. In fact, we found the answer by searching through our archives on late Twentieth-century computing technology."

<Geordi presses a key, and a logo appears on the computer screen.>

<Riker looks puzzled.> "What the hell is 'Microsoft'?"

<Data turns to answer.> "Allow me to explain. We will send this program, for some reason called 'Windows', through the Borg command pathways. Once inside their root command unit, it will begin consuming system resources at an unstoppable rate."

<Pichard> "But the Borg have the ability to adapt. Won't they alter their processing systems to increase their storage capacity?"

<Data> "Yes, Captain. But when 'Windows' detects this, it creates a new version of itself known as an 'upgrade'. The use of resources increases exponentially with each iteration. The Borg will not be able to adapt quickly enough. Eventually all of their processing ability will be taken over and none will be available for their normal operational functions."

<Pichard> "Excellent work. This is even better than that 'unsolvable geometric shape' idea."

... . . 15 Minutes Later . . .

><Data> "Captain, We have successfully installed the 'Windows' in the command >unit and as expected it immediately consumed 85% of all resources. We however >have not received any confirmation of the expected 'upgrade'."

<Geordi> "Our scanners have picked up an increase in Borg storage and CPU capacity to compensate, but we still have no indication of an 'upgrade' to compensate for their increase."

<Pichard> "Data, scan the history banks again and determine if there is something we have missed."

<Data> "Sir, I believe there is a reason for the failure in the 'upgrade'. Apparently the Borg have circumvented that part of the plan by not sending in their registration cards."

<Riker> "Captain we have no choice. Requesting permission to begin emergency escape sequence 3F . . ."

<Geordi, excited> "Wait, Captain I just detected their CPU capacity has suddenly dropped to 0% !"

<Pichard> "Data, what does your scanners show?"

<Data> "Apparently the Borg have found the internal 'Windows' module named 'Solitaire' and it has used up all the CPU capacity."

<Pichard> "Lets wait and see how long this 'solitaire' can reduce their functionality."

... . . Two Hours Pass . . .

<Riker> "Geordi what's the status on the Borg?"

<Geordi> "As expected the Borg are attempting to re-engineer to compensate for increased CPU and storage demands, but each time they successfully increase resources I have setup our closest deep space monitor beacon to transmit more 'windows' modules from something called the 'Microsoft fun-pack'.

<Pichard> "How much time will that buy us ?"

<Data> "Current Borg solution rates allow me to predicate an interest time span of 6 more hours."

<Geordi> "Captain, another vessel has entered our sector."

<Pichard> "Identify."

<Data> "It appears to have markings very similar to the 'Microsoft' logo"

<Over the speakers> "THIS IS ADMIRAL BILL GATES OF THE MICROSOFT FLAGSHIP MONOPOLY. WE HAVE POSITIVE CONFIRMATION OF UNREGISTERED SOFTWARE IN THIS SECTOR. SURRENDER ALL ASSETS AND WE CAN AVOID ANY TROUBLE. YOU HAVE 10 SECONDS"

<Data> "The alien ship has just opened its forward hatches and released thousands of humanoid shaped objects."

<Pichard> "Magnify forward viewer on the alien craft"

<Riker> "Good God captain! Those are humans floating straight toward the Borg ship with no life support suits ! How can they survive the tortures of deep space ?!"

<Data> "I don't believe that those are humans sir, if you will look closer I believe you will see that they are carrying something recognized by twenty-first century man as doe skin leather briefcases, and wearing Armani suits"

<Riker and Pichard together horrified> "Lawyers !!"

<Geordi> "It can't be. All the Lawyers were rounded up and sent hurtling into the sun in 2017 during the Great Awakening."

<Data> "True, but apparently some must have survived."

<Riker> "They have surrounded the Borg ship and are covering it with all types of papers."

<Data> "I believe that is known in ancient vernacular as 'red tape' it often proves fatal."

<Riker> "They're tearing the Borg to pieces !"

<Pichard> "Turn off the monitors. I can't stand to watch, not even the Borg deserve that."

<Pichard> "Mr. LaForge, what's the current status on the Borg ship?"

<Geordi> "They are still undergoing heavy attack from Microsoft's Shark team. Wait! They lawyers backing off...It looks like the Borg must have negotiated a site wide license."

<Pichard> "Damn! Data, what's your analysis?"

<Data> "Sir, I am reading some interesting program changes in the Borg's command pathways. They are spending an enourmous amount of effort evaluating a program left by Microsoft."

<Riker> "What are you talking about Data?"

<Data> "It appears to be a new program, I am trying to isolate it's description. The Microsoft registry reports the new program as Win stardate 7451332 Build 455."

<Pichard> "Well, that should take care of them."

<Geordi> "I don't think so sir. The Borg have managed to isolate this new program to

only a small part of their collective intelligence. They are referencing this node as an 'evaluation team'."

<Pichard> "How long until the program proliferates Mr. LaForge?"

<Geordi> "It's hard to tell Captain. But from the amount of sub-space communication being transmitted to the Microsoft space station 'Help Desk', I'd say it will be a while before th..."

<Data> "Sir, the Borg ship is rapidly regaining resources. I estimate 2 minutes before they will be able to attack."

<Pichard> "Options"

<Riker> "We could offer this new Windows to other members of the Borg."

<Pichard> "Sell them a Beta version of a product? That goes against the Prime Directive. Besides, Number 1, it would take too long to install...we don't have the time."

<Geordi> "I've got it!! Data, insert this program into the Borg's command pathways."

<Data> "Very interesting...Initiating transfer...Sir, the Borg have completely stopped working on restoring their systems."

<Riker> "What is it? What did you do?"

<Pichard> "It's going to be OK Number 1. <grin> Geordi, did you send them the program I think you sent?"

<Geordi> "Yes sir, Netscape v1.1"



## MICROSOFT UNVEILS NEW JOE-BOB(tm) SOFTWARE

REDMOND, Wash. -- April 10, 1995 -- Microsoft today announced the release of Joe-Bob(tm), a new software package that the company hopes will open up a huge untapped computer market. With the motto "The software for the rest of y'all(tm)," Joe-Bob reaches out to the same demographic group that buys 4x4s, supports the gun lobby, and drinks Miller Lite.

"Computers have been commonly seen as for leftists and intellectuals," explains Microsoft spokesperson Willy Maclean, "but we've recently seen people like Newt Gingrich embracing new technology -- the time is right for the rest of America to get wired!"

Instead of a desktop or office metaphor, Joe-Bob(tm) puts the user in a garage. "Click on the Lynyrd Skynyrd tapes, and get a complete music library in digital stereo. Click on the pinups, and get hooked up to the Internet's hottest gifs," the promotional materials explain.

The package does not include a word processor or spreadsheet, but does have software that keeps track of the football season, lists the best roadhouses between Florida and Nevada, and can even order spareribs and beer at the click of a mouse.

"This is righteous software, man," says beta-tester Billy Grugg. "It thinks like I think." Brad Cunningham agrees: "I take it everywhere," he says, pointing to a Pentium laptop racked under his 12-gauge in his pickup truck. Microsoft is offering desktop users a special clip-on beer holder for their monitors.

"Look at what's popular out there," says Microsoft Chairman Bill Gates. "Four of the top-10 Usenet newsgroups are about sex, and splatter video games like Doom and Mortal Kombat are bestsellers. We're just catering to a demand, that's all."

Microsoft is reportedly distributing badges and bumper stickers saying things like "Joe-Bob: Make Your Disk Hard," "Go Microsoft -- Go Intel -- Go America," and "QuickTime is for Pinko Hippie Wimps."

Apple declined to comment.

What if people knew (only) as much about the cars they buy, as they know about the computers they buy?

General Motors doesn't have a help line for people who don't know how to drive. Imagine if they did ... (Think of a computer software or hardware helpline)

-----  
HelpLine: "General Motors HelpLine, how can I help you?"

Customer: "I got in my car and closed the door and nothing happened!"

HelpLine: "Did you put the key in the ignition slot and turn it?"

Customer: "What's an ignition?"

HelpLine: "It's a starter motor that draws current from your battery and turns over the engine."

Customer: "Ignition? Motor? Battery? Engine? How come I have to know all these technical terms just to use my car?"

-----  
HelpLine: "General Motors HelpLine, how can I help you?"

Customer: "My car ran fine for a week and now it won't go anywhere!"

HelpLine: "Is the gas tank empty?"

Customer: "Huh? How do I know?"

HelpLine: "There's a little gauge on the front panel with a needle and markings from 'E' to 'F'. Where is the needle pointing?"

Customer: "It's pointing to 'E'. What does that mean?"

HelpLine: "It means you have to visit a gasoline vendor and purchase some more gasoline. You can install it yourself or pay the vendor to install it for you."

Customer: "What? I paid \$12,000 for this car! Now you tell me that I have to keep buying more components? I want a car that comes with everything built in!"

-----  
HelpLine: "General Motors HelpLine, how can I help you?"

Customer: "Your cars suck!"

HelpLine: "What's wrong?"

Customer: "It crashed, that's what wrong!"

HelpLine: "What were you doing?"

Customer: "I wanted to run faster, so I pushed the accelerator pedal all the way to the floor. It worked for a while and then it crashed and it won't start now!"

HelpLine: "It's your responsibility if you misuse the product. What do you expect us to do about it?"

Customer: "I want you to send me one of the latest version that doesn't crash any more!"

-----  
HelpLine: "General Motors HelpLine, how can I help you?"

Customer: "Hi, I just bought my first car, and I chose your car because it has automatic transmission, cruise control, power steering, power brakes, and power door locks."

HelpLine: "Thanks for buying our car. How can I help you?"

Customer: "How do I work it?"

HelpLine: "Do you know how to drive?"

Customer: "Do I know how to what?"

HelpLine: "Do you know how to drive?"

Customer: "I'm not a technical person. I just want to go places in my car!"

Billy the Chilly  
(With Apologies to Dr. Seuss)

In a far away island of Redy-Mond-Ross,  
Billy the Chilly was king of the DOS.  
A nice little DOS with a great big Window  
Where programs of all sorts would come and would go.  
The vendors flocked to it -- for none were afraid.  
From that DOS and that Window much money they made.

They did until Billy, the king of that clutch,  
Decided the vendors were making too much.  
"I'm ruler," said Billy, "of all that I own.  
But I don't own enough," he let out with a groan.  
"I own the DOS and the Window -- that's true.  
Then how come my spreadsheet is still number two?  
I make the most money," he said with no glee.  
"But no one should make any money but me.  
I must have it all, whether Big Blue or clone.  
What a king! I'd be ruler of all that I own."

So Billy the Chilly his minions did hail,  
And Billy, the Chilly king, sent some e-mail;  
He ordered nine vendors to give him their code --  
To put it in DOS, not to lighten their load.  
"If you give me your programs," he said with a smile,  
"When I ruin your market, I'll do it in style."  
Then Billy put all of those programs in DOS,  
And said "Of defraggers and backups, I'm Boss."

"All mine!" Billy cried, and he started to sway.  
"I'll control all the apps!" And he shouted "OLE!  
From former King Blue, finished now my divorce is;  
While word and Excel will use all the resources.  
I'll buy out that Fox, and I'll reap what he's sown,  
For I am the ruler of all that I own."

Then Billy cried "No one can sell a PC,  
Unless he is willing to pay me a fee."  
But as he was speaking, he heard with great dread  
A meek little voice coming from a mild Fed.  
"Excuse me, great King, I wish not to alarm,  
But I think there's a danger you'll do us all harm.  
Be nice, and please tell us you never would cheat,  
And that other vendors can truly compete.  
Please tell us, King Billy, so we won't think of suing,

That your right hand knows not what your left hand is doing."

"SILENCE!" yelled Billy, his face a bright red.  
"I'm king, and you're only a meek little Fed.  
We've worked much too hard to let you guys demote us;  
I'm bigger than Novell, I'm bigger than Lotus!  
Get out of my way; it's a shame you can't see  
That your boss was elected to serve men like me.  
You'll never get me 'cause my bandwidth is tough.  
And I've got the power! Though not near enough."

Then Billy, he smiled and explained what he meant,  
"I just want my fair share -- that's one hundred percent.  
If it takes a computer, I must have no equal  
In spreadsheets, games, CDs, words, BASIC, or SQL.  
Home finance is one place where I really blew it --  
But that doesn't matter; I'll just buy Intuit."

But that meek little Fed made a meekish attack.  
He asked "Have you settled with that fellow, Stac?"  
"I have," laughed King Billy, "it ended just fine.  
I bought part of Stac; he won't get out of line."  
Then the Fed humbly asked as he fell in a swoon  
"Can you say why your apps all had OLE so soon?"  
Then Billy the Chilly switched to angry mode;  
"Are you saying I let myself read my own code?  
Such things do not happen, and I don't like your tone.  
For I am the ruler of all that I own."

But as he was planning himself to enshrine,  
He noticed that millions were going online.  
"If they talk will their talk be a squawk that goes my way?  
I must buy control of the Info-Net Highway.  
I'll build my own turnpike, and I'll charge the toll.  
And what is said on it, that I will control.  
Millions will use it; my network will thrive,  
I'll make it a part of Windows 95."

Then the meek little Fed made a meek little noise.  
"Perhaps we'll agree to let you keep your toys.  
A big courtroom battle we'd hate to prolong,  
So let us just say that you've done nothing wrong."  
"I like that," said Bill, "And to make it quite plain,  
What I haven't done, I won't do it ... again."

So Billy shook hands with the meek little Fed,

And signed an agreement that left him ahead.  
The Fed smiled at Billy and thought them both blessed.  
But one little judge found it hard to digest.  
He thought about Billy as his stomach, it turned.  
And that little judge -- well, his money, he earned.  
For that little judge did a curious thing:  
He decided,  
And thus shook the throne of the king.

And Billy the Chilly, the king of the DOS,  
The king of Excel, the NT albatross,  
The king of Encarta and that C++ tool ...  
Well, that was the end of the Chilly King's rule!  
For Billy, he failed, then retried to abort,  
Fell out of his Office and plunk into court!

And today the great Billy, who never atones,  
Is King of QBASIC, that's all that he owns.  
And the vendors and users, well all are now free.  
Don't you wish, in this world, that's the way it could be?

## Top 20 Engineers' Terminologies

1. A NUMBER OF DIFFERENT APPROACHES ARE BEING TRIED
  - We are still spitting in the wind.
2. EXTENSIVE REPORT IS BEING PREPARED ON A FRESH APPROACH TO THE PROBLEM
  - We just hired three kids fresh out of college.
3. CLOSE PROJECT COORDINATION
  - We know who to blame.
4. MAJOR TECHNOLOGICAL BREAKTHROUGH
  - It works OK, but looks very hi-tech.
5. CUSTOMER SATISFACTION IS DELIVERED ASSURED
  - We are so far behind schedule the customer is happy to get it delivered.
6. PRELIMINARY OPERATIONAL TESTS WERE INCONCLUSIVE
  - The darn thing blew up when we threw the switch.
7. TEST RESULTS WERE EXTREMELY GRATIFYING
  - We are so surprised that the stupid thing works.
8. THE ENTIRE CONCEPT WILL HAVE TO BE ABANDONED
  - The only person who understood the thing quit.
9. IT IS IN THE PROCESS
  - It is so wrapped up in red tape that the situation is about hopeless.
10. WE WILL LOOK INTO IT
  - Forget it! We have enough problems for now.
11. PLEASE NOTE AND INITIAL
  - Let's spread responsibility for the screw up
12. GIVE US THE BENEFIT OF YOUR THINKING
  - We'll listen to what you have to say as long as it doesn't interfere with what we've already done.
13. GIVE US YOUR INTERPRETATION
  - I can't wait to hear this BS!
14. SEE ME or LET'S DISCUSS
  - Come into my office, I'm lonely.

15. ALL NEW

- Parts not interchangeable with the previous design.

16. RUGGED

- Too damn heavy to lift!

17. LIGHTWEIGHT

- Lighter than RUGGED.

18. YEARS OF DEVELOPMENT

- One finally worked.

19. ENERGY SAVING

- Achieved when the power switch is off.

20. LOW MAINTENANCE

- Impossible to fix if broken.



## YET ANOTHER LAYPERSON'S GUIDE TO PROGRAMMING LANGUAGES

-----

C: You shoot yourself in the foot.

C++: You accidentally create a dozen instances of yourself and shoot them all in the foot. Providing emergency assistance is impossible since you can't tell which are bitwise copies and which are just pointing at others and saying, "That's me, over there."

Fortran: You shoot yourself in each toe, iteratively, until you run out of toes, then you read in the next foot and repeat. If you run out of bullets, you continue anyway because you have no exception-handling ability.

Modula-2: After realizing that you can't accomplish anything in this language, you shoot yourself in the head.

COBOL: USEing a COLT 45 HANDGUN, AIM gun at LEG.FOOT, THEN place ARM.HAND.FINGER on HANDGUN.TRIGGER and SQUEEZE, THEN return HANDGUN to HOLDSTER. CHECK whether shoelace needs to be retied.

LISP: You shoot yourself in the appendage which holds the gun with which you shoot yourself in the appendage which holds the gun with which you shoot yourself in the appendage which holds the gun with which you shoot yourself in the appendage which holds ...

BASIC: Shoot yourself in foot with water pistol. On big systems, continue until entire lower body is waterlogged.

FORTH: Foot in yourself shoot.

APL: You shoot yourself in the foot, then spend all day figuring out how to do it in fewer characters.

Pascal: The compiler won't let you shoot yourself in the foot.

SNOBOL: If you succeed, shoot yourself in the left foot. If you fail, shoot yourself in the right foot.

Concurrent Euclid: You shoot yourself in somebody else's foot.

HyperTalk: Put the first bullet of the gun into the left of leg of you. Answer the result.

Motif: You spend days writing a UIL description of your foot, the trajectory, the bullet, and the intricate scrollwork on the ivory handles of the gun. When you finally get around to pulling the trigger, the gun jams.

Unix: % ls foot.c foot.h foot.o toe.c toe.o % rm \*.o rm: .o: No such file or directory % is %

DOS: You can't get to either foot from here.

OS/2: Point to Body and click, point to leg and click, point to lower leg and click, point to foot and gun goes click.

Xbase: Shooting yourself is no problem. If you want to shoot yourself in the foot, you'll have to use Clipper.

Paradox: Not only can you shoot yourself in the foot, your users can too.

Revelation: You'll be able to shoot yourself in the foot, just as soon as you figure out what all these bullets are for.

Visual Basic: You'll shoot yourself in the foot, but you'll have so much fun doing it that you don't care.

Prolog: You tell your program you want to be shot in the foot. The program figures out how to do it, but the syntax doesn't allow it to explain.

370 JCL: You send your foot down to MIS with a 4000-page document explaining how you want it to be shot. Three years later, your foot comes back deep-fried.

## A Girl's Guide to Geek Guys

So, your crush on the bass player from Vibrating Sandbox has finally died a whimpering death and you're wondering where to go from here. All the sinister dudes are either dating a series of interchangeable high-school riot grrrrls in baby doll dresses and an overdose of manic panic hair dye, or permanently shackled up with some bitter old lady who pays all the bills. Which will it be, a wifely prison or a humiliating one night stand? Into this void of potential mates comes a man you may not have considered before, a man of substance, quietude and stability, a cerebral creature with a culture all his own. In short, a geek.

### Why Geek Dudes Rule

- o They are generally available.
- o Other women will tend not to steal them.
- o They can fix things.
- o Your parents will love them.
- o They're smart.

### Where The Geek Dude Lurks

While they are often into alternative music, geek dudes tend not to go to shows too often. Instead you'll find them hanging out with their friends, discussing the latest hardware revolution or perfecting their Bill Gates impressions. You know how some people wear t-shirts with their favorite bands on them, thus showing that they went to certain shows? Well, geek dudes wear t-shirts with the logos of different software companies on them, thus showing that they are up on the latest, um, releases. A small, though convivial, rivalry may be detected here amongst the geek dudes. Try wearing one yourself and see if he strikes up a conversation.

Of course the best way to meet a geek dude is through the Internet. All geeks harbor a secret fantasy about meeting some girl in cyberspace, carrying on an e-mail romance in which he has the chance to combine an activity he is comfortable with, computing, with one he is very uncomfortable with, socializing. To many geek dudes, cyberdating is just an advanced form of some kind of video game, but they are frustrated by a lack of players. Their lack is your strength.

### Imprinting

You might notice that these men harbor some strange ideas about how the world works and some particularly strange ideas about women. There is a reason for this. Because they've had limited interpersonal experience, geek dudes must look elsewhere for behavior models. Lacking a real world social milieu, geeks often go through a transference stage with such narratives, and try to model their interactions on them. Thus, certain media images and themes come to have an overly cathected, metaphorized reality to them, while the rest of us view such programming as mere entertainment. Case in point, our next topic...

## The Trek factor

If you're not up on your Star Trek, you can forget about getting or keeping a geek dude. And I'm not just talking vintage-era Captain Kirk and Spock either. You've got to be up on your The Next Generation, your Deep Space Nine, your Babylon 5, and let us not forget Voyager. Armed with your own knowledge of Federation policies, you can better gauge when and how to act. The sexual politics of Star Trek are pretty blunt: the men run the technology and the ship, and the women are caretakers (a doctor and a counselor). Note the sexual tensions on the bridge of the Enterprise: the women, in skin tight uniforms, and with luxuriant, flowing hair. The men, often balding, and sporting some sort of permanently attached computer auxiliary. This world metaphorizes the fantasies of the geek dude, who sees himself in the geeky-but-heroic male officers and who secretly desires a sexy, smart, Deanna or Bev to come along and deferentially accept him for who he is. If you are willing to accept that this is his starting point for reality, you are ready for a geek relationship.

## Once You've Nabbed Him

Of course, catching that geek guy is only half the battle. Keeping him by your side is another story altogether. I was privileged to speak with Miss Victoria Maat, who not only got herself a geek guy but was also clever enough to marry him just a few short months ago. She interrupted her newlywed bliss to give us a few tips on the care and feeding of a geek man:

Geeks are sensitive and caring lovers and husbands. If you can hang with the techno-lifestyle, they make the best mates. They are the most attractive people, not flashy or hunky, but the kind who get cuter and more alluring over time (I told you she was a newlywed). Definitely give geeks a chance.

## Geek Cuisine

Geeks tend towards packaged, junk foods since they prefer to work and think and aren't all that into cooking for themselves. Make sure that your geek understands that you are not merely a replicator, and provide him with home cooked food. A batch of

chocolate chip cookies will let him know that you love him. You do have to monitor your geek for weight gain; however, remember that most of their days are spent sitting and staring at a monitor.

## Geek Lifestyle

The geek dude has long work habits and tends to bring his work home with him. He seems permanently connected to his hard disk. You must at least appear interested in his work. Generally, a solid understanding of the computer is a must; if you cannot master this, you should at least be able to talk the talk. Remember most geeks are anal and they get stressed about details which appear insignificant. Be understanding, put on your best Deanna Troi face (see above) and empathize.

To relax, geeks love to play the latest computer games. Let him play Myst or Chuck Yeager's Air Combat for hours if he wants to. Act concerned if he's stuck or has just been ambushed by three MiGs. My geek loves to try to help people on the Internet who say that they are stuck in Myst. He comes up with clever riddles instead of directing them point blank. Geeks also like to go to sci-fi and Japanese animated movies, again, a basically harmless vent for your man.

## Geek Buddies

Many geeks extend their work friendships into what they jokingly refer to as RL (Real Life, also known as "that big room with the ceiling that is sometimes blue and sometimes black with little lights"). The greatest thing about your geek's buddies is that you can feel secure in setting them up with your girlfriends. They may feel awkward around females at first, so don't overwhelm them. In time they will come out of their shell and realize that you are into the same things they are.

## Post-It Note

I thank Victoria for the above advice. I must say that when she read my draft of the piece, before writing her section, she asked her husband which one he thought she was more like, Deanna or Beverly. Howard, the devil, immediately replied that he had always thought Victoria was actually most like Ensign Ro Laren, a cute character with a slight authority problem who is always in trouble (this is fairly apt). This exchange is interesting for several reasons:

- o Howard had already thought about who she was most like.
- o He could summon up characters from seasons past with ease.
- o Victoria actually knew who he meant.

Folks, I think this marriage will last.

### One Last Thing

Because they have been so abused and ignored by society, many geeks have gone underground. You may actually know some and just haven't noticed them. They often feel resentful, and misunderstood, and it is important to realize this as you grow closer to them. Don't ever try to force the issue, or make crazy demands that he choose between his computer and you. Remember, his computer has been there for him his whole life; you are a new interloper he hasn't quite grasped yet.

Geek dudes thrive on mystery and love challenges and intellectual puzzles. Don't you consider yourself one? Wouldn't you like a little intellectual stimulation or your own? We thought so.

A Grandchild's guide to using Grandpa's computer  
(Ode to Dr. Seuss, with apologies to 'Fox in Sox')

Bits. Bytes. Chips. Clocks.  
Bits in bytes on chips in box.  
Bytes with bits and chips with clocks.  
Chips in box on ether-docks.

Chips with bits come.  
Chips with bytes come.  
Chips with bits and bytes and clocks come.

Look, sir. Look, sir.  
Read the book, sir.  
Let's do tricks with bits and bytes, sir.  
Let's do tricks with chips and clocks, sir.

First, I'll make a quick trick bit stack. Then I'll make a quick trick byte stack.  
You can make a quick trick chip stack.  
You can make a quick trick clock stack.

And here's a new trick on the scene.  
Bits in bytes for your machine.  
Bytes in words to fill your screen.

Now we come to ticks and tocks, sir.  
Try to say this by the clock, sir.

Clocks on chips tick.  
Clocks on chips tock.  
Eight byte bits tick.  
Eight bit bytes tock.  
Clocks on chips with eight bit bytes tick Chips with clocks and eight byte bits tock.

Here's an easy game to play.  
Here's an easy thing to say.

If a packet hits a pocket on a socket on a port,  
And the bus is interrupted as a very last resort,  
And the address of the memory makes your floppy disk abort,  
Then the socket packet pocket has an error to report!

If your cursor finds a menu item followed by a dash,  
And the double-clicking icon puts your window in the trash,  
And your data is corrupted 'cause the index doesn't hash,  
Then your situation's hopeless and your system's gonna crash.

You can't say this?  
What a shame, sir!  
We'll find you another game, sir.

If the label on the cable on the table at your house  
Says the network is connected to the button on your mouse,  
But your packets want to tunnel on another protocol,  
That's repeatedly rejected by the printer down the hall,  
And your screen is all distorted by the side effects of gauss  
So your icons in the window are as wavy as a souse,  
Then you may as well reboot and go out with a bang,  
'Cause as sure as I'm a poet, the sucker's gonna hang!

When the copy of your floppy's getting sloppy on the disk,  
And the microcode instructions cause unnecessary risc,  
Then you have to flash your memory and you'll want to ram your ROM.  
Quickly turn off your computer and be sure to tell your mom!



Heaven's donuts are jelly donuts. The blend of texture, from the cool, sweet ooze of the jelly, mined with tiny raspberry seeds, to the firm, spongy cake, so lightly encrusted in a thin glaze of sugar, that cracks and flakes as you gingerly tear off small pieces of delight, is certainly the greatest experience a humble man can afford.

I was eating a jelly donut when he first appeared in my office, smelling slightly of gunpowder. He was tall and gaunt, with deep-set eyes and crooked teeth, long, delicate fingers, and sloped shoulders.

He wore a black Ozzy Osborne concert t-shirt, frayed black jeans, and dusty black high-tops, unlaced. He smiled at me in an ugly way. I put down my donut and glanced at my watch. 7:00 PM.

"You're David Webster."

I nodded.

"You're a programmer for Core."

I nodded again. Not only was I a programmer for Core--I was the best damn programmer this group had ever or would ever see. I suppose I should introduce myself. I am David Elijah Webster, master programmer. I'm not just blowing smoke here either. I'm the best damn programmer to come out of MIT since code was constructed one bit at a time. I can do it all: C, LISP, assembly--even the languages no self-respecting programmer would deign to look at. I can do it all in no time flat, with the most elegant of style. Code sprinkled with glistening semicolons and flowing rivers of indentation. Lesser programmers avert their eyes when I enter the room.

"They say you're the best, and I'm here to challenge you."

I sized this guy up again. He had the right shape. The pot-belly, the greasy hair, parted with percision. The fingers. And the funny smell.

I told him I didn't have time.

"I'll make it worth your while," he said. "I have something you might be interested in. Follow me."

I grabbed my box of donuts, and followed him down the hall and into the elevator. He pressed a button and the elevator descended into the basement. I'd never been in the basement before. For that matter, I didn't even recall that the building had a basement. Nonetheless, the elevator chimed, the doors opened, and we stepped out into a wide room that was entirely featureless. That is, except for the fog on the floor and two workstations that were set up, side by side. One of the workstations was mine. The other was a workstation like none other that I had seen before. It was magnificent.

It was matte black. More than an object, it looked like a hole in space. The monitor it sported was the biggest I had ever seen, and the keyboard was a flow of liquid lines, containing a field of keys of different sizes and shapes, packed in like cobblestones. The mouse floated above the table, and had no wire. Next to the computer was a box with a small chute coming out of one side, and a large red button on the top. The monitor was flanked by two gigantic speakers, and I could see a sub-woofer poking up out of the fog. It hummed. It steamed. It was the most beautiful computer I had ever seen.

"You approve," said the stranger.

I swallowed and said, "It is beyond description."

"It's a custom job. And it's yours. If," he said, "If you can beat me in a coding

contest."

I looked at him incredulously. "What's in it for you?"

"I will have defeated the greatest coder in the world, and thus, I can claim that title. AND, I get to keep your immortal soul."

He smiled the ugly smile again.

Here was a dilemma. I was dealing with the Devil. There was no doubt about that. And he was no doubt very good. I am somewhat attached to my soul, but oh, the prizes. The glory. I can easily claim to be the best coder in the company, in the Bay Area, probably on the whole planet, but if I pulled this off, I will have shown myself to be the best coder in this entire theology! Vanity got the better part of me.

"What's the contest?" I asked.

I won't bore you with the details, but it was seriously ugly. Ugly in a way that makes the most arrogant of coders cringe and causes managers to pad development schedules into the next century. It had to run in any language, including the nasty chicken-scratch ones. It had to be backward compatible all the way to the ENIAC. And it had to run on Windows. I cringed.

But vanity won. I signed the forms, agreed on a deadline of midnight, and we sat down at our machines and started to code.

My watch said 8:00 PM, and I started warming up. Class definitions flew off my fingertips like throwing stars. Structures and declarations grew like perfect crystals, and I didn't even break a sweat. True to the task, I soon lost myself in an endless cycle of postulate, create, instantiate and verify. Bits grew to bytes, to K, to Megs, and finally to Gigs. By 11:00 PM it had come to that crucial point. With an hour to go, I had to put all the peices together. It wasn't going to be easy. It was going to take all the concentration I had.

Then I hit the first bug.

At first, I wasn't sure where it was coming from, but then I spotted it. It wasn't mine. It was bug in Windows. Even worse, it was a bug in Windows that stemmed from a timing problem with the system clock itself. I couldn't see a workaround. I was stymied. I genuflected and called Microsoft support.

"Hello, and welcome to the Microsoft help line. Please enter your 64 digit user identification number, followed by your 32 digit password."

While I frantically typed number after number, trying to navigate through layer upon layer of phone menu, I heard him pick up his phone and call a number.

"Hello, is Bill in? ... I don't care, wake him up ... Tell him it's Mr. Black ... Hey Bill, what's shakin'? Listen, I needed to know a workaround to one of your bugs ... Yes, I know what time it is

... Yes, I know ... Bill ... Bill! You remember our little deal?

... That's right. Now be a dear and give me that workaround ... Mm-hm

... Right ... Thank you, Bill. I'll be seeing you."

I was shocked. It was obviously pointless continuing my desperate journey through Microsoft's Help line. I needed immediate genius! I scarfed down a grape jelly. Sugar shock engulfed me, and my vision tunneled. I shuddered once, something clicked, and I determined the answer I needed--I could use the clock on the sound chip to get my timings.

I dove back into the code, and was quickly integrating modules when I hit bug number

two. It was even uglier than the first. In fact, it was the ugliest bug I had ever seen. It was a problem with C. With the language itself. There's no way fix a broken hammer using the same hammer.

I wracked my brains. I clenched and grunted and sweated and thought and Thought and THOUGHT, but to no avail. Over my shoulder, I could hear Him chime in, "Bugger, isn't it? I remember putting that one in back when I was working on the Unix kernel. Did you really think there was a Kernighan and Ritchie? Rearrange the letters in their names and you'll discover an interesting anagram."

I ignored him and continued thinking. My mind went deeper and deeper into the problem at hand--my senses dulled, my breathing grew shallow. My eyes rolled back and sweat beaded on my forehead. Clumsily, blindly, my hand pawed it's way to the box on my desk, containing my last jelly donut. It raised slowly to my lips, and I bit.

Pounding waves of sugar induced euphoria washed through my mind. I felt my brain hum and crackle. My hands trembled, my body shuddered, and I began to type. I was a man possessed. Complex topographical math equations formed on my screen. Klien bottles and hypercubes locked neatly into place like pieces of a puzzle. Beyond my control, a complex mathematical world formed in my computer, with additional dimensions unimaginable.

I felt a small pop, and I came to. I looked at my screen. I had worked around the bug.

My watch read 11:45. Frantically I continued putting all the modules into place. Glancing for a moment at my rival, I could see I had him worried. He was typing furiously. Smoke poured from his ears, and flames licked around his collar.

Then I hit the third bug.

It was not so much a bug, it was a limit. I only had 4 Gigabytes of memory, and I had used it all. There wasn't a bit left. I had compressed data to a point so fine that it was in danger of collapsing into a black hole. I was storing memory in every conceivable way, including keeping a chain of sound waves running between the speaker and the microphone. There was no memory left to be had.

Frantic, I reached into my box of donuts, and my heart sank into my stomach when I realized that I had eaten the last one. I glanced at my watch, but it was too late. I was sunk. I had done the best that I could, and I had nothing more to give.

The Devil laughed, and grinning cruelly, he reached over to the box with the chute and the button. Remember the box? Slowly, firmly, his hand pressed the red button, and a jelly donut slid down the chute and onto the table.

My jaw dropped. "What...is...that?" I asked.

He languorously chewed as he replied, "The Box of Eternal Donuts."

"The Box of Eternal Donuts!?"

"Yes," he said.

"It never runs out?"

"Never," he said.

"It's mine if I win?!?!"

"If you can win, it is entirely yours," he replied, grinning cockily.

My mind reeled. The Box of Eternal Donuts. The Box of Eternal Donuts! My eyes darted everywhere, my jaw hung slack, and my throat emitted strange animal-like

noises. Anything. I would do anything to win! I just needed the smallest amount of memory. But where could I get it from? I glanced at my watch again, and a plan came into my mind. A beautiful, devious plan.

I went quickly upstairs and retrieved the emergency toolkit that we keep in the medicine cabinet. I ripped the case off my computer, and quickly scanned for the right connections. I pulled two wires, and unscrewed the back of my watch. The Devil's eyes widened and he desperately started coding again, but it was too late. I got the last of the memory I needed out of my watch, and pressed the ENTER key seconds before he did.

The watch burst into flames. Sparks flew from the disk drives and the monitor glowed and throbbed, finally melting into a puddle of glass. The computer exploded in a shower of sparks, and then there was absolute silence.

There was a pause, and both of us turned as the printer started, slowly emitting a single sheet that wafted gently into the out bin. I nonchalantly strolled over, and held up to the Devil's scowling face, a sheet imprinted with two words. "Hello World".

Nothing more needs to be told, other than, as I write this, I am sitting in front of my new computer, munching on what is undoubtedly the best jelly donut I have ever eaten.

It was a typical morning at the office: 53 new e-mail messages, 86 games of telephone tag lobbed into my court, and a mass of Post-its reminding me of about 18 missed deadlines. So I knew exactly what to expect when my boss appeared.

"Good morning," she said cheerfully. "I need complete information on how soy cheese is affecting Wisconsin's trucking industry. Drop everything else until you get this done." She disappeared as quickly as she had materialized.

I considered my situation. I would have to put off finishing the Forbin Project, for which I'd dropped the Morbius Proposition the day before. Of course, Morbius had forced me to set aside the Kinsey Report, for which I had delayed ...? I had trouble remembering farther back than that.

Luckily, I had a new weapon to help in my research project: The World Wide Web. With the help of my new Web browser, Odysseus, I knew I could sneak into any server, siphon off the key data I needed, then find my way home in no time.

I launched Odysseus, entered my password, clicked the button to go online, and waited as my modem dialed, made contact, hissed at my Internet server, and exchanged more civilized protocols. Then I repeated the process, using the right password.

The second time around, Odysseus successfully made contact with the World Wide Web, affording me a chance to wait some more. In the upper left hand corner, a small icon of a Bronze Age ship circled the Mediterranean, while the text for Odysseus's own Hollow Horse home page wrote itself out. Then, line by line, twin murals of the Iliad and Odyssey formed on-screen.

HOME RUNT But since I didn't want to read about the latest offerings from Mythological Software, the Hollow Horse home page was not where I wanted to be. So I pressed my Hot button (I love saying that) and selected the Brobdingnagian Black Widow Web Searcher page from the University of Michigan in Copenhagen.

Net traffic must have been light that day, because in less than four minutes I had a window full of instructions, prompts and the requisite cartoon of a giant spider attacking the world. I set up my search criteria "Soy AND trucking AND Wisconsin," pressed the Search button (I don't like saying that nearly so much), and got up for a coffee break.

Three cups and a few revelations about office romances later, I returned to my PC just as the search was finishing. There were 83 hits, the most promising of which was "Truckers, Soy Beans, and Wisconsin," a page emanating from a data-processing plant in Honolulu. I clicked on it, and five minutes later found myself staring at a photograph of three cats named Truckers, Soy Beans, and Wisconsin. The accompanying text filled me in on their favorite foods and pastimes.

After jotting down a few notes on cat care that might one day prove useful, I backtracked to my search results, and started working my way through the other 82 hits. After 14 additional pet pages, 3 obscene illustrations, one trap set up to steal my password, and 42 "Address Wrong or Go Back to America Online" error messages, I found something interesting: a discussion on the use of beans in the Wisconsin area's pre-Columbian art. I leaned forward and started reading.

It was fascinating stuff. Did you know that there is absolutely no evidence that beans were used in the Wisconsin area's pre-Columbian art? That's the sort of information you can only find on the Web.

At the bottom of the article was a link to the Artifacts of Ancient Civilizations That May or May Not Have Existed home page. Who could resist? I clicked, then got up and jogged around the block.

RAMBLIN' ON By the time I got back, the page was just beginning to appear. I browsed a few topics on the similarities between Mayan and Martian cultures before discovering the Foods of the World home page. This was amazing! I could actually click on a carrot and watch it grow. Or place an order with a pizzeria with a fax-back service. Not that everything was this exciting; there was even an article on how soy cheese is affecting Wisconsin's trucking industry, but I abandoned it for the piece on eggplant as an aphrodisiac.

I'm not sure how the connection was made, but somehow I found myself at the U.S. Census site, examining data tables of people, broken down by age and sex. Finding myself on both lists, I clicked on the first available link, which brought me to a catalog selling replacement parts for 19th century steam engines.

Odysseus was just finishing displaying the catalog's pictures when I returned from lunch. Soon I was pondering exactly where in my office I'd put a 400-pound water pump, and how many people would get access to my credit card number if I ordered it.

I was deep in thought when I realized someone was standing behind me. It was my boss. I flicked on my screen saver and spun around to face her, hoping she hadn't seen my screen.

"Hello," she said cheerily. "I need to know how rainfall in British Columbia is affecting the tourist trade in Malaysia. Drop everything else until you get this done."

```
MyWordVar := MyTObjectDescendant.InstanceSize;  
{This is for descendants of TObject.}
```

Q: How do I read and write to a com-port?

A:

```
program PortAccess;

var
  port: TextFile;
  x: char;

begin
  Assign(port, 'COM2');
  Rewrite(port);
  write(port, 'AS5', #13);
  { sample uses:
  read(port, x);
  write(port, x);
  }
  close(port);
end.
```



Q: How do I iterate through tabbed notebook pages to see each object?

A: Here is a procedure that will iterate through all tabbed notebook pages and add the object name and type under the page's name in an outline.

```
procedure TForm1.Button2Click(Sender: TObject);
var
  cmpnts, pg: word;
  MyPageObj: TObject;
  OutlineIdx: longint;
begin
  for pg := 0 to TabbedNotebook1.pages.count - 1 do
  begin
    MyPageObj := TabbedNotebook1.pages.objects[pg];
    OutlineIdx := outline1.add(0, TabbedNotebook1.pages[pg]);
    for cmpnts := 0 to componentCount - 1 do
      if (components[cmpnts] as TControl).parent = MyPageObj then
        outline1.AddChild(OutlineIdx, components[cmpnts].name + ' [' +
          components[cmpnts].ClassName + ']');
    end;
  end;
end;
```

Q: How can I parse a PChar?

A: This reads the autoexec.bat file into a memory block referenced by a PChar. Then, it is parsed, line by line, into a list box.

(Yes. I know that `listbox1.items.LoadFromFile('c:\autoexec.bat');` is simpler, but this is an exercise in PChar use.)

```
procedure TForm1.Button1Click(Sender: TObject);
var
  f: file;
  pBeginString, pEndString, pTemp: PChar;
  scratch: array[0..255] of char; {Automatically gets memory allocated for
it.}
  LengthOfFile: integer;
begin
  {Get the information.}
  AssignFile(f, 'c:\autoexec.bat');
  {Because this is not a text file type, the record size is 1 (char)}
  Reset(f, 1);
  LengthOfFile := FileSize(f) + 1; {Add one for the null terminator.}
  pBeginString := AllocMem(LengthOfFile); {Zeros the memory also.}
  BlockRead(f, pBeginString^, LengthOfFile - 1);
  CloseFile(f);

  pTemp := pBeginString;
  inc(pTemp, LengthOfFile);

  {Parse the strings into the Listbox.}
  repeat
    pEndString := StrPos(pBeginString, #13#10); {carriage return/line feed}
    listBox1.items.add(StrPas(StrLCopy(scratch,
    pBeginString, pEndString - pBeginString)));
    inc(pBeginString, pEndString - pBeginString + 2);
  until pBeginString >= pTemp - 2;
  dec(pTemp, LengthOfFile);
  FreeMem(pTemp, LengthOfFile);
end;
```

Q: How do I pass variables to Report Smith?

A: The important part of the code is line to concatenate the single quotes to the string. (If it is just a string that is being passed, you don't need the embedded quotes. That is for a date string.)

In Report Smith, the REP VAR is

Name: tday  
Type: DATE  
Entry: Type-in

(Note: The values passed to RS are case sensitive.)

```
procedure PassVars;  
var s: string;  
begin  
  s := DateToStr(date);  
  s := ''' + s + '''; {This is not needed for regular strings.}  
  report1.InitialValues.add('@tday=<'+s+'>');  
  report1.run;  
end;
```

How do I pass variables to Report Smith?

How can I get rid of the ReportSmith about box splash screen when I run a report?

How do I connect to TReport?

DbiGetNetUserName  
DbiGetErrorString

## Using DbiGetNetUserName:

```
uses
  DbiTypes, DbiProcs, DbiErrs;

procedure Whatever;
var
  szVar: array[0..200] of char;
begin
  DbiGetNetUserName(szVar);
  edit1.text := szVar;
end;
```

## Using DbGetErrorString:

```
uses
  DbTypes, DbProcs, DbErrs;

procedure Whatever;
var
  rslt: DbResult;
  szVar: array[0..200] of char;
begin
  rslt := DbGetNetUserName(szVar); {...or whatever you're checking.}
  DbGetErrorString(rslt, szVar);
  edit2.text := szVar; {sample display}
end;
```

**Q:** How do I populate a popup menu on the fly?

**A:**

```
var
  NewItem: TMenuItem;
  i: integer;
begin
  for i := 0 to listBox1.items.count - 1 do
    begin
      NewItem := TMenuItem.Create(Self);
      NewItem.Caption := listBox1.items[i];
      PopupMenu1.items.Add(NewItem);
    end;
  end;
```

**Note:** There needs to be some way to free the resources, but I haven't gotten around to that yet.



Q: How can I write my Delphi program to detect if there is already another copy running and exit if so?

A: Here is some code from Pat Ritchey that works great. Create a unit called PrevInst and add it to your uses clause. Here's the code:

```
unit PrevInst;

interface

uses
  WinTypes, WinProcs, SysUtils;

type
  PHWND = ^HWND;
  function EnumFunc(Wnd:HWND; TargetWindow:PHWND): bool; export;
  procedure GotoPreviousInstance;

implementation

function EnumFunc(Wnd:HWND; TargetWindow:PHWND): bool;
var
  ClassName : array[0..30] of char;
begin
  Result := true;
  if GetWindowWord(Wnd,GWW_HINSTANCE) = hPrevInst then
  begin
    GetClassName(Wnd,ClassName,30);
    if StrIComp(ClassName,'TApplication') = 0 then
    begin
      TargetWindow^ := Wnd;
      Result := false;
    end;
  end;
end;

procedure GotoPreviousInstance;
var
  PrevInstWnd : HWND;
begin
  PrevInstWnd := 0;
  EnumWindows(@EnumFunc,longint(@PrevInstWnd));
  if PrevInstWnd <> 0 then
  begin
    if IsIconic(PrevInstWnd) then
      ShowWindow(PrevInstWnd,SW_RESTORE)
    else
      BringWindowToTop(PrevInstWnd);
  end;
end.

end.
```

And then make the main block of your \*.DPR file look something like this--

```
if hPrevInst <> 0 then
  GotoPreviousInstance
```

```
else
begin
    Application.CreateForm(MyForm, MyForm);
    Application.Run;
end;
```

Q: I need to process certain files (\*.ssd) in a user selected directory and every nested directory thereafter using Delphi. Anyone has any pointers to give me? What calls to use (my main concern is how to recognize a subdirectory while scanning a directory), may be a fragment of code that does something similar?

A: FindFirst and FindNext are the key functions. Here is an implementation of their use:

```
unit Dirlist1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    ListBox1: TListBox;
    Edit1: TEdit;
    Label1: TLabel;
    Label2: TLabel;
    Edit2: TEdit;
    Button1: TButton;
    Button2: TButton;
    procedure Button2Click(Sender: TObject);
    procedure Button1Click(Sender: TObject);
  private
    Function LogFiles( Const path: String; Const SRec: TSearchRec ): Boolean;
    { Private-Declaration }
  public
    { Public-Declaration }
  end;

var
  Form1: TForm1;

implementation

Type
  TLogFunct = Function( Const path: String; Const SRec: TSearchRec ): Boolean
    of Object;
{$R *.DFM}

Procedure FindRecursive( Const path: String; Const mask: String;
  LogFunction: TLogFunct );
  Var
    fullpath: String;
  Function Recurse( Var path: String; Const mask: String ): Boolean;
  Var
    SRec: TSearchRec;
    retval: Integer;
    oldlen: Integer;
  Begin
    Recurse := True;
```

```

oldlen := Length( path );
(* phase 1, look for normal files *)
retval := FindFirst( path+mask, faAnyFile, SRec );
While retval = 0 Do Begin
  If (SRec.Attr and (faDirectory or faVolumeID)) = 0 Then
    (* we found a file, not a directory or volume label,
    log it. Bail out if the log function returns false. *)
    If not LogFunction( path, SRec ) Then Begin
      Result := False;
      Break;
    End;
  retval := FindNext( SRec );
End;
FindClose( SRec );
If not Result Then Exit;

(* Phase II, look for subdirectories and recurse thru them *)
retval := FindFirst( path+'*.*', faDirectory, SRec );
While retval = 0 Do Begin
  If (SRec.Attr and faDirectory) <> 0 Then (* we have a directory *)
    If (SRec.Name <> '.') and (SRec.Name <> '..') Then Begin
      path := path + SRec.Name + '\';
      If not Recurse( path, mask ) Then Begin
        Result := False;
        Break;
      End;
      Delete( path, oldlen+1, 255 );
    End;
  retval := FindNext( SRec );
End;
FindClose( SRec );
End;
Begin
  If path = '' Then
    GetDir(0, fullpath)
  Else
    fullpath := path;
  If fullpath[Length(fullpath)] <> '\' Then
    fullpath := fullpath + '\';
  If mask = '' Then
    Recurse( fullpath, '*.*' )
  Else
    Recurse( fullpath, mask );
End;

Function TForm1.LogFiles( Const path: String; Const SRec: TSearchRec ):
Boolean;
Begin
  ListBox1.Items.Add( path+SRec.Name );
  Result := True; (* proceed with recursion *)
End;

procedure TForm1.Button2Click(Sender: TObject);
begin
  Application.Terminate;
end;

```

```

procedure TForm1.Button1Click(Sender: TObject);
begin
  ListBox1.Clear;
  Listbox1.Perform( WM_SETREDRAW, 0, 0 );
  FindRecursive( Edit1.Text, Edit2.Text, LogFiles );
  Listbox1.Perform( WM_SETREDRAW, 1, 0 );
  Listbox1.Refresh;
end;

end.

```

---- dirlist1.dfm -----

```

object Form1: TForm1
  Left = 260
  Top = 222
  Width = 642
  Height = 300
  Caption = 'Recursive Directory Scan'
  Font.Color = clWindowText
  Font.Height = -17
  Font.Name = 'System'
  Font.Style = []
  PixelsPerInch = 120
  Position = poScreenCenter
  TextHeight = 20
  object Label1: TLabel
    Left = 480
    Top = 24
    Width = 116
    Height = 20
    Caption = '&Path to search'
    FocusControl = Edit1
  end
  object Label2: TLabel
    Left = 480
    Top = 96
    Width = 74
    Height = 20
    Caption = '&File Mask'
    FocusControl = Edit2
  end
  object ListBox1: TListBox
    Left = 16
    Top = 24
    Width = 449
    Height = 225
    ItemHeight = 20
    TabOrder = 0
  end
  object Edit1: TEdit
    Left = 480
    Top = 48
    Width = 137
    Height = 29
  end

```

```
    TabOrder = 1
end
object Edit2: TEdit
    Left = 480
    Top = 120
    Width = 137
    Height = 29
    TabOrder = 2
end
object Button1: TButton
    Left = 480
    Top = 168
    Width = 137
    Height = 33
    Caption = '&Search'
    Default = True
    TabOrder = 3
    OnClick = Button1Click
end
object Button2: TButton
    Left = 480
    Top = 216
    Width = 137
    Height = 33
    Caption = 'Close'
    TabOrder = 4
    OnClick = Button2Click
end
end
```

From an ex-field sales/support survivor:

I used to work in a computer store and one day we had a gentleman call in with a smoking power supply. The service rep was having a bit of trouble convincing this guy that he had a hardware problem. Service Rep: Sir, something has burnt within your power supply.

> Customer: I bet that there is some command that I can put into the Autoexec.bat that will take care of this.

> Service Rep: There is nothing that software can do to help you with this problem.

> Customer: I know that there is something that I can put in... some command... maybe it should go into the Config.sys.

>

> [After a few minutes of going round and round]

> Service Rep: Okay, I am not supposed to tell anyone this but there is a hidden command in some versions of DOS that you can use. I want you to edit your Autoexec.bat and add the last line as C:\DOS\NOSMOKE and reboot your computer.

> [Customer does this]

> Customer: It is still smoking.

> Service Rep: I guess you need to call MicroSoft and ask them for a patch for the NOSMOKE.EXE.

>

[The customer then hung up. We thought that we had heard the last of this guy but NO... he calls back four hours later]

>

Service Rep: Hello Sir, how is your computer?

>

Customer: I call MicroSoft and they said that my Power Supply is incompatible with their NOSMOKE.EXE and that I need to get a new one. I was wondering when I can have that done and how much it will cost...

>

**Moral: Remember those hidden DOS commands!**

Q: How can I detect the presence of a DLL that may or may not be loaded?

A: If you mean "presence in memory", then use `GetModuleHandle` with the DLL's module name. If it returns 0, the module is not loaded. When you get a valid handle better check the filename with `GetModuleFilename` since you may have a freak match with an EXE module name (its rampant chaos out there as far as module names are considered).

If you mean "presence on system", just try to `LoadLibrary` the DLL.



Q: How can my component tell if I'm running via the IDE or the EXE?

A: If the component is being used in the IDE the following test will evaluate as true:

```
csDesigning in ComponentState
```

file locking

Q: How do I change an icon to bitmap?

A: Here is the idea in short form:

```
VAR
  Pic : TPicture;
  TI : TIcon;
BEGIN
  ...
  TI := TIcon.Create;
  TI.Handle := ExtractIcon(HInstance, FileNameBuf, 0);
  Pic := TPicture.Create;
  Pic.Icon := TI;
  Image1.Picture := Pic; {TImage}
  BitBtn1.Glyph := TBitmap.Create;
  WITH BitBtn1.Glyph DO
    BEGIN
      width := TI.Width;
      Height := TI.Height;
      Canvas.Draw(0, 0, Pic.Icon);
    END;
  ...
END;
```

I added a TBitBtn and a TImage to the Form. You will see that TImage looks OK but sometimes not the TBitBtn.

This is due too that Delphi's Glyph-drawing code checks the lower Left Corner pixel and uses that as the transparent color. I don't know why they changed that during development cycle. But of course you can change that pixel yourself.

Here is the idea in long form. It does much more.

This code take a 32x32 icon and runs it through 2 passes. First it makes it a 16x32 bitmap. The second takes it to 16x16. In the reduction I take special care of edges (often black or a single pixel width color that needs to be maintained) and patterns. By patterns I am referring to dithering by alternating 2 colors to give a third. An example of this is using dark yellow and lite gray to give the color of a folder. These patterns are maintained even after the reduction. I also give special weight to certain colors in the seperate passes. If none of these conditions apply I averaging.

This procedure will give almost but not exactly the same results as MS in Win95. By the way This is the same technique they use I found out later. Also of interest is the fact that this is rather slow so in my Win95 TaskBar replacement (that sure could use Delphi32 by the way so as to by mutithreaded and allow me to do the last thing that I can't do in 16 bit land, that is implement the notification area) I cache the 16x16 bitmaps.

```
procedure TTask.scaleaicon(i:integer);
var
```

```

m,n,p,q                :integer;
ibitmap,ibitmap1,
oldbitmap,oldbitmap1,
oldbitmap2            :hbitmap;
icolor                :tcolorref;
pc                    :array[1..4] of tcolorref;
r,g,b                 :byte;
memdc,memdc1,memdc2   :hdc;
isedge,dither         :boolean;

```

```
begin
```

```

memdc:=createcompatiblehdc(canvas.handle);
memdc1:=createcompatiblehdc(canvas.handle);
memdc2:=createcompatiblehdc(canvas.handle);
ibitmap:=createcompatiblebitmap(canvas.handle,32,32);
ibitmap1:=createcompatiblebitmap(canvas.handle,16,32);
oldbitmap:=selectobject(memdc,ibitmap);
oldbitmap1:=selectobject(memdc1,ibitmap1);
oldbitmap2:=selectobject(memdc2,lapp[i].ibitmap);
selectobject(memdc,getstockobject(ltgray_brush));
selectobject(memdc1,getstockobject(ltgray_brush));
selectobject(memdc2,getstockobject(ltgray_brush));
patblt(memdc,0,0,32,32,patcopy);
patblt(memdc1,0,0,16,32,patcopy);
patblt(memdc2,0,0,16,16,patcopy);
drawicon(memdc,0,0,apicon);

```

```
m:=0;p:=0;
```

```
n:=0;q:=0;
```

```
while m<32 do
```

```
begin
```

```
while n<32 do
```

```
begin
```

```
dither:=false;
```

```
icolor:=getpixel(memdc,n,m);
```

```
pc[1]:=icolor;
```

```
icolor:=getpixel(memdc,n+1,m);
```

```
pc[2]:=icolor;
```

```
if (n>0) and (n<30) then
```

```
begin
```

```
icolor:=getpixel(memdc,n+2,m);
```

```
pc[3]:=icolor;
```

```
icolor:=getpixel(memdc,n+3,m);
```

```
pc[4]:=icolor;
```

```
if (pc[1]=pc[3]) and (pc[2]=pc[4]) then
```

```
begin
```

```
dither:=true;
```

```
setpixel(memdc1,q,p,pc[1]);
```

```
setpixel(memdc1,q+1,p,pc[2]);
```

```
n:=n+4;
```

```
q:=q+2;
```

```
end;
```

```
end;
```

```
if not dither then
```

```
begin
```

```
isedge:=false;
```

```
if (n=0) then
```

```

begin
  if (pc[1]=0) or (pc[2]=0) then
  begin
    isedge:=true;
    setpixel(memdc1,q,p,0);
    n:=n+2;
    q:=q+1;
  end else
  if (pc[1]=8421504) or (pc[2]=8421504) then
  begin
    isedge:=true;
    setpixel(memdc1,q,p,8421504);
    n:=n+2;
    q:=q+1;
  end;
end;
if (n=30) then
begin
  if (pc[1]=0) or (pc[2]=0) then
  begin
    isedge:=true;
    setpixel(memdc1,q,p,0);
    n:=n+2;
    q:=q+1;
  end else
  if (pc[1]=8421504) or (pc[2]=8421504) then
  begin
    isedge:=true;
    setpixel(memdc1,q,p,8421504);
    n:=n+2;
    q:=q+1;
  end;
end;
if not isedge then
begin
  if ((pc[1]=12632256) and (pc[2]=8421504)) or ((pc[1]=8421504) and
(pc[2]=12632256)) then
  begin
    r:=128;g:=128;b:=128;
  end else
  if ((pc[1]=16777215) and (pc[2]=12632256)) or ((pc[1]=12632256) and
(pc[2]=16777215)) then
  begin
    r:=192;g:=192;b:=192;
  end else
  if (pc[1]=0) or (pc[2]=0) then
  begin
    r:=0;g:=0;b:=0;
  end else
  begin
    r:=byte(round((getrvalue(pc[1])+getrvalue(pc[2]))/2));
    g:=byte(round((getgvalue(pc[1])+getgvalue(pc[2]))/2));
    b:=byte(round((getbvalue(pc[1])+getbvalue(pc[2]))/2));
  end;
  setpixel(memdc1,q,p,rgb(r,g,b));
  n:=n+2;
  q:=q+1;
end;

```

```

        end;
    end;
end;
m:=m+1;
p:=p+1;
n:=0;
q:=0;
end;

m:=0;p:=0;
n:=0;q:=0;
while n<16 do
begin
    while m<32 do
    begin
        dither:=false;
        icolor:=getpixel(memdc1,n,m);
        pc[1]:=icolor;
        icolor:=getpixel(memdc1,n,m+1);
        pc[2]:=icolor;
        if (m>0) and (m<30) then
        begin
            icolor:=getpixel(memdc1,n,m+2);
            pc[3]:=icolor;
            icolor:=getpixel(memdc1,n,m+3);
            pc[4]:=icolor;
            if (pc[1]=pc[3]) and (pc[2]=pc[4]) then
            begin
                dither:=true;
                setpixel(memdc2,q,p,pc[1]);
                setpixel(memdc2,q,p+1,pc[2]);
                m:=m+4;
                p:=p+2;
            end;
        end;
        if not dither then
        begin
            isedge:=false;
            if (m=0) then
            begin
                if (pc[1]=0) or (pc[2]=0) then
                begin
                    isedge:=true;
                    setpixel(memdc2,q,p,0);
                    m:=m+2;
                    p:=p+1;
                end else
                if (pc[1]=8421504) or (pc[2]=8421504) then
                begin
                    isedge:=true;
                    setpixel(memdc2,q,p,8421504);
                    m:=m+2;
                    p:=p+1;
                end;
            end;
            if (m=30) then
            begin

```

```

    if (pc[1]=0) or (pc[2]=0) then
    begin
        isedge:=true;
        setpixel(memdc2,q,p,0);
        m:=m+2;
        p:=p+1;
    end else
    if (pc[1]=8421504) or (pc[2]=8421504) then
    begin
        isedge:=true;
        setpixel(memdc2,q,p,8421504);
        m:=m+2;
        p:=p+1;
    end;
end;
if not isedge then
begin
    if ((pc[1]=12632256) and (pc[2]=8421504)) or ((pc[1]=8421504) and
(pc[2]=12632256)) then
    begin
        r:=128;g:=128;b:=128;
    end else
    if ((pc[1]=16777215) and (pc[2]=12632256)) or ((pc[1]=12632256) and
(pc[2]=16777215)) then
    begin
        r:=192;g:=192;b:=192;
    end else
    if ((pc[1]=0) and (pc[2]=8421504)) or ((pc[1]=8421504) and
(pc[2]=0)) then
    begin
        r:=128;g:=128;b:=128;
    end else
    if (pc[1]=8421504) or (pc[2]=8421504) then
    begin
        r:=128;g:=128;b:=128;
    end else
    begin
        r:=byte(round((getrvalue(pc[1])+getrvalue(pc[2]))/2));
        g:=byte(round((getgvalue(pc[1])+getgvalue(pc[2]))/2));
        b:=byte(round((getbvalue(pc[1])+getbvalue(pc[2]))/2));
    end;
    setpixel(memdc2,q,p,rgb(r,g,b));
    m:=m+2;
    p:=p+1;
end;
end;
end;
n:=n+1;
q:=q+1;
m:=0;
p:=0;
end;
selectobject(memdc,oldbitmap);
selectobject(memdc1,oldbitmap1);
selectobject(memdc2,oldbitmap2);
deleteobject(ibitmap);
deleteobject(ibitmap1);

```

```
deletedc(memdc);  
deletedc(memdc1);  
deletedc(memdc2);  
end;
```



Q: How can I reference a field name with a space in a query?

A:

```
select * from MyTable  
where MyTable."field with spaces" = 123
```

Q: How do I pass a variable to a query?

A: First, you must write a query that uses a variable.

```
Select Test."FName", Test."Salary Of Employee"  
From Test  
Where Test."Salary of Employee" > :val
```

**Note:** If you just write the field name as "Salary of Employee" you will get a **Capability Not Supported** error. It must be `Test."Salary of Employee"`.

In this can the variable name is "val", but it can be whatever you want (of course). Then, you go to the TQuery's params property and set the "val" param to whatever the appropriate type is. In our example here we will call it an integer.

Next, you write the code that sets the param's value. We will be setting the value from a TEdit box.

```
procedure TForm1.Button1Click(Sender: TObject);  
begin  
  with Query1 do  
  begin  
    Close;  
    ParamByName('val').AsInteger := StrToInt(Edit1.Text);  
    Open;  
  end;  
end;
```

**Note:** you may want to place this code in a try..except block as a safety precaution.

If you want to use a LIKE in your query, you can do it this way:

```
Select * From customer  
Where company like :CompanyName  
  
procedure TForm1.Button1Click(Sender: TObject);  
begin  
  with Query1 do  
  begin  
    Close;  
    ParamByName('CompanyName').AsString := Edit1.Text + '%';  
    Open;  
  end;  
end;
```

The trick is in the concatenating of the percentage sign at the end of the parameter.

**Q: How do I copy a file?**

**A: Here are three ways:**

```
{This way uses a File stream.}
Procedure FileCopy( Const sourcefilename, targetfilename: String );
Var
  S, T: TFileStream;
Begin
  S := TFileStream.Create( sourcefilename, fmOpenRead );
  try
    T := TFileStream.Create( targetfilename, fmOpenWrite or fmCreate );
    try
      T.CopyFrom(S, S.Size ) ;
    finally
      T.Free;
    end;
  finally
    S.Free;
  end;
End;
```

```
{This way uses memory blocks for read/write.}
procedure FileCopy(const FromFile, ToFile: string);
var
  FromF, ToF: file;
  NumRead, NumWritten: Word;
  Buf: array[1..2048] of Char;
begin
  AssignFile(FromF, FromFile);
  Reset(FromF, 1);           { Record size = 1 }
  AssignFile(ToF, ToFile);   { Open output file }
  Rewrite(ToF, 1);           { Record size = 1 }
  repeat
    BlockRead(FromF, Buf, SizeOf(Buf), NumRead);
    BlockWrite(ToF, Buf, NumRead, NumWritten);
  until (NumRead = 0) or (NumWritten <> NumRead);
  System.CloseFile(FromF);
  System.CloseFile(ToF);
end;
```

```
{This one uses LZCopy, which USES LZExpand.}
procedure CopyFile(FromFileName, ToFileName: string);
var
  FromFile, ToFile: File;
begin
  AssignFile(FromFile, FromFileName); { Assign FromFile to FromFileName }
  AssignFile(ToFile, ToFileName);     { Assign ToFile to ToFileName }
  Reset(FromFile);                    { Open file for input }
  try
    Rewrite(ToFile);                  { Create file for output }
  try
    { copy the file and if a negative value is returned raise an exception }
    if LZCopy(TFileRec(FromFile).Handle, TFileRec(ToFile).Handle) < 0 then
      raise Exception.Create('Error using LZCopy')
```

```
    finally
      CloseFile(ToFile); { Close ToFile }
    end;
  finally
    CloseFile(FromFile); { Close FromFile }
  end;
end;
```

**Q: How do I detect whether a drive exists or not?**

**A: Here are some different ways to do it:**

```
function DoesDriveExist(DriveLetter: char): string;
var i: integer;
begin
  if DriveLetter in ['A'..'Z'] then {Make it lower case.}
    DriveLetter := chr(ord(DriveLetter) or $20);
  i := GetDriveType(ord(DriveLetter) - ord('a'));
  case i of
    DRIVE_REMOVABLE: result := 'floppy';
    DRIVE_FIXED: result := 'hard disk';
    DRIVE_REMOTE: result := 'network drive';
    else result := 'does not exist';
  end;
end;
```

```
function DoesDriveExist(DriveLetter: char): boolean;
var
  drives: TDriveComboBox;
  i: integer;
begin
  result := false;
  drives := TDriveComboBox.create(application);
  drives.parent := form1;
  form1.listbox1.items := drives.items;
  for i := drives.items.count - 1 downto 0 do {Note: this is case sensitive:
lower case.}
    if drives.items.strings[i][1] = DriveLetter then result := true;
    drives.free; {...so that the combobox doesn't show.}
  end;
```

**Also, DiskFree() will return -1 if the drive does not exist.**

**Neil Rubenking wrote this code --**

```
function DirExists(const S : String): Boolean;
VAR
  OldMode : Word;
  OldDir : String;
BEGIN
  Result := True;
  GetDir(0, OldDir); {save old dir for return}
  OldMode := SetErrorMode(SEM_FAILCRITICALERRORS); {if drive empty, except}
  try try
    ChDir(S);
  except
    ON EInOutError DO Result := False;
  end;
  finally
    ChDir(OldDir); {return to old dir}
```

```
    SetErrorMode(OldMode); {restore old error mode}
end;
END;
```

```
for i := 1 to ParamCount do listBox1.items.add(paramStr(i));
```

Q: How do I set and reset the canvas.font.style property?

A:

```
canvas.font.style := [fsUnderline]; {set}  
canvas.font.style := []; {reset}
```

Because the property uses a list, sending an empty list clears it out.



## What If Dr. Seuss Did Technical Writing?

Here's an easy game to play.  
Here's an easy thing to say:

If a packet hits a pocket on a socket on a port,  
And the bus is interrupted as a very last resort,  
And the address of the memory makes your floppy disk abort,  
Then the socket packet pocket has an error to report!

If your cursor finds a menu item followed by a dash,  
And the double-clicking icon puts your window in the trash,  
And your data is corrupted 'cause the index doesn't hash,  
Then your situation's hopeless, and your system's gonna crash!

You can't say this?  
What a shame sir!  
We'll find you  
Another game sir.

If the label on the cable on the table at your house,  
Says the network is connected to the button on your mouse,  
But your packets want to tunnel on another protocol,  
That's repeatedly rejected by the printer down the hall,

And your screen is all distorted by the side effects of gauss  
So your icons in the window are as wavy as a souse,  
Then you may as well reboot and go out with a bang,  
'Cause as sure as I'm a poet, the sucker's gonna hang!

When the copy of your floppy's getting sloppy on the disk,  
And the microcode instructions cause unnecessary risc,  
Then you have to flash your memory and you'll want to RAM your ROM.  
Quickly turn off the computer and be sure to tell your mom!

## PAYMENT( )

Returns the periodic amount required to repay a debt.

```
function payment(princ, int, term: double): double;
var temp: double;
begin
  int := int / 100;
  temp := exp(ln(int + 1) * term);
  result := princ * ((int * temp) / (temp - 1));
end;
```

### Syntax

PAYMENT(<principal expN>, <interest expN>, <term expN>)

<principal expN>

The original amount to be repaid over time.

<interest expN>

The interest rate per period expressed as a positive decimal number. Specify the interest rate in the same time increment as the term. It is to be expressed as a percentage. The number is divided by 100 inside the function.

<term expN>

The number of payments. Specify the term in the same time increment as the interest.

### Description

Use PAYMENT( ) to calculate the periodic amount (payment) required to repay a loan or investment of <principal expN> amount in <term expN> payments. PAYMENT( ) returns a numeric value based on a fixed interest rate compounding over a fixed length of time. If <principal expN> is positive, PAYMENT( ) returns a positive number. If <principal expN> is negative, PAYMENT( ) returns a negative number. Express the interest rate as a decimal. For example, if the annual interest rate is 9.5%, <interest expN> is 9.5 for payments made annually.

Express <interest expN> and <term expN> in the same time increment. For example, if the payments are monthly, express the interest rate per month, and the number of payments in months. You would express an annual interest rate of 9.5%, for example, as 9.5/12, which is the 9.5% divided by 12 months. The formula used to calculate PAYMENT( ) is as follows:

$$\text{int} * (1 + \text{int})^{\text{term}}$$

$$\text{pmt} = \text{princ} * \frac{\text{int}}{(1 + \text{int})^{\text{term}} - 1}$$

where int = rate / 100 (as a percentage).

For the monthly payment required to repay a principal amount of \$16860.68 in five years, at 9% interest, the formula expressed as a dBASE expression looks like this:

```
MyVar := PAYMENT(16860.68, 9/12, 60)      {Returns 350.00}
```

Q: How can I use a TList to hold variables?

A:

```
implementation
type
  pLongInt = ^LongInt;

{$R *.DFM}

procedure TForm1.Button1Click(Sender: TObject);
var
  t: tlist;
  l: longint;
begin
  t := tlist.create;
  l := 123;
  t.add(@l);
  caption := IntToStr(pLongInt(t.items[0])^);
  t.free;
end;
```

**Q:** How do I determine if two strings sound alike?

**A:** Soundex function--determines whether two words sound alike. Written after reading an article in PC Magazine about the Soundex algorithm. Pass the function a string. It returns a Soundex value string. This value can be saved in a database or compared to another Soundex value. If two words have the same Soundex value, then they sound alike (more or less).

Note that the Soundex algorithm ignores the first letter of a word. Thus, "won" and "one" will have different Soundex values, but "Won" and "Wunn" will have the same values.

Soundex is especially useful in databases when one does not know how to spell a last name.

```
Function Soundex(OriginalWord: string): string;
var
  Tempstring1, Tempstring2: string;
  Count: integer;
begin
  Tempstring1 := '';
  Tempstring2 := '';
  OriginalWord := Uppercase(OriginalWord); {Make original word uppercase}
  Appendstr(Tempstring1, OriginalWord[1]); {Use the first letter of the word}
  for Count := 2 to length(OriginalWord) do
    {Assign a numeric value to each letter, except the first}
    case OriginalWord[Count] of
      'B','F','P','V': Appendstr(Tempstring1, '1');
      'C','G','J','K','Q','S','X','Z': Appendstr(Tempstring1, '2');
      'D','T': Appendstr(Tempstring1, '3');
      'L': Appendstr(Tempstring1, '4');
      'M','N': Appendstr(Tempstring1, '5');
      'R': Appendstr(Tempstring1, '6');
      {All other letters, punctuation and numbers are ignored}
    end;
  Appendstr(Tempstring2, OriginalWord[1]);
  {Go through the result removing any consecutive duplicate numeric values.}
  for Count:=2 to length(Tempstring1) do
    if Tempstring1[Count-1]<>Tempstring1[Count] then
      Appendstr(Tempstring2,Tempstring1[Count]);
  Soundex:=Tempstring2; {This is the soundex value}
end;
```

**SoundAlike**--pass two strings to this function. It returns True if they sound alike, False if they don't. Simply calls the Soundex function.

```
Function SoundAlike(Word1, Word2: string): boolean;
begin
  if (Soundex(Word1) = Soundex(Word2)) then result := True
  else result := False;
end;
```



Q: How can I tell the length in bytes of a memo field?

Background: I have been using the memo field and have been using the `getTextLen` to get the size I need to set my buffer before getting the information out of my large memo field. However, I have noticed, that if the Memo field is larger than 256 character, the `getTextLen` will return a number only 0-255. How am I going to set my buffer to use `GetTextBuf`?

A: The `lines` property of a memo field is a `TStrings`. You could try something like this:

```
function GetMemoSize(TheMemo: TObject): integer;
var i: integer;
begin
    result := 0;
    with (TheMemo as TMemo).lines do
        for i := count - 1 downto 0 do
            result := result + length(strings[i]);
        end;
end;
```

This can be called with `IntVariable := GetMemoSize(memo1);`

Q: How can I get the windows or dos versions?

A: The API call of GetVersions will do it, but the information is encrypted into a longint. Here is how to get and decrypt the information:

```
Type TGetVer = record WinVer, WinRev, DosRev, DosVer: Byte; end;

procedure TForm1.Button1Click(Sender: TObject);
var AllVersions: longint;
begin
  AllVersions := GetVersion;
  edit1.text := IntToStr(TGetVer(AllVersions).WinVer) + '.' +
    IntToStr(TGetVer(AllVersions).WinRev);
  edit2.text := IntToStr(TGetVer(AllVersions).DosVer) + '.' +
    IntToStr(TGetVer(AllVersions).DosRev);
end;
```

Note: The values that windows displays for the versions and the values that it returns through its API call are not always the same. e.g. The workgroup version displays as 3.10 rather than 3.11.



Q: How do I detect for a co-processor?

Q: How can I tell which CPU is being used?

A: Here is the short version. The problem here is that it doesn't detect the pentium.

```
var winFlags: LongInt;
begin
  winFlags := GetWinFlags;
  { Get math coprocessor status }
  If winFlags And WF_80x87 > 0 Then Caption := 'Present'
  Else Caption := 'Not Present';

  { Get CPU type }
  If winFlags And WF_CPU486 > 0 Then edit1.text := '486' {also pentium}
  else If winFlags And WF_CPU386 > 0 Then edit1.text := '386'
  else If winFlags And WF_CPU286 > 0 Then edit1.text := '286';
end;
```

Here is a version that will work with the pentium:

```
{ This code comes from Intel, and has been modified for Delphi's
  inline assembler.
}

unit Cpu;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls, Buttons;

type
  { All the types currently known. As new types are created,
    add suitable names, and extend the case statement in
    the GetCpuType function.
  }
  TCPUType = (i8086CPU, i286CPU, i386CPU, i486CPU, iPentiumCPU);

  TForm1 = class(TForm)
    Edit1: TEdit;
    Label1: TLabel;
    BitBtn1: TBitBtn;
    procedure FormCreate(Sender: TObject);
    procedure BitBtn1Click(Sender: TObject);
  private
    { Return the type of the current CPU }
    function CpuType: TCPUType;
    { Return the type as a string }
    function GetCPUType: String;
  public
  end;

var
```

```

Form1: TForm1;
{ Define the winFlags variable for 286 check }
winFlags: Longint;

implementation

{$R *.DFM}

{ Get CPU type }
function TForm1.GetCPUType: String;
var
  kind: TCPUType;
begin
  if winFlags and WF_CPU286 > 0 then
    Result := '80286'
  else
    begin
      kind := CpuType;
      case kind of
        i8086CPU:
          Result := '8086';
        i386CPU:
          Result := '80386';
        i486CPU:
          Result := '80486';
        iPentiumCPU:
          Result := 'Pentium';
        else
          { Try to be flexible for future cpu types, e.g., P6. }
          Result := Format('P%d', [Ord(kind)]);
        end;
      end;
    end;
end;

{ Assembly function to get CPU type including Pentium and later }
function TForm1.CpuType: TCPUType; assembler;
asm
  push DS
  { First check for an 8086 CPU }
  { Bits 12-15 of the FLAGS register are always set on the }
  { 8086 processor. }
  pushf
  pop     bx
  mov     ax,0ffffh
  and     ax,bx
  push   ax
  popf
  pushf
  pop    ax
  and    ax,0f000h
  cmp    ax,0f000h
  mov    ax, i8086CPU
  je     @@End_CpuType

  { 80286 CPU check }
  { Bits 12-15 of the FLAGS register are always clear on the }
  { save EFLAGS }
  { store EFLAGS in BX }
  { clear bits 12-15 }
  { in EFLAGS }
  { store new EFLAGS value on stack }
  { replace current EFLAGS value }
  { set new EFLAGS }
  { store new EFLAGS in AX }
  { if bits 12-15 are set, then CPU }
  { is an 8086/8088 }
  { turn on 8086/8088 flag }

```

```

{ 80286 processor. }
{ Commented out because 'pop ax' crashes it to the DOS prompt when running }
{ with a Delphi form on some Machines.}
{ or      bx,0f000h      } { try to set bits 12-15 }
{ push   bx              }
{ popf                                }
{ pushf                                }
{ pop    ax              } { This crashes Delphi programs on
some machines }
{ and    ax,0f000h      } { if bits 12-15 are cleared, CPU=80286 }
{ mov    ax, i286CPU    } { turn on 80286 flag }
{ jz     @@End_CpuType  }

{ To test for 386 or better, we need to use 32 bit instructions,
but the 16-bit Delphi assembler does not recognize the 32 bit opcodes
or operands. Instead, use the 66H operand size prefix to change
each instruction to its 32-bit equivalent. For 32-bit immediate
operands, we also need to store the high word of the operand immediately
following the instruction. The 32-bit instruction is shown in a comment
after the 66H instruction.
}

{ i386 CPU check }
{ The AC bit, bit #18, is a new bit introduced in the EFLAGS }
{ register on the i486 DX CPU to generate alignment faults. }
{ This bit can not be set on the i386 CPU. }

db 66h                { pushfd }
pushf
db 66h                { pop  eax }
pop  ax               { get original EFLAGS }
db 66h                { mov  ecx, eax }
mov  cx,ax            { save original EFLAGS }
db 66h                { xor  eax,40000h }
xor  ax,0h            { flip AC bit in EFLAGS }
dw 0004h
db 66h                { push  eax }
push ax              { save for EFLAGS }
db 66h                { popfd }
popf                  { copy to EFLAGS }
db 66h                { pushfd }
pushf                 { push EFLAGS }
db 66h                { pop  eax }
pop  ax               { get new EFLAGS value }
db 66h                { xor  eax,ecx }
xor  ax,cx            { can't toggle AC bit, CPU=Intel386 }
mov  ax, i386CPU      { turn on 386 flag }
je  @@End_CpuType

{ i486 DX CPU / i487 SX MCP and i486 SX CPU checking }
{ Checking for ability to set/clear ID flag (Bit 21) in EFLAGS }
{ which indicates the presence of a processor }
{ with the ability to use the CPUID instruction. }
db 66h                { pushfd }
pushf                  { push original EFLAGS }
db 66h                { pop  eax }
pop  ax                { get original EFLAGS in eax }

```

```

db 66h                { mov ecx, eax }
mov cx,ax              { save original EFLAGS in ecx }
db 66h                { xor eax,200000h }
xor ax,0h              { flip ID bit in EFLAGS }
dw 0020h
db 66h                { push eax }
push ax               { save for EFLAGS }
db 66h                { popfd }
popf                  { copy to EFLAGS }
db 66h                { pushfd }
pushf                 { push EFLAGS }
db 66h                { pop eax }
pop ax                { get new EFLAGS value }
db 66h                { xor eax, ecx }
xor ax, cx
mov ax, i486CPU        { turn on i486 flag }
je @@End_CpuType      { if ID bit cannot be changed, CPU=486 }
                      { without CPUID instruction functionality }

{ Execute CPUID instruction to determine vendor, family, }
{ model and stepping. The use of the CPUID instruction used }
{ in this program can be used for B0 and later steppings }
{ of the P5 processor. }
db 66h                { mov eax, 1 }
mov ax, 1              { set up for CPUID instruction }
dw 0
db 66h                { cpuid }
db 0Fh                { Hardcoded opcode for CPUID instruction }
db 0a2h
db 66h                { and eax, 0F00H }
and ax, 0F00H         { mask everything but family }
dw 0
db 66h                { shr eax, 8 }
shr ax, 8              { shift the cpu type down to the low byte }
sub ax, 1              { subtract 1 to map to TCpuType }

@@End_CpuType:
  pop ds
end;

{ Get the Windows Flags to check for 286. The 286 assembly code
  crashes due to a problem when using with Delphi Forms on some machines.
  This
  method is safer.
}
procedure TForm1.FormCreate(Sender: TObject);
begin
  winFlags := GetWinFlags;
end;

{ Call the CPU function and assign it to the Edit box }
procedure TForm1.BitBtn1Click(Sender: TObject);
begin
  Edit1.Text := GetCPUType;
end;

```

end.

Q: If you have the date 1/1/2000 and run the following code:

`DateToStr(StrToDate('1/1/2000'))` the year gets changed from 2000 to 1900. What's the best way to handle this?

A: The value of the typed constant `ShortDateTime` in `WIN.INI` determines how `DateToStr` and `StrToDate` convert strings. The default is `dd/mm/yy` - two digit year. I believe setting `ShortDateTime := 'dd/mm/yyyy'` will solve your problem.

Q: How can I make interbase run faster?

A: When using Interbase, the screen tries to update for every update. If you disable the connections while performing actions like lookups or GotoKey, it will be much faster.  
e.g.

```
dbLookupList1.Enabled := false;
dbGrid1.DataSource := nil;
dbLookupList1.Enabled := false;
with table1 do
begin
  setkey;
  fields[0].AsString := edit1.text;
  DisableControls;
  GotoKey;
  EnableControls;
end;
dbLookupList1.Enabled := true;
dbgrid1.DataSource := DataSource1;
LockWindowUpdate(0);
```

ARRAY: searching and sorting routines:

Here is the UNIT with the code.

Here is the manual that describes the code.

Here is a program to compare the sorting algorithms.

Here is a program to test the sorts.



```
select * from MyTable
where field1 = (select max(field1) from MyTable)
```

**Q:** How do I highlight selected fields on a TStringGrid?

**A:**

```
procedure TForm1.Button1Click(Sender: TObject);
var
  i: integer;
begin
  stringGrid1.DefaultDrawing := false;
  with StringGrid1 do
    begin
      colCount := 26;
      RowCount := 99;
      for i := 1 to 20 do
        cells[i, 0] := chr(i + 64);
      for i := 0 to 99 do
        cells[0, i + 1] := IntToStr(i);
    end;
  end;

procedure TForm1.StringGrid1DrawCell(Sender: TObject; Col, Row: Longint;
  Rect: TRect; State: TGridDrawState);
begin
  if (stringGrid1.cells[col, row][1] = '1') and (Col = 0) then
    begin
      stringGrid1.canvas.brush.color := clMaroon;
      stringGrid1.canvas.font.color := clWhite;
    end
  else
    begin
      stringGrid1.canvas.brush.color := clWhite;
      stringGrid1.canvas.font.color := clMaroon;
    end;
  stringGrid1.canvas.fillRect(rect);
  stringGrid1.canvas.TextRect(Rect, Rect.Left + 3, Rect.Top + 3,
StringGrid1.cells[col, row]);
end;
```

Q: How do I access hardware memory directly?

A: In real mode, to access the shift states you would use the following code.

```
var
    ShiftStates: Word;

begin
    ShiftStates := MemW[$0040: $0017];
    :
    :
end;
```

In protected mode, it is necessary to set up a selector to access memory directly.

```
var
    ShiftSel: Word;
    ShiftStates: Word;
begin
    ShiftSel := AllocSelector(DSeg);
    SetSelectorBase(ShiftSel, $00400);
    SetSelectorLimit(ShiftSel, $10000);
    ShiftStates := MemW[ShiftSel: $0017];
    :
    :
end;
```

Notice that in `SetSelectorBase` the value `$00400` is used instead of `$0040`. The value represents a complete 20-bit linear address. For instance, if you needed to set a selector to point to the real mode segment `$D000`, you would use the value `$D0000` in the call to `SetSelectorBase`.

Q: How do I put a repeating bitmap on the background of an MDI main form.

A: The basic technique involved subclassing the MDI client window (ClientHandle property) and responding to WM\_ERASEBKGD by tiling the bitmap on the client window. However, there were a couple of problems; scrolling the main window to bring an off-screen child into view would screw up the background, and the background didn't get painted correctly behind the child window icons.

Well, HOORAY! I think I've whupped both those problems. Here's the code, for those who are interested. I'll start with the child form's code, followed by the main form's (units are named MDIWAL2U.PAS and MDIWAL1U.PAS). The main form is assumed to have the desired bitmap in a TImage named Image1.

```
...
private
  { Private declarations }
  procedure WMIconEraseBkgnd(VAR Message: TWMIIconEraseBkgnd);
    message WM_ICONERASEBKGD;
...
USES MdiWallu;
procedure TForm2.WMIconEraseBkgnd(VAR Message: TWMIIconEraseBkgnd);
BEGIN
  TForm1(Application.Mainform).PaintUnderIcon(Self, Message.DC);
  Message.Result := 0;
END;
```

```
=====
...
  { Private declarations }
  bmW, bmH : Integer;
  FClientInstance,
  FPrevClientProc : TFarProc;
  PROCEDURE ClientWndProc(VAR Message: TMessage);
public
  PROCEDURE PaintUnderIcon(F: TForm; D: hDC);
...
PROCEDURE TForm1.PaintUnderIcon(F: TForm; D: hDC);
VAR
  DestR, WndR : TRect;
  Ro, Co,
  xOfs, yOfs,
  xNum, yNum : Integer;
BEGIN
  {calculate number of tilings to fill D}
  GetClipBox(D, DestR);
  WITH DestR DO
    BEGIN
      xNum := Succ((Right-Left) DIV bmW);
      yNum := Succ((Bottom-Top) DIV bmH);
    END;
  {calculate offset of image in D}
  GetWindowRect(F.Handle, WndR);
  WITH ScreenToClient(WndR.TopLeft) DO
    BEGIN
      xOfs := X MOD bmW;
```

```

        yOfs := Y MOD bmH;
    END;
    FOR Ro := 0 TO xNum DO
        FOR Co := 0 TO yNum DO
            BitBlt(D, Co*bmW-xOfs, Ro*bmH-Yofs, bmW, bmH,
                Image1.Picture.Bitmap.Canvas.Handle,
                0, 0, SRCCOPY);
        END;
    END;

PROCEDURE TForm1.ClientWndProc(VAR Message: TMessage);
VAR Ro, Co : Word;
begin
    with Message do
        case Msg of
            WM_ERASEBKGDND:
                begin
                    FOR Ro := 0 TO ClientHeight DIV bmH DO
                        FOR Co := 0 TO ClientWIDTH DIV bmW DO
                            BitBlt(TWMEraseBkGnd(Message).DC,
                                Co*bmW, Ro*bmH, bmW, bmH,
                                Image1.Picture.Bitmap.Canvas.Handle,
                                0, 0, SRCCOPY);
                        Result := 1;
                    end;
                end;
            WM_VSCROLL,
            WM_HSCROLL :
                begin
                    Result := CallWindowProc(FPrevClientProc,
                        ClientHandle, Msg, wParam, lParam);
                    InvalidateRect(ClientHandle, NIL, True);
                end;
            else
                Result := CallWindowProc(FPrevClientProc,
                    ClientHandle, Msg, wParam, lParam);
            end;
        end;
    end;

procedure TForm1.FormCreate(Sender: TObject);
begin
    bmW := Image1.Picture.Width;
    bmH := Image1.Picture.Height;
    FClientInstance := MakeObjectInstance(ClientWndProc);
    FPrevClientProc := Pointer(
        GetWindowLong(ClientHandle, GWL_WNDPROC));
    SetWindowLong(ClientHandle, GWL_WNDPROC,
        LongInt(FClientInstance));
end;

```

Q: How do I do bit-wise manipulation?

A:

```
{*****  
TheBit parameter is counted from 0..31  
*****}  
  
unit Bitwise;  
  
interface  
  function IsBitSet(const val: longint; const TheBit: byte): boolean;  
  function BitOn(const val: longint; const TheBit: byte): LongInt;  
  function BitOff(const val: longint; const TheBit: byte): LongInt;  
  function BitToggle(const val: longint; const TheBit: byte): LongInt;  
  
implementation  
  
function IsBitSet(const val: longint; const TheBit: byte): boolean;  
begin  
  result := (val and (1 shl TheBit)) <> 0;  
end;  
  
function BitOn(const val: longint; const TheBit: byte): LongInt;  
begin  
  result := val or (1 shl TheBit);  
end;  
  
function BitOff(const val: longint; const TheBit: byte): LongInt;  
begin  
  result := val and ((1 shl TheBit) xor $FFFFFFFF);  
end;  
  
function BitToggle(const val: longint; const TheBit: byte): LongInt;  
begin  
  result := val xor (1 shl TheBit);  
end;  
  
end.
```

Turn off compile optimizations. Use w8loss.exe on the EXE file instead.

```
with mem01.lines do
  begin
    add('');
    delete(count - 1);
  end;

mem01.perform(em_LineScroll, 0, mem01.lines.count - 1);
```



Outline topic

How do I do outline drag and drop?

Here is how to fill an outline component from a table.

## **Using the methods**

AddChildObject

GetDataItem

## How to use AddChildObject and GetDataItem

```
unit U_outl;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls, Grids, Outline, Spin;

type
  TForm1 = class(TForm)
    Outline1: TOutline;
    SpinEdit1: TSpinEdit;
    procedure FormCreate(Sender: TObject);
    procedure SpinEdit1Change(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation
const
  NumberOfItems = 4;
var
  l: array[1..NumberOfItems] of integer;

{$R *.DFM}

procedure TForm1.FormCreate(Sender: TObject);
var i, indx: integer;
begin
  with outline1 do
  begin
    indx := add(0, 'level 1');
    for i := 1 to NumberOfItems do
    begin
      l[i] := i;
      AddChildObject(indx, 'level 2 item ' + IntToStr(i), @l[i]);
    end;
  end;
  SpinEdit1.MaxValue := NumberOfItems;
  SpinEdit1Change(Sender);
end;

procedure TForm1.SpinEdit1Change(Sender: TObject);
begin
  with outline1 do
    Caption := Items[GetDataItem(@l[SpinEdit1.value])].Text;
  end;
end;
```

end.

Q: How can I use huge arrays? (i.e. > 64K)

A: Unit provides support for arrays and huge (>64K) arrays of data. Each item size stored in the array must be a multiple of 2 (2,4,8,16,32..) in order to work using the huge arrays and matrices. This is needed so that you don't straddle the segment boundaries.

To use these objects merely create the object using the appropriate constructor. The object will be created with it's data initialized to zeros (GMEM\_ZEROINIT). to access an element of the object use the AT() method. This will return you a pointer to the element you specified. for huge objects it will do the segment math correctly. Then you can dereference the pointer and work with the data.

This unit merely simplifies the use of huge type arrays and matrices. It does not do much more.

```
Unit Arrays;

{Author ROBERT WARREN CIS ID 70303,537}

interface

uses WObjects,WinTypes,WinProcs;

type

PArray = ^TArray;
TArray = object(TObject)
  Handle: THandle;
  ItemSize: Word;
  Limit: LongInt;
  Address: Pointer;
  constructor Init(aItemSize: Word; aLimit: LongInt);
  destructor done; virtual;
  function At(index: LongInt): Pointer; virtual;
end;

PMatrix = ^TMatrix;
TMatrix = object(TObject)
  Handle: THandle;
  ItemSize: Word;
  Rows,Cols: LongInt;
  Address: Pointer;
  constructor Init(aItemSize: Word; aRows,aCols: LongInt);
  destructor done; virtual;
  function At(aRow,aCol: LongInt): Pointer; virtual;
end;

PHugeMatrix = ^THugeMatrix;
THugeMatrix = object(TMatrix)
  SegIncr : Word;
  constructor Init(aItemSize: Word; aRows,aCols: LongInt);
  function At(aRow,aCol: LongInt): Pointer; virtual;
end;
```

```

PHugeArray = ^THugeArray;
THugeArray = object(TArray)
  SegIncr: Word;
  constructor Init(aItemSize: Word; aLimit: LongInt);
  function At(index: LongInt): Pointer; virtual;
end;

function NewArray(aItemSize: Word; aLimit: LongInt): PArray;
function NewMatrix(aItemSize: Word; aRows,aCols: LongInt): PMatrix;

implementation

{
  returns a pointer to an Array if small enough otherwise a HugeArray
}
function NewArray(aItemSize: Word; aLimit: LongInt): PArray;
var
  TempArrayPtr: PArray;
begin
  TempArrayPtr:=New(PArray,Init(aItemSize,aLimit));
  if TempArrayPtr = nil then
    TempArrayPtr:=New(PHugeArray,Init(aItemSize,aLimit));
  NewArray:=TempArrayPtr;
end;

{
  returns a pointer to an Matrix if small enough otherwise a HugeMatrix
}
function NewMatrix(aItemSize: Word; aRows,aCols: LongInt): PMatrix;
var
  TempMatrixPtr: PMatrix;
begin
  TempMatrixPtr:=New(PMatrix,Init(aItemSize,aRows,aCols));
  if TempMatrixPtr = nil then
    TempMatrixPtr:=New(PHugeMatrix,Init(aItemSize,aRows,aCols));
  NewMatrix:=TempMatrixPtr;
end;

procedure AHIncr; far; external 'KERNEL' index 114;

{ -----
  TMatrix
  ----- }

constructor TMatrix.Init(aItemSize: Word; aRows,aCols: LongInt);
var
  InitSize: LongInt;
begin
  TObject.Init;
  Rows:=aRows;
  Cols:=aCols;
  ItemSize:=aItemSize;
  InitSize:=LongInt(ItemSize * Rows * Cols);
  if InitSize > $FFFF then fail;
  Handle:=GlobalAlloc(GMEM_MOVEABLE or GMEM_ZEROINIT,ItemSize * Rows * Cols);
  if handle = 0 then fail;

```

```

    Address:=GlobalLock(Handle);
end;

destructor TMatrix.done;
begin
    GlobalUnlock(Handle);
    GlobalFree(Handle);
end;

function TMatrix.At(aRow,aCol: LongInt): Pointer;
var
    pos: Word;
begin
    pos:=(aRow * Cols * ItemSize) + (ACol * ItemSize);
    At:=Pointer(MakeLong(pos,HiWord(LongInt(Address))));
end;

{ -----
      THugeMatrix
    ----- }

constructor THugeMatrix.Init(aItemSize: Word; aRows,aCols: LongInt);
begin
    TObject.Init;
    Rows:=aRows;
    Cols:=aCols;
    ItemSize:=aItemSize;

    Handle:=GlobalAlloc(GMEM_MOVEABLE or GMEM_ZEROINIT,LongInt(ItemSize * Rows *
Cols));
    if handle = 0 then fail;
    Address:=GlobalLock(Handle);
    SegIncr:=Ofs(AHIncr);
end;

function THugeMatrix.At(aRow,aCol: LongInt): Pointer;
var
    Segs,Offs: Word;
    Pos: LongInt;
begin
    pos:=(aRow * Cols * ItemSize) + (ACol * ItemSize);
    Segs:=Pos div $FFFF;
    Offs:=Pos mod $FFFF;
    At:=Pointer(MakeLong(Offs,((Segs*SegIncr)+(HiWord(LongInt(Address))))));
end;

{ -----
      TArray
    ----- }

constructor TArray.Init(aItemSize: Word; aLimit: LongInt);
var
    InitSize: LongInt;
begin
    TObject.Init;
    ItemSize:=aItemSize;

```

```

    Limit:=aLimit;
    InitSize:=ItemSize * Limit;
    if InitSize > $FFFF then fail;
    Handle:=GlobalAlloc(GMEM_MOVEABLE or GMEM_ZEROINIT,InitSize);
    if handle = 0 then fail;
    Address:=GlobalLock(Handle);
end;

destructor TArray.Done;
begin
    TObject.Done;
    GlobalUnlock(Handle);
    GlobalFree(Handle);
end;

function TArray.At(index: LongInt): Pointer;
begin
    At:=Pointer(LongInt(ItemSize * index) + LongInt(Address));
end;

{ -----
    THugeArray
    ----- }

constructor THugeArray.Init(aItemSize: Word; aLimit: LongInt);
begin
    TObject.Init;
    ItemSize:=aItemSize;
    Limit:=aLimit;
    Handle:=GlobalAlloc(GMEM_MOVEABLE or GMEM_ZEROINIT,ItemSize * Limit);
    if handle = 0 then fail;
    Address:=GlobalLock(Handle);
    SegIncr:=Ofs(AHIncr);
end;

function THugeArray.At(index: LongInt): Pointer;
var
    Segs,Offs: Word;
    Pos: LongInt;
begin
    Pos:=Index * ItemSize;
    Segs:=Pos div $FFFF;
    Offs:=Pos mod $FFFF;
    At:=Pointer(MakeLong(Offs, ((Segs*SegIncr)+(HiWord(LongInt(Address))))));
end;

begin
end.

```

{ Here is a slider custom component. }

```
unit Slider;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs;

type
  TSliderOrientation = (slHoriz, slVertical);
  TSlider = class(TCustomControl)
  private
    Thumb : TRect;
    MemDC : HDC;
    Bitmap : HBitmap;

    capture : boolean;
    capturePoint : TPoint;
    captureValue : Integer;

    fTrackWidth : Integer;
    fTrackColor : TColor;
    fOrientation : TSliderOrientation;
    fThumbHeight : Integer;
    fThumbColor : TColor;
    fMin : Integer;
    fMax : Integer;
    fValue : Integer;
    fValueChange : TNotifyEvent;
    fCtl3D : boolean;
    procedure SetTrackWidth (value : Integer);
    procedure SetTrackColor (value : TColor);
    procedure SetOrientation (value : TSliderOrientation);
    procedure SetThumbHeight (value : Integer);
    procedure SetThumbColor (value : TColor);
    procedure SetMin (v : Integer);
    procedure SetMax (v : Integer);
    procedure SetValue (value : Integer);
    procedure SetCtl3D (value : boolean);
  protected
    procedure Paint; override;
    procedure MouseDown (Button: TMouseButton; Shift: TShiftState; X, Y:
Integer); override;
    procedure MouseUp (Button: TMouseButton; Shift: TShiftState; X, Y:
Integer); override;
    procedure MouseMove (Shift: TShiftState; X, Y: Integer); override;
    procedure DrawThumb; virtual;
  public
    constructor Create (AOwner : TComponent); override;
    destructor Destroy; override;
  published
    property TrackWidth : Integer read fTrackWidth write SetTrackWidth;
    property TrackColor : TColor read fTrackColor write SetTrackColor;
    property ThumbHeight : Integer read fThumbHeight write SetThumbHeight;
```



```

    property ThumbColor : TColor read fThumbColor write SetThumbColor;
    property Orientation : TSliderOrientation read fOrientation write
SetOrientation;
    property Minimum : Integer read fMin write SetMin;
    property Maximum : Integer read fMax write SetMax;
    property Value : Integer read fValue write SetValue;
    property Ctl3D : boolean read fCtl3D write SetCtl3D;
    property OnValueChange : TNotifyEvent read fValueChange write
fValueChange;

    property Color;
    property Enabled;
    property HelpContext;
    property Hint;
    property ParentShowHint;
    property ShowHint;
    property Tag;
    property Visible;

    property OnClick;
    property OnDragDrop;
    property OnDragOver;
    property OnEndDrag;
    property OnEnter;
    property OnExit;
    property OnMouseDown;
    property OnMouseMove;
    property OnMouseUp;

end;

procedure Register;

implementation

constructor TSlider.Create (AOwner : TComponent);
begin
    inherited Create (AOwner);
    Width := 50;
    Height := 200;
    fTrackWidth := 10;
    fOrientation := slVertical;
    fTrackColor := clBtnFace;
    fThumbColor := clBtnFace;
    fMin := 0;
    fMax := 100;
    fValue := 0;
    fThumbHeight := 20;
    fValueChange := Nil;
    fCtl3D := True;
    capture := False;
    thumb.left := -1;
end;

destructor TSlider.Destroy;
begin
    if Bitmap <> 0 then DeleteObject (Bitmap);

```

```

    if MemDC <> 0 then DeleteDC (MemDC);
    inherited Destroy
end;

procedure TSlider.SetTrackWidth (value : Integer);
begin
    if fTrackWidth <> value then
    begin
        fTrackWidth := value;
        Invalidate
    end
end;

procedure TSlider.SetOrientation (value : TSliderOrientation);
begin
    if value <> fOrientation then
    begin
        fOrientation := value;
        Invalidate
    end
end;

procedure TSlider.SetTrackColor (value : TColor);
begin
    if value <> fTrackColor then
    begin
        fTrackColor := value;
        Invalidate
    end
end;

procedure TSlider.SetThumbHeight (value : Integer);
begin
    if value <> fThumbHeight then
    begin
        fThumbHeight := value;
        Invalidate
    end
end;

procedure TSlider.SetThumbColor (value : TColor);
begin
    if value <> fThumbColor then
    begin
        fThumbColor := value;
        Invalidate
    end
end;

procedure TSlider.SetMin (v : Integer);
begin
    if v <> fMin then
    begin
        fMin := v;
        if Value < fMin then Value := fMin;
        Invalidate
    end
end

```

```

end;

procedure TSlider.SetMax (v : Integer);
begin
  if v <> fMax then
    begin
      fMax := v;
      if Value > fMax then Value := fMax;
      Invalidate
    end
  end;
end;

procedure TSlider.SetValue (value : Integer);
begin
  if value < Minimum then value := Minimum
  else if value > Maximum then value := Maximum;

  if value <> fValue then
    begin
      fValue := Value;
      if Assigned (fValueChange) then OnValueChange (self);
      DrawThumb
    end
  end;
end;

procedure TSlider.SetCtl3D (value : boolean);
begin
  if value <> fCtl3D then
    begin
      fCtl3D := value;
      Invalidate
    end
  end;
end;

procedure TSlider.Paint;
var Rect : TRect;
begin
  with Canvas do
    begin
      if MemDC = 0 then MemDC := CreateCompatibleDC (Canvas.Handle);

      if fOrientation = slVertical then
        begin
          if Bitmap = 0 then
            Bitmap := CreateCompatibleBitmap (Canvas.Handle, Width,
ThumbHeight);
          Rect.top := 0;
          Rect.bottom := Height;
          Rect.left := (Width - TrackWidth) div 2;
          Rect.Right := Rect.Left + TrackWidth
        end
      else
        begin
          if Bitmap = 0 then
            Bitmap := CreateCompatibleBitmap (Canvas.Handle, ThumbHeight,
Height);

```

```

    Rect.top := (Height - TrackWidth) div 2;
    Rect.bottom := Rect.Top + TrackWidth;
    Rect.left := 0;
    Rect.Right := Width
end;

Brush.Color := TrackColor;
if Ctl3D then
begin
    Pen.Color := clBtnHighlight;
    with Rect do
    begin
        Rectangle (left, top, right, bottom);
        Pen.Color := clBtnShadow;
        MoveTo (left, top);
        LineTo (right, top);
        MoveTo (left, top);
        LineTo (left, bottom)
    end
end
else FillRect (Rect);
DrawThumb;

end
end;

procedure TSlider.DrawThumb;
var
    basePos : Integer;
    rc : bool;
    oldBmp : HBitmap;
    oldThumb : TRect;
begin
    if csLoading in ComponentState then Exit;
    oldBmp := SelectObject (MemDC, Bitmap);

    if Enabled then Canvas.Brush.Color := ThumbColor
    else Canvas.Brush.Color := clGray;
    if Ctl3D then Canvas.Pen.Color := clBtnHighlight
    else Canvas.Pen.Color := clBlack;
    oldThumb := Thumb;

    if Orientation = slVertical then
    begin
        basePos := (Height - ThumbHeight) * (Value - Minimum)
            div (Maximum - Minimum);
        Thumb.left := 0;
        Thumb.right := Width;
        Thumb.Bottom := Height - BasePos;
        Thumb.top := Thumb.Bottom - ThumbHeight;
        if oldThumb.left <> -1 then with oldThumb do
            BitBlt (Canvas.Handle, Left, Top, Width, ThumbHeight, MemDC, 0, 0,
                SRCCOPY);

            with Thumb do
                rc := BitBlt (MemDC, 0, 0, Width, ThumbHeight, Canvas.Handle, Left, Top,
                    SRCCOPY);

```

```

end
else
begin
    basePos := (Width - ThumbHeight) * (Value - Minimum) div (Maximum -
Minimum);
    Thumb.Left := basePos;
    Thumb.Right := Thumb.Left + ThumbHeight;
    Thumb.Top := 0;
    Thumb.Bottom := Height;
    if oldThumb.Left <> -1 then with oldThumb do
        BitBlt (Canvas.Handle, Left, Top, ThumbHeight, Height, MemDC, 0, 0,
SRCCOPY);

        with Thumb do
            rc := BitBlt (MemDC, 0, 0, ThumbHeight, Height, Canvas.Handle, Left,
Top, SRCCOPY);
        end;

    with Canvas do
    begin
        with Thumb do if Ctl3D then
        begin
            Rectangle (left, top, right-1, bottom-1);
            Pen.Color := clBtnShadow;
            MoveTo (Left + 1, Bottom - 3);
            LineTo (Left + 1, Top+1);
            LineTo (Right - 2, Top+1);
            MoveTo (Left, Bottom - 1);
            LineTo (Right-1, Bottom - 1);
            LineTo (Right-1, Top - 1)
        end
        else
            Rectangle (left, top, right, bottom);
        end;

        SelectObject (MemDC, OldBmp);
    end;

procedure TSlider.MouseDown (Button: TMouseButton; Shift: TShiftState; X, Y:
Integer);
begin
    inherited MouseDown (Button, Shift, X, Y);
    if (Button = mbLeft) and PtInRect (Thumb, Point (X, Y)) then
    begin
        capture := True;
        capturePoint := Point (X, Y);
        captureValue := value;
    end;
end;

procedure TSlider.MouseUp (Button: TMouseButton; Shift: TShiftState; X, Y:
Integer);
begin
    inherited MouseUp (Button, Shift, X, Y);
    if (Button = mbLeft) then capture := False
end;

```

```

procedure TSlider.MouseMove (Shift: TShiftState; X, Y: Integer);
begin
  inherited MouseMove (shift, X, Y);
  if capture then
    if Orientation = slVertical then
      value := captureValue + Minimum + (Maximum - Minimum) * (capturePoint.Y
- Y) div (Height - ThumbHeight)
    else
      value := captureValue + Minimum + (Maximum - Minimum) * (X -
capturePoint.X) div (Width - ThumbHeight);
end;

procedure Register;
begin
  RegisterComponents('Samples', [TSlider]);
end;

end.

```

## TSlider Component Notes

-----

By Colin Wilson - [woozle@cix.compulink.co.uk](mailto:woozle@cix.compulink.co.uk)

The TSlider object is a representation of a Slider - as used in mixers, lighting control units, etc.

It defines the following new public properties:

property TrackWidth : Integer

The width of the slider track.

property TrackColor : TColor

The slider track color.

property ThumbHeight : Integer

The height of the Thumb (the bit that slides). The thumb is always as wide as the component - so can be controlled by the Width property.

property ThumbColor : TColor

The thumb colour.

property Orientation : TSliderOrientation

slHorizontal or slVertical. Controls whether the slider slider left/right or up/down.

property Minimum : Integer

The minimum slider value.

property Maximum : Integer

The maximum slider value.

property Value : Integer

The current slider value.

The following new protected procedure is defined:

procedure DrawThumb; virtual;

Can be overridden to draw custom thumbs or thumbs with legends, bitmaps, etc.

The following new event is defined:

property OnValueChange : TNotifyEvent;

Called whenever the value changes

JPEG support is not generically included in Delphi. Contact Jan Dekkers CIS[72130,353] for an affordable (49\$) JPEG/PCX component! You can download a shareware-version from the Delphi forum, too.



Q: How do I manipulate (enable/disable) the 'close' item on the default system menu (i.e. the menu which drops down from the system box when the user clicks it or presses the ALT-SPACEBAR key combination?)

A:

```
procedure TMainForm.WMInitMenuPopup(var Msg : TWMIInitMenuPopup);
begin
  if ( Msg.SystemMenu ) then
    EnableMenuItem(Msg.MenuPopup, SC_Close, MF_ByCommand or MF_Grayed);
end;
```

TEdit

How can I make the active TEdit one color, and every other TEdit a default color?

How do I handle TEdit text with windows messages only?

Here is a custom TEdit that will tab to the next control when the user hits the <ENTER>.

How do I format the text of a TEdit so that a 1 becomes 001, and 10 becomes 010, etc?

Q: How do I get everything on the command line? In other words I would like a piece of code that would do the following....

Given the DOS execute line of  
utils.exe c:\oscar d:\colpas "oscar colpas"

I would like to get the three parameters into variables in my pascal program to have these string values....

```
a = "c:\oscar"  
b = "d:\colpas"  
c = "oscar colpas"
```

Using ParamStr would ignore the spaces in between oscar and colpas.

A:

A: Delphi's System Unit has a variable called CmdLine which points to the full command line (zero-terminated). You can copy it into a Pascal String with StrPas( CmdLine );

Q: How do I call a "C" DLL from Delphi?

A: If you have a DLL written in C++ like this:

```
#define STRICT
#include <windows.h>
#define DEFINE_EXPORT
#include "lloyd.h"

//*****
int _EXP MyFunc (int i)
{
    return (i+10);
}
//*****

#pragma argsused
int FAR PASCAL LibMain( HINSTANCE hInstance,
                       WORD wDataSegment,
                       WORD wHeapSize,
                       LPSTR lpszCmdLine )
{
    if ( wHeapSize != 0 )
        UnlockData( 0 );
    return 1;    // Indicate that the DLL was initialized successfully.
}

#pragma argsused
int FAR PASCAL WEP ( int bSystemExit )
{
    return 1;
}
```

This won't work. There are two ways to fix it. One is to declare the function in question as EXTERN. e.g.

```
extern "C" {
int _EXP MyFunc (int i)
{
    return (i+10);
}
}
```

In this case you need to use cdecl when you prototype the function. Something like this:

```
function MyFunc(i: integer): integer; cdecl; far; external 'MYDLL' index 12;
```

OR

you can declare the functions with FAR PASCAL and then call the function in the normal way

If there are problems, make sure that you declare the DLL functions with "\_loadds". Remember that, normally, a DLL function runs on the caller's DS, unless you specifically load the correct one.

Q: How do I make a component that uses the built in editor for a TStrings property?

A: The biggest trick is that when you create the memory for the TStrings property, it must be created as a TStringList even though it must be a TStrings in the class itself. Here is an example of what I mean:

```
unit TestEdit;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TTestEditorClass = class(TListBox)
  private
    { Private declarations }
    FStringListValues: TStrings;
  protected
    { Protected declarations }
  public
    { Public declarations }
    constructor create(AOwner: TComponent); override;
    procedure SetStringListValues(Value: TStrings);
  published
    { Published declarations }
    property StringListValues: tstrings read FStringListValues write
      SetStringListValues;
  end;

procedure Register;

implementation

procedure Register;
begin
  RegisterComponents('Samples', [TTestEditorClass]);
end;

constructor TTestEditorClass.create(AOwner: TComponent);
begin
  inherited create(AOwner);
  FStringListValues := TStringList.create;
end;

procedure TTestEditorClass.SetStringListValues(Value: TStrings);
begin
  StringListValues.Assign(Value);
end;

end.
```

```
table1.FieldDefs.items[SomeValue].name;
```

**Note:** If you get a "List Index out of bounds" error, it is probably because the TTable object is not active.

## Oxymorons

advanced basic  
airline food (also: junk food, hospital food)  
alone together  
amateur expert  
baby grand (piano)  
black light  
Brief survey  
civil war  
Congressional ethics  
criminal justice  
crisis management  
Deafening silence  
Death Benefits  
divorce court  
down escalator  
dry wine  
elementary calculus  
evaporated milk  
extra time  
fast idle  
flexible freeze (economics)  
freezer burn  
fresh frozen  
friendly argument  
gourmet pizza  
governmental efficiency  
great depression  
guest host  
half full (also half empty)  
Honest Crook  
hopelessly optimistic  
idiot savant  
industrial park  
irate patient  
jumbo shrimp  
Lean pork  
Light-Heavyweight  
live recording  
mandatory option  
marijuana initiative  
Medium Large  
Mild Abrasive  
minor disaster  
Mobil station



No-good Do-gooder!  
non-stop flight  
old news  
Organized mess  
original copy  
Oxymorons in vehicle names: Dodge Ram  
Oxymorons in vehicle names: Cherokee Pioneer  
partially completed  
passive aggression  
peacekeeper missile  
perfect idiot  
plastic glasses  
pretty ugly  
random logic (also fuzzy logic)  
rap music  
Renegade Lawmakers (from CNN during the battle in Moscow.)  
scheduled spontaneity (From a Franklin time management class.)  
second best  
singular relationship  
standard deviation  
student teacher  
sure bet  
sweet sorrow  
terribly nice  
Turbo Diesel  
unacceptable solution  
work party  
working vacation

Once upon a midnight dreary,  
Fingers cramped and vision bleary,  
System manuals piled high and wasted paper on the floor,  
Longing for the warmth of bedsheets,  
Still I sat there, doing spreadsheets;  
Having reached the bottom line I took a floppy from the drawer.  
Typing with a steady hand,  
I then invoked the SAVE command  
But got instead a reprimand: it read "Abort, Retry, Ignore?"

Was this some occult illusion?  
Some maniacal intrusion?  
There were choices Solomon himself had never faced before.  
Carefully I weighed the options.  
These three seemed to be the top ones.  
Clearly, now I must now adopt one: Choose: "Abort, Retry, Ignore?"

With my fingers pale and trembling  
Slowly toward the keyboard bending,  
Longing for a happy ending, hoping all would be restored,  
Praying for some guarantee  
Finally I pressed a key ----  
But on the screen what did I see? Again: "Abort, Retry, Ignore?"

I tried to catch the chips off-guard---  
I pressed again but twice as hard  
Luck was just not in the cards. I saw what I had seen before.  
Now I typed in desperation  
Trying random combinations  
Still there came the incantation: Choose: "Abort, Retry, Ignore?"

There I sat, distraught, exhausted  
by my own machine accosted  
Getting up I turned away and paced across the office floor.  
And then I saw an awful sight:  
A bold and blinding flash of light---  
A lightning bolt had cut the night and shook me to my core.  
I saw the screen collapse and die;  
"No No my database", I cried  
I thought I heard a voice reply, "You'll see your data NEVERMORE!"

To this day I do not know  
The place to which lost data goes  
I bet it goes to heaven where the angels have it stored.  
But as for productivity, well  
I fear that it goes straight to hell

And that's the tale I have to tell. Your choice: "Abort, Retry, Ignore?"

\* \* \* \* \*

## WHY DID THE CHICKEN CROSS THE ROAD ?

\* \* \* \* \*

\*\*\*\*\*

### The Star Trek Answers

\*\*\*\*\*

Chakotay: Whatever its reason, whatever its goals, we should respect its right to cross the road and seek its own spiritual awareness.

Neelix: Actually, Captain, I'm not really familiar with the chickens in this system. But, if you can catch it, I can cook it.

Riker: I don't know why, but I know how: with pleasure, sir.

Worf: I don't know. KLINGON chickens do NOT cross roads.

HoloDoc: How should I know? No one tells me anything around here. I didn't even know we added chickens to the crew. All I know is that it would have been nice, BEFORE the chicken went off to the cross the road, if it had remembered to turn me off!

Dr. Crusher: If there's nothing wrong with the chicken, there must be something wrong with the universe.

Dr. Soran: His heart just wasn't in it. (Scenes of chicken torture with nanoprobes have been edited out.)

Scotty: Because she couldna take much morrrrrre.

Odo: I don't know, but I'm sure it must be Quark's fault.

Quark: Who, me?

Charlie X: Because it didn't want to STAY...STAY...STAY...

Kirk: You chicken bastard, you killed my son...YOU chicken BASTARD, you killed...my SON...you CHICKEN bastard....youkilledmy...son!

Troi: I feel the chicken's pain!

Kira: It was probably being chased by those cursed Cardassians.

Bones: Dammit, I'm a doctor, not an ornithologist!

Data: The chicken, in observing that it was on the opposite side of the 20th century Terran paved roadway, was aware that its immediate goal should have been to traverse the distance without interception by an kind of combustion-propelled personal trans perambulate upon a conveyance normally reserved for the usage of...yes, sir.

Dr. Bashir: It probably heard about my amazing medical skills not to mention my sexual prowess and came to get some pointers.

The Borg: Crossing the road is irrelevant. The chicken will be assimilated.

Hugh the Borg: Maybe it just needed a big hug!

B'Elanna: I'm sure it felt suffocated by all the bleeping regulations of bleeping Starfleet and just couldn't stand it any longer!

Picard: There are four lights!

Q: Wouldn't you like to know? Too bad your puny human brain wouldn't be able to comprehend the answer.

Uhura: Shall I open hailing frequencies so you can ask it, sir?

Tasha: That depends...was it fully functional?

Chekov: It must have been on its way to assist in saving my life for the billionth time..did I scream this time?

Khan: With my last breath I spit at the chicken...

Harry: I don't know, it's my first mission.

Paris: Well, I think that...say, that's a lovely shirt you're wearing.

Harvey Mudd: Chicken? I don't remember any chicken. No no no, there's been a terrible misunderstanding.

Janeway: Its primary goal was no doubt to get back to the Alpha Quadrant...and it probably misses its dog.

Nurse Chapel: Oh, Spock!

Lwaxana: Oh, Jean-Luc!

Spock: Fascinating, Captain.

V'Ger: To join with the Creator.

The Grand Nagus: Stupid chicken! You don't cross the road all at once! You sneak across it quietly, without anyone noticing!

Gul Dukat: Well, that's a very interesting question...I'm sure we can work out some kind of arrangement to obtain that information that will be to everyone's satisfaction.

Kes: It was remembering back to the times when its ancestors crossed roads all the time! They lost those abilities because they stopped using them!

O'Brien: No problem, Commander, I'll get right on it.

Wesley: I'm not sure, but I can figure it out if I reroute these systems and reconfigure the warp field and run a complete internal whootchacallit on the computers and...

Sisko: It was seeking deeper meaning. Jake, do you see what we've learned from all this?

Jake: Check out the babe that just came off that transport!

Geordi: Well, wherever it's going, I'm sure it'll have more luck with women than I do.

Sulu: Don't call me Tiny!

Sarek: Sometimes logic fails me where chickens are concerned.

Mr. Horn:

Dax: To get to the other side. Kurzon might have disagreed with me, Tobin I'm sure wouldn't have had a clue, and then there's...

Tuvok: That's not a question we'd prefer to hear from a senior officer. It makes the junior officers nervous.

\*\*\*\*\*

Other's Answers

\*\*\*\*\*

Plato: For the greater good.

Karl Marx: It was a historical inevitability.

Hamlet: Because 'tis better to suffer in the mind the slings and arrows of outrageous road maintenance than to take arms against a sea of oncoming vehicles.

Timothy Leary: Because that's the only kind of trip the Establishment would let it take.

Douglas Adams: Forty-two.

Nietzsche: Because if you gaze too long across the Road, the Road gazes also across you.

Oliver North: National Security was at stake.

Gary Gygax: Because I rolled a 64 on the "Chicken Random Behaviors" chart on page 497 of the Dungeon Master's Guide.

Trent Reznor: Because the world is F----- UP and it HATES ITSELF for being such a PITIFUL WHINY USELESS S---!

Jean-Luc Picard: To see what's out there.

Darth Vader: Because it could not resist the power of the Dark Side.

Albert Einstein: Whether the chicken crossed the road or the road crossed the chicken depends upon your frame of reference.

Roseanne Barr: Urrrrrp. What chicken?

Buddha: If you ask this question, you deny your own chicken-nature.

Salvador Dali: The Fish.

Darwin: It was the logical next step after coming down from the trees.

Bob Dylan: How many roads must one chicken cross?

Gerald R. Ford: It probably fell from an airplane and couldn't stop its forward momentum.

Sigmund Freud: The chicken obviously was female and obviously interpreted the pole on which the crosswalk sign was mounted as a phallic symbol of which she was envious, selbstverstaendlich.

Saddam Hussein: This was an unprovoked act of rebellion and we were quite justified in dropping 50 tons of nerve gas on it.

Lee Iacocca: It found a better car, which was on the other side of the road.

Martin Luther King: It had a dream.

James Tiberius Kirk: To boldly go where no chicken has gone before.

Stan Laurel: I'm sorry, Ollie. It escaped when I opened the run.

Groucho Marx: Chicken? What's all this talk about chicken? Why, I had an uncle who thought he was a chicken. My aunt almost divorced him, but we needed the eggs.

Karl Marx: To escape the bourgeois middle-class struggle.

Sir Isaac Newton: Chickens at rest tend to stay at rest. Chickens in motion tend to cross the road.

Jack Nicholson: 'Cause it (censored) wanted to. That's the (censored) reason.

Thomas Paine: Out of common sense.

Michael Palin: Nobody expects the banished inky chicken!

Ronald Reagan: I forget.

John Sununu: The Air Force was only too happy to provide the transportation, so quite understandably the chicken availed himself of the opportunity.

The Sphinx: You tell me.

Mae West: I invited it to come up and see me sometime.

Mr. Scott: 'Cos ma wee transporter beam was na functioning properly. Ah canna work miracles, Captain!

Howard Cosell: It may very well have been one of the most astonishing events to grace the annals of history. An historic, unprecedented avian biped with the temerity to attempt such an herculean achievement formerly relegated to homo sapien pedestrians is truly a remarkable occurrence.



## Troutman's Laws of Computer Programming

1. Any running program is obsolete.
2. Any planned program costs more and takes longer.
3. Any useful program will have to be changed.
4. Any useless program will have to be documented.
5. The size of a program expands to fill all available memory.
6. The value of a program is inversely proportional to the weight of output
7. The complexity of a program grows until it exceeds the capability of the maintainers.
8. Information necessitating a change in design is always conveyed to the implementors after the code is written. Corollary: Given a simple choice between one obviously right way and one obviously wrong way, it is often wiser to choose the wrong way, so as to expedite subsequent revision.
9. The more innocuous a modification appears, the more code it will require rewriting.
10. If a test installation functions perfectly, all subsequent systems will malfunction.
11. Not until a program has been in production for at least six months will the most harmful error be discovered.
12. Interchangeable modules won't.
13. Any system that relies on computer reliability is unreliable.
14. Any system that relies on human reliability is unreliable.
15. Investment in reliability increases until it exceeds the probable cost of errors, or until someone insists on getting some useful work done.
16. Adding manpower to a late software project makes it later.
17. There's always one more bug.

## Real Programmers Don't Write Specs

Real Programmers don't write specs -- users should consider themselves lucky to get any programs at all and take what they get.

Real Programmers don't comment their code. If it was hard to write, it should be hard to understand and even harder to modify.

Real Programmers don't write application programs; they program right down on the bare metal. Application programming is for feebs who can't do systems programming.

Real Programmers don't eat quiche. In fact, real programmers don't know how to SPELL quiche. They eat Twinkies, and Szechwan food.

Real Programmers don't write in COBOL. COBOL is for wimpy applications programmers.

Real Programmers' programs never work right the first time. But if you throw them on the machine they can be patched into working in "only a few" 30-hour debugging sessions.

Real Programmers don't write in FORTRAN. FORTRAN is for pipe stress freaks and crystallography weenies.

Real Programmers never work 9 to 5. If any real programmers are around at 9 AM, it's because they were up all night.

Real Programmers don't write in BASIC. Actually, no programmers write in BASIC, after the age of 12.

Real Programmers don't write in PL/I. PL/I is for programmers who can't decide whether to write in COBOL or FORTRAN.

Real Programmers don't play tennis, or any other sport that requires you to change clothes. Mountain climbing is OK, and real programmers wear their climbing boots to work in case a mountain should suddenly spring up in the middle of the machine room.

Real Programmers don't document. Documentation is for simps who can't read the listings or the object deck.

Real Programmers don't write in PASCAL, or BLISS, or ADA, or any of those pinko computer science languages. Strong typing is for people with weak memories.

Real Programmers only write specs for languages that might run on future hardware. Nobody trusts them to write specs for anything homo sapiens will ever be able to fit on a single planet.

Real Programmers don't play tennis or any other sport which requires a change of clothes. Mountain climbing is ok, and real programmers often wear climbing boots to work in case a mountain should suddenly spring up in the middle of the machine room.

Real Programmers spend 70% of their work day fiddling around and then get more done in the other 30% than a user could get done in a week.

Real Programmers are surprised when the odometers in their cars don't turn from 99999 to 9999A.

Real Programmers are concerned with the aesthetics of their craft; they will writhe in pain at shabby workmanship in a piece of code.

Real Programmers will defend to the death the virtues of a certain piece of peripheral equipment, especially their lifeline, the terminal.

Real Programmers never use hard copy terminals, they never use terminals that run at less than 9600 baud, they never use a terminal at less than its maximum practical speed.

Real Programmers think they know the answers to your problems, and will happily tell them to you rather than answer your questions.

Real Programmers never program in COBOL, money is no object.

Real Programmers never right justify text that will be read on a fixed-character-width medium.

Real Programmers wear hiking boots only when it's much too cold to wear sandals. When it's only too cold, they wear socks with their sandals.

Real Programmers don't think that they should get paid at all for their work, but they know that they're worth every penny that they do make.

Real Programmers log in first thing in the morning, last thing before they go to sleep, and stay logged in for lots of time in between.

Real programmers don't draw flowcharts. Flowcharts are after all, the illiterate's form of documentation.

Real Programmers don't use Macs. Computers which draw cute little pictures are for wimps.

Real Programmers don't read manuals. Reliance on a reference is the hallmark of a novice and a coward.

Real Programmers don't write in COBOL. COBOL is for gum chewing twits who maintain ancient payroll programs.

Real Programmers don't write in FORTRAN. FORTRAN is for wimpy engineers who wear white socks. They get excited over finite state analysis and nuclear reactor simulations.

Real Programmers don't write in Modula-2. Modula-2 is for insecure analretentives who can't choose between Pascal and COBOL.

Real Programmers don't write in APL, unless the whole program can be written on one line.

Real Programmers don't write in Lisp. Only effeminate programmers use more parentheses than actual code.

Real Programmers don't write in Pascal, Ada or any of those other pinko computer science languages. Strong variable typing is for people with weak memories.

Real Programmers disdain structured programming. Structured programming is for compulsive neurotics who were prematurely toilet trained. They wear neckties and carefully line up sharp pencils on an otherwise clear desk.

Real Programmers scorn floating point arithmetic. The decimal point was invented for pansy bedwetters who are unable to think big.

Real Programmers know every nuance of every instruction and use them all in every Real Program. Some candyass architectures won't allow EXECUTE instructions to address another EXECUTE instruction as the target instruction. Real Programmers despise petty restrictions.

Real Programmers Don't use PL/I. PL/I is for insecure momma's boys who can't choose between Cobol and Fortran.

Real Programmers don't like the team programming concept. Unless, of course, they are the Chief Programmer.

Real Programmers have no use for managers. Managers are sometimes a necessary evil. Managers are good for dealing with personnel bozos, bean counters, senior planners and other mental defectives.

Real programmers ignore schedules.

Real Programmers don't bring brown bag lunches to work. If the vending machine sells it, they eat it. If the vending machine doesn't sell it, they don't eat it.

Real Programmers think better when playing Adventure or Rogue.

Real Programmers use C since it's the easiest language to spell.

Real Programmers don't use symbolic debuggers, who needs symbols.

Real Programmers only curse at inanimate objects.

## Menu Help

How do I assign a method to a dynamically created menu item?

What is the easiest way to change the control menu of a form based application ?

How do I manipulate (enable/disable) the 'close' item on the default system menu?

Q: How do I assign a method to a dynamically created menu item?

A:

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls, Menus;

type
  TForm1 = class(TForm)
    MainMenu1: TMainMenu;
    one1: TMenuItem;
    Button1: TButton;
    N111: TMenuItem;
    N121: TMenuItem;
    procedure Button1Click(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
    procedure MonkeyBoy(sender: TObject);
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

procedure TForm1.Button1Click(Sender: TObject);
var
  m: TMenuItem;
begin
  m := TMenuItem.create(self);
  with m do
    begin
      name := 'Lloyd1';
      caption := '1-3';
      OnClick := MonkeyBoy;
    end;
  one1.add(m);
end;

procedure TForm1.MonkeyBoy(sender: TObject);
begin
  ShowMessage('Lloyd is the greatest!!!');
end;

end.
```





## Sendkeys

**Note:** This is commercial and copyrighted code. The source code may not be sold for profit (unless Steve is doing the selling).

```
{This unit is to be included in the app that you are running.}
unit SKeys;

interface

type
  { Return values for SendKeys function }
  TSendKeyError = (sk_None, sk_FailSetHook, sk_InvalidToken, sk_UnknownError);

function SendKeys(S: String): TSendKeyError;

implementation

function SendKeys; external 'SendKey' index 2;

end.

(*****)

{Here is the DLL that is used.}

library SendKey;

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, KeyDefs;

type
  { Error codes }
  TSendKeyError = (sk_None, sk_FailSetHook, sk_InvalidToken, sk_UnknownError);

  { exceptions }
  ESendKeyError = class(Exception);
  ESetHookError = class(ESendKeyError);
  EInvalidToken = class(ESendKeyError);

  { a TList descendant that know how to dispose of its contents }

  TMessageList = class(TList)
  public
    destructor Destroy; override;
  end;

destructor TMessageList.Destroy;
var
  i: longint;
begin
  { deallocate all the message records before discarding the list }

```

```

    for i := 0 to Count - 1 do
        Dispose(PEventMsg(Items[i]));
    inherited Destroy;
end;

var
    { variables global to the DLL }
    MsgCount: word;
    MessageBuffer: TEventMsg;
    HookHandle: hHook;
    Playing: Boolean;
    MessageList: TMessageList;
    AltPressed, ControlPressed, ShiftPressed: Boolean;

    NextSpecialKey: TKeyString;

function MakeWord(L, H: Byte): Word;
{ macro creates a word from low and high bytes }
inline(
    $5A/           { pop dx }
    $58/           { pop ax }
    $8A/$E2);      { mov ah, dl }

procedure StopPlayback;
{ Unhook the hook, and clean up }
begin
    { if Hook is currently active, then unplug it }
    if Playing then
        UnhookWindowsHookEx(HookHandle);
    MessageList.Free;
    Playing := False;
end;

function Play(Code: integer; wParam: word; lParam: Longint): Longint; export;

{ This is the JournalPlayback callback function. It is called by Windows }
{ when Windows polls for hardware events. The code parameter indicates what }
{ to do. }
begin
    case Code of

        hc_Skip: begin
            { hc_Skip means to pull the next message out of our list. If we }
            { are at the end of the list, it's okay to unhook the JournalPlayback }
            { hook from here. }
            { increment message counter }
            inc(MsgCount);
            { check to see if all messages have been played }

            if MsgCount >= MessageList.Count then
                StopPlayback
            else
                { copy next message from list into buffer }
                MessageBuffer := TEventMsg(MessageList.Items[MsgCount]^);
                Result := 0;
            end;
        end;
    end;
end;

```

```

hc_GetNext: begin
{ hc_GetNext means to fill the wParam and lParam with the proper }
{ values so that the message can be played back. DO NOT unhook }
{ hook from within here. Return value indicates how much time until }
{ Windows should playback message. We'll return 0 so that it's }

{ processed right away. }
{ move message in buffer to message queue }
PEventMsg(lParam)^ := MessageBuffer;
Result := 0 { process immediately }
end

else
{ if Code isn't hc_Skip or hc_GetNext, then call next hook in chain }
Result := CallNextHookEx(HookHandle, Code, wParam, lParam);
end;
end;

procedure StartPlayback;
{ Initializes globals and sets the hook }
begin
{ grab first message from list and place in buffer in case we }

{ get a hc_GetNext before and hc_Skip }
MessageBuffer := TEventMsg(MessageList.Items[0]^);
{ initialize message count and play indicator }
MsgCount := 0;
{ initialize Alt, Control, and Shift key flags }
AltPressed := False;
ControlPressed := False;
ShiftPressed := False;
{ set the hook! }
HookHandle := SetWindowsHookEx(wh_JournalPlayback, Play, hInstance, 0);
if HookHandle = 0 then
raise ESetHookError.Create('Couldn't set hook')
else

Playing := True;
end;

procedure MakeMessage(vKey: byte; M: word);
{ procedure builds a TEventMsg record that emulates a keystroke and }
{ adds it to message list }
var
E: PEventMsg;
begin
New(E); { allocate a message record }
with E^ do begin
Message := M; { set message field }
{ high byte of ParamL is the vk code, low byte is the scan code }
ParamL := MakeWord(vKey, MapVirtualKey(vKey, 0));

ParamH := 1; { repeat count is 1 }
Time := GetTickCount; { set time }
end;
MessageList.Add(E);
end;

```

```

procedure KeyDown(vKey: byte);
{ Generates KeyDownMessage }
begin
  { don't generate a "sys" key if the control key is pressed (Windows quirk) }
  if (AltPressed and (not ControlPressed) and (vKey in [Ord('A')..Ord('Z')]))
or
  (vKey = vk_Menu) then
    MakeMessage(vKey, wm_SysKeyDown)
  else
    MakeMessage(vKey, wm_KeyDown);

end;

procedure KeyUp(vKey: byte);
{ Generates KeyUp message }
begin
  { don't generate a "sys" key if the control key is pressed (Windows quirk) }
  if AltPressed and (not ControlPressed) and (vKey in [Ord('A')..Ord('Z')])
then
  MakeMessage(vKey, wm_SysKeyUp)
  else
  MakeMessage(vKey, wm_KeyUp);
end;

procedure SimKeyPresses(VKeyCode: Word);
{ This function simulates keypresses for the given key, taking into }
{ account the current state of Alt, Control, and Shift keys }

begin
  { press Alt key if flag has been set }
  if AltPressed then
    KeyDown(vk_Menu);
  { press Control key if flag has been set }
  if ControlPressed then
    KeyDown(vk_Control);
  { if shift is pressed, or shifted key and control is not pressed... }
  if ((Hi(VKeyCode) and 1) <> 0) and (not ControlPressed) or ShiftPressed
then
    KeyDown(vk_Shift);      { ...press shift }
    KeyDown(Lo(VKeyCode));  { press key down }
    KeyUp(Lo(VKeyCode));    { release key }

    { if shift is pressed, or shifted key and control is not pressed... }
    if ((Hi(VKeyCode) and 1) <> 0) and (not ControlPressed) or ShiftPressed
then
      KeyUp(vk_Shift);      { ...release shift }
    { if shift flag is set, reset flag }
    if ShiftPressed then begin
      ShiftPressed := False;
    end;
  { Release Control key if flag has been set, reset flag }
  if ControlPressed then begin
    KeyUp(vk_Control);
    ControlPressed := False;
  end;
  { Release Alt key if flag has been set, reset flag }

```

```

    if AltPressed then begin
        KeyUp(vk_Menu);
        AltPressed := False;
    end;
end;

procedure ProcessKey(S: String);
{ This function parses each character in the string to create the message list
}
var
    KeyCode: word;
    Key: byte;
    index: integer;
    Token: TKeyString;
begin
    index := 1;
    repeat
        case S[index] of

            KeyGroupOpen : begin
                { It's the beginning of a special token! }
                Token := '';
                inc(index);
                while S[index] <> KeyGroupClose do begin

                    { add to Token until the end token symbol is encountered }
                    Token := Token + S[index];
                    inc(index);
                    { check to make sure the token's not too long }
                    if (Length(Token) = 7) and (S[index] <> KeyGroupClose) then
                        raise EInvalidToken.Create('No closing brace');
                end;
                { look for token in array, Key parameter will }
                { contain vk code if successful }
                if not FindKeyInArray(Token, Key) then

                    raise EInvalidToken.Create('Invalid token');
                    { simulate keypress sequence }
                    SimKeyPresses(MakeWord(Key, 0));
                end;

            AltKey : begin
                { set Alt flag }
                AltPressed := True;
            end;

            ControlKey : begin
                { set Control flag }
                ControlPressed := True;
            end;

            ShiftKey : begin
                { set Shift flag }
                ShiftPressed := True;
            end;

```

```

else begin
  { A normal character was pressed }

  { convert character into a word where the high byte contains }
  { the shift state and the low byte contains the vk code }
  KeyCode := vkKeyScan(MakeWord(Byte(S[index]), 0));
  { simulate keypress sequence }
  SimKeyPresses(KeyCode);
end;
end;
inc(index);
until index > Length(S);
end;

function SendKeys(S: String): TSendKeyError; export;
{ This is the one entry point. Based on the string passed in the S }
{ parameter, this function creates a list of keyup/keydown messages, }

{ sets a JournalPlayback hook, and replays the keystroke messages. }
var
  i: byte;
begin
  try
    Result := sk_None;           { assume success }
    MessageList := TMessageList.Create; { create list of messages }
    ProcessKey(S);               { create messages from string }
    StartPlayback;              { set hook and play back messages }
  except
    { if an exception occurs, return an error code, and clean up }
    on E:ESendKeyError do begin

      MessageList.Free;
      if E is ESetHookError then
        Result := sk_FailSetHook
      else if E is EInvalidToken then
        Result := sk_InvalidToken;
      end
    else
      { Catch-all exception handler ensures than an exception }
      { doesn't walk up into application stack }
      Result := sk_UnknownError;
    end;
  end;

exports
  SendKeys index 2;

begin
end.

(*****)

unit Keydefs;

interface

uses WinTypes;

```

```

const
  MaxKeys = 24;
  ControlKey = '^';
  AltKey = '@';
  ShiftKey = '~';
  KeyGroupOpen = '{';
  KeyGroupClose = '}';

type
  TKeyString = String[7];

  TKeyDef = record
    Key: TKeyString;
    vkCode: Byte;
  end;

const
  KeyDefArray : array[1..MaxKeys] of TKeyDef = (
    (Key: 'F1';      vkCode: vk_F1),
    (Key: 'F2';      vkCode: vk_F2),
    (Key: 'F3';      vkCode: vk_F3),
    (Key: 'F4';      vkCode: vk_F4),
    (Key: 'F5';      vkCode: vk_F5),

    (Key: 'F6';      vkCode: vk_F6),
    (Key: 'F7';      vkCode: vk_F7),
    (Key: 'F8';      vkCode: vk_F8),
    (Key: 'F9';      vkCode: vk_F9),
    (Key: 'F10';     vkCode: vk_F10),
    (Key: 'F11';     vkCode: vk_F11),
    (Key: 'F12';     vkCode: vk_F12),
    (Key: 'INSERT';  vkCode: vk_Insert),
    (Key: 'DELETE';  vkCode: vk_Delete),
    (Key: 'HOME';    vkCode: vk_Home),
    (Key: 'END';     vkCode: vk_End),
    (Key: 'PGUP';    vkCode: vk_Prior),
    (Key: 'PGDN';    vkCode: vk_Next),

    (Key: 'TAB';     vkCode: vk_Tab),
    (Key: 'ENTER';   vkCode: vk_Return),
    (Key: 'BKSP';    vkCode: vk_Back),
    (Key: 'PRTSC';   vkCode: vk_SnapShot),
    (Key: 'SHIFT';   vkCode: vk_Shift),
    (Key: 'ESCAPE';  vkCode: vk_Escape));

function FindKeyInArray(Key: TKeyString; var Code: Byte): Boolean;

implementation

uses SysUtils;

function FindKeyInArray(Key: TKeyString; var Code: Byte): Boolean;
{ function searches array for token passed in Key, and returns the }

{ virtual key code in Code. }

```

```
var
  i: word;
begin
  Result := False;
  for i := Low(KeyDefArray) to High(KeyDefArray) do
    if UpperCase(Key) = KeyDefArray[i].Key then begin
      Code := KeyDefArray[i].vkCode;
      Result := True;
      Break;
    end;
  end;
end;

end.
```



Q: How can I use the aggregate functions (avg, sum, count, max, min) with a table?

A:

```
select customer.company, Sum(orders.AmountPaid)
from customer, orders
where (customer.CustNo = orders.CustNo)
group by customer.company
order by customer.company
```

Here are some examples of how to use the TBlobStream to get text from a memofield.

```
{This one copies from one memo field to another.}

procedure TForm1.Button2Click(Sender: TObject);
var
  b1, b2: TBlobStream;
begin
  b1 := TBlobStream.create(table1notes, bmRead);
  table2.edit;
  b2 := TBlobStream.create(table2mymemo, bmReadWrite);
  b2.CopyFrom(b1, b1.size);
  b1.free;
  b2.free;
  table2.post;
end;

{Write to a stream.}
procedure TForm1.Button1Click(Sender: TObject);
var
  Buffer: PChar;
  Stream: TBlobStream;
  s: string;
begin
  Stream := TBlobStream.Create(Table1MemoField, bmWrite);
  Stream.Seek(stream.size, 0); {0 = Start from stream's beginning.}
  s := 'This is written to the end of the stream.';
  Stream.write(StrPCopy(buffer, s), length(s) + 1);
  Stream.Free;
end;

{Read from a stream.}
procedure TForm1.Button1Click(Sender: TObject);
var
  Buffer: PChar;
  Size: Integer;
  Stream: TBlobStream;
begin
  Stream := TBlobStream.Create(Table1MemoField, bmRead);

{ Here is how it is done from a query: }
{ Stream := TBlobStream.Create(query1.FieldByName('MemoField') as TBlobField,
bmRead);}

  Size := Stream.Seek(0, 2);
  Stream.Seek(0, 0);
  Inc(Size);
  GetMem(Buffer, Size);
  FillChar(Buffer^, Size, #0);
  Stream.Read(Buffer^, Size);
  Memo1.SetTextBuf(Buffer);
  FreeMem(Buffer, Size);
  Stream.Free;
end;
```



**Q:** How do I make tables in a loop?

**A:**

```
procedure TForm1.Button1Click(Sender: TObject);
const
  MaxTableCount = 100;
  MaxFieldCount = 50;
var
  t: tTable;
  TableCount, xFieldCount: integer;
begin
  for TableCount := 1 to MaxTableCount do begin
    t := tTable.create(self);
    with t do begin
      DatabaseName := 'Lloyd';
      TableName := 'hoser' + IntToStr(TableCount);
      TableType := ttParadox;

      with FieldDefs do begin
        Clear;
        for xFieldCount := 1 to MaxFieldCount do
          Add('Field' + IntToStr(xFieldCount), ftInteger, 0, false);
        end;

        with IndexDefs do begin
          Clear;
          Add('Field1Index', 'Field1', [ixPrimary, ixUnique]);
        end;

        CreateTable;
        close;
        free;
      end;
    end;
  end;
end;
```

Q: How do I disable and enable the keyboard ?

A: Here is a DLL to do it:

```
Library KillKB;

Uses Wintypes, WinProcs
{$IFDEF VER80}
  ,Win31
{$ENDIF}
;
Var
  oldHook: HHook;

Function KbHook( code: Integer; wparam: Word; lparam: LongInt ): LongInt;
  export;
Begin
  If code < 0 Then
    KbHook := CallNextHookEx( oldHook, code, wparam, lparam )
  Else
    KbHook := 1;
End; { KbHook }

Function DisableKeyboard: Boolean; export;
Begin
  oldHook := SetWindowsHookEx( WH_KEYBOARD, KbHook, HInstance, 0 );
  DisableKeyboard := oldHook <> 0;
End;

Procedure EnableKeyboard; export;
Begin
  If oldHook <> 0 Then Begin
    UnhookWindowsHookEx( oldHook );
    oldHook := 0;
  End; { If }
End;

exports
DisableKeyboard index 1,
EnableKeyboard index 2;

Begin
  oldHook := 0;
End.
```

Note: There are a few key combinations that are not passed on to apps at all so they cannot be trapped by a hook. Ctrl-Alt-Del may be one of them but I'm not sure. Just try to see if you can get the blue screen when you have disabled the keyboard via the DLL. Other dubious candidates are Alt-Tab and Ctrl-Esc.

**Q:** How do I save an object to a disk file?

**A:** Use a stream to write to a disk file. The object must be a component and is written to the stream like this:

```
var Stream : TFileStream ;
begin
  Stream := TFileStream.Create( 'AFile', fmCreate ) ;
  try
    Stream.WriteComponent( Button1 ) ;
    Stream.WriteComponent( Grid1 ) ; etc.
  finally
    Stream.Free ;
  end ;
end ;
```

To read it back, do this:

```
var Stream : TFileStream ;
    Button2 : TButton ;
    Grid2 : TStringGrid ;
begin
  Stream := TFileStream.Create( 'AFile', fmOpenRead ) ;
  try
    Button2 := Stream.ReadComponent( nil ) as TButton ;
    Stream.WriteComponent( Grid1 ) ; etc.
  finally
    Stream.Free ;
  end ;
end ;
```

At some point you need to register the classes you're going to write and read. For example, you could put the following in the forms OnCreate handler:

```
RegisterClass( TButton ) ;
RegisterClass( TStringGrid ) ;
```

If you don't register the classes you'll get a 'Class not found' error when you try to read the object back.

TReport

How do I connect to TReport?

## Connect (TReport)

```
var
  DatabaseName, ServerName, UserName, ThePassword: string;
begin
  ServerName := 'BigRedS';
  UserName := 'SYSDBA';
  ThePassword := 'masterkey';
  if LocalInterbase then DatabaseName := 'd:\delphi\work\bigreds.gdb'
  else DatabaseName := 'conan@voll:\delphi\work\bigreds.gdb';

  if Report1.Connect(ctIDAPIInterBase, ServerName, UserName, ThePassword,
DatabaseName) then Report1.Run;
end;
```

The Server type is in reports.pas. Here are the constants:

```
const
  ctDBase = 2;
  ctExcel = 3;
  ctParadox = 4;
  ctAscii = 5;
  ctSqlServer = 6;
  ctOracle = 7;
  ctDB2 = 8;
  ctNetSQL = 9;
  ctSybase = 10;
  ctBtrieve = 11;
  ctGupta = 12;
  ctIngres = 13;
  ctWatcom = 14;
  ctOcelot = 15;
  ctTeraData = 16;
  ctDB2Gupta = 17;
  ctAS400 = 18;
  ctUnify = 19;
  ctQry = 20;
  ctMinNative = 2;
  ctMaxNative = 20;
  ctODBCDBase = 40;
  ctODBCExcel = 41;
  ctODBCParadox = 42;
  ctODBCSqlServer = 43;
  ctODBCOracle = 44;
  ctODBCDB2 = 45;
  ctODBCNetSql = 46;
  ctODBCSybase = 47;
  ctODBCBtrieve = 48;
  ctODBCGupta = 49;
  ctODBCIngres = 50;
  ctODBCDB2Gupta = 51;
  ctODBCTeraData = 52;
  ctODBCAS400 = 53;
  ctODBCDWatcom = 54;
  ctODBCDefault = 55;
```



```
ctODBCUnify = 56;  
ctMinODBC = 40;  
ctMaxODBC = 56;  
ctIDAPIStandard = 60;  
ctIDAPIParadox = 61;  
ctIDAPIIDBase = 62;  
ctIDAPIAscii = 63;  
ctIDAPIOracle = 64;  
ctIDAPISybase = 65;  
ctIDAPINovSql = 66;  
ctIDAPIInterbase = 67;  
ctIDAPIIBMEE = 68;  
ctIDAPIIDB2 = 69;  
ctIDAPIInformix = 70;  
ctMinIDAPI = 60;  
ctMaxIDAPI = 70;
```

Q: How do I have lines in a listbox as different colors?

A: Neil Rubenking posted this code about a week ago, and I have altered it a little. It should draw all the entries in a listbox as red. (Don't forget to change the Listbox's style to lbOwnerDrawFixed.)

```
procedure TForm1.ListBox1DrawItem(Control: TWinControl; Index: Integer;
  Rect: TRect; State: TOwnerDrawState); VAR
  S : String;
  Temp: array[0..255] of Char;
begin
  WITH Control AS TListBox, Canvas DO
    BEGIN
      S := Items[Index];
      FillRect(Rect);
      MoveTo(Rect.Left+2, Rect.Top);
      SetTextAlign(Canvas.Handle, TA_LEFT OR TA_UPDATECP);
      Font.Color := clRed;
      StrPCopy(Temp, S);
      WinProcs.TextOut(Canvas.Handle, 0, 0, Temp, StrLen(Temp));
    END;
end;
```

```
{*****}
```

Here is a version that does not use the API call, but does the same thing:

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    ListBox1: TListBox;
    procedure FormActivate(Sender: TObject);
    procedure ListBox1DrawItem(Control: TWinControl; Index: Integer;
      Rect: TRect; State: TOwnerDrawState);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}
```

```
procedure TForm1.FormActivate(Sender: TObject);
begin
  listbox1.items.LoadFromFile('c:\autoexec.bat');
end;

procedure TForm1.ListBox1DrawItem(Control: TWinControl; Index: Integer;
  Rect: TRect; State: TOwnerDrawState);
begin
  WITH Control AS TListBox, Canvas DO BEGIN
    FillRect(Rect);
    MoveTo(Rect.Left+2, Rect.Top);
    SetTextAlign(Canvas.Handle, TA_LEFT OR TA_UPDATECP);
    Font.Color := clGreen;
    TextOut(0, 0, Items[Index]);
  END;
end;

end.
```

TSpeedButton

How do I paste a bitmap or glyph on a speedbutton without losing the background color?

How can I write a function that generically responds to all Speedbutton clicks?

Is there an easy way to assign speedbutton properties via iteration at runtime?

## TListBox

How can I get a horizontal scrollbar on a list box?

How do you fill a listbox with multiple lines?

How do I make a TListBox with displayable tabs?

How do I have lines in a listbox as different colors?

How do I fill a listbox from a memo field in a table?

How do I do click and drag in a TListBox?

## Tabbed Notebook

How do I add items to a tabbed notebook at runtime?

How do I iterate through tabbed notebook pages to see each object?

Q: I get an "Error creating cursor handle" message. Here is my SQL statement:

```
update "parts.db"  
set "parts.db"."Retail Price" =  
(("parts.db"."Retail Price" * :percentage) + "parts.db"."Retail Price")  
where "parts.db"."Part Number" like :pre  
and "parts.db"."Retail Price" < :high  
and "parts.db"."Retail Price" > :low
```

A: Update queries do not return any information. They just update. You used `open` or `active := true` when you called the SQL statement. That expects a cursor to be returned. Use `ExecSQL` instead.

ODBC

How do I update Access records?



Q: How do I update Access records?

A: The ODBC driver provided with Access 2.0 (ODBCJT16.DLL with a file size of <65k) is designed to work only within the Microsoft Office environment. To work with ODBC/Access in Delphi, you need the Microsoft ODBC Desktop Driver (ODBCJT16.DLL, internal version number 02.00.23.17, with a file size of approx 260k) kit, part# 273-054-030 available from Microsoft Direct for \$10.25US (post on WINEXT for where to get it in your country if you are not in the US). It is also available on the Jan. MSDN, Level 2 (Development Platform) CD4 \ODBC\X86 as part of the ODBC 2.1 SDK. Be aware that your redistribution rights for the Desktop Drivers are pretty restricted by Microsoft. For info on (and objections to) the restrictions post on the WINEXT forum.

You also need the following ODBC files.

Minimum:

ODBC.DLL	03.10.1994, Version 2.00.1510
ODBCINST.DLL	03.10.1994, Version 2.00.1510
ODBCINST.HLP	11.08.1993
ODBCADM.EXE	11.08.1993, Version 1.02.3129

Better:

ODBC.DLL	12.07.1994, Version 2.10.2401
ODBCINST.DLL	12.07.1994, Version 2.10.2401
ODBCINST.HLP	12.07.1994
ODBCADM.EXE	12.07.1994, Version 2.10.2309

The following steps will get you started in Delphi

1. Using the ODBC Administrator, set-up a datasource for your database. Be sure to specify a path to your mdb file. For the purposes of this explanation we'll say that the datasource name is MYDSN. The correct driver name is:

Microsoft Access Driver (\*.mdb)

2. Load the BDE Configuration utility.
3. Select New Driver.
4. Give the driver a name (call it ODBC\_MYDSN).

Q: Crystal Reports does not let the user select a printer at run-time. How do I provide this functionality.

1) Include CRPE and PRINTERS in 'uses' (CRPE.pas is packaged with Crystal Reports)

2) Add a TPrinterSetupDialog object to the form (to allow the user to select a different printer)

3) Create printer variables:

```
Var
  JobHandle : Integer
  ADevice, ADriver, APort : Array[0..30] of Char;
  ADeviceMode : THandle;
```

4) Use engine calls to run the report. Issue the following functions before issuing a PEStartPrintJob:

```
{ Open print job }
PEOpenEngine()
JobHandle = PEOpenPrintJob(<filename>)
.
.
.
{ Change printer }
Printer.GetPrinter(ADevice, ADriver, APort, ADeviceMode);
PESelectPrinter(JobHandle, ADriver, ADevice, APort,
  PDevMode(PTR(ADeviceMode,0))^);
.
.
.
{ Start print job }
PEStartPrintJob(JobHandle, True);
PECloseEngine();
```

Q: How do I fill a listbox from a table?

A: Use a memo field as an intermediate step.

```
procedure TForm1.Button1Click(Sender: TObject);
begin
    memo1.lines.assign(table1.fieldByName('notes'));
    listbox1.items.assign(memo1.lines);
end;
```

You can also use a `table1.fieldByName('notes').GetData(buffer)`, but that is extra work. This is easier.

Q: How to I create a Paradox table with an Auto Increment type field programatically?  
I'm using TTable.CreateTable, but TFieldType doesn't include this type.

A: Use a TQuery and SQL CREATE TABLE statement. For example:

```
procedure TForm1.Button1Click(Sender: TObject);
begin
  with Query1 do
  begin
    DatabaseName := 'DBDemos';
    with SQL do
    begin
      Clear;
      Add('CREATE TABLE "PDoxTbl.db" (ID AUTOINC, ');
      Add('Name CHAR(255), ');
      Add('PRIMARY KEY(ID)) ');
      ExecSQL;
      Clear;
      Add('CREATE INDEX ByName ON "PDoxTbl.db" (Name) ');
      ExecSQL;
    end;
  end;
end;
```

Q: How can I find out what all of the available fonts are?

A: You can use EnumFontFamilies, a Win API function. That uses a callback that is handled each font in turn.

The following sample uses an object method as the callback.

```
unit Fontenum;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    LstFamilies: TListBox;
    Label1: TLabel;
    Label2: TLabel;
    MemVariations: TMemo;
    Button1: TButton;
    procedure Button1Click(Sender: TObject);
    procedure FormCreate(Sender: TObject);
    procedure LstFamiliesDblClick(Sender: TObject);
  private
    { Private declarations }
    Function DoEnum( Var lf: TEnumLogFont; Var tm: TNewTextMetric;
                    fonttype: Integer ): Integer; export;
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

Function TForm1.DoEnum( Var lf: TEnumLogFont; Var tm: TNewTextMetric;
                      fonttype: Integer ): Integer;
Begin
  Result := 1;
  If (fonttype and TRUEETYPE_FONTTYPE) <> 0 Then
    Memvariations.Lines.Add( StrPas( lf.elfFullName ))
  Else
    MemVariations.Lines.Add( StrPas( lf.elfLogFont.lfFacename ));
End;

procedure TForm1.Button1Click(Sender: TObject);
begin
  Application.terminate;
end;
```

```

procedure TForm1.FormCreate(Sender: TObject);
begin
  LstFamilies.Items.Assign( Screen.Fonts );
end;

procedure TForm1.LstFamiliesDbClick(Sender: TObject);
Var
  familyname: Array [0..40] of Char;
begin
  MemVariations.Clear;
  With Sender As TListbox Do
    If ItemIndex >=0 Then Begin
      StrPCopy( familyname, Items[ItemIndex] );
      EnumFontFamilies( Canvas.Handle, familyname,
        @TForm1.DoEnum, Pointer(Self));
    End;
end;

end.

```

----- form file for this unit -----

```

object Form1: TForm1
  Left = 310
  Top = 229
  Width = 497
  Height = 300
  Caption = 'EnumFontFamilies Demo'
  Font.Color = clWindowText
  Font.Height = -17
  Font.Name = 'System'
  Font.Style = []
  PixelsPerInch = 120
  OnCreate = FormCreate
  TextHeight = 20
  object Label1: TLabel
    Left = 16
    Top = 8
    Width = 105
    Height = 20
    Caption = '&Font Families'
    FocusControl = LstFamilies
  end
  object Label2: TLabel
    Left = 184
    Top = 8
    Width = 81
    Height = 20
    Caption = 'Variations'
  end
  object LstFamilies: TListBox
    Left = 16
    Top = 32
    Width = 153
    Height = 217
    ItemHeight = 20
    TabOrder = 0
    OnDbClick = LstFamiliesDbClick
  end
end

```

```
end
object MemVariations: TMemo
  Left = 184
  Top = 32
  Width = 185
  Height = 217
  Lines.Strings = (
    '')
  ReadOnly = True
  TabOrder = 1
end
object Button1: TButton
  Left = 384
  Top = 32
  Width = 89
  Height = 33
  Caption = 'Close'
  TabOrder = 2
  OnClick = Button1Click
end
end
```

Q: How do you tell which record and which field of a TDBGrid is current?

A: Here is a method to keep track of the current column and row. The following code in the method MyDBGridDrawDataCell updates the variables Col and Row (which must not be local to the method) every time the grid is redrawn. Using this code you can assume that Col and Row point to the current column and row respectively.

```
var
  Col, Row: Integer;

procedure TForm1.MyDBGridDrawDataCell(Sender: TObject; const Rect: TRect;
Field: TField; State: TGridDrawState);
var
  RowHeight: Integer;
begin
  if gdFocused in State then
  begin
    RowHeight := Rect.Bottom - Rect.Top;
    Row := (Rect.Top div RowHeight) - 1;
    Col := Field.Index;
  end;
end;
```



**Q:** How do I change the color of a grid cell in a TDBGrid?

**A:** Enter the following code in the TDBGrid's OnDrawDataCell event:

```
Procedure TForm1.DBGrid1DrawDataCell(Sender: TObject; const Rect: TRect;
Field: TField; State: TGridDrawState);
begin
  If gdFocused in State then
    with (Sender as TDBGrid).Canvas do
      begin
        Brush.Color := clRed;
        FillRect(Rect);
        TextOut(Rect.Left, Rect.Top, Field.AsString);
      end;
end;
```

Set the Default drawing to true. With this, it only has to draw the highlighted cell. If you set DefaultDrawing to false, you must draw all the cells yourself with the canvas properties.

**Q:** How can I view dBASE records marked for deletion?

**A:** Call the following function on the AfterOpen event of the table. You must include DBITYPES, DBIERRS, DBIPROCS in the uses clause. To call, send as arguments name of TTable and TRUE/FALSE depending to show/not show deleted records.

**Example:**

```
procedure TForm1.Table1AfterOpen(DataSet: TDataset);
begin
  SetDelete(Table1, TRUE);
end;

procedure SetDelete(oTable:TTable; Value: Boolean);
var
  rslt: DBIResult;
  szErrMsg: DBIMSG;
begin
  try
    oTable.DisableControls;
    try
      rslt := DbiSetProp(hDBIObj(oTable.Handle), curSOFTDELETEON,
        LongInt(Value));
      if rslt <> DBIERR_NONE then
        begin
          DbiGetErrorString(rslt, szErrMsg);
          raise Exception.Create(StrPas(szErrMsg));
        end;
    except
      on E: EDBEngineError do ShowMessage(E.Message);
      on E: Exception do ShowMessage(E.Message);
    end;
  finally
    oTable.Refresh;
    oTable.EnableControls;
  end;
end;
```

Here is a custom TStringGrid that will allow for inserting a whole row at a time.

```
unit Gridmv;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, Grids;

type

  TGridMV = class(TStringGrid)
  public
    procedure RowMoved(FromIndex, ToIndex: Longint); override;
    procedure Insert(ToIndex: Longint);
  end;

procedure Register;

implementation

procedure Register;
begin
  RegisterComponents('Samples', [TGridMV]);
end;

procedure TGridMv.RowMoved(FromIndex, ToIndex: Longint);
begin
  inherited RowMoved(FromIndex, ToIndex);
end;

{This will insert a row before the row selected.}
procedure TGridMv.Insert(ToIndex: Longint);
begin
  RowCount := RowCount + 1;
  RowMoved(RowCount, ToIndex);
end;

end.
```

Q: "How can I determine the current record number for a dataset?"

A: If the dataset is based upon a Paradox or dBASE table then the record number can be determined with a couple of calls to the BDE (as shown below). The BDE doesn't support record numbering for datasets based upon SQL tables, so if your server supports record numbering you will need to refer to its documentation.

The following function takes as its parameter any component derived from TDataset (i.e. TTable, TQuery, TStoredProc) and returns the current record number (greater than zero) if it is a Paradox or dBASE table. Otherwise, the function returns zero.

NOTE: for dBASE tables the record number returned is always the physical record number. So, if your dataset is a TQuery or you have a range set on your dataset then the number returned won't necessarily be relative to the dataset being viewed, rather it will be based on the record's physical position in the underlying dBASE table.

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, ExtCtrls, DBCtrls, Grids, DBGrids, DB, DBTables,
  DbiProcs, DbiTypes, DbiErrs;

type
  TForm1 = class(TForm)
    DataSource1: TDataSource;
    Table1: TTable;
    DBGrid1: TDBGrid;
    DBNavigator1: TDBNavigator;
    function RecordNumber(Dataset: TDataset): Longint;
    procedure DataSource1DataChange(Sender: TObject; Field: TField);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

function TForm1.RecordNumber(Dataset: TDataset): Longint;
var
  CursorProps: CurProps;
  RecordProps: RECProps;
begin
```

```

{ Return 0 if dataset is not Paradox or dBASE }
Result := 0;

with Dataset do
begin
  { Is the dataset active? }
  if State = dsInactive then
    ShowMessage('Cannot perform this operation on a closed dataset');

  { We need to make this call to grab the cursor's iSeqNums }
  Check(DbiGetCursorProps(Handle, CursorProps));

  { Synchronize the BDE cursor with the Dataset's cursor }
  UpdateCursorPos;

  { Fill RecordProps with the current record's properties }
  Check(DbiGetRecord(Handle, dbiNOLOCK, nil, @RecordProps));

  { What kind of dataset are we looking at? }
  case CursorProps.iSeqNums of
    0: Result := RecordProps.iPhyRecNum; { dBASE }
    1: Result := RecordProps.iSeqNum;   { Paradox }
  end;
end;
end;

procedure TForm1.DataSource1DataChange(Sender: TObject; Field: TField);
begin
  if (Sender as TDataSource).State = dsBrowse then
    caption := 'Record number = ' +
      IntToStr(RecordNumber(Datasource1.Dataset));
end;

end.

```

Q: "How can I determine when the current record in a dataset has changed?"

A: Check the DataSource's State property in the OnDataChanged event. The State property will be set to dsBrowse if the record position has changed. The following example will display a message box every time the record position has changed in MyDataSource:

```
procedure TMyForm.MyDataSourceDataChange(Sender: TObject; Field: TField);
begin
  if (Sender as TDataSource).State = dsBrowse then
    ShowMessage('Record Position Changed');
end;
```

The compuserve version: OnCreate, OnShow, OnPaint, OnActivate, OnResize and OnPaint again.

Roland's version:

Create  
Show - Visible  
ReSize  
Activate - Visible  
Paint - Visible  
Close query  
Close  
Deactivate  
Hide  
Destroy

Q: How do perform something on the form's OnActivate method? (It doesn't always fire. e.g. if you ALT-TAB to it, then OnActivate doesn't fire.)

A:

```
procedure TForm2.FormCreate(Sender: TObject);  
begin  
    application.OnActivate := FormActivate;  
end;
```



Q: How can I get rid of the ReportSmith about box splash screen when I run a report.

A: Add the following line in [RS\_RunTime] section of the RS\_RUN.INI file to not have the ReportSmith about box appear when a report is ran.

```
ShowAboutBox=0
```

Q: Is it possible to access components by their name property (i.e. 'SpeedButton' + IntToStr(i) )

A: Yes it's possible. The following example uses the FindComponent method of Form1 to disable the first 10 SpeedButtons by name.

```
for I := 1 to 10 do  
  with Form1.FindComponent('SpeedButton' + IntToStr(i)) as TSpeedButton do  
    Enabled := False;
```

Here is an example that prints columns that are right, left, and center justified. There are headers, footers, and, generally, a bunch o' things here. This app encapsulates functionality to print text, lines, boxes and shaded boxes. Text can be left or right justified and centered. Columns can be created and text can be left or right justified within the columns or text can be centered. Lines of any thickness can be drawn. Boxes can be drawn with any thickness. The boxes can be shaded if desired. Headers and footers can be created and the header/footer areas can be shaded if desired. Page numbering can contain custom text and can be placed anywhere desired.

```
{***** prnMain.pas *****}

unit Prnmain;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls, ExtCtrls, Printers;

const
  HeaderLines = 5;           { Number of allowable header lines }
  FooterLines = 5;          { Number of allowable footer lines }
  Columns = 20;              { Number of allowable columns }

type
  THeaderRecord = Record
    Text: String[240];        { Header text }
    YPosition: Single;        { Inches from the top }
    Alignment: Integer;       { 0:Left 1:Center 2:Right }
    FontName: String[80];     { Font name }
    FontSize: Integer;        { Font size }
    FontStyle: TFontStyles;   { Font style }
  End;

  TFooterRecord = Record
    Text: String[240];        { Footer text }
    YPosition: Single;        { Inches from the top }
    Alignment: Integer;       { 0:Left 1:Center 2:Right }
    FontName: String[80];     { Font name }
    FontSize: Integer;        { Font size }
    FontStyle: TFontStyles;   { Font style }
  End;

  THeaderCoordinates = Record
    XTop: Single;
    YTop: Single;
    XBottom: Single;
    YBottom: Single;
    Boxed: Boolean;
    Shading: Word;
    LineWidth: Word;
  End;
```

```

TFooterCoordinates = Record
  XTop: Single;
  YTop: Single;
  XBottom: Single;
  YBottom: Single;
  Boxed: Boolean;
  Shading: Word;
  LineWidth: Word;
End;

TPageNumberRecord = Record
  YPosition: Single;
  Text: String[240];
  Alignment: Word;
  FontName: String[80];
  FontSize: Word;
  FontStyle: TFontStyles;
End;

TColumnInformationRecord = Record
  XPosition: Single;
  Length: Single;
End;

TPrintObject = class
private
  TopMargin: Integer;           { Top margin in pixels }
  BottomMargin: Integer;       { Bottom margin in pixels }
  LeftMargin: Integer;         { Left margin in pixels }
  RightMargin: Integer;        { Right margin in pixels }
  PixelsPerInchVertical: Integer; { Number of pixels per inch along Y
axis }
  PixelsPerInchHorizontal: Integer; { Number of pixels per inch along X
axis }
  TotalPageWidthPixels: Integer; { Full width of page in pixels -
includes gutters }
  TotalPageHeightPixels: Integer; { Full height of page in pixels -
includes gutters }
  TotalPageHeightInches: Single; { Height of page in inches }
  TotalPageWidthInches: Single; { Width of page in inches }
  GutterLeft: Integer;         { Unprintable area on left }
  GutterRight: Integer;        { Unprintable area on right }
  GutterTop: Integer;          { Unprintable area on top }
  GutterBottom: Integer;       { Unprintable area on bottom }
  DetailTop: Single;           { Inches from the top where the
detail section starts }
  DetailBottom: Single;        { Inches from the top where the
detail section ends }
  LastYPosition: Single;       { The Y position where the last
write occurred }
  AutoPaging: Boolean;         { Are new pages automatically
generated? }
  CurrentTab: Single;          { The value of the current tab }
  CurrentFontName: String[30];
  CurrentFontSize: Integer;
  CurrentFontStyle: TFontStyles;
  TextMetrics: TTextMetric;

```

```

Header: Array[1..HeaderLines] of THeaderRecord;
Footer: Array[1..FooterLines] of TFooterRecord;
ColumnInformation: Array[1..Columns] of TColumnInformationRecord;
PageNumber: TPageNumberRecord;
HeaderCoordinates: THeaderCoordinates;
FooterCoordinates: TFooterCoordinates;
function CalculateLineHeight: Integer;
function InchesToPixelsHorizontal( Inches: Single ): Integer;
function InchesToPixelsVertical( Inches: Single ): Integer;
function PixelsToInchesHorizontal( Pixels: Integer ): Single;
function PixelsToInchesVertical( Pixels: Integer ): Single;
function LinesToPixels( Line:Integer ): Integer;
procedure CalculateMeasurements;
procedure _DrawBox( XTop:Word; YTop:Word; XBottom:Word; YBottom:Word;
LineWidth:Word; Shading:Word );
    public
        procedure Start;
        procedure Quit;
        procedure Abort;
        procedure SetMargins( Top:Single; Bottom:Single; Left:Single;
Right:Single );
        procedure SetFontInformation( Name:String; Size:Word; Style:
TFontStyles );
        procedure WriteLine( X:Single; Y:Single; Text:String );
        procedure WriteLineRight( Y:Single; Text:String );
        procedure WriteLineCenter( Y:Single; Text:String );
        procedure WriteLineColumnRight( ColumnNumber:Word; Y:Single;
Text:String );
        procedure WriteLineColumnCenter( ColumnNumber:Word; Y:Single;
Text:String );
        procedure DrawLine( TopX:Single; TopY:Single; BottomX:Single;
BottomY:Single; LineWidth:Word );
        procedure SetLineWidth( Width:Word );
        function GetLineWidth: Word;
        procedure SetTab( Inches:Single );
        procedure NewPage;
        function GetLinesPerPage: Integer;
        procedure GetPixelsPerInch( var X:Word; var Y:Word );
        procedure GetPixelsPerPage( var X:Word; var Y:Word );
        procedure GetGutter( var Top:Word; var Bottom:Word; var Left:Word; var
Right:Word );
        function GetTextWidth( Text:String ): Integer;
        function GetLineHeightPixels: Word;
        function GetLineHeightInches: Single;
        function GetPageNumber:Integer;
        function GetColumnsPerLine: Integer;
        procedure SetOrientation( Orient: TPrinterOrientation );
        procedure SetHeaderInformation( Line:Integer; YPosition: Single;
Text:String; Alignment:Word;
                FontName:String; FontSize: Word; FontStyle:
TFontStyles );
        procedure SetFooterInformation( Line:Integer; YPosition: Single;
Text:String; Alignment:Word;
                FontName:String; FontSize: Word; FontStyle:
TFontStyles );
        procedure WriteHeader;
        procedure WriteFooter;

```

```

    procedure SaveCurrentFont;
    procedure RestoreCurrentFont;
    procedure SetDetailTopBottom( Top: Single; Bottom: Single );
    procedure SetAutoPaging( Value: Boolean );
    procedure SetPageNumberInformation( YPosition:Single; Text:String;
Alignment:Word; FontName:String;
        FontSize:Word; FontStyle:TFontStyles );
    procedure WritePageNumber;
    procedure WriteLineColumn( ColumnNumber:Word; Y:Single; Text:String );
    procedure DrawBox( XTop:Single; YTop:Single; XBottom:Single;
YBottom:Single; LineWidth:Word );
    procedure DrawBoxShaded( XTop:Single; YTop:Single; XBottom:Single;
YBottom:Single; LineWidth:Word; Shading:Word );
    procedure SetHeaderDimensions( XTop:Single; YTop:Single;
XBottom:Single; YBottom:Single;
        Boxed: Boolean; LineWidth:Word; Shading:Word );
    procedure SetFooterDimensions( XTop:Single; YTop:Single;
XBottom:Single; YBottom:Single;
        Boxed: Boolean; LineWidth:Word; Shading:Word );
    procedure CreateColumn( Number:Word; XPosition:Single;
Length:Single );
    procedure SetYPosition( YPosition:Single );
    function GetYPosition: Single;
    procedure NextLine;
    function GetLinesLeft: Word;
    function GetLinesInDetailArea: Word;
    procedure SetTopOfPage;
    procedure NewLines( Number:Word );
    function GetFontName: String;
    function GetFontSize: Word;
End;

```

implementation

```

procedure TPrintObject.Start;

    { This function MUST be called first before any other printing function }

var
    Top,Bottom,Left,Right: Single;
    I: Integer;

Begin
Printer.BeginDoc;

AutoPaging := True;

CalculateMeasurements;

PageNumber.Text := '';

Top := PixelsToInchesVertical( GutterTop );
Bottom := PixelsToInchesVertical( GutterBottom );
Left := PixelsToInchesHorizontal( GutterLeft );
Right := PixelsToInchesHorizontal( GutterRight );
SetMargins( Top,Bottom,Left,Right );

```

```

For I := 1 To HeaderLines Do
  Header[I].Text := '';
HeaderCoordinates.Boxed := False;
HeaderCoordinates.Shading := 0;
For I := 1 To FooterLines Do
  Footer[I].Text := '';
FooterCoordinates.Boxed := False;
FooterCoordinates.Shading := 0;

CurrentTab := 0.0;

LastYPosition := 0.0;
End;

procedure TPrintObject.Quit;

  { 'Quit' must always be called when printing is completed }

  Begin
  WriteHeader;
  WriteFooter;
  WritePageNumber;

  Printer.EndDoc
  End;

procedure TPrintObject.SetMargins( Top:Single; Bottom:Single; Left:Single;
Right:Single );

  { Set the top, bottom, left and right margins in inches }

  var
    Value: Single;
    Buffer: String;

  Begin
  { If the sum of the left and right margins exceeds the width of the page,
    set the left margin to the value of 'GutterLeft' and set the right
    margin to the value of 'GutterRight' }
  If ( Left + Right >= TotalPageWidthInches ) Then
    Begin
      Left := GutterLeft;
      Right := GutterRight;
    End;
  If ( Left <= 0 ) Then
    Left := GutterLeft;
  If ( Right <= 0 ) Then
    Right := GutterRight;

  { If the sum of the top and bottom margins exceeds the height of the
    page, set the top margin to the value of 'GutterTop' and set the
    bottom margin to the value of 'GutterBottom' }
  If ( Top + Bottom >= TotalPageHeightInches ) Then
    Begin
      Top := GutterTop;
      Bottom := GutterBottom;
    End;

```

```

If ( Top <= 0 ) Then
    Top := GutterTop;
If ( Bottom <= 0 ) Then
    Bottom := GutterBottom;

{ Convert everything to pixels }
TopMargin := InchesToPixelsVertical( Top );
If ( TopMargin < GutterTop ) Then
    TopMargin := GutterTop;

BottomMargin := InchesToPixelsVertical( Bottom );
If ( BottomMargin < GutterBottom ) Then
    BottomMargin := GutterBottom;

LeftMargin := InchesToPixelsHorizontal( Left );
If ( LeftMargin < GutterLeft ) Then
    LeftMargin := GutterLeft;

RightMargin := InchesToPixelsHorizontal( Right );
If ( RightMargin < GutterRight ) Then
    RightMargin := GutterRight;
End;

```

```

procedure TPrintObject.WriteLine( X:Single; Y:Single; Text:String );

```

```

{ Write some text. The parameters represent inches from the left ('X')
and top ('Y') margins. }

```

```

var

```

```

    XPixels: Integer;
    YPixels: Integer;

```

```

Begin

```

```

{ How many pixels are there in the inches represented by 'X'? }

```

```

If ( X >= 0.0 ) Then

```

```

    XPixels := InchesToPixelsHorizontal( X )

```

```

Else

```

```

    XPixels := LeftMargin;

```

```

If ( XPixels < GutterLeft ) Then

```

```

    XPixels := GutterLeft;

```

```

{ If there is a tab set, increase 'XPixels' by the amount of the tab }

```

```

If ( CurrentTab > 0.0 ) Then

```

```

    Inc( XPixels, InchesToPixelsHorizontal( CurrentTab ) );

```

```

{ How many pixels are there in the inches represented by 'Y'? }

```

```

If ( Y > -0.01 ) Then

```

```

    { Printing will occur at an absolute location from the top of the
page. }

```

```

    Begin

```

```

        YPixels := InchesToPixelsVertical( Y );

```

```

        If ( YPixels < GutterTop ) Then

```

```

            YPixels := GutterTop;

```

```

        If ( YPixels > TotalPageHeightPixels ) Then

```

```

            YPixels := TotalPageHeightPixels - GutterBottom;

```

```

        LastYPosition := Y;

```



```

    End;
If ( Y = -1.0 ) Then
  { Write the text at the next line }
  Begin
    If ( AutoPaging = True ) Then
      Begin
        { If the next line we're going to write to exceeds beyond the
          bottom of the detail section, issue a new page }
        If ( LastYPosition + GetLineHeightInches > DetailBottom ) Then
          NewPage;
        End;
        YPixels := InchesToPixelsVertical( LastYPosition +
GetLineHeightInches );
        LastYPosition := LastYPosition + GetLineHeightInches;
        End;
      If ( Y = -2.0 ) Then
        { Write the text on the current line }
        YPixels := InchesToPixelsVertical( LastYPosition );

Printer.Canvas.TextOut( XPixels-GutterLeft,YPixels-GutterTop,Text );
End;

procedure TPrintObject.WriteLineColumn( ColumnNumber:Word; Y:Single;
Text:String );

  { Write text, left aligned against the column represented by
    'ColumnInformation[ColumnNumber]' }

  Begin
    WriteLine( ColumnInformation[ColumnNumber].XPosition,Y,Text );
  End;

procedure TPrintObject.WriteLineColumnRight( ColumnNumber:Word; Y:Single;
Text:String );

  { Write text, right aligned against the column represented by
    'ColumnInformation[ColumnNumber]' }

  var
    PixelLength: Word;
    StartPixel: Word;

  Begin
    { How many pixels does the text in 'Text' require? }
    PixelLength := Printer.Canvas.TextWidth( Text );

    { Calculate where printing should start }
    StartPixel :=
InchesToPixelsHorizontal( ColumnInformation[ColumnNumber].XPosition +
    ColumnInformation[ColumnNumber].Length ) - PixelLength;

    SetTab( 0.0 );
    WriteLine( PixelsToInchesHorizontal(StartPixel),Y,Text );
    SetTab( CurrentTab );
  End;

procedure TPrintObject.WriteLineRight( Y:Single; Text:String );

```

```

{ Print a line of text right justified 'Y' inches from the top }

var
    PixelLength: Word;
    StartPixel: Word;

Begin
{ How many pixels does the text in 'Text' require? }
PixelLength := Printer.Canvas.TextWidth( Text );

{ Calculate where printing should start }
StartPixel := (TotalPageWidthPixels-GutterLeft-GutterRight) - PixelLength;

SetTab( 0.0 );
WriteLine( PixelsToInchesHorizontal(StartPixel),Y,Text );
SetTab( CurrentTab );
End;

procedure TPrintObject.WriteLineCenter( Y:Single; Text:String );

{ Print a line of text centered at Y inches from the top }

var
    PixelLength: Integer;
    StartPixel: Integer;

Begin
{ How many pixels does the text in 'Text' require? }
PixelLength := Printer.Canvas.TextWidth( Text );

{ Calculate where printing should start }
StartPixel := ((GutterLeft+(TotalPageWidthPixels-GutterRight)) Div 2) -
(PixelLength Div 2);

SetTab( 0.0 );
WriteLine( PixelsToInchesHorizontal(StartPixel),Y,Text );
SetTab( CurrentTab );
End;

procedure TPrintObject.WriteLineColumnCenter( ColumnNumber:Word; Y:Single;
Text:String );

{ Print a line of text centered within the column number represented by
'ColumnNumber', at Y inches from the top }

var
    PixelLength: Integer;
    StartPixel: Integer;
    Pixels: Integer;

Begin
{ How many pixels does the text in 'Text' require? }
PixelLength := Printer.Canvas.TextWidth( Text );

{ Calculate where printing should start }
Pixels :=

```

```

InchesToPixelsHorizontal( ColumnInformation[ColumnNumber].Length );
  StartPixel :=
(InchesToPixelsHorizontal( ColumnInformation[ColumnNumber].Length ) Div 2) +
  InchesToPixelsHorizontal( ColumnInformation[ColumnNumber].XPosition) -
(PixelLength Div 2);

  SetTab( 0.0 );
  WriteLine( PixelsToInchesHorizontal(StartPixel),Y,Text );
  SetTab( CurrentTab );
End;

```

```

procedure TPrintObject.DrawLine( TopX:Single; TopY:Single; BottomX:Single;
BottomY:Single; LineWidth:Word );

```

```

  { Draw a line beginning at a particular X,Y coordinate and ending at a
  particular X,Y coordinate. }

```

```

var

```

```

  TopXPixels, BottomXPixels, TopYPixels, BottomYPixels: Integer;

```

```

Begin

```

```

  TopXPixels := InchesToPixelsHorizontal( TopX );
  BottomXPixels := InchesToPixelsHorizontal( BottomX );
  TopYPixels := InchesToPixelsVertical( TopY );
  BottomYPixels := InchesToPixelsVertical( BottomY );

```

```

  Dec( TopXPixels,GutterLeft );
  Dec( BottomXPixels,GutterLeft );
  Dec( TopYPixels,GutterTop );
  Dec( BottomYPixels,GutterTop );

```

```

  Printer.Canvas.Pen.Width := LineWidth;

```

```

  Printer.Canvas.MoveTo( TopXPixels,TopYPixels );
  Printer.Canvas.LineTo( BottomXPixels,BottomYPixels );
End;

```

```

procedure TPrintObject.SetFontInformation( Name:String; Size:Word; Style:
TFontStyles );

```

```

  { Change the current font information }

```

```

Begin

```

```

  Printer.Canvas.Font.Name := Name;
  Printer.Canvas.Font.Size := Size;
  Printer.Canvas.Font.Style := Style;

```

```

  CalculateMeasurements;
End;

```

```

function TPrintObject.GetFontName: String;

```

```

  { Return the current font name }

```

```

Begin

```

```

  Result := Printer.Canvas.Font.Name;
End;

```

```

function TPrintObject.GetFontSize: Word;

    { Return the current font size }

    Begin
    Result := Printer.Canvas.Font.Size;
    End;

procedure TPrintObject.SetOrientation( Orient: TPrinterOrientation );

    Begin
    Printer.Orientation := Orient;

    CalculateMeasurements;
    End;

function TPrintObject.CalculateLineHeight: Integer;

    { Calculate the height of a line plus the normal amount of space between
      each line }

    Begin
    Result := TextMetrics.tmHeight + TextMetrics.tmExternalLeading;
    End;

procedure TPrintObject.NewPage;

    { Issue a new page }

    Begin
    WriteHeader;
    WriteFooter;
    WritePageNumber;
    LastYPosition := DetailTop - GetLineHeightInches;

    Printer.NewPage;
    End;

function TPrintObject.GetPageNumber;

    { Return the current page number }

    Begin
    Result := Printer.PageNumber;
    End;

function TPrintObject.GetTextWidth( Text:String ): Integer;

    { Return the width of the text contained in 'Text' in pixels }

    Begin
    Result := Printer.Canvas.TextWidth( Text );
    End;

function TPrintObject.GetLineHeightPixels: Word;

```

```

Begin
Result := CalculateLineHeight;
End;

function TPrintObject.GetLineHeightInches: Single;

Begin
Result := PixelsToInchesVertical( GetLineHeightPixels );
End;

procedure TPrintObject._DrawBox( XTop:Word; YTop:Word; XBottom:Word;
YBottom:Word; LineWidth:Word; Shading:Word );

{ The low level routine which actually draws the box and shades it as
desired. The paramaters are in pixels and not inches. }

Begin
Printer.Canvas.Pen.Width := LineWidth;
Printer.Canvas.Brush.Color := RGB( Shading,Shading,Shading );

Printer.Canvas.Rectangle( XTop,YTop,XBottom,YBottom );
End;

procedure TPrintObject.DrawBox( XTop:Single; YTop:Single; XBottom:Single;
YBottom:Single; LineWidth:Word );

{ Draw a box at the X,Y coordinates passed in the parameters }

var
BLinePixels,BColPixels,ELinePixels,EColPixels: Integer;

Begin
BLinePixels := InchesToPixelsVertical( YTop ) - GutterTop;
ELinePixels := InchesToPixelsVertical( YBottom ) - GutterTop;

BColPixels := InchesToPixelsHorizontal( XTop ) - GutterLeft;
EColPixels := InchesToPixelsHorizontal( XBottom ) - GutterLeft;

_DrawBox( BColPixels,BLinePixels,EColPixels,ELinePixels,LineWidth,255 );
End;

procedure TPrintObject.DrawBoxShaded( XTop:Single; YTop:Single;
XBottom:Single; YBottom:Single; LineWidth:Word; Shading:Word );

{ Draw a box at the X,Y coordinates passed in the parameters }

var
BLinePixels,BColPixels,ELinePixels,EColPixels: Integer;

Begin
BLinePixels := InchesToPixelsVertical( YTop ) - GutterTop;
ELinePixels := InchesToPixelsVertical( YBottom ) - GutterTop;

BColPixels := InchesToPixelsHorizontal( XTop ) - GutterLeft;
EColPixels := InchesToPixelsHorizontal( XBottom ) - GutterLeft;

```

```

_DrawBox( BColPixels,BLinePixels,EColPixels,ELinePixels,LineWidth,Shading );
End;

function TPrintObject.GetLinesPerPage: Integer;

    { Return the number of lines on the entire page }

    Begin
    Result := (TotalPageHeightPixels - GutterTop - GutterBottom) Div
CalculateLineHeight;
    End;

function TPrintObject.GetLinesInDetailArea: Word;

    { Return the number of lines in the detail area }

    Begin
    Result := InchesToPixelsVertical( DetailBottom - DetailTop ) Div
CalculateLineHeight;
    End;

procedure TPrintObject.GetPixelsPerInch( var X:Word; var Y:Word );

    Begin
    X := PixelsPerInchHorizontal;
    Y := PixelsPerInchVertical;
    End;

procedure TPrintObject.GetPixelsPerPage( var X:Word; var Y:Word );

    Begin
    X := TotalPageWidthPixels - GutterLeft - GutterRight;
    Y := TotalPageHeightPixels - GutterTop - GutterBottom;
    End;

procedure TPrintObject.GetGutter( var Top:Word; var Bottom:Word; var
Left:Word; var Right:Word );

    Begin
    Top := GutterTop;
    Bottom := GutterBottom;
    Left := GutterLeft;
    Right := GutterRight;
    End;

procedure TPrintObject.Abort;

    Begin
    Printer.Abort;
    End;

function TPrintObject.GetColumnsPerLine: Integer;

    { How many columns are there in a Line? }

    var
    Pixels: Integer;

```

```

Begin
Pixels := TotalPageWidthPixels - GutterLeft - GutterRight;

Result := Pixels Div Printer.Canvas.TextWidth( 'B' );
End;

function TPrintObject.InchesToPixelsHorizontal( Inches: Single ): Integer;

{ Convert the horizontal inches represented in 'Inches' to pixels }

var
    Value: Single;
    Buffer: String;
    I: Integer;

Begin
Value := Inches * PixelsPerInchHorizontal;
Buffer := FloatToStr( Value );

{ If there is a decimal point in 'Buffer', remove it. }
I := 1;
While( (Buffer[I] <> '.') And (I <= Length(Buffer)) ) Do
    Inc( I );
Buffer[0] := Chr( I-1 );

Result := StrToInt( Buffer );
End;

function TPrintObject.InchesToPixelsVertical( Inches: Single ): Integer;

{ Convert the vertical inches represented in 'Inches' to pixels }

var
    Value: Single;
    Buffer: String;
    I: Integer;

Begin
Value := Inches * PixelsPerInchVertical;
Buffer := FloatToStr( Value );

    { If there is a decimal point in 'Buffer', remove it. }
I := 1;
While( (Buffer[I] <> '.') And (I <= Length(Buffer)) ) Do
    Inc( I );
Buffer[0] := Chr( I-1 );

Result := StrToInt( Buffer );
End;

function TPrintObject.PixelsToInchesHorizontal( Pixels: Integer ): Single;

Begin
Result := Pixels / PixelsPerInchHorizontal;
End;

```

```

function TPrintObject.PixelsToInchesVertical( Pixels: Integer ): Single;

    Begin
    Result := Pixels / PixelsPerInchVertical;
    End;

function TPrintObject.LinesToPixels( Line:Integer ): Integer;

    { Calculate the number of vertical pixels in 'Line' }

    Begin
    If ( Line <= 0 ) Then
        Line := 1;

    Result := (Line-1) * CalculateLineHeight;
    End;

procedure TPrintObject.SetLineWidth( Width:Word );

    Begin
    Printer.Canvas.Pen.Width := Width;
    End;

function TPrintObject.GetLineWidth: Word;

    Begin
    Result := Printer.Canvas.Pen.Width;
    End;

procedure TPrintObject.CalculateMeasurements;

    { Calculate some necessary measurements. Thanks to Robert Fabiszak
      CompuServe: 70304,2047 for the Escape() Windows API calls. }

    var
        pt: TPoint;

    Begin
    { Call the Windows API function GetTextMetrics() to get the specifics
      of the particular font. }
    GetTextMetrics( Printer.Canvas.Handle,TextMetrics );

    { Calculate the number of pixels per inch vertical and horizontal.
      'GetDeviceCaps' is a Windows API call. }
    PixelsPerInchVertical := GetDeviceCaps( Printer.Handle,LOGPIXELSY );
    PixelsPerInchHorizontal := GetDeviceCaps( Printer.Handle,LOGPIXELSX );

    { Get the gutter on the left and top. 'Escape' is a Windows API
      call. }
    Escape( Printer.Canvas.Handle,GETPRINTINGOFFSET,0,Nil,@pt );
    GutterLeft := pt.X;
    GutterTop := pt.Y;

    Escape( Printer.Canvas.Handle,GETPHYSPAGESIZE,0,Nil,@pt );
    TotalPageWidthPixels := pt.X;
    TotalPageHeightPixels := pt.Y;
    TotalPageWidthInches := pt.X / PixelsPerInchHorizontal;

```



```

TotalPageHeightInches := pt.Y / PixelsPerInchVertical;

GutterRight := TotalPageWidthPixels - GutterLeft - Printer.PageWidth;
GutterBottom := TotalPageHeightPixels - GutterTop - Printer.PageHeight;

If ( TopMargin < GutterTop ) Then
    TopMargin := GutterTop;
If ( BottomMargin < GutterBottom ) Then
    BottomMargin := GutterBottom;
If ( LeftMargin < GutterLeft ) Then
    LeftMargin := GutterLeft;
If ( RightMargin < GutterRight ) Then
    RightMargin := GutterRight;
End;

procedure TPrintObject.SetHeaderInformation( Line:Integer; YPosition: Single;
Text:String; Alignment:Word;
    FontName:String; FontSize: Word; FontStyle: TFontStyles );

Begin
    If ( Line > HeaderLines ) Then
        Exit;

    Header[Line].Text := Text;
    Header[Line].YPosition := YPosition;
    Header[Line].Alignment := Alignment;
    Header[Line].FontName := FontName;
    Header[Line].FontSize := FontSize;
    Header[Line].FontStyle := FontStyle;
End;

procedure TPrintObject.SetFooterInformation( Line:Integer; YPosition: Single;
Text:String; Alignment:Word;
    FontName:String; FontSize: Word; FontStyle: TFontStyles );

Begin
    If ( Line > FooterLines ) Then
        Exit;

    Footer[Line].Text := Text;
    Footer[Line].YPosition := YPosition;
    Footer[Line].Alignment := Alignment;
    Footer[Line].FontName := FontName;
    Footer[Line].FontSize := FontSize;
    Footer[Line].FontStyle := FontStyle;
End;

procedure TPrintObject.WriteHeader;

    { If any headers are defined, write them }

var
    I: Integer;

Begin
    SaveCurrentFont;
    For I := 1 To HeaderLines Do

```

```

Begin
If ( Length(Header[I].Text) > 0 ) Then
  Begin
  With Header[I] Do
    Begin
    SetFontInformation( FontName,FontSize,FontStyle );
    If ( Alignment = 0 ) Then
      WriteLine( LeftMargin, YPosition, Text );
    If ( Alignment = 1 ) Then
      WriteLineCenter( YPosition, Text );
    If ( Alignment = 2 ) Then
      WriteLineRight( YPosition, Text );
    End;
  End;

  RestoreCurrentFont;
End;

{ Does the user desire a box around the header? }
If ( HeaderCoordinates.Boxed = True ) Then
  Begin
  If ( HeaderCoordinates.Shading > 0 ) Then

DrawBoxShaded( HeaderCoordinates.XTop,HeaderCoordinates.YTop,HeaderCoordinates
.XBottom,

HeaderCoordinates.YBottom,HeaderCoordinates.LineWidth,HeaderCoordinates.Shadin
g )
  Else

DrawBox( HeaderCoordinates.XTop,HeaderCoordinates.YTop,HeaderCoordinates.XBott
om,

HeaderCoordinates.YBottom,HeaderCoordinates.LineWidth );
  End;
End;

procedure TPrintObject.WriteFooter;

{ If any footers are defined, write them }

var
  I: Integer;
  Temp: Boolean;

Begin
SaveCurrentFont;

{ Set 'AutoPaging' off. Otherwise the footer will not get written
correctly. }
Temp := AutoPaging;
AutoPaging := False;

For I := 1 To FooterLines Do
  Begin
  If ( Length(Footer[I].Text) > 0 ) Then
    Begin
    With Footer[I] Do

```

```

        Begin
        SetFontInformation( FontName,FontSize,FontStyle );
        If ( Alignment = 0 ) Then
            WriteLine( LeftMargin, YPosition, Text );
        If ( Alignment = 1 ) Then
            WriteLineCenter( YPosition, Text );
        If ( Alignment = 2 ) Then
            WriteLineRight( YPosition, Text );
        End;
    End;

    RestoreCurrentFont;
    End;

    { Does the user desire a box around the footer? }
    If ( FooterCoordinates.Boxed = True ) Then
        Begin
        If ( FooterCoordinates.Shading > 0 ) Then

DrawBoxShaded( FooterCoordinates.XTop,FooterCoordinates.YTop,FooterCoordinates
.XBottom,

FooterCoordinates.YBottom,FooterCoordinates.LineWidth,FooterCoordinates.Shadin
g )
            Else

DrawBox( FooterCoordinates.XTop,FooterCoordinates.YTop,FooterCoordinates.XBott
om,

FooterCoordinates.YBottom,FooterCoordinates.LineWidth );
            End;

        AutoPaging := Temp;
        End;

procedure TPrintObject.SaveCurrentFont;

    Begin
    CurrentFontName := Printer.Canvas.Font.Name;
    CurrentFontSize := Printer.Canvas.Font.Size;
    CurrentFontStyle := Printer.Canvas.Font.Style;
    End;

procedure TPrintObject.RestoreCurrentFont;

    Begin
    SetFontInformation( CurrentFontName,CurrentFontSize,CurrentFontStyle );
    End;

procedure TPrintObject.SetDetailTopBottom( Top: Single; Bottom: Single );

    Begin
    DetailTop := Top;
    DetailBottom := Bottom;

    LastYPosition := Top - GetLineHeightInches;
    End;

```

```

procedure TPrintObject.SetAutoPaging( Value: Boolean );

    Begin
    AutoPaging := Value;
    End;

procedure TPrintObject.SetPageNumberInformation( YPosition:Single;
Text:String; Alignment:Word; FontName:String;
    FontSize:Word; FontStyle:TFontStyles );

    Begin
    PageNumber.Text := Text;
    PageNumber.YPosition := YPosition;
    PageNumber.Alignment := Alignment;
    PageNumber.FontName := FontName;
    PageNumber.FontSize := FontSize;
    PageNumber.FontStyle := FontStyle;
    End;

procedure TPrintObject.WritePageNumber;

    var
        Buffer: String;
        Temp: Boolean;

    Begin
    Buffer := Format( PageNumber.Text, [Printer.PageNumber] );

    SaveCurrentFont;

SetFontInformation( PageNumber.FontName, PageNumber.FontSize, PageNumber.FontStyle );

    Temp := AutoPaging;
    AutoPaging := False;

    If ( PageNumber.Alignment = 0 ) Then
        WriteLine( LeftMargin, PageNumber.YPosition, Buffer );
    If ( PageNumber.Alignment = 1 ) Then
        WriteLineCenter( PageNumber.YPosition, Buffer );
    If ( PageNumber.Alignment = 2 ) Then
        WriteLineRight( PageNumber.YPosition, Buffer );

    AutoPaging := Temp;

    RestoreCurrentFont;
    End;

procedure TPrintObject.SetTab( Inches:Single );

    Begin
    CurrentTab := Inches;
    End;

procedure TPrintObject.SetHeaderDimensions( XTop:Single; YTop:Single;
XBottom:Single; YBottom:Single;
    Boxed: Boolean; LineWidth:Word; Shading:Word );

```

```

Begin
HeaderCoordinates.XTop := XTop;
HeaderCoordinates.XBottom := XBottom;
HeaderCoordinates.YTop := YTop;
HeaderCoordinates.YBottom := YBottom;
HeaderCoordinates.Boxed := Boxed;
HeaderCoordinates.LineWidth := LineWidth;
HeaderCoordinates.Shading := Shading;
End;

procedure TPrintObject.SetFooterDimensions( XTop:Single; YTop:Single;
XBottom:Single; YBottom:Single;
    Boxed: Boolean; LineWidth:Word; Shading:Word );

Begin
FooterCoordinates.XTop := XTop;
FooterCoordinates.XBottom := XBottom;
FooterCoordinates.YTop := YTop;
FooterCoordinates.YBottom := YBottom;
FooterCoordinates.Boxed := Boxed;
FooterCoordinates.LineWidth := LineWidth;
FooterCoordinates.Shading := Shading;
End;

procedure TPrintObject.CreateColumn( Number:Word; XPosition:Single;
Length:Single );

Begin
ColumnInformation[Number].XPosition := XPosition;
ColumnInformation[Number].Length := Length;
End;

procedure TPrintObject.SetYPosition( YPosition:Single );

Begin
LastYPosition := YPosition;
End;

function TPrintObject.GetYPosition: Single;

Begin
Result := LastYPosition;
End;

procedure TPrintObject.NextLine;

Begin
LastYPosition := LastYPosition + GetLineHeightInches;
End;

function TPrintObject.GetLinesLeft: Word;

{ Return the number of lines left in the detail area }

var
    Lines: Single;

```

```

    Buffer: String[20];
    I: Word;

Begin
Lines := (DetailBottom - LastYPosition) / GetLineHeightInches;
Buffer := FloatToStr( Lines );

{ Buffer contains the number of lines left as a floating point number.
  Find the decimal and truncate the string at that point.  So, if there
  are 2.99 lines left, 2 will be returned.  Better to be conservative. }
For I := 1 To Length(Buffer) Do
  Begin
    If ( Buffer[I] = '.' ) Then
      Begin
        Buffer[0] := Chr(I-1);
        Break;
      End;
    End;
  End;

Result := StrToInt( Buffer );
End;

procedure TPrintObject.SetTopOfPage;

  Begin
    LastYPosition := DetailTop;
  End;

procedure TPrintObject.NewLines( Number:Word );

  { Generate the number of line feeds represented in 'Number' }

  var
    I: Word;

  Begin
    For I := 1 To Number Do
      NextLine;
    End;

end.

{***** demo.pas *****)

unit Demo;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, ExtCtrls, StdCtrls, Mask, DBCtrls, Menus, PrnMain;

const
  LeftMargin = 0.5;
  RightMargin = 0.5;
  TopMargin = 0.5;

```

```
BottomMargin = 0.5;
```

```
type
```

```
TPrintForm = class(TForm)
  Button1: TButton;
  Button2: TButton;
  PixelsPerInch: TPanel;
  PixelsPerPage: TPanel;
  Gutters: TPanel;
  LineHeight: TPanel;
  FontInformation: TPanel;
  LinesInDetailArea: TPanel;
  procedure Button1Click(Sender: TObject);
  procedure FormCreate(Sender: TObject);
  procedure Button2Click(Sender: TObject);
private
  { Private declarations }
public
  { Public declarations }
end;
```

```
var
```

```
PrintForm: TPrintForm;
Prn: TPrintObject;
```

```
implementation
```

```
{ $R *.DFM }
```

```
procedure TPrintForm.Button1Click(Sender: TObject);
```

```
var
```

```
Buffer: String;
Code: String[10];
ECHOCode: String[10];
HeaderLine: Boolean;
I: Word;
```

```
Begin
```

```
{ Define the dimensions of the header area. I want the header area
lightly shaded. If I wanted no shading, the last parameter would be
255. }
```

```
with prn do
```

```
begin
```

```
SetHeaderDimensions( 0.25,0.25,8.25,1.25,True,0,225 );
```

```
{ Define two header lines }
```

```
SetHeaderInformation( 1,0.5,'This is header line number 1',1,'Arial',14,
[fsBold] );
```

```
SetHeaderInformation( 2,1.0,DateToStr(Date),1,'Arial',11,[] );
```

```
{ Define the dimensions of the footer area. I want the footer area
lightly shaded. If I wanted no shading, the last parameter would be
255. }
```

```
SetFooterDimensions( 0.25,9.40,8.25,10.20,True,0,225 );
```

```
{ Define two footer lines }
```

```

    SetFooterInformation( 1,9.5,'This is footer line number 1',1,'Arial',14,
[fsBold] );
    SetFooterInformation( 2,9.85,'This is footer line number 2',1,'Arial',12,
[fsBold] );

    { I would like page numbering, right justified on the very bottom of the
    page. }
    SetPageNumberInformation( 10.25,'Page: %d',2,'Arial',9,[fsBold] );

    { Set the current position to the top of the detail area }
    SetTopOfPage;

    { Write three lines, the first left justified, the second centered and
    the third right justified. The first line gets printed two inches
    from the top. The next two lines get printed at the next line from
    the previous line. The '-1' for the first parameter indicates that
    printing should be on the next line. If '-2' is passed as a
    parameter, printing would occur on the current line. }
    WriteLine( -1.0,2.0,'This is a line left justified' );
    WriteLineCenter( -1.0,'This is a line centered' );
    WriteLineRight( -1.0,'This is a line right justified' );

    { Create five columns. The first parameter is the column number, the
    second parameter is the location in inches from the left and the third
    parameter is the length in inches. }
    CreateColumn( 1,0.25,1.5 );
    CreateColumn( 2,1.80,1.5 );
    CreateColumn( 3,3.35,1.5 );
    CreateColumn( 4,4.90,1.5 );
    CreateColumn( 5,6.50,1.5 );

    { Start writing column text (left justified) at three inches from the
    top }
    SetYPosition( 3.0 );
    For I := 1 To 10 Do
        Begin
            { The first parameter of 'WriteLineColumn' is the column number and
            the second parameter indicates that printing should occur on the
            current line (in this case, three inches from the top). If the
            second parameter was -1, printing would occur on the next line. }
            WriteLineColumn( 1,-2,Format('Column 1, Line %d',[I]) );
            WriteLineColumn( 2,-2,Format('Column 2, Line %d',[I]) );
            WriteLineColumn( 3,-2,Format('Column 3, Line %d',[I]) );
            WriteLineColumn( 4,-2,Format('Column 4, Line %d',[I]) );
            WriteLineColumn( 5,-2,Format('Column 5, Line %d',[I]) );
            { Generate a line feed }
            NextLine;
        End;

    { Start writing column text (right justified) at six inches from the
    top }
    SetYPosition( 5.0 );
    For I := 1 To 10 Do
        Begin
            WriteLineColumnRight( 1,-2,Format('Column 1, Line %d',[I]) );
            WriteLineColumnRight( 2,-2,Format('Column 2, Line %d',[I]) );
            WriteLineColumnRight( 3,-2,Format('Column 3, Line %d',[I]) );

```



```

        WriteLineColumnRight( 4,-2,Format('Column 4, Line %d',[I]) );
        WriteLineColumnRight( 5,-2,Format('Column 5, Line %d',[I]) );
        NextLine;
    End;

    { Start writing column text (centered) at seven inches from the
      top }
    SetYPosition( 7.0 );
    For I := 1 To 10 Do
        Begin
            WriteLineColumnCenter( 1,-2,Format('Column 1, Line %d',[I]) );
            WriteLineColumnCenter( 2,-2,Format('Column 2, Line %d',[I]) );
            WriteLineColumnCenter( 3,-2,Format('Column 3, Line %d',[I]) );
            WriteLineColumnCenter( 4,-2,Format('Column 4, Line %d',[I]) );
            WriteLineColumnCenter( 5,-2,Format('Column 5, Line %d',[I]) );
            NextLine;
        End;

    { Start a new page }
    NewPage;

    { Change the font information }
    SetFontInformation( 'Courier',20,[fsBold,fsUnderline] );

    For I := 1 To 10 Do
        WriteLine( LeftMargin,-1,Format('This is line %d',[I]) );

    { Set a tab of .5 inches }
    SetTab( 0.5 );

    { Change the font information }
    SetFontInformation( 'Arial',10,[fsItalic] );
    NextLine;
    For I := 1 To 10 Do
        { Since a tab of .5 is set, this text will actually get printed at
          1.0 inches from the left }
        WriteLine( LeftMargin,-1,Format('This is line %d',[I]) );

    { Draw some lines of varying thickness }
    DrawLine( 2.5,5.0,6.0,8.5,5 );
    DrawLine( 6.2,5.2,3.0,8.7,20 );

    { We're all done. Always call 'Quit' }
    Quit;
    Free;
    Exit;
end;
End;

procedure TPrintForm.FormCreate(Sender: TObject);
var
    X,Y: Word;
    Top,Bottom,Left,Right: Word;

Begin
    { Create a TPrintObject }
    Prn := TPrintObject.Create;

```

```

    with prn do
begin

{ Must always call 'Start' first thing }
Start;

{ Set left, right, top and bottom margins - in inches }
SetMargins( LeftMargin,RightMargin,TopMargin,BottomMargin );

{ Define what the 'detail' section dimensions will be. The detail section
  is the space between the header and the footer areas. }
SetDetailTopBottom( 1.4,9.4 );

{ Set default information }
SetFontInformation( 'Arial',11,[ ] );

GetPixelsPerInch( X,Y );
PixelsPerInch.Caption := Format( 'Pixels Per Inch      X: %d  Y: %d',[X,Y]
);

GetPixelsPerPage( X,Y );
PixelsPerPage.Caption := Format( 'Pixels Per Page      X: %d  Y: %d',[X,Y]
);

GetGutter( Top,Bottom,Left,Right );
Gutters.Caption := Format( 'Gutters      Top: %d  Bottom: %d  Left: %d
Right: %d',[Top,Bottom,Left,Right] );

LineHeight.Caption := Format( 'Height of Each Line:  %d',
[GetLineHeightPixels] );

FontInformation.Caption := Format( 'Font Name: %s      Font Size: %d',
[GetFontName,GetFontSize] );

LinesInDetailArea.Caption := Format( 'Lines in Detail Area: %d',
[GetLinesInDetailArea] );
    end; {with}
End;

procedure TPrintForm.Button2Click(Sender: TObject);

Begin
Close;
Halt;
End;

end.

```

```
{***** project.dpr *****}
```

```

program Project;

uses
  Forms,
  Prnmain in 'PRNMAIN.PAS',

```

```
Demo in 'DEMO.PAS' {PrintForm};

{$R *.RES}

begin
  Application.CreateForm(TPrintForm, PrintForm);
  Application.Run;
end.
```

```
{***** demo.dfm *****}
```

```
object PrintForm: TPrintForm
  Left = 104
  Top = 90
  BorderIcons = [biSystemMenu]
  BorderStyle = bsDialog
  Caption = 'Print Demonstration'
  ClientHeight = 317
  ClientWidth = 427
  Color = clSilver
  Font.Color = clWindowText
  Font.Height = -13
  Font.Name = 'System'
  Font.Style = []
  PixelsPerInch = 96
  Position = poScreenCenter
  OnCreate = FormCreate
  TextHeight = 16
  object Button1: TButton
    Left = 276
    Top = 270
    Width = 61
    Height = 33
    Caption = '&Print'
    TabOrder = 0
    OnClick = Button1Click
  end
  object Button2: TButton
    Left = 342
    Top = 270
    Width = 61
    Height = 33
    Cancel = True
    Caption = '&Cancel'
    ModalResult = 2
    TabOrder = 1
    OnClick = Button2Click
  end
  object PixelsPerInch: TPanel
    Left = 6
    Top = 12
    Width = 415
    Height = 25
    TabOrder = 2
  end
end
```

```
object PixelsPerPage: TPanel
  Left = 6
  Top = 42
  Width = 415
  Height = 25
  TabOrder = 3
end
object Gutters: TPanel
  Left = 6
  Top = 72
  Width = 415
  Height = 25
  TabOrder = 4
end
object LineHeight: TPanel
  Left = 6
  Top = 102
  Width = 415
  Height = 25
  TabOrder = 5
end
object FontInformation: TPanel
  Left = 6
  Top = 132
  Width = 415
  Height = 25
  TabOrder = 6
end
object LinesInDetailArea: TPanel
  Left = 6
  Top = 162
  Width = 415
  Height = 25
  TabOrder = 7
end
end
```

String manipulation and parsing is often a place where we wish that we had more functions and methods to do our work for us. There are many existing methods that cover our work-a-day needs, but every now and then we need something more.

In Paradox for Windows, there is an immensely useful function called BreakApart(). It can do so many things that I have written one (or two) for Delphi. Here is how it works: You pass the base string that you want to parse and the string that you want to use for the BreakApart(). The function then separates the string into several pieces and fills a TStringList with their values.

Example:

Base String: "Here we go."  
Break String: " "

Resulting array:  
TStringList[0]: "Here"  
TStringList[1]: "we"  
TStringList[2]: "go."

Note that the break string, in this case spaces, is not to be seen anywhere in the output.

Now that we know what is done, lets take a look at how to do it.

First, lets look at the string version.

```
function sBreakApart(BaseString, BreakString: string; StringList:
TStringList): TStringList;
var
  EndOfCurrentString: byte;
  TempStr: string;
begin
  repeat
    EndOfCurrentString := Pos(BreakString, BaseString);
    if EndOfCurrentString = 0 then
      StringList.add(BaseString)
    else
      StringList.add(Copy(BaseString, 1, EndOfCurrentString - 1));
      BaseString := Copy(BaseString, EndOfCurrentString + length(BreakString),
length(BaseString) - EndOfCurrentString);
    until EndOfCurrentString = 0;
    result := StringList;
end;
```

This is a fairly straight forward version (as compared with the PChar version). We look for the break string. If we don't find it at all, then we just assign it to the TStringList and go on our merry way. (Note: The TStringList must be created outside the function or there will be problems when the variable goes out of scope.) If we do find it, then we want to extract that portion of the string and assign it to the next available position in the

TStringList. Note that the string is updated each step of the way. This is done just because it simplifies the code. There are several possible ways of doing this. I just picked one.

Let me answer some questions that I hear you asking.

1. Why didn't I make this a procedure? It is true that the TStringList would reflect all changes without a value returned, but I left it as a function because it allows for use in another function that uses the TStringList. I use the function in this way later in the article.

E.g. `Listbox1.items.assign(sBreakApart(...));`

2. It doesn't interfere with calling it as if it was a procedure. (I.e. You don't need to catch the result if you don't want to code it that way.)

Now that we have seen that it does something, how about if we have it do something useful.

Here is a search and replace that uses the string version of the BreakApart() function.

```
function ReplaceStr(BaseString, ReplaceThis, WithThis: string): string;
var
  t: TStringList;
  i: integer;
begin
  t := TStringList.create;
  sBreakApart(BaseString, ReplaceThis, t);
  if t.count > 1 then
    begin
      result := '';
      for i := 0 to t.count - 2 do
        result := result + t[i] + WithThis;
        result := result + t[i + 1];
      end
    else result := BaseString;
    t.free;
  end;
end;
```

This example requires a form with a pushbutton and 3 edit boxes. You can call this function like this:

```
edit1.text := ReplaceStr(edit1.text, edit2.text, edit3.text);
```

It replaces all occurrences of edit2.text in edit1.text with edit3.text.

I told you that this was simple and useful!

Now lets take a look at the PChar version. Since we have an idea of how this works now, I'll show the code first.

```

function pBreakApart(BaseString, BreakString: PChar; StringList: TStringList):
TStringList;
var
  BreakStringLength: word;
  pEndOfCurrentString, pEndOfBaseString: PChar;
{Automatically gets memory allocated for it.}
  temp: array[0..255] of char;
begin
{Initialize the pointers.}
  BreakStringLength := StrLen(BreakString);
  pEndOfBaseString := BaseString;
  inc(pEndOfBaseString, StrLen(BaseString));
  repeat
    pEndOfCurrentString := StrPos(BaseString, BreakString);
    StringList.add(StrPas(StrLCopy(temp, BaseString, pEndOfCurrentString -
BaseString)));
    inc(BaseString, pEndOfCurrentString - BaseString + BreakStringLength);
  until BaseString >= pEndOfBaseString - BreakStringLength;
  result := StringList;
end;

```

This takes a different approach to solving the same problem. Since this is done with a PChar that can be of greatly varying size, it was best to do it with pointers and pointer arithmetic. Since we are not changing the value passed in (which would be bad as it is passed by reference and that would change the values in their original memory locations) we need a way to keep track of just where we are in the current part of the process.

A word about pointer arithmetic... The Inc() and Dec() functions have an undocumented feature that allows for pointer arithmetic. The relevant feature is that the function "knows" the size of the object pointed to and increments the pointer the correct number of bytes.

Here is an example that uses the PChar version:

```

procedure TForm1.Button1Click(Sender: TObject);
var
  f: file;
  pStr: PChar;
  LengthOfFile: integer;
  t: TStringList;
begin
  {Get the information.}
  AssignFile(f, 'c:\autoexec.bat');
  {Because this is not a text file type, the record size is 1 (char)}
  Reset(f, 1);
  LengthOfFile := FileSize(f) + 1; {Add one for the null terminator.}
  pStr := AllocMem(LengthOfFile); {Zeros the memory also.}
  BlockRead(f, pStr^, LengthOfFile - 1);
  CloseFile(f);
  t := TStringList.create;
  listBox1.items.assign(pBreakApart(pStr, #13#10, t));

```

```
t.free;  
FreeMem(pStr, LengthOfFile);  
end;
```

This example requires a form that has a listbox and a pushbutton. It reads the autoexec.bat file into memory in a single gulp using Blockread(). There is just enough memory allocated to get the job done. This is done by using the file's size as the basis. The PChar version is called and assigned directly, and the file is "broken apart" by carriage return/line feed. (Note: I know that a LoadFromFile() will do this also, but this is an exercise in memory juggling.) Then memory clean up is performed. The contents of the autoexec.bat file are then displayed in the listbox line by line.

The uses for this are many and varied. If you used this on a filename with the full path and did a BreakApart() on "\", you would have element 0 of the list as the drive, and the last element would be the file name. You could break that apart on the ".", and get the separated file name and extension.

I did not include error checking here. A string can only hold 255 characters. It is possible that your users might try to put more than that in there. If you want to do the error checking for them, then I wish you well. I thought that it would be beyond the scope of this short article and left it to the reader.



Q: How do I do a search and replace?

A: This uses the sBreakApart() function.

```
function ReplaceStr(BaseString, ReplaceThis, WithThis: string): string;
var
  t: TStringList;
  i: integer;
begin
  t := TStringList.create;
  sBreakApart(BaseString, ReplaceThis, t);
  if t.count > 1 then
    begin
      result := '';
      for i := 0 to t.count - 2 do
        result := result + t[i] + WithThis;
      result := result + t[i + 1];
    end
  else result := BaseString;
  t.free;
end;
```

Q: How do I surface the MouseDown Event on a TDBGrid?

A: Here is a component that will do it:

```
unit Lloyd;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls, Forms,
  Dialogs, Grids, DBGrids;

type
  TMouseGrid = class(TDBGrid)
  private
    { Private declarations }
    FOnMouseDown: TMouseEvent;
  protected
    { Protected declarations }
    procedure MouseDown(Button: TMouseButton; Shift: TShiftState; X, Y:
Integer); override;
  public
    { Public declarations }
  published
    { Published declarations }
    property OnMouseDown read FOnMouseDown write FOnMouseDown;
  end;

procedure Register;

implementation

procedure TMouseGrid.MouseDown(Button: TMouseButton; Shift: TShiftState;
  X, Y: Integer);
begin
  if Assigned(FOnMouseDown) then FOnMouseDown(Self, Button, Shift, X, Y);
  inherited MouseDown(Button, Shift, X, Y);
end;

procedure Register;
begin
  RegisterComponents('Custom', [TMouseGrid]);
end;

end.
```

## BDE error codes and descriptions:

The code listed at the end of this topic creates ERRLIST.TXT containing a list of error codes, along with the descriptions returned by DbtGetErrorString. This is essentially a dump; it tries to get every possible error code. Most return null strings and are filtered out. Some return valid strings that aren't real error messages.

```
0 0000 Successful completion.
33 0021 System Error
34 0022 Object of Interest Not Found
35 0023 Physical Data Corruption
36 0024 I/O Related Error
37 0025 Resource or Limit Error
38 0026 Data Integrity Violation
39 0027 Invalid Request
40 0028 Lock Violation
41 0029 Access/Security Violation
42 002A Invalid Context
43 002B OS Error
44 002C Network Error
45 002D Optional Parameter
46 002E Query Processor
47 002F Version Mismatch
48 0030 Capability Not Supported
49 0031 System Configuration Error
50 0032 Warning
51 0033 Miscellaneous
52 0034 Compatibility Error
62 003E Driver Specific Error
63 003F Internal Symbol
256 0100 KEYVIOL
257 0101 PROBLEMS
258 0102 CHANGED
512 0200 Production Index file missing, corrupt or cannot interpret index
key
513 0201 Open Read Only
514 0202 Open the table in read only mode
515 0203 Open and Detach
516 0204 Open the table and detach the Production Index file
517 0205 Fail Open
518 0206 Do not open the table
519 0207 Convert Non-dBase Index
520 0208 Convert production index to dBase format
521 0209 BLOB file not found
522 020A Open without blob file
523 020B Open the table without the blob file
524 020C Empty all blob fields
525 020D Reinitialize BLOB file and LOSE all blobs
526 020E Fail Open
527 020F Do not open the table
528 0210 Import Non-dBASE BLOB file
529 0211 Import BLOB file to dBASE format
530 0212 Open as Non-dBASE table
531 0213 Open Table and BLOB file in its native format
```

532	0214	Production Index Language driver mismatch
533	0215	Production Index damaged
534	0216	Rebuild Production Index
535	0217	Rebuild all the Production Indexes
1024	0400	Lookup table not found or corrupt
1025	0401	Blob file not found or corrupt
1026	0402	Open Read Only
1027	0403	Open the table in read only mode
1028	0404	Fail Open
1029	0405	Do not open the table
1030	0406	Remove lookup
1031	0407	Remove link to lookup table
2048	0800	Reading records
2049	0801	Sorting records
2050	0802	Writing records
2051	0803	Merging
2052	0804	Steps Completed
2053	0805	Packing records
2309	0905	LIKE
2310	0906	NOT
2320	0910	INSERT
2321	0911	DELETE
2322	0912	CHANGETO
2323	0913	CHANGE
2324	0914	TO
2325	0915	FIND
2326	0916	CALC
2327	0917	COUNT
2328	0918	SUM
2329	0919	AVERAGE
2330	091A	MAX
2331	091B	MIN
2332	091C	ALL
2333	091D	UNIQUE
2334	091E	BLANK
2335	091F	TODAY
2336	0920	AS
2337	0921	DESCENDING
2338	0922	OR
2339	0923	ONLY
2340	0924	EVERY
2341	0925	NO
2342	0926	EXACTLY
2343	0927	SET
2347	092B	%time
2348	092C	%date
2353	0931	%lower
2354	0932	%upper
2355	0933	%trim
2356	0934	%substring
2364	093C	__QB0000
2365	093D	ANSWER
2366	093E	DELETED
2367	093F	INSERTED
2368	0940	CHANGED
2369	0941	ERRORDEL
2370	0942	ERRORINS

2371	0943	ERRORCHG
2372	0944	__XLTTMP
2373	0945	__QBEDIC
2405	0965	JAN
2406	0966	FEB
2407	0967	MAR
2408	0968	APR
2409	0969	MAY
2410	096A	JUN
2411	096B	JUL
2412	096C	AUG
2413	096D	SEP
2414	096E	OCT
2415	096F	NOV
2416	0970	DEC
2423	0977	INSERTED.DB
2424	0978	CHANGED.DB
2425	0979	DELETED.DB
2426	097A	ANSWER.DB
2427	097B	blank
2428	097C	Sum of
2429	097D	Average of
2430	097E	Count of
2431	097F	Max of
2432	0980	Min of
2433	0981	GROUPBY
2434	0982	FIELDORDER
2435	0983	SORT
2436	0984	ANSWER
2437	0985	TYPE
2438	0986	OPTIONS
2440	0988	GENERATE AUXILIARY TABLES
2441	0989	NO AUXILIARY TABLES
2442	098A	SERVER
2443	098B	LOCAL
2444	098C	CANNED
2445	098D	LIVE
2446	098E	SPEED
2447	098F	%extract
2448	0990	DATE
2449	0991	TIME
2450	0992	YEAR
2451	0993	MONTH
2452	0994	DAY
2453	0995	HOUR
2454	0996	MINUTE
2455	0997	SECOND
8449	2101	Cannot open a system file.
8450	2102	I/O error on a system file.
8451	2103	Data structure corruption.
8452	2104	Cannot find Engine configuration file.
8453	2105	Cannot write to Engine configuration file.
8454	2106	Cannot initialize with different configuration file.
8455	2107	System has been illegally re-entered.
8456	2108	Cannot locate IDAPI01.DLL
8457	2109	Cannot load IDAPI01.DLL
8458	210A	Cannot load an IDAPI service library

8705 2201 At beginning of table.  
8706 2202 At end of table.  
8707 2203 Record moved because key value changed.  
8708 2204 Record/Key deleted.  
8709 2205 No current record.  
8710 2206 Could not find record.  
8711 2207 End of BLOB.  
8712 2208 Could not find object.  
8713 2209 Could not find family member.  
8714 220A BLOB file is missing.  
8715 220B Could not find language driver.  
8961 2301 Corrupt table/index header.  
8962 2302 Corrupt file - other than header.  
8963 2303 Corrupt Memo/BLOB file.  
8965 2305 Corrupt index.  
8966 2306 Corrupt lock file.  
8967 2307 Corrupt family file.  
8968 2308 Corrupt or missing .VAL file.  
8969 2309 Foreign index file format.  
9217 2401 Read failure.  
9218 2402 Write failure.  
9219 2403 Cannot access directory.  
9220 2404 File Delete operation failed.  
9221 2405 Cannot access file.  
9222 2406 Access to table disabled because of previous error.  
9473 2501 Insufficient memory for this operation.  
9474 2502 Not enough file handles.  
9475 2503 Insufficient disk space.  
9476 2504 Temporary table resource limit.  
9477 2505 Record size is too big for table.  
9478 2506 Too many open cursors.  
9479 2507 Table is full.  
9480 2508 Too many sessions from this workstation.  
9481 2509 Serial number limit (Paradox).  
9482 250A Some internal limit (see context).  
9483 250B Too many open tables.  
9484 250C Too many cursors per table.  
9485 250D Too many record locks on table.  
9486 250E Too many clients.  
9487 250F Too many indexes on table.  
9488 2510 Too many sessions.  
9489 2511 Too many open databases.  
9490 2512 Too many passwords.  
9491 2513 Too many active drivers.  
9492 2514 Too many fields in Table Create.  
9493 2515 Too many table locks.  
9494 2516 Too many open BLOBs.  
9495 2517 Lock file has grown too large.  
9496 2518 Too many open queries.  
9498 251A Too many BLOBs.  
9729 2601 Key violation.  
9730 2602 Minimum validity check failed.  
9731 2603 Maximum validity check failed.  
9732 2604 Field value required.  
9733 2605 Master record missing.  
9734 2606 Master has detail records. Cannot delete or modify.  
9735 2607 Master table level is incorrect.

9736 2608 Field value out of lookup table range.  
9737 2609 Lookup Table Open operation failed.  
9738 260A Detail Table Open operation failed.  
9739 260B Master Table Open operation failed.  
9740 260C Field is blank.  
9741 260D Link to master table already defined.  
9742 260E Master table is open.  
9743 260F Detail table(s) exist.  
9744 2610 Master has detail records. Cannot empty it.  
9745 2611 Self referencing referential integrity must be entered one at a  
time with no other changes to the table  
9746 2612 Detail table is open.  
9747 2613 Cannot make this master a detail of another table if its details  
are not empty.  
9748 2614 Referential integrity fields must be indexed.  
9749 2615 A table linked by referential integrity requires password to  
open.  
9750 2616 Field(s) linked to more than one master.  
9985 2701 Number is out of range.  
9986 2702 Invalid parameter.  
9987 2703 Invalid file name.  
9988 2704 File does not exist.  
9989 2705 Invalid option.  
9990 2706 Invalid handle to the function.  
9991 2707 Unknown table type.  
9992 2708 Cannot open file.  
9993 2709 Cannot redefine primary key.  
9994 270A Cannot change this RINTDesc.  
9995 270B Foreign and primary key do not match.  
9996 270C Invalid modify request.  
9997 270D Index does not exist.  
9998 270E Invalid offset into the BLOB.  
9999 270F Invalid descriptor number.  
10000 2710 Invalid field type.  
10001 2711 Invalid field descriptor.  
10002 2712 Invalid field transformation.  
10003 2713 Invalid record structure.  
10004 2714 Invalid descriptor.  
10005 2715 Invalid array of index descriptors.  
10006 2716 Invalid array of validity check descriptors.  
10007 2717 Invalid array of referential integrity descriptors.  
10008 2718 Invalid ordering of tables during restructure.  
10009 2719 Name not unique in this context.  
10010 271A Index name required.  
10011 271B Invalid session handle.  
10012 271C invalid restructure operation.  
10013 271D Driver not known to system.  
10014 271E Unknown database.  
10015 271F Invalid password given.  
10016 2720 No callback function.  
10017 2721 Invalid callback buffer length.  
10018 2722 Invalid directory.  
10019 2723 Translate Error. Value out of bounds.  
10020 2724 Cannot set cursor of one table to another.  
10021 2725 Bookmarks do not match table.  
10022 2726 Invalid index/tag name.  
10023 2727 Invalid index descriptor.

10024 2728 Table does not exist.  
10025 2729 Table has too many users.  
10026 272A Cannot evaluate Key or Key does not pass filter condition.  
10027 272B Index already exists.  
10028 272C Index is open.  
10029 272D Invalid BLOB length.  
10030 272E Invalid BLOB handle in record buffer.  
10031 272F Table is open.  
10032 2730 Need to do (hard) restructure.  
10033 2731 Invalid mode.  
10034 2732 Cannot close index.  
10035 2733 Index is being used to order table.  
10036 2734 Unknown user name or password.  
10037 2735 Multi-level cascade is not supported.  
10038 2736 Invalid field name.  
10039 2737 Invalid table name.  
10040 2738 Invalid linked cursor expression.  
10041 2739 Name is reserved.  
10042 273A Invalid file extension.  
10043 273B Invalid language Driver.  
10044 273C Alias is not currently opened.  
10045 273D Incompatible record structures.  
10046 273E Name is reserved by DOS.  
10047 273F Destination must be indexed.  
10048 2740 Invalid index type  
10049 2741 Language Drivers of Table and Index do not match  
10050 2742 Filter handle is invalid  
10051 2743 Invalid Filter  
10052 2744 Invalid table create request  
10053 2745 Invalid table delete request  
10054 2746 Invalid index create request  
10055 2747 Invalid index delete request  
10056 2748 Invalid table specified  
10058 274A Invalid Time.  
10059 274B Invalid Date.  
10060 274C Invalid Datetime  
10061 274D Tables in different directories  
10062 274E Mismatch in the number of arguments  
10063 274F Function not found in service library.  
10064 2750 Must use baseorder for this operation.  
10065 2751 Invalid procedure name  
10241 2801 Record locked by another user.  
10242 2802 Unlock failed.  
10243 2803 Table is busy.  
10244 2804 Directory is busy.  
10245 2805 File is locked.  
10246 2806 Directory is locked.  
10247 2807 Record already locked by this session.  
10248 2808 Object not locked.  
10249 2809 Lock time out.  
10250 280A Key group is locked.  
10251 280B Table lock was lost.  
10252 280C Exclusive access was lost.  
10253 280D Table cannot be opened for exclusive use.  
10254 280E Conflicting record lock in this session.  
10255 280F A deadlock was detected.  
10256 2810 A user transaction is already in progress.



10257 2811 No user transaction is currently in progress.  
10258 2812 Record lock failed.  
10259 2813 Couldn't perform the edit because another user changed the  
record.  
10260 2814 Couldn't perform the edit because another user deleted or moved  
the record.  
10497 2901 Insufficient field rights for operation.  
10498 2902 Insufficient table rights for operation. Password required.  
10499 2903 Insufficient family rights for operation.  
10500 2904 This directory is read only.  
10501 2905 Database is read only.  
10502 2906 Trying to modify read-only field.  
10503 2907 Encrypted dBASE tables not supported.  
10504 2908 Insufficient SQL rights for operation.  
10753 2A01 Field is not a BLOB.  
10754 2A02 BLOB already opened.  
10755 2A03 BLOB not opened.  
10756 2A04 Operation not applicable.  
10757 2A05 Table is not indexed.  
10758 2A06 Engine not initialized.  
10759 2A07 Attempt to re-initialize Engine.  
10760 2A08 Attempt to mix objects from different sessions.  
10761 2A09 Paradox driver not active.  
10762 2A0A Driver not loaded.  
10763 2A0B Table is read only.  
10764 2A0C No associated index.  
10765 2A0D Table(s) open. Cannot perform this operation.  
10766 2A0E Table does not support this operation.  
10767 2A0F Index is read only.  
10768 2A10 Table does not support this operation because it is not uniquely  
indexed.  
10769 2A11 Operation must be performed on the current session.  
10770 2A12 Invalid use of keyword.  
10771 2A13 Connection is in use by another statement.  
10772 2A14 Passthrough SQL connection must be shared  
11009 2B01 Invalid function number.  
11010 2B02 File or directory does not exist.  
11011 2B03 Path not found.  
11012 2B04 Too many open files. You may need to increase MAXFILEHANDLE  
limit in IDAPI configuration.  
11013 2B05 Permission denied.  
11014 2B06 Bad file number.  
11015 2B07 Memory blocks destroyed.  
11016 2B08 Not enough memory.  
11017 2B09 Invalid memory block address.  
11018 2B0A Invalid environment.  
11019 2B0B Invalid format.  
11020 2B0C Invalid access code.  
11021 2B0D Invalid data.  
11023 2B0F Device does not exist.  
11024 2B10 Attempt to remove current directory.  
11025 2B11 Not same device.  
11026 2B12 No more files.  
11027 2B13 Invalid argument.  
11028 2B14 Argument list is too long.  
11029 2B15 Execution format error.  
11030 2B16 Cross-device link.

11041 2B21 Math argument.  
11042 2B22 Result is too large.  
11043 2B23 File already exists.  
11047 2B27 Unknown internal operating system error.  
11058 2B32 Share violation.  
11059 2B33 Lock violation.  
11060 2B34 Critical DOS Error.  
11061 2B35 Drive not ready.  
11108 2B64 Not exact read/write.  
11109 2B65 Operating system network error.  
11110 2B66 Error from NOVELL file server.  
11111 2B67 NOVELL server out of memory.  
11112 2B68 Record already locked by this workstation.  
11113 2B69 Record not locked.  
11265 2C01 Network initialization failed.  
11266 2C02 Network user limit exceeded.  
11267 2C03 Wrong .NET file version.  
11268 2C04 Cannot lock network file.  
11269 2C05 Directory is not private.  
11270 2C06 Multiple .NET files in use.  
11271 2C07 Unknown network error.  
11272 2C08 Not initialized for accessing network files.  
11273 2C09 SHARE not loaded. It is required to share local files.  
11274 2C0A Not on a network. Not logged in or wrong network driver.  
11275 2C0B Lost communication with SQL server.  
11521 2D01 Optional parameter is required.  
11522 2D02 Invalid optional parameter.  
11777 2E01 obsolete  
11778 2E02 obsolete  
11779 2E03 Ambiguous use of ! (inclusion operator).  
11780 2E04 obsolete  
11781 2E05 obsolete  
11782 2E06 A SET operation cannot be included in its own grouping.  
11783 2E07 Only numeric and date/time fields can be averaged.  
11784 2E08 Invalid expression.  
11785 2E09 Invalid OR expression.  
11786 2E0A obsolete  
11787 2E0B bitmap  
11788 2E0C CALC expression cannot be used in INSERT, DELETE, CHANGETO and SET rows.  
11789 2E0D Type error in CALC expression.  
11790 2E0E CHANGETO can be used in only one query form at a time.  
11791 2E0F Cannot modify CHANGED table.  
11792 2E10 A field can contain only one CHANGETO expression.  
11793 2E11 A field cannot contain more than one expression to be inserted.  
11794 2E12 obsolete  
11795 2E13 CHANGETO must be followed by the new value for the field.  
11796 2E14 Checkmark or CALC expressions cannot be used in FIND queries.  
11797 2E15 Cannot perform operation on CHANGED table together with a CHANGETO query.  
11798 2E16 chunk  
11799 2E17 More than 255 fields in ANSWER table.  
11800 2E18 AS must be followed by the name for the field in the ANSWER table.  
11801 2E19 DELETE can be used in only one query form at a time.  
11802 2E1A Cannot perform operation on DELETED table together with a DELETE query.

11803 2E1B Cannot delete from the DELETED table.  
11804 2E1C Example element is used in two fields with incompatible types or  
with a BLOB.  
11805 2E1D Cannot use example elements in an OR expression.  
11806 2E1E Expression in this field has the wrong type.  
11807 2E1F Extra comma found.  
11808 2E20 Extra OR found.  
11809 2E21 One or more query rows do not contribute to the ANSWER.  
11810 2E22 FIND can be used in only one query form at a time.  
11811 2E23 FIND cannot be used with the ANSWER table.  
11812 2E24 A row with GROUPBY must contain SET operations.  
11813 2E25 GROUPBY can be used only in SET rows.  
11814 2E26 Use only INSERT, DELETE, SET or FIND in leftmost column.  
11815 2E27 Use only one INSERT, DELETE, SET or FIND per line.  
11816 2E28 Syntax error in expression.  
11817 2E29 INSERT can be used in only one query form at a time.  
11818 2E2A Cannot perform operation on INSERTED table together with an  
INSERT query.  
11819 2E2B INSERT, DELETE, CHANGETO and SET rows may not be checked.  
11820 2E2C Field must contain an expression to insert (or be blank).  
11821 2E2D Cannot insert into the INSERTED table.  
11822 2E2E Variable is an array and cannot be accessed.  
11823 2E2F Label  
11824 2E30 Rows of example elements in CALC expression must be linked.  
11825 2E31 Variable name is too long.  
11826 2E32 Query may take a long time to process.  
11827 2E33 Reserved word or one that can't be used as a variable name.  
11828 2E34 Missing comma.  
11829 2E35 Missing ).  
11830 2E36 Missing right quote.  
11831 2E37 Cannot specify duplicate column names.  
11832 2E38 Query has no checked fields.  
11833 2E39 Example element has no defining occurrence.  
11834 2E3A No grouping is defined for SET operation.  
11835 2E3B Query makes no sense.  
11836 2E3C Cannot use patterns in this context.  
11837 2E3D Date does not exist.  
11838 2E3E Variable has not been assigned a value.  
11839 2E3F Invalid use of example element in summary expression.  
11840 2E40 Incomplete query statement. Query only contains a SET  
definition.  
11841 2E41 Example element with ! makes no sense in expression.  
11842 2E42 Example element cannot be used more than twice with a ! query.  
11843 2E43 Row cannot contain expression.  
11844 2E44 obsolete  
11845 2E45 obsolete  
11846 2E46 No permission to insert or delete records.  
11847 2E47 No permission to modify field.  
11848 2E48 Field not found in table.  
11849 2E49 Expecting a column separator in table header.  
11850 2E4A Expecting a column separator in table.  
11851 2E4B Expecting column name in table.  
11852 2E4C Expecting table name.  
11853 2E4D Expecting consistent number of columns in all rows of table.  
11854 2E4E Cannot open table.  
11855 2E4F Field appears more than once in table.  
11856 2E50 This DELETE, CHANGE or INSERT query has no ANSWER.

11857 2E51 Query is not prepared. Properties unknown.  
11858 2E52 DELETE rows cannot contain quantifier expression.  
11859 2E53 Invalid expression in INSERT row.  
11860 2E54 Invalid expression in INSERT row.  
11861 2E55 Invalid expression in SET definition.  
11862 2E56 row use  
11863 2E57 SET keyword expected.  
11864 2E58 Ambiguous use of example element.  
11865 2E59 obsolete  
11866 2E5A obsolete  
11867 2E5B Only numeric fields can be summed.  
11868 2E5C Table is write protected.  
11869 2E5D Token not found.  
11870 2E5E Cannot use example element with ! more than once in a single  
row.  
11871 2E5F Type mismatch in expression.  
11872 2E60 Query appears to ask two unrelated questions.  
11873 2E61 Unused SET row.  
11874 2E62 INSERT, DELETE, FIND, and SET can be used only in the leftmost  
column.  
11875 2E63 CHANGETO cannot be used with INSERT, DELETE, SET or FIND.  
11876 2E64 Expression must be followed by an example element defined in a  
SET.  
11877 2E65 Lock failure.  
11878 2E66 Expression is too long.  
11879 2E67 Refresh exception during query.  
11880 2E68 Query canceled.  
11881 2E69 Unexpected Database Engine error.  
11882 2E6A Not enough memory to finish operation.  
11883 2E6B Unexpected exception.  
11884 2E6C Feature not implemented yet in query.  
11885 2E6D Query format is not supported.  
11886 2E6E Query string is empty.  
11887 2E6F Attempted to prepare an empty query.  
11888 2E70 Buffer too small to contain query string.  
11889 2E71 Query was not previously parsed or prepared.  
11890 2E72 Function called with bad query handle.  
11891 2E73 QBE syntax error.  
11892 2E74 Query extended syntax field count error.  
11893 2E75 Field name in sort or field clause not found.  
11894 2E76 Table name in sort or field clause not found.  
11895 2E77 Operation is not supported on BLOB fields.  
11896 2E78 General BLOB error.  
11897 2E79 Query must be restarted.  
11898 2E7A Unknown answer table type.  
11926 2E96 Blob cannot be used as grouping field.  
11927 2E97 Query properties have not been fetched.  
11928 2E98 Answer table is of unsuitable type.  
11929 2E99 Answer table is not yet supported under server alias.  
11930 2E9A Non-null blob field required. Can't insert records  
11931 2E9B Unique index required to perform changeto  
11932 2E9C Unique index required to delete records  
11933 2E9D Update of table on the server failed.  
11934 2E9E Can't process this query remotely.  
11935 2E9F Unexpected end of command.  
11936 2EA0 Parameter not set in query string.  
11937 2EA1 Query string is too long.

12033	2F01	Interface mismatch. Engine version different.
12034	2F02	Index is out of date.
12035	2F03	Older version (see context).
12036	2F04	.VAL file is out of date.
12037	2F05	BLOB file version is too old.
12038	2F06	Query and Engine DLLs are mismatched.
12289	3001	Capability not supported.
12290	3002	Not implemented yet.
12291	3003	SQL replicas not supported.
12292	3004	Non-blob column in table required to perform operation.
12293	3005	Multiple connections not supported.
12545	3101	Invalid database alias specification.
12546	3102	Unknown database type.
12547	3103	Corrupt system configuration file.
12548	3104	Network type unknown.
12549	3105	Not on the network.
12550	3106	Invalid configuration parameter.
12801	3201	Object implicitly dropped.
12802	3202	Object may be truncated.
12803	3203	Object implicitly modified.
12804	3204	Should field constraints be checked?
12805	3205	Validity check field modified.
12806	3206	Table level changed.
12807	3207	Copy linked tables?
12809	3209	Object implicitly truncated.
12810	320A	Validity check will not be enforced.
12811	320B	Multiple records found, but only one was expected.
12812	320C	Field will be trimmed, cannot put master records into PROBLEM
table.		
13057	3301	File already exists.
13058	3302	BLOB has been modified.
13059	3303	General SQL error.
13060	3304	Table already exists.
13061	3305	Paradox 1.0 tables are not supported.
13313	3401	Different sort order.
13314	3402	Directory in use by earlier version of Paradox.
13315	3403	Needs Paradox 3.5-compatible language driver.
14849	3A01	SYSTEM
14850	3A02	DRIVERS
14851	3A03	DATABASES
14853	3A05	VERSION
14854	3A06	NET TYPE
14855	3A07	NET DIR
14856	3A08	LOCAL SHARE
14857	3A09	LANGDRIVER
14858	3A0A	LANGDRVDIR
14859	3A0B	MINBUFSIZE
14860	3A0C	MAXBUFSIZE
14861	3A0D	LOCKRETRY
14862	3A0E	SYSFLAGS
14864	3A10	SQLQRYMODE
14865	3A11	LOW MEMORY USAGE LIMIT
14868	3A14	VERSION
14869	3A15	TYPE
14870	3A16	LANGDRIVER
14871	3A17	FILL FACTOR
14872	3A18	BLOCK SIZE

14873	3A19	LOCKPROTOCOL
14874	3A1A	LEVEL
14875	3A1B	DRIVER FLAGS
14878	3A1E	MEMO FILE BLOCK SIZE
14879	3A1F	MDX BLOCK SIZE
14888	3A28	INIT
14889	3A29	DB CREATE
14890	3A2A	DB OPEN
14891	3A2B	TABLE CREATE
14892	3A2C	TABLE OPEN
14898	3A32	DB INFO
14908	3A3C	TYPE
14909	3A3D	PATH
14910	3A3E	DEFAULT DRIVER
14918	3A46	INIT
14919	3A47	TYPE
14920	3A48	STANDARD
14921	3A49	TRUE
14922	3A4A	FALSE
14923	3A4B	OPEN MODE
14924	3A4C	READ/WRITE
14925	3A4D	READ ONLY
14926	3A4E	SHARE MODE
14927	3A4F	EXCLUSIVE
14928	3A50	SHARED
14929	3A51	USER NAME
14930	3A52	SERVER NAME
14931	3A53	DATABASE NAME
14932	3A54	SCHEMA CACHE SIZE
14933	3A55	STRICTINTEGRITY
14938	3A5A	ORACLE
14939	3A5B	1.0
14940	3A5C	SERVER
14941	3A5D	NET PROTOCOL
14942	3A5E	DECNET
14943	3A5F	NETBIOS
14944	3A60	NAMED PIPES
14945	3A61	SPX/IPX
14946	3A62	TCP/IP
14947	3A63	3270
14948	3A64	VINES
14949	3A65	APPC
14950	3A66	ASYNCR
14958	3A6E	SYBASE
14959	3A6F	1.0
14960	3A70	SERVER
14961	3A71	BLOB EDIT LOGGING
14962	3A72	CONNECT TIMEOUT
14963	3A73	TIMEOUT
14964	3A74	DATE MODE
14965	3A75	DATE SEPARATOR
14966	3A76	DECIMAL SEPARATOR
14968	3A78	INTRBASE
14969	3A79	1.0
14970	3A7A	SERVER
14978	3A82	FORMATS
14979	3A83	DATE

14980	3A84	TIME
14981	3A85	NUMBER
14988	3A8C	SEPARATOR
14989	3A8D	MODE
14990	3A8E	FOURDIGITYEAR
14991	3A8F	YEARBIASED
14992	3A90	LEADINGZEROM
14993	3A91	LEADINGZEROD
14994	3A92	TWELVEHOUR
14995	3A93	AMSTRING
14996	3A94	PMSTRING
14997	3A95	SECONDS
14998	3A96	MILSECONDS
15008	3AA0	DECIMALSEPARATOR
15009	3AA1	THOUSANDSEPARATOR
15010	3AA2	DECIMALDIGITS
15011	3AA3	LEADINGZERON
15013	3AA5	ascii
15014	3AA6	DB437US0
15018	3AAA	/
15019	3AAB	0
15020	3AAC	FALSE
15021	3AAD	TRUE
15022	3AAE	TRUE
15023	3AAF	TRUE
15024	3AB0	TRUE
15025	3AB1	AM
15026	3AB2	PM
15027	3AB3	TRUE
15028	3AB4	FALSE
15029	3AB5	.
15030	3AB6	,
15031	3AB7	TRUE
15873	3E01	Wrong driver name.
15874	3E02	Wrong system version.
15875	3E03	Wrong driver version.
15876	3E04	Wrong driver type.
15877	3E05	Cannot load driver.
15878	3E06	Cannot load language driver.
15879	3E07	Vendor initialization failed.
16129	3F01	Query By Example
16130	3F02	SQL Generator
16131	3F03	IDAPI
16132	3F04	Lock Manager
16133	3F05	SQL Driver
16134	3F06	IDAPI Services
16135	3F07	dBASE Driver
16138	3F0A	Token
16140	3F0C	Table
16141	3F0D	Field
16142	3F0E	Image
16143	3F0F	User
16144	3F10	File
16145	3F11	Index
16146	3F12	Directory
16147	3F13	Key
16148	3F14	Alias

```
16149 3F15 Drive
16150 3F16 Server error
16151 3F17 Server message
16152 3F18 Line Number
16153 3F19 Capability
16154 3F1A Limit
16239 3F6F
```

```
{ ErrList - Copyright 1995 Robert Arnson }
```

```
program ErrList;
```

```
uses DbTypes, DbProcs, DbErrs, SysUtils;
```

```
var
```

```
  Category: byte;
```

```
  Code: byte;
```

```
  ResultCode: word;
```

```
  ErrorString: array[0..DBIMAXMSGLEN + 1] of char;
```

```
  Output: text;
```

```
  OutString: string;
```

```
begin
```

```
  DbInit(nil);
```

```
  Assign(Output, 'ErrList.Txt');
```

```
  Rewrite(Output);
```

```
  for Category := ERRCAT_NONE to ERRCAT_RC do
```

```
    for Code := 0 to 255 do
```

```
      begin
```

```
        ResultCode := (Category shl 8) + Code;
```

```
        DbGetErrorString(ResultCode, ErrorString);
```

```
        if StrLen(ErrorString) > 0 then
```

```
          begin
```

```
            OutString := Format('%6d %0.4x %s', [ResultCode, ResultCode,  
ErrorString]);
```

```
            WriteLn(Output, OutString);
```

```
          end;
```

```
        end;
```

```
  DbExit;
```

```
end.
```



Q: How do I get the result from a TStoredProc?

A:

```
var
  sp : TStoredProc;
begin
  sp := TStoredProc.Create(nil);
  with sp do
    begin
      DatabaseName := 'test';
      StoredProcName := 'dbwintech1.johnt;1';
      ExecProc;
      Caption := IntToStr(Params[0].AsInteger);
      Free;
    end;
end;
```

TStoredProc

How do I get the result from a TStoredProc?

## TDBNavigator

How do I determine if a particular button on a TDBNavigator control is enabled?  
Navigator control use

Q: How can I restore a window to its last state when I run it again?

A: Here is WindowRestorer - a window size and state restorer

DESCRIPTION: Ever notice how professional programs seem to remember in what condition and location you left them and their child windows? Ever notice how most RAD apps don't? Take that ragged edge off your program with this unit. It Allows apps to save the location, size, and state of windows so that when the user reopens them, they will look as the user left them.

USE: Put WINRSTOR in the uses of clause of your main form and any forms that will be saving or restoring their own state, size, or location. (If you will be doing all the saving and restoring using WinSaveChildren and WinRestoreChildren from the main form, you only need reference it in the main form's uses clause.)

In MainForm.Create, initialize the global WinRestorer object as follows (it's already declared in this file, but needs to be allocated): GlobalWinRestorer := TWinRestorer.create( Application, TRUE, WHATSAVE\_ALL); Which is the same as: GlobalWinRestorer := TWinRestorer.create( Application, TRUE, [location, size, state]); Then, in MainForm.Destroy, deallocate the global WinRestorer object as follows: GlobalWinRestorer.free;

A good place to save a form's status is in the queryclose event or else attached to a button or menu item. I usually create an item in the File Menu captioned 'Save &Workspace' which does: GlobalWinRestorer.SaveChildren( Self, [default]); And under main form's Close event I put: GlobalWinRestorer.SaveWin(Self, [WHTASAVE\_ALL]);

I have tended to restore the children's status in their own show events like this: GlobalWinRestorer.RestoreWin(Self, [default]); though I am moving toward putting in the main form's show event: GlobalWinRestorer.RestoreWin(Self, [default]); GlobalWinRestorer.RestoreChildren(Self, [default]);

HINTS: If you set TForm.Position to poScreenCenter or anything fancy, this unit won't do what you expect. poDesigned seems to work pretty good. I could have raised an exception if you try to set top and left of a poScreenCentere'd form, but then you have to be careful using WinRestoreChildren. I opted not to check the position property and leave that up to individual developers.

```
unit WinRstor;
```

```
INTERFACE
```

```
USES SysUtils, Forms;
```

```
TYPE {=====}
```

```
{-----}
```

Windows restorer object class and related types.

```
-----}
EWinRestorer = class( Exception);
TWhatSave = (default, size, location, state);
STWhatSave = set of TWhatSave;
TWinRestorer = class(TObject)
protected
  mIniFile: string;
  mIniSect: string[80];
  mIsInitialized: boolean;
  mDefaultWhat: STWhatSave;
public
  constructor Create( TheApp: TApplication;
    LocalDir: boolean; DefaultWhatSave: STWhatSave);
    {If localDir is true, ini dir is the app dir. Else, ini dir is the
windows dir.}
  procedure SaveWin(TheForm: TForm; What: STWhatSave);
  procedure SaveChildren(TheMDIForm: TForm; What: STWhatSave);
  procedure RestoreWin( TheForm: TForm; What: STWhatSave);
  procedure RestoreChildren(TheMDIForm: TForm; What: STWhatSave);
  property IniFileName: string read mIniFile;
end;

CONST
  WHATSAVE_ALL = [size, location, state];

VAR
  GlobalWinRestorer: TWinRestorer;

IMPLEMENTATION

Uses IniFiles;

constructor TWinRestorer.create;
var fname, path: string[100];
begin
  inherited create;
  {Calculate ini file name}
  if default in DefaultWhatSave then
    raise EWinRestorer.create(
      'Attempt to initialize default window position paramaters with set ' +
      ' containing [default] item. ' +
      'Default params may contain only members of [size, location, state]. ')
  else mDefaultWhat := DefaultWhatSave;
  fname := ChangeFileExt( ExtractFileName( TheApp.exeName), '.INI');
  if LocalDir then begin {parse out path and add to file name}
    path := ExtractFilePath(TheApp.exeName);
    if path[length(path)] <> '\\' then
      path := path + '\';
    fname := path + fname;
  end;
  {fill object fields}
  mIniFile := fname;
  mIniSect := 'WindowsRestorer';
  {It'd be nice to write some notes to a section called [WinRestorer Notes]}
end;
```

```

procedure TWinRestorer.RestoreWin;
var FormNm, SectionNm: string[80];  ini: TIniFile;
    n,l,t,w,h: integer; {Left, Top Width, Height}
begin
    ini := TIniFile.create( mIniFile);
    TRY
        SectionNm := mIniSect;
        FormNm := TheForm.classname;
        if default in What then What := mDefaultWhat;
    {Update Window State if Necessary}
        if state in What then
            n := ini.ReadInteger( SectionNm, FormNm + '_WindowState', 0);
            case n of
                1:  TheForm.WindowState := wsMinimized;
                2:  TheForm.WindowState := wsNormal;
                3:  TheForm.WindowState := wsMaximized;
            end;
    {Update Size and Location if necessary.}
        with TheForm do begin l:=left; t:=top; h:=height; w:=width; end; {Save
current vals.}
        if size in What then begin
            w := ini.ReadInteger( SectionNm, FormNm + '_Width', w);
            h := ini.ReadInteger( SectionNm, FormNm + '_Height', h);
        end;
        if location in What then begin
            t := ini.ReadInteger( SectionNm, FormNm + '_Top', t);
            l := ini.ReadInteger( SectionNm, FormNm + '_Left', l);
        end;
        TheForm.SetBounds(l,t,w,h);
    FINALLY
        ini.free;
    END;
end;

procedure TWinRestorer.RestoreChildren;
var i: integer;
begin
    if TheMDIForm.formstyle <> fsMDIForm then
        raise EWinRestorer.create('Attempting to save window sizes of children for
a non MDI parent window.')
    else
        for i := 0 to TheMDIForm.MDIChildCount - 1 do
            RestoreWin( TheMDIForm.MDIChildren[i], what);
end;

procedure TWinRestorer.SaveWin;
var FormNm, SectionNm: string[80];  w : STWhatsave; ini: TIniFile;
begin
    ini := TIniFile.create( mIniFile);
    TRY
        SectionNm := mIniSect;
        FormNm := TheForm.ClassName;
        if default in What then w := mDefaultWhat else w := mDefaultWhat;
        if size in w then begin
            ini.WriteInteger( SectionNm, FormNm + '_Width', TheForm.Width);
            ini.WriteInteger( SectionNm, FormNm + '_Height', TheForm.Height);
        end;
    END;
end;

```

```

    if location in w then begin
        ini.WriteInteger( SectionNm, FormNm + '_Top', TheForm.Top);
        ini.WriteInteger( SectionNm, FormNm + '_Left', TheForm.Left);
    end;
    if state in w then
        case TheForm.WindowState of
            wsMinimized:  ini.WriteInteger( SectionNm, FormNm + '_WindowState',
1);
            wsNormal:    ini.WriteInteger( SectionNm, FormNm + '_WindowState',
2);
            wsMaximized: ini.WriteInteger( SectionNm, FormNm + '_WindowState',
3);
        end;
    FINALLY
        ini.free;
    END;
end;

procedure TWinRestorer.SaveChildren;
var i: integer;
begin
    if TheMDIForm.formstyle <> fsMDIForm then
        raise EWinRestorer.create('Attempting to restore window sizes of children
for a non MDI parent window.')
    else
        for i := 0 to TheMDIForm.MDICHildCount - 1 do
            SaveWin( TheMDIForm.MDICHildren[i], what);
end;

INITIALIZATION
END.

```

TCanvas

How do I set and reset the canvas.font.style property?

How do I do a TextOut() so that I don't get the white space around the text?



## Murphy's Laws and Other Observations

### MURPHY'S LAW

If anything can go wrong, it will.

### MURPHY'S FIRST COROLLARY

Nothing is as easy as it looks.

### MURPHY'S SECOND COROLLARY

Everything takes longer than you think.

### MURPHY'S THIRD COROLLARY

If there is a possibility of several things going wrong, the one that will cause the most damage will be the one to go wrong.

### MURPHY'S FOURTH COROLLARY

Whenever you set out to do something, something else must be done first.

### MURPHY'S FIFTH COROLLARY

Every solution breeds new problems.

### MURPHY'S SIXTH COROLLARY

It is impossible to make anything foolproof because fools are so ingenious.

### MURPHY'S SEVENTH COROLLARY

Nature always sides with the hidden flaw.

### MURPHY'S EIGHTH COROLLARY

Left to themselves, things tend to go from bad to worse.

### MURPHY'S CONSTANT

Matter will be damaged in direct proportion to its value.

### HILL'S COMMENTARIES ON MURPHY'S LAW

- 1.If we have much to lose by having things go wrong, take all possible care.
- 2.If we have nothing to lose, relax.
- 3.If we have everything to gain, relax.
- 4.If it doesn't matter, it doesn't matter.

### BOLING'S POSTULATE

If you're feeling good, don't worry. you'll get over it.

### MURPHY'S LAW OF MULTIPLES

If you percieve that there are four possible ways in which a procedure can go wrong, and circumvent these, then a fifth way will promptly develop.

#### THE ORDERING PRINCIPLE

The supplies necessary for yesterday's work must be ordered no later than noon tomorrow.

#### CHISHOLM'S LAW

When things just can't get any worse, they will.

#### CHISHOLM'S COMMENTARY

Anytime things appear to be going better, you have overlooked something.

#### SCOTT'S FIRST LAW

No matter what goes wrong, it will probably look right.

#### SCOTT'S SECOND LAW

When an error has been detected and corrected it will be found to have been correct in the first place.

#### FINAGLE'S FIRST LAW

If an experiment works, something has gone wrong

#### FINAGLE'S SECOND LAW

No matter what the anticipated result,  
there will always be someone eager to  
(a) misinterpret it,  
(b) fake it, or  
(c) believe it happened to his own pet theory.

#### FINAGLE'S THIRD LAW

In any collection of data, the figure most obviously correct, beyond all need of checking, is the mistake.

#### COROLLARIES

1. No one whom you ask for help will see it.
2. Everyone who stops by with unsought advice will see it immediately.

#### FINAGLE'S FOURTH LAW

Once a job is fouled up, anything done to improve it only makes it worse.

#### WINGO'S AXIOM

All Finagle's Laws may be bypassed by learning the simple art of doing without thinking.

#### SIMON'S LAW

Everything put together falls apart sooner or later.

#### GUMPERSON'S LAW

The probability of anything happening is in inverse ratio to its desirability.

#### ISSAWI'S LAWS OF PROGRESS

The Course of Progress: Most things get steadily worse.

The Path of Progress: A shortcut is the longest distance between two points.

#### MURPHY'S LAW OF THERMODYNAMICS

Things get worse under pressure.

#### THE UNSPEAKABLE LAW

As soon as you mention something....

... if it's good, it goes away.

... if it's bad, it happens.

#### STURGEON'S LAW

90% of everything is crud.

#### STOCKMAYER'S THEOREM

If it looks easy, it's tough.

If it looks tough, it's impossible.

#### COMMONER'S SECOND LAW OF ECOLOGY

Nothing ever goes away.

#### HOWE'S LAW

Everyone has a scheme that will not work.

#### GINSBERG'S THEOREM

1. You can't win

2. You can't break even.

3. You can't even quit the game.

#### RUDIN'S LAW

In crises that force people to choose among alternative courses of action, most people will choose the worst one possible.

#### ZYMURGY'S FIRST LAW OF EVOLVING

(System Dynamics:)

Once you open a can of worms, the only way to recan them is to use a larger can.

#### NON-RECIPROCAL LAWS OF EXPECTATIONS

Negative expectations yield negative results.

Positive expectations yield negative results.

#### HARPER'S MAGAZINE LAW

You never find an article until you replace it.

#### RICHARD'S COMPLIMENTARY RULES OF OWNERSHIP

1. If you keep anything long enough, you can throw it away.
2. If you throw it away, you will need it the next day.

#### LEWIS' LAW

No matter how long or how hard you shop for an item, after you've bought it, it will be on sale somewhere cheaper.

#### PERLSWEIG'S LAW

People who can least afford to pay rent, pay rent. People who can most afford to pay rent, build up equity.

#### FIRST LAW OF BICYCLING

No matter which way you ride, it's uphill and against the wind.

#### THE AIRPLANE LAW

When the plane you are on is late, the plane you want to transfer to is on time.

#### LIEBERMAN'S LAW

Everybody lies; but it doesn't matter since nobody listens.

#### OSBORN'S LAW

Variables won't; constants aren't.

#### ILES'S LAW

There is always an easier way to do it.

#### COROLLARY

When looking directly at the easier way, especially for long periods, you will not see it.

#### SATTINGER'S LAW

It works better if you plug it in.

#### LAW OF THE LOST INCH

In designing any type of construction, no overall dimension can be totalled correctly after 4:40p.m. Friday

#### COROLLARY

The correct total will become self-evident at 9:01 a.m. on Monday.

#### EHRMAN'S COMMENTARY

1. Things get worse before they get better.
2. Who said things would get better?

#### SHAW'S PRINCIPAL

Build a system that even a fool can use, and only a fool will want to use it.

#### LUBARSKY'S LAW OF CYBERNETIC ENTOMOLOGY

There is always one more bug.

#### ANTHONY'S LAW OF THE WORKSHOP

Any tool, when dropped, will roll into the least accessible corner of the workshop.

#### HORNER'S FIVE THUMB POSTULATE

Experience varies directly with the equipment ruined.

#### MAIER'S LAW

If the facts do not conform to the theory, they must be disposed of.

#### WILLIAMS AND HOLLAND'S LAW

If enough data is collected, anything can be proven by statistical methods.

#### YOUNG'S LAW

All great discoveries are made by mistake.

#### COROLLARY

The greater the funding, the longer it takes to make the mistake.

#### RULE OF ACCURACY

When working toward the solution of a problem, it always helps if you know the answer.

#### MR. COOPER'S LAW

If you do not understand a particular word in a piece of technical writing, ignore it. The piece will make perfect sense without it.

#### TRUMAN'S LAW

If you cannot convince them, confuse them.

#### FIRST LAW OF DEBATE

Never argue with a fool - people might not know the difference.

#### WORKER'S DILEMMA

1. No matter how much you do, you'll never do enough.
2. What you don't do is always more important than what you do.

#### RULE OF THE GREAT

When somebody you greatly admire and respect appears to be thinking deep thoughts, they are probably thinking about lunch.

#### MILLER'S LAW

You can't tell how deep a puddle is until you step in it.

#### WELLINGTON'S LAW OF COMMAND

The cream rises to the top.  
So does the scum.

#### COLE'S LAW

Thinly sliced cabbage.

#### PATTON'S LAW

A good plan today is better than a perfect plan tomorrow.

#### WESTHEIMER'S RULE

To estimate the time it takes to do a task, estimate the time you think it should take, multiply by 2, and change the unit of measure to the next highest unit. Thus we allocate 2 days for a one-hour task.

#### WIKER'S LAW

Government expands to absorb revenue and then some.

#### PARKINSON'S LAW OF DELAY

Delay is the deadliest form of denial.

#### NINETY-NINETY RULE OF PROJECT SCHEDULES

The first ninety percent of the task takes ninety percent of the time, and the last ten percent takes the other ninety percent.

#### LEVY'S NINTH LAW

Only God can make a random selection.

#### JUHANI'S LAW

The compromise will always be more expensive than either of the suggestions it is compromising.

#### JOHN'S COLLATERAL COLLARY

In order to get a loan you must first prove you don't need it.

#### MALEK'S LAW

Any simple idea will be worded in the most complicated way.

#### WEILER'S LAW

Nothing is impossible for the man who doesn't have to do it himself.

#### WEINBERG'S SECOND LAW

If builders built buildings the way programmers wrote programs, then the first

woodpecker that came along would destroy civilization.

MR. COLE'S AXIOM

The sum of the intelligence on the planet is a constant; the population is growing.

CANADA BILL JONES' MOTTO

It's morally wrong to allow suckers to keep their money.

JONES' MOTTO

Friends come and go, but enemies accumulate.

McCLAUGHRY'S CODICIL ^TO JONES' MOTTO

To make an enemy, do someone a favor.

WALKER'S LAW OF THE HOUSEHOLD

There is always more dirty laundry than clean laundry.

CLIVE'S REBUTTAL TO WALKER'S LAW

If it's clean, it isn't laundry.

LYNCH'S LAW

When the going gets tough, everybody leaves.

DUCHARME'S PRECEPT

Opportunity always knocks at the least opportune moment.

FURGUSON'S PRECEPT

A crisis is when you can't say let's forget the whole thing.

IMBESI'S LAW OF THE CONSERVATION OF FILTH

In order for something to become clean, something else must become dirty.

FREEMAN'S EXTENSION

... but you can get everything dirty without getting anything clean.

FLUGG'S RULE

The slowest checker is always at the quick- check-out lane.

MURRAY'S FIRST RULE OF THE ARENA

Nothing is ever so bad it can't be made worse by firing the coach.

HARRISON'S POSTULATE

For every action, there is an equal and opposite criticism.

PERKINS' POSTULATE

The bigger they are, the harder they hit.

#### ROGER'S RULE

Authorization for a project will be granted only when none of the authorizers can be blamed if the project fails but when all of the authorizers can claim credit if it succeeds.

#### MOLLISOMN'S BUREAUCRACY HYPOTHESIS

If an idea can survive a bureaucratic review and be implemented, it wasn't worth doing.

#### GOURD'S AXIOM

A meeting is an event at which the minutes are kept and the hours are lost.

#### WHISTLER'S LAW

You never know who's right, but you always know who's in charge.

#### LOFTUS' THEORY ON PERSONNEL RECRUITMENT

Far away talent always seems better than home-developed talent.

#### FIRST RULE OF NEGATIVE ANTICIPATION

You will save yourself a lot of needless worry if you don't burn your bridges until you come to them.

#### SPENCER'S LAWS OF DATA

1. Anyone can make a decision given enough facts.
2. A good manager can make a decision without enough facts.
3. A perfect manager can operate in perfect ignorance.

#### DREW'S LAW OF PROFESSIONAL PRACTICE

The client who pays the least complains the most.

#### LAW OF PROBABLE DISPERSAL

Whatever hits the fan will not be evenly distributed.

#### KITMAN'S LAW

Pure drivel tends to drive ordinary drivel off the TV screen.

#### SWIPPLE RULE OF ORDER

He who shouts loudest has the floor.

#### ROBERT'S AXIOM

Only errors exist.

#### BERMAN'S COROLLARY TO ROBERT'S AXIOM

One man's error is another man's data.

#### FIFTH LAW OF UNRELIABILITY

To err is human, but to really foul things up requires a computer.



#### DEAL'S FIRST LAW OF SAILING

The amount of wind will vary inversely with the number and experience of the people you take on board.

#### LERMAN'S LAW OF TECHNOLOGY

Any technical problem can be overcome given enough time and money.

#### LERMAN'S COROLLARY

You are never given enough time or money.

#### LAW OF LIFE'S HIGHWAY

If everything is coming your way, you're in the wrong lane.

#### BROMBERG'S FIRST LAW OF AUTO REPAIR

When the need arises, any tool or object closest to you becomes a hammer.

#### JOHNSON'S THIRD LAW

If you miss one issue of any magazine, it will be the issue which contained the article, story or installment you were most anxious to read.

#### COROLLARY

All of your friends either missed it, lost it, or threw it out.

#### KOVAC'S CONUNDRUM

When you dial a wrong number, you never get a busy signal.

#### SHIRLEY'S LAW

Most people deserve each other.

#### ARTHUR'S FIRST LAW OF LOVE

People to whom you are attracted invariably think you remind them of someone else.

#### GILLENSON'S LAW OF EXPECTATION

Never get excited about a blind date because of how it sounds over the phone.

#### CHEIT'S LAMENT

If you help a friend in need, he is sure to remember you - the next time he's in need.

#### DENNISTON'S LAW

Virtue is its own punishment.

#### DENNISTON'S COROLLARY

If you do something right once, someone will ask you to do it again.

#### JACOB'S LAW

To err is human - to blame it on someone else is even more human.

#### BALLANCE'S LAW OF RELIABILITY

How long a minute is depends on which side of the bathroom door you're on.

#### RUAN'S APPLICATION OF PARKINSON'S LAW

Possessions increase to fill the space available for their storage.

#### CORNUELLE'S LAW

Authority tends to assign jobs to those least able to do them.

#### ZYMURGY'S LAW OF VOLUNTEER LABOR

People are always available for work in the past tense.

#### CONWAY'S LAW

In any organization there will always be one person who knows what is going on. This person must be fired.

#### SEIT'S LAW OF HIGHER EDUCATION

The one course you must take to graduate will not be offered during your last semester.

#### THIRD LAW OF APPLIED TERROR

80% of the final exam will be based on the one lecture you missed about the one book you didn't read.

#### FOURTH LAW OF APPLIED TERROR

Every instructor assumes that you have nothing else to do except study for that instructor's course.

#### FIFTH LAW OF APPLIED TERROR

If you are given an open-book exam, you will forget the book.

#### COROLLARY

If you are given a take-home exam, you will forget where you live.

#### SIXTH LAW OF APPLIED TERROR

At the end of the semester you will recall having enrolled in a course at the beginning of the semester and never attending.

#### DUGGAN'S LAW OF SCHOLARLY RESEARCH

The most valuable quotation will be the one for which you cannot determine the source.

#### ROMINGER'S RULES FOR STUDENTS

1. The more general the title of a course, the less you will learn from it.
2. The more specific a title is, the less you will be able to apply it later.

#### WALLACE'S OBSERVATION

Everything is in a state of utter dishevelment.

#### TERMAN'S LAW OF INNOVATION

If you want a track team to win the high jump, you find one person who can jump seven feet, not seven people who can jump one foot.

#### CHURCHILL'S COMMENTARY ON MAN

Man will occasionally stumble over the truth, but most of the time he will pick himself up and continue on.

#### MATZ'S MAXIM

A conclusion is the place where you get tired of thinking.

#### MERKIN'S MAXIM

When in doubt, predict that the trend will continue.

#### MEYER'S LAW

It is a simple task to make things complex, but a complex task to make them simple.

#### HLADE'S LAW

If you have a difficult task give it to a lazy man, he will find an easier way to do it.

#### MATZ'S RULE REGARDING MEDICATIONS

A drug is that substance which, when injected into a rat, will produce a scientific report.

#### GROUND RULE FOR LABORATORY WORKERS

When you do not know what you are doing, do it neatly.

#### LEE'S LAW

In any dealings with a collective body of people, the people will always be more tacky than originally expected.

#### SPENCER'S LAWS OF ACCOUNTABILITY

1. Trial balances don't.
2. Working capital doesn't.
3. Liquidity tends to run out.
4. Return on investments won't.

#### O'BRIEN'S LAW

Nothing is ever done for the right reasons.

#### WARREN'S RULE

To spot the expert, pick the one who predicts the job will take the longest and cost the most.

#### MARS' RULE

An expert is anyone from out of town.

#### GREEN'S LAW OF DEBATE

Anything is possible if you don't know what you're talking about.

#### LAW OF REVELATION

The hidden flaw never remains hidden.

#### FIRST PRINCIPLE FOR PATIENTS

Just because your doctor has a name for your condition doesn't mean he knows what it is.

#### SECOND PRINCIPLE FOR PATIENTS

The more boring and out-of-date the magazines in the waiting room, the longer you will have to wait for your scheduled appointment.

#### THIRD PRINCIPLE FOR PATIENTS

Only adults have difficulty with child-proof bottler.

#### FOURTH PRINCIPLE FOR PATIENTS

you never have the right number of pills left on the last day of a prescription.

#### FIFTH PRINCIPLE FOR PATIENTS

If your condition seems to be getting better, it's probably your doctor getting sick.

#### TELESCO'S SECOND LAW OF NURSING

There are two kinds of adhesive tape the one that won't stay on and the one that won't come off.

#### FISH'S FIRST LAW OF ANIMAL BEHAVIOR

The probability of a cat eating its dinner has absolutely nothing to do with the price of the food placed before it.

#### JAFFE'S PRECEPT

There are some things which are impossible to know - but it is impossible to know which things these are.

#### THE SAUSAGE PRINCIPLE

People who love sausage and respect the law should never watch either one being made.

#### THE WATERGATE PRINCIPLE

government corruption is always reported in the past tense.

#### TODD'S FIRST TWO PRINCIPLES

1. No matter what they're telling you, they're not telling you the whole truth.

2. No matter what they're talking about, they're taking about money.

#### SPARK'S FIRST RULE FOR THE PROJECT MANAGER

Strive to look tremendously important.

#### SPARK'S SECOND RULE FOR MANAGERS

Attempt to be seen with important people.

#### SPARK'S THIRD RULE FOR MANAGERS

Speak with authority; however, only expound on the obvious and proven facts.

#### SPARK'S FOURTH RULE FOR MANAGERS

Don't engage in arguments, but if cornered, ask an irrelevant question and lean back with a satisfied grin while your opponent tries to figure out what's going on - then quickly change the subject.

#### SPARK'S FIFTH RULE FOR MANAGERS

Always keep the office door closed. This puts visitors on the defensive and also makes it look as if you are always in an important conference.

#### JAY'S FIRST LAW OF LEADERSHIP

Changing things is central to leadership, and changing them before anyone else is creativeness.

#### JACQUIN'S POSTULATE ON DEMOCRATIC GOVERNMENT

No man's life, liberty, or property are safe while legislature is in session.

#### TRISCHMANN'S PARADOX

A pipe gives a wise man time to think and a fool something to stick in his mouth.

#### BUCY'S LAW

Nothing is ever accomplished by a reasonable man. (i.e. If he is reasonable, he can live with things as they are. He adapts to his environment. The unreasonable man will adapt his environment to himself. Therefore, progress is made by unreasonable men.)

#### LLOYD LINKLATER'S CORROLARY

You can't be excellent while being just like everyone else.

#### TROUTMANN'S PROGRAMMING POSTULATE #2

Profanity is the one language all programmers know best.

#### GLIB'S LAW OF UNRELIABILITY

Computers are unreliable, but humans are even more unreliable.

#### LAW OF THE PERVERSITY OF NATURE

You cannot successfully determine beforehand which side of the bread to butter.

#### HELLER'S LAW

The first myth of management is that it exists.

#### FREEMAN'S RULE

Circumstances can force a generalized incompetent to become competent, at least in a specialized field.

#### Mc GOWAN'S CHRISTMAS SHOPPING AXIOM

If an item is advertised as "under \$50.00", you can bet it's not \$19.95.

#### BROOK'S LAWS OF RETAILING

Security isn't.

Management can't.

Sale promotions don't.

Consumer assistance doesn't.

Workers won't.

#### HERSHISER'S SECOND RULE

The label "NEW" and/or "IMPROVED" means the price went up.

#### HERSHISER'S THIRD RULE

The label "ALL NEW", "COMPLETELY NEW" or "GREAT NEW" means the price went way up.

#### LEWIS' LAW

People will buy anything that's one to a customer.

#### CHISHOLM'S FIRST COROLLARY

If you do something which you are sure will meet with everybody's approval, somebody won't like it.

#### COOPER'S METALAW

A proliferation of new laws creates a proliferation of new loopholes.

#### **Weiler's Law**

Nothing is impossible for the man who doesn't have to do it himself.

#### **The Laws of Computer Programming**

1. Any given program, when running, is obsolete.
2. Any given program costs more and takes longer each time it is run.
3. If a program is useful, it will have to be changed.
4. If a program is useless, it will have to be documented.
5. Any given program will expand to fill all the available memory.

6. The value of a program is inversely proportional to the weight of its output.
7. Program complexity grows until it exceeds the capability of the programmer who must maintain it.

### **Pierce's Law**

In any computer system, the machine will always misinterpret, misconstrue, misprint, or not evaluate any math or subroutines or fail to print any output on at least the first run through.

### **Corollary to Pierce's Law**

When a compiler accepts a program without error on the first run, the program will not yield the desired output.

### **Addition to Murphy's Laws**

In nature, nothing is ever right. Therefore, if everything is going right ... something is wrong.

### **Brook's Law**

If at first you don't succeed, transform your data set!

### **Grosch's Law**

Computing power increases as the square of the cost.

### **Golub's Laws of Computerdom**

1. Fuzzy project objectives are used to avoid embarrassment of estimating the corresponding costs.
2. A carelessly planned project takes three times longer to complete than expected; a carefully planned project takes only twice as long.
3. The effort required to correct course increases geometrically with time.
4. Project teams detest weekly progress reporting because it so vividly manifests their lack of progress.

### **Osborn's Law**

Variables won't; constants aren't.

### **Gilb's Laws of Unreliability**

1. Computers are unreliable, but humans are even more unreliable.
2. Any system that depends upon human reliability is unreliable.

3. Undetectable errors are infinite in variety, in contrast to detectable errors, which by definition are limited.
4. Investment in reliability will increase until it exceeds the probable cost of errors, or until someone insists on getting some useful work done.

### **Lubarsky's Law of Cybernetic Entomology**

There's always one more bug.

### **Troutman's Postulate**

1. Profanity is the one language understood by all programmers.
2. Not until a program has been in production for six months will the most harmful error be discovered.
3. Job control cards that positively cannot be arranged in improper order will be.
4. Interchangeable tapes won't.
5. If the input editor has been designed to reject all bad input, an ingenious idiot will discover a method to get bad data past it.
6. If a test installation functions perfectly, all subsequent systems will malfunction.

### **Weinberg's Second Law**

If builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization.

### **Gumperson's Law**

The probability of anything happening is in inverse ratio to its desirability.

### **Gummidge's Law**

The amount of expertise varies in inverse ratio to the number of statements understood by the general public.

### **Zymurgy's First Law of Evolving System Dynamics**

Once you open a can of worms, the only way to recan them is to use a larger can (old worms never die, they just worm their way into larger cans).

### **Harvard's Law, as Applied to Computers**

Under the most rigorously controlled conditions of pressure, temperature, volume, humidity and other variables, the computer will do as it damn well pleases.

### **Sattinger's Law**



It works better if you plug it in.

### **Jenkinson's Law**

It won't work.

### **Horner's Five Thumb Postulate**

Experience varies directly with equipment ruined.

### **Cheop's Law**

Nothing ever gets build on schedule or within budget.

### **Rule of Accuracy**

When working toward the solution of a problem, it always helps if you know the answer.

### **Zymurg's Seventh Exception to Murphy's Law**

When it rains, it pours.

### **Pudder's Laws**

1. Anything that begins well ends badly.
2. Anything that begins badly ends worse.

### **Westheimer's Rule**

To estimate the time it takes to do a task: estimate the time you think it should take, multiply by two and change the unit of measure to the next highest unit. Thus, we allocate two days for a one hour task.

### **Stockmayer's Theorem**

If it looks easy, it's tough. If it looks tough, it's damn near impossible.

### **Atwoods Corollary**

No books are lost by lending except those you particularly wanted to keep.

### **Johnson's Third Law**

If you miss one issue of any magazine, it will be the issue that contains the article, story or installment you were most anxious to read.

**Corollary to Johnson's Third Law**

All of your friends either missed it, lost it or threw it out.

**Harper's Magazine Law**

You never find the article until you replace it.

**Brooke's Law**

Adding manpower to a late software makes it later.

**Finagle's Fourth Law**

Once a job is fooled up, anything done to improve it will only make it worse.

**Featherkile's Rule**

Whatever you did, that's what you planned.

**Flap's Law**

Any inanimate object, regardless of its position, configuration or purpose, may be expected to perform at any time in a totally unexpected manner for reasons that are either entirely obscure or else completely mysterious.

**Q: How do I make a virtual table (in memory)?**

**A:**

```
{
```

This is an InMemoryTable example. Free for anyone to use, modify and do whatever else you wish.

Just like all things free it comes with no guarantees. I cannot be responsible for any damage this code may cause. Let me repeat this:

WARNING! THIS CODE IS PROVIDED AS IS WITH NO GUARANTEES OF ANY KIND!  
USE THIS AT YOUR OWN RISK - YOU ARE THE ONLY PERSON RESPONSIBLE FOR ANY DAMAGE THIS CODE MAY CAUSE - YOU HAVE BEEN WARNED!

THANKS to Steve Garland <72700.2407@compuserve.com> for his help. He created his own variation of an in-memory table component and I used it to get started.

InMemory tables are a feature of the Borland Database Engine (BDE). InMemory tables are created in RAM and deleted when you close them. They are much faster and are very useful when you need fast operations on small tables. This example uses the DbCreateInMemoryTable DBE function call.

This object should work just like a regular table, except InMemory tables do not support certain features (like referential integrity, secondary indexes and BLOBs) and currently this code doesn't do anything to prevent you from trying to use them. You will probably get some error if you try to create a memo field.

If you have comments - please contact me at INTERNET:grisha@mira.com

Happy hacking!

Gregory Trubetskoy  
<http://www.mira.com/home/grisha>

```
}
```

```
unit Inmem;
```

```
interface
```

```
uses DBTables, WinTypes, WinProcs, DBTypes, DBIProcs, DB, SysUtils;
```

```
type TInMemoryTable = class(TTable)
```

```
private
```

```
hCursor: hDBICur;
```

```
procedure EncodeFieldDesc(var FieldDesc: FLDDesc;
```

```
const Name: string; DataType: TFieldType; Size: Word);
```

```
function CreateHandle: hDBICur; override;
```

```
public
```

```
procedure CreateTable;
```

```

end;

implementation

{ luckily this function is virtual - so I could override it. In the original
  VCL code for TTable this function actually opens the table - but since
  we already have the handle to the table - we just return it }

function TInMemoryTable.CreateHandle;
begin
  Result := hCursor;
end;

{ This function is cut-and-pasted from the VCL source code. I had to do this
  because it is declared private in the TTable component so I had no access
  to it from here. }

procedure TInMemoryTable.EncodeFieldDesc(var FieldDesc: FLDDesc;
  const Name: string; DataType: TFieldType; Size: Word);
const
  TypeMap: array[TFieldType] of Byte = (
    fldUNKNOWN, fldZSTRING, fldINT16, fldINT32, fldUINT16, fldBOOL,
    fldFLOAT, fldFLOAT, fldBCD, fldDATE, fldTIME, fldTIMESTAMP, fldBYTES,
    fldVARBYTES, fldBLOB, fldBLOB, fldBLOB);
begin
  with FieldDesc do
  begin
    AnsiToNative(Locale, Name, szName, SizeOf(szName) - 1);
    iFldType := TypeMap[DataType];
    case DataType of
      ftString, ftBytes, ftVarBytes, ftBlob, ftMemo, ftGraphic:
        iUnits1 := Size;
      ftBCD:
        begin
          iUnits1 := 32;
          iUnits2 := Size;
        end;
    end;
  end;
  case DataType of
    ftCurrency:
      iSubType := fldstMONEY;
    ftBlob:
      iSubType := fldstBINARY;
    ftMemo:
      iSubType := fldstMEMO;
    ftGraphic:
      iSubType := fldstGRAPHIC;
  end;
end;

{ This is where all the fun happens. I copied this function from the VCL
  source
  and then changed it to use DbCreateInMemoryTable instead of DbCreateTable.
  Since InMemory tables do not support Indexes - I took all of the index-
  related
  things out }

```

```

procedure TInMemoryTable.CreateTable;
var
  I: Integer;
  pFieldDesc: pFLDDesc;
  szTblName: DBITBLNAME;
  iFields: Word;
  Dogs: pfldDesc;
begin
  CheckInactive;
  if FieldDefs.Count = 0 then
    for I := 0 to FieldCount - 1 do
      with Fields[I] do
        if not Calculated then
          FieldDefs.Add(FieldName, DataType, Size, Required);
  pFieldDesc := nil;
  SetDBFlag(dbfTable, True);
  try
    AnsiToNative(Locale, TableName, szTblName, SizeOf(szTblName) - 1);
    iFields := FieldDefs.Count;
    pFieldDesc := AllocMem(iFields * SizeOf(FLDDesc));
    for I := 0 to FieldDefs.Count - 1 do
      with FieldDefs[I] do
        begin
          EncodeFieldDesc(PFieldDescList(pFieldDesc)^[I], Name,
            DataType, Size);
        end;
        { the driver type is nil = logical fields }
        Check(DbiTranslateRecordStructure(nil, iFields, pFieldDesc,
          nil, nil, pFieldDesc));
        { here we go - this is where hCursor gets its value }
        Check(DbiCreateInMemTable(DBHandle, szTblName, iFields, pFieldDesc,
hCursor));
      finally
        if pFieldDesc <> nil then FreeMem(pFieldDesc, iFields * SizeOf(FLDDesc));
        SetDBFlag(dbfTable, False);
      end;
    end;
  end;
end.

```

**Q: How do I get the julian date?**

**A:**

```
unit JDates;

{ A unit providing Julian day numbers and date manipulations.

NOTE:
  The range of Dates this unit will handle is 1/1/1900 to 1/1/2078

Version 1.00 - 10/26/1987 - First general release

Scott Bussinger
Professional Practice Systems
110 South 131st Street
Tacoma, WA 98444
(206) 531-8944
Compuserve 72247,2671

Version 1.01 - 10/09/1995 - Updated for use with Delphi v1.0
      Lets see some other code last this long without change

Dennis Passmore
1929 Mango Tree Drive
Edgewater Fl, 32141
Compuserve 71240,2464 }

interface
uses
  Sysutils;

const
  BlankDate = $FFFF;           { Constant for Not-a-real-Date }

type TDate = Word;
      TDay = (Sunday,Monday,Tuesday,Wednesday,Thursday,Friday,Saturday);
      TDaySet = set of TDay;

procedure GetDate(var Year,Month,Day,Wday: Word);
  { replacement for old WINDOS proc }

procedure GetTime(var Hour,Min,Sec,MSec: Word);
  { replacement for old WINDOS proc }

function  CurrentJDate: Tdate;

function  ValidDate(Day,Month,Year: Word): boolean;
  { Check if the day,month,year is a real date storable in a Date variable }

procedure DMYtoDate(Day,Month,Year: Word;var Julian: TDate);
  { Convert from day,month,year to a date }

procedure DateToDMY(Julian: TDate;var Day,Month,Year: Word);
  { Convert from a date to day,month,year }
```

```

function BumpDate(Julian: TDate;Days,Months,Years: Integer): TDate;
  { Add (or subtract) the number of days, months, and years to a date }

function DayOfWeek(Julian: TDate): TDay;
  { Return the day of the week for the date }

function DayString(WeekDay: TDay): string;
  { Return a string version of a day of the week }

function MonthString(Month: Word): string;
  { Return a string version of a month }

function DateToStr(Julian: TDate): string;
  { Convert a date to a sortable string }

function StrToDate(StrVar: string): TDate;
  { Convert a sortable string form to a date }

implementation

procedure GetDate(var Year,Month,Day,Wday: Word);
var
  td: Tdatetime;
begin
  td := Date;
  DeCodeDate(td,Year,Month,Day);
  Wday := sysutils.DayOfWeek(td);
end;

procedure GetTime(var Hour,Min,Sec,MSec: Word);
var
  td: Tdatetime;
begin
  td := Now;
  DecodeTime(td,Hour,Min,Sec,MSec);
end;

function CurrentJdate: Tdate;
var
  y,m,d,w: word;
  jd: TDate;
begin
  GetDate(y,m,d,w);
  DMYtoDate(d,m,y,jd);
  CurrentJDate:= jd;
end;

function ValidDate(Day,Month,Year: Word): boolean;
  { Check if the day,month,year is a real date storable in a Date variable }
begin
  if {(Day<1) or }(Year<1900) or (Year>2078) then
    ValidDate := false
  else
    case Month of
      1,3,5,7,8,10,12: ValidDate := Day <= 31;
      4,6,9,11: ValidDate := Day <= 30;
      2: ValidDate := Day <= 28 + ord((Year mod 4)=0)*ord(Year<>1900)
    end;
  end;
end;

```

```

        else ValidDate := false
    end
end;

procedure DMYtoDate(Day,Month,Year: Word;var Julian: TDate);
    { Convert from day,month,year to a date }
    { Stored as number of days since January 1, 1900 }
    { Note that no error checking takes place in this routine -- use ValidDate }
begin
    if (Year=1900) and (Month<3) then
        if Month = 1 then
            Julian := pred(Day)
        else
            Julian := Day + 30
        else
            begin
                if Month > 2 then
                    dec(Month,3)
                else
                    begin
                        inc(Month,9);
                        dec(Year)
                    end;
                dec(Year,1900);
                Julian := (1461*longint(Year) div 4) + ((153*Month+2) div 5) + Day + 58;
            end
        end;
end;

procedure DateToDMY(Julian: TDate;var Day,Month,Year: Word);
    { Convert from a date to day,month,year }
var
    LongTemp: longint;
    Temp: Word;
begin
    if Julian <= 58 then
        begin
            Year := 1900;
            if Julian <= 30 then
                begin
                    Month := 1;
                    Day := succ(Julian)
                end
            else
                begin
                    Month := 2;
                    Day := Julian - 30
                end
            end
        end
    else
        begin
            LongTemp := 4*longint(Julian) - 233;
            Year := LongTemp div 1461;
            Temp := LongTemp mod 1461 div 4 * 5 + 2;
            Month := Temp div 153;
            Day := Temp mod 153 div 5 + 1;
            inc(Year,1900);
            if Month < 10 then

```



```

        inc(Month,3)
    else
        begin
            dec(Month,9);
            inc(Year)
        end
    end
end;

function BumpDate(Julian: TDate;Days,Months,Years: Integer): TDate;
{ Add (or subtract) the number of days, months, and years to a date }
{ Note that months and years are added first before days }
{ Note further that there are no overflow/underflow checks }
var Day: Word;
    Month: Word;
    Year: Word;
begin
    DateToDMY(Julian,Day,Month,Year);
    Month := Month + Months - 1;
    Year := Year + Years + (Month div 12) - ord(Month<0);
    Month := (Month + 12000) mod 12 + 1;
    DMYtoDate(Day,Month,Year,Julian);
    BumpDate := Julian + Days
end;

function DayOfWeek(Julian: TDate): TDay;
{ Return the day of the week for the date }
begin
    DayOfWeek := TDay(succ(Julian) mod 7)
end;

function DayString(WeekDay: TDay): string;
{ Return a string version of a day of the week }
const DayStr: array[Sunday..Saturday] of string[9] =
    ('Sunday','Monday','Tuesday','Wednesday','Thursday','Friday','Saturday');
begin
    DayString := DayStr[WeekDay]
end;

function MonthString(Month: Word): string;
{ Return a string version of a month }
const MonthStr: array[1..12] of string[9] =
    ('January','February','March','April','May','June','July','August',
     'September','October','November','December');
begin
    MonthString := MonthStr[Month]
end;

function DateToStr(Julian: TDate): string;
{ Convert a date to a sortable string - NOT displayable }
const tResult: record
    case integer of
        0: (Len: byte; W: word);
        1: (Str: string[2])
    end = (Str:' ');
begin
    tResult.W := swap(Julian);

```

```
    DateToStr := tResult.Str
end;

function StrToDate(StrVar: string): TDate;
    { Convert a sortable string form to a date }
var Temp: record
    Len: byte;
    W: word
    end absolute StrVar;
begin
    StrToDate := swap(Temp.W)
end;

end.
```

**Q: How do I pack a Paradox table?**

**A:**

```
{ METHOD: PackParadoxTable
  PURPOSE: Pack the currently opened paradox table.
}
procedure TTableEnhanced.PackParadoxTable;
var
  { Specific information about the table structure, indexes, etc. }
  TblDesc: CRTblDesc;
  { Uses as a handle to the database }
  hDb: hDbiDb;
  { Path to the currently opened table }
  TablePath: array[0..dbiMaxPathLen] of char;

begin
  hDb := nil;
  { Initialize the table descriptor }
  FillChar(TblDesc, SizeOf(CRTblDesc), 0);
  with TblDesc do
  begin
    { Place the table name in descriptor }
    StrPCopy(szTblName, TableName);
    { Place the table type in descriptor }
    StrCopy(szTblType, GetTableType);
    { Set the packing option to true }
    bPack := True;
  end;
  { Get the current table's directory. This is why the table MUST be
  opened until now }
  Chk(DbGetDirectory(DBHandle, True, TablePath));
  { Close the table }
  Close;
  { NOW: since the DbDoRestructure call needs a valid DB handle BUT the
  table cannot be opened, call DbOpenDatabase to get a valid handle.
  Setting TTable.Active = FALSE does not give you a valid handle }
  Chk(DbOpenDatabase(nil, 'STANDARD', dbiReadWrite, dbiOpenExcl, nil,
    0, nil, nil, hDb));
  { Set the table's directory to the old directory }
  Chk(DbSetDirectory(hDb, TablePath));
  { Pack the PARADOX table }
  Chk(DbDoRestructure(hDb, 1, @TblDesc, nil, nil, nil, FALSE));
  { Close the temporary database handle }
  Chk(DbCloseDatabase(hDb));
  { Re-Open the table }
  Open;
end;
```

Error Message: connection is in use by another statement

Resolution: (from a compuserve thread)

The 'connection is in use by another statement' message is due to a limitation within Sybase's DB-Library. Basically, DB-Library won't allow you to initiate a new query over a given connection while results are still pending from a previous one. A DB-Library app that fails to respect this receives Sybase's infamous 'attempt to initiate query with results pending' message. You're seeing the Delphi equivalent.

The answer to this is to either ensure that all results are read when a query is initiated, or to open separate physical connections into the server for each query, as you've done. Usually, the latter is unnecessary. To avoid it, just issue a call to the Last method after you open a TQuery or TStoredProc. You can then issue a call to First to return to the top of the result set with no adverse effects. This is usually a workable solution for small to medium sized result sets.

Thanks for jumping in here. I do recall having a similar problem with VB and SQL Server, so I looked it up in MS DevNet and found tech report Q119023 which echoes what you have said.

However, in addition to using Last to flush each query, I'm seeing this problem occur with two executable stored procs (where I can't use last). Here's the scenario:

A) StoredProc1 inserts an audit trail record into a table. It is called with ExecProc. ExecProc fails because of an error during insert (a column defined as not null is null).

B) StoredProc2 inserts an audit trail into a different table. It is called after StoredProc1 (whether it fails or not). When StoredProc2.ExecProc executes, BAM! "connection is in use by another statement". When StoredProc1 is successful, StoredProc2 does *\*not\** produce the error.

Forcing a StoredProc1.Close doesn't help, but forcing a StoredProc1.UnPrepare *\*does\** prevent the "connection is in use..." error.

Q: How do I to one character type-ahead in a TDBGrid?

A: Note: Be sure that the table's selected index is the one that you are doing the type-ahead with. Also, be aware that this code will prevent you from editing directly into the TDBGrid. You may want to add a flag that lets you pick and choose between type-ahead and editing.

```
procedure TForm1.DBGrid1KeyPress(Sender: TObject; var Key: Char);
var s: string;
begin
  with table1 do
  begin
    s := FieldByName('company').AsString;
    if uppercase(s[1]) = uppercase(key) then next
    else FindNearest([key]);
  end;
  key := #0; {Gets rid of the beep.}
end;
```

Best file compression around: "DEL \*.\*" = 100% compression

The Definition of an Upgrade: Take old bugs out, put new ones in.

BREAKFAST.COM Halted...Cereal Port Not Responding

The name is Baud....., James Baud.

BUFFERS=20 FILES=15 2nd down, 4th quarter, 5 yards to go!

Access denied--nah nah na nah nah!

C:\ Bad command or file name! Go stand in the corner.

Bad command. Bad, bad command! Sit! Stay! Staaay..

Why doesn't DOS ever say "EXCELLENT command or filename!"

As a computer, I find your faith in technology amusing.

Backups? We don' \*NEED\* no steenking backups.

E Pluribus Modem

... File not found. Should I fake it? (Y/N)

Ethernet (n): something used to catch the etherbunny

A mainframe: The biggest PC peripheral available.

An error? Impossible! My modem is error correcting.

CONGRESS.SYS Corrupted: Re-boot Washington D.C (Y/n)?

Does fuzzy logic tickle?

A computer's attention span is as long as it's power cord.

11th commandment - Covet not thy neighbor's Pentium.

24 hours in a day...24 beers in a case...coincidence?

Disinformation is not as good as datinformation.

Windows: Just another pane in the glass.

SENILE.COM found . . . Out Of Memory . . .

Who's General Failure & why's he reading my disk?

Ultimate office automation: networked coffee.

RAM disk is \*not\* an installation procedure.

Shell to DOS...Come in DOS, do you copy? Shell to DOS...

All computers wait at the same speed.

DEFINITION: Computer - A device designed to speed and automate errors.

Press <CTRL-<ALT-<DEL to continue ...

Smash forehead on keyboard to continue.....

Enter any 11-digit prime number to continue...

ASCII stupid question, get a stupid ANS!!

E-mail returned to sender -- insufficient voltage.

Help! I'm modeming... and I can't hang up!!!

All wiyht. Rho sritchd mg kegtops aaround?

Error: Keyboard not attached. Press F1 to continue.

"640K ought to be enough for anybody." - Bill Gates, 1981

DOS Tip #17: Add DEVICE=FNGRCROS.SYS to CONFIG.SYS

Hidden DOS secret: add BUGS=OFF to your CONFIG.SYS

Press any key... no, no, no, NOT THAT ONE!

Press any key to continue or any other key to quit...

Excuse me for butting in, but I'm interrupt-driven.

REALITY.SYS corrupted: Reboot universe? (Y/N/Q)

Sped up my XT; ran it on 220v! Works greO?\_~"

Error reading FAT record: Try the SKINNY one? (Y/N)

Read my chips: No new upgrades!

Hit any user to continue.

2400 Baud makes you want to get out and push!!

I hit the CTRL key but I'm still not in control!

Will the information superhighway have any rest stops?

Disk Full - Press F1 to belch.

Backup not found: (A)bort (R)etry (T)hrowup

Backup not found: (A)bort (R)etry (P)anic

(A)bort, (R)etry, (T)ake down entire network?

(A)bort, (R)etry, (G)et a beer?

If debugging is the process of removing bugs, then programming must be the process of putting them in.

Programmers don't die, they just GOSUB without RETURN.

Programmer - A red-eyed, mumbling mammal capable of conversing with inanimate objects.

Beware of programmers who carry screwdrivers.

Relax, its only ONES and ZEROS!



## GetMinMax

```
unit Msg;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs;

type
  TForm1 = class(TForm)
  private
    { Private declarations }
    procedure WMGetMinMaxInfo(var MSG: Tmessage); message WM_GetMinMaxInfo;
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

procedure TForm1.WMGetMinMaxInfo(var MSG: Tmessage);
Begin
  inherited;
  with PMinMaxInfo(MSG.lparam) ^ do
  begin
    with ptMinTrackSize do
    begin
      X := 300;
      Y := 150;
    end;
    with ptMaxTrackSize do
    begin
      X := 350;
      Y := 250;
    end;
  end;
end;

end.
```

Q: How do I make characters in a string in a TStringGrid different colors?

A:

```
unit Strgr;  
  
interface  
  
uses  
    SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,  
    Forms, Dialogs, Grids, StdCtrls, DB;  
  
type  
    TForm1 = class(TForm)  
        StringGrid1: TStringGrid;  
        procedure StringGrid1DrawCell(Sender: TObject; Col, Row: Longint;  
            Rect: TRect; State: TGridDrawState);  
    private  
        { Private declarations }  
    public  
        { Public declarations }  
    end;  
  
var  
    Form1: TForm1;  
  
implementation  
  
{$R *.DFM}  
  
procedure TForm1.StringGrid1DrawCell(Sender: TObject; Col, Row: Longint;  
    Rect: TRect; State: TGridDrawState);  
const  
    CharOffset = 3; {Keep away from the edge of the rect.}  
begin  
    with StringGrid1.canvas do  
        begin  
            font.color := clMaroon;  
            textout(rect.left + CharOffset, rect.top + CharOffset, 'L');  
            font.color := clNavy;  
            textout(rect.left + CharOffset + TextWidth('L'), rect.top + CharOffset,  
                'loyd');  
        end;  
    end;  
  
end.  
  
end.
```

"Memo of the Month," From The Washington Monthly, January/February 1991, page 24:

"This is an actual alert to IBM Field Engineers that went out to all IBM Branch Offices. The person who wrote it was very serious. The rest of us find it rather funny.

---

"Abstract: Mouse Balls Available as FRU (Field Replacement Unit)

"Mouse balls are now available as FRU. Therefore, if a mouse fails to operate or should it perform erratically, it may need a ball replacement. Because of the delicate nature of this procedure, replacement of mouse balls should only be attempted by properly trained personnel.

"Before proceeding, determine the type of mouse balls by examining the underside of the mouse. Domestic balls will be larger and harder than foreign balls. Ball removal procedures differ depending upon manufacturer of the mouse. Foreign balls can be replaced using the pop-off method. Domestic balls are replaced using the twist-off method. Mouse balls are not usually static sensitive. However, excessive handling can result in sudden discharge. Upon completion of ball replacement, the mouse may be used immediately.

"It is recommended that each replacer have a pair of spare balls for maintaining optimum customer satisfaction, and that any customer missing his balls should suspect local personnel of removing these necessary items.

"To re-order, specify one of the following:

"P/N 33F8462 - Domestic Mouse Balls

"P/N 33F8461 - Foreign Mouse Balls"

Q: How do I drag and move components in runtime?

A: This will work for a TPanel.

```
procedure TForm1.Panel1MouseDown(Sender: TObject; Button: TMouseButton; Shift:
TShiftState; X, Y: Integer);
const
    SC_DragMove = $F012;
begin
    ReleaseCapture;
    panel1.perform(WM_SysCommand, SC_DragMove, 0);
end;
```

Q: Is there a way to get the integer value of a month given only the long form of a month name?

A: Yes. You can loop through the global array called LongMonthNames:

```
function GetMonthNumber (month: string): integer;
begin
  for result := 1 to 12 do
    if month = LongMonthNames[result] then exit;
  result := 0;
end;
```

Q: How do I translate this 'C' declaration to ObjectPascal?

```
typedef void (_far _pascal * REMOTEPROC) (void);
```

A:

```
type REMOTEPROC = procedure;
```

The "far" is assumed for procedure variables. The "pascal" indicates the order in which arguments are placed on the stack (somewhat immaterial when there are no arguments).

Q: How do I print a bitmap to a specific size (i.e. stretch to fit)?

A: Here is the unit from one that I did:

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, printers, ExtCtrls, StdCtrls;

type
  TForm1 = class(TForm)
    Button1: TButton;
    Image1: TImage;
    procedure Button1Click(Sender: TObject);
    procedure FormCreate(Sender: TObject);
    procedure FormActivate(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;
  bmp: TBitmap;

implementation

{$R *.DFM}

procedure TForm1.Button1Click(Sender: TObject);
var r: TRect;
begin
  with r do
    begin
      left := 0;
      top := 0;
      right := 2000;
      bottom := 2000;
    end;

    printer.begindoc;
    printer.canvas.stretchDraw(r, image1.picture.graphic);
    printer.EndDoc;
  end;

procedure TForm1.FormCreate(Sender: TObject);
begin
  bmp := TBitmap.create;
  bmp.width := image1.width;
  bmp.height := image1.height;
  image1.picture.graphic := bmp;
end;
```

```
procedure TForm1.FormActivate(Sender: TObject);
begin
  with image1.canvas do
  begin
    brush.color := clMaroon;
    pen.width := 5;
    pen.color := clNavy;
    rectangle(10, 10, 150, 150);
  end;
end;

end.
```



Q: How do I calculate the width of a TDBGrid so that it will display all the fields?

A: I've got some code that calculates the width of a TDBGrid so that it will display all the fields, but no horizontal scrollbar. It takes into account the width of the vertical scrollbar (which changes based on the screen resolution) and the indicator. If you're not working with a DBGrid, perhaps something in here will be helpful for the other types of grids.

-----

```
function NewTextWidth(fntFont : TFont; const sString : OpenString) :
    integer;
var
    fntSave : TFont;
begin
    result := 0;
    fntSave := Application.MainForm.Font;
    Application.MainForm.Font := fntFont;
    try
        result := Application.MainForm.Canvas.TextWidth(sString);
    finally
        Application.MainForm.Font := fntSave;
    end;
end;

{ calculate the width of the grid needed to exactly display with no
{ horizontal scrollbar and with no extra space between the last
{ column and the vertical scrollbar. The grid's datasource must be
{ properly set and the datasource's dataset must be properly set,
{ though it need not be open. Note: this width includes the width
{ of the vertical scrollbar, which changes based on screen
{ resolution. These changes are compensated for. }
```

```
function iCalcGridWidth
(
    dbg : TDBGrid { the grid to measure }
)
: integer; { the "exact" width }

const
    cMEASURE_CHAR    = '0';
    iEXTRA_COL_PIX   = 4;
    iINDICATOR_WIDE  = 11;
var
    i, iColumns, iColWidth, iTitleWidth, iCharWidth : integer;
begin
    iColumns := 0;
    result := GetSystemMetrics(SM_CXVSCROLL);
    iCharWidth := NewTextWidth(dbg.Font, cMEASURE_CHAR);
    with dbg.dataSource.dataSet do
        for i := 0 to FieldCount - 1 do with Fields[i] do
            if visible then
                begin
```

```

    iColWidth := iCharWidth * DisplayWidth;
    if dgTitles in dbg.Options then
    begin
        iTitleWidth := NewTextWidth(dbg.TitleFont, DisplayLabel);
        if iColWidth < iTitleWidth then iColWidth := iTitleWidth;
    end;
    inc(iColumns, 1);
    inc(result, iColWidth + iEXTRA_COL_PIX);
end;
if dgIndicator in dbg.Options then
begin
    inc(iColumns, 1);
    inc(result, iINDICATOR_WIDE);
end;
if dgColLines in dbg.Options
then inc(result, iColumns)
else inc(result, 1);
end;

```

-----

I had to use the function `NewTextWidth`, rather than the `Grid's Canvas.TextWith` as the `Canvas` of the `Grid` may not be initialized when you need to call `iCalcGridWidth`.

**Q:** How do I use a resource (.RES) file?

**A:**

In all cases the RES file must be included in the program's build by adding a line like this:

```
{ $R c:\programs\delphi\MyFile.res }
```

**cursor loading:**

```
const PutTheCursorHere_Dude = 1; {arbitrary number}

procedure stuff;
begin
    screen.cursors[PutTheCursorHere_Dude] := LoadCursor(hInstance,
pChar('cursor_1'));
    screen.cursor := PutTheCursorHere_Dude;
end;
```

**Bitmap loading:**

```
with bitbtn1 do
begin
    glyph.handle := LoadBitmap(hInstance, 'bitmap_2');
    refresh;
end;
```

**String Lists:** The strings are referenced by number like this:

```
listbox1.items.add(LoadStr(101));
```

**Note:** You may want to have constants that will replace the hard-coded values and make the code more readable.

## The Evolution of a Programmer

### High School/Jr.High

```
=====
10 PRINT "HELLO WORLD"
20 END
```

### First year in College

```
=====
program Hello(input, output)
begin
  writeln('Hello World')
end.
```

### Senior year in College

```
=====
(defun hello
  (print
    (cons 'Hello (list 'World))))
```

### New professional

```
=====
#include <stdio.h>
void main(void)
{
  char *message[] = {"Hello ", "World"};
  int i;
  for(i = 0; i < 2; ++i)
    printf("%s", message[i]);
  printf("\n");
}
```

### Seasoned professional

```
=====
#include <iostream.h>
#include <string.h>

class string
{
private:
  int size;
  char *ptr;
public:
  string() : size(0), ptr(new char('\0')) {}
  string(const string &s) : size(s.size)
  {
    ptr = new char[size + 1];
    strcpy(ptr, s.ptr);
  }
  ~string()
  {
    delete [] ptr;
  }
}
```

```

        friend ostream &operator <<(ostream &, const string &);

    string &operator=(const char *);
};

ostream &operator<<(ostream &stream, const string &s)
{
    return(stream << s.ptr);
}

string &string::operator=(const char *chrs)
{
    if (this != &chrs)
    {
        delete [] ptr;
        size = strlen(chrs);
        ptr = new char[size + 1];
        strcpy(ptr, chrs);
    }
    return(*this);
}

int main()
{
    string str;
    str = "Hello World";
    cout << str << endl;
    return(0);
}

```

## Master Programmer

```

=====
[
    uuid(2573F8F4-CFEE-101A-9A9F-00AA00342820)
]
library LHello
{
    // bring in the master library
    importlib("actimp.tlb");
    importlib("actexp.tlb");
    // bring in my interfaces
    #include "pshlo.idl"
    [
        uuid(2573F8F5-CFEE-101A-9A9F-00AA00342820)
    ]

    cotype THello
    {
        interface IHello;
        interface IPersistFile;
    };
};
[
    exe,
    uuid(2573F890-CFEE-101A-9A9F-00AA00342820)
]

```

```

module CHelloLib
{
    // some code related header files
    importhead (<windows.h>);
    importhead (<ole2.h>);
    importhead (<except.hxx>);
    importhead ("pshlo.h");
    importhead ("shlo.hxx");
    importhead ("mycls.hxx");
    // needed typelibs
    importlib ("actimp.tlb");
    importlib ("actexp.tlb");
    importlib ("thlo.tlb");
    [
        uuid(2573F891-CFEE-101A-9A9F-00AA00342820),
        aggregatable
    ]
    coclass CHello
    {
        cotype THello;
    };
};

#include "ipfix.hxx"
extern HANDLE hEvent;
class CHello : public CHelloBase
{
public:
    IPFIX(CLSID_CHello);
    CHello(IUnknown *pUnk);
    ~CHello();
    HRESULT __stdcall PrintSz(LPWSTR pwszString);
private:
    static int cObjRef;
};

#include <windows.h>
#include <ole2.h>
#include <stdio.h>
#include <stdlib.h>
#include "thlo.h"
#include "pshlo.h"
#include "shlo.hxx"
#include "mycls.hxx"
int CHello::cObjRef = 0;
CHello::CHello(IUnknown *pUnk) : CHelloBase(pUnk)
{
    cObjRef++;
    return;
}
HRESULT __stdcall CHello::PrintSz(LPWSTR pwszString)
{
    printf("%ws\n", pwszString);
    return(ResultFromScode(S_OK));
}
CHello::~CHello(void)
{

```

```

// when the object count goes to zero, stop the server
cObjRef--;
if( cObjRef == 0 )
    PulseEvent(hEvent);
return;
}

#include <windows.h>
#include <ole2.h>
#include "pshlo.h"
#include "shlo.hxx"
#include "mycls.hxx"
HANDLE hEvent;
int _cdecl main(
int argc,
char * argv[])
{
    ULONG ulRef;
    DWORD dwRegistration;
    CHelloCF *pCF = new CHelloCF();
    hEvent = CreateEvent(NULL, FALSE, FALSE, NULL);
    // Initialize the OLE libraries
    CoInitializeEx(NULL, COINIT_MULTITHREADED);
    CoRegisterClassObject(CLSID_CHello, pCF, CLSCTX_LOCAL_SERVER,
        REGCLS_MULTIPLEUSE, &dwRegistration);
    // wait on an event to stop
    WaitForSingleObject(hEvent, INFINITE);
    // revoke and release the class object
    CoRevokeClassObject(dwRegistration);
    ulRef = pCF->Release();
    // Tell OLE we are going away.
    CoUninitialize();
    return(0);
}

extern CLSID CLSID_CHello;
extern UUID LIBID_CHelloLib;
CLSID CLSID_CHello = { /* > 573F891-CFEE-101A-9A9F-00AA00342820 */
    0x2573F891,
    0xCFEE,
    0x101A,
    { 0x9A, 0x9F, 0x00, 0xAA, 0x00, 0x34, 0x28, 0x20 }
};
UUID LIBID_CHelloLib = { /* > 573F890-CFEE-101A-9A9F-00AA00342820 */
    0x2573F890,
    0xCFEE,
    0x101A,
    { 0x9A, 0x9F, 0x00, 0xAA, 0x00, 0x34, 0x28, 0x20 }
};

#include <windows.h>
#include <ole2.h>
#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "pshlo.h"

```

```

#include "shlo.hxx"
#include "clsid.h"
int _cdecl main(
int argc,
char * argv[]) {
HRESULT hRslt;
IHello *pHello;
ULONG ulCnt;
IMoniker * pmk;
WCHAR wcsT[_MAX_PATH];
WCHAR wcsPath[2 * _MAX_PATH];
// get object path
wcsPath[0] = '\\0';
wcsT[0] = '\\0';
if( argc > 1) {
    mbstowcs(wcsPath, argv[1], strlen(argv[1]) + 1);
    wcsupr(wcsPath);
}
else {
    fprintf(stderr, "Object path must be specified\n");
    return(1);
}
// get print string
if(argc > 2)
    mbstowcs(wcsT, argv[2], strlen(argv[2]) + 1);
else
    wcsncpy(wcsT, L"Hello World");
printf("Linking to object %ws\n", wcsPath);
printf("Text String %ws\n", wcsT);
// Initialize the OLE libraries
hRslt = CoInitializeEx(NULL, COINIT_MULTITHREADED);
if(SUCCEEDED(hRslt)) {
    hRslt = CreateFileMoniker(wcsPath, &pmk);
    if(SUCCEEDED(hRslt))
        hRslt = BindMoniker(pmk, 0, IID_IHello, (void **)&pHello);
    if(SUCCEEDED(hRslt)) {
        // print a string out
        pHello->PrintSz(wcsT);
        Sleep(2000);
        ulCnt = pHello->Release();
    }
    else
        printf("Failure to connect, status: %lx", hRslt);
    // Tell OLE we are going away.
    CoUninitialize();
}
return(0);
}

```

## Apprentice Hacker

```
=====
```

```

#!/usr/local/bin/perl
$msg="Hello, world.\n";
if ($#ARGV >= 0) {
while(defined($arg=shift(@ARGV))) {
$outfilename = $arg;

```



```

open(FILE, ">" . $outfile) || die "Can't write $arg: > !\n";
print (FILE $msg);
close(FILE) || die "Can't close $arg: $!\n";
}
} else {
    print ($msg);
}
1;

```

## Experienced Hacker

```

=====
#include <stdio.h>
#define S "Hello, World\n"
main(){exit(printf(S) == strlen(S) ? 0 : 1);}

```

## Seasoned Hacker

```

=====
% cc -o a.out ~/src/misc/hw/hw.c
% a.out

```

## Guru Hacker

```

=====
% cat
Hello, world.
^D

```

## New Manager

```

=====
10 PRINT "HELLO WORLD"
20 END

```

## Middle Manager

```

=====
mail -s "Hello, world." bob@b12
Bob, could you please write me a program that prints "Hello, > orld."?
I need it by tomorrow.
^D

```

## Senior Manager

```

=====
% zmail jim
I need a "Hello, world." program by this afternoon.

```

## Chief Executive

```

=====
% letter
letter: Command not found.
% mail
To: ^X ^F ^C
% help mail
help: Command not found.
% damn!

```

```
!: Event unrecognized
% logout
```

#### DOS Beer:

Requires you to use your own can opener, and requires you to read the directions carefully before opening the can. Originally only came in an 8-oz. can, but now comes in a 16-oz. can. However, the can is divided into 8 compartments of 2 oz. each, which have to be accessed separately. Soon to be discontinued, although a lot of people are going to keep drinking it after it's no longer available.

#### Mac Beer:

At first, came only a 16-oz. can, but now comes in a 32-oz. can. Considered by many to be a "light" beer. All the cans look identical. When you take one from the fridge, it opens itself. The ingredients list is not on the can. If you call to ask about the ingredients, you are told that "you don't need to know." A notice on the side reminds you to drag your empties to the trashcan.

#### Windows 3.1 Beer:

The world's most popular. Comes in a 16-oz. can that looks a lot like Mac Beer's. Requires that you already own a DOS Beer. Claims that it allows you to drink several DOS Beers simultaneously, but in reality you can only drink a few of them, very slowly, especially slowly if you are drinking the Windows Beer at the same time. Sometimes, for apparently no reason, a can of Windows Beer will explode when you open it.

#### OS/2 Beer:

Comes in a 32-oz can. Does allow you to drink several DOS Beers simultaneously. Allows you to drink Windows 3.1 Beer simultaneously too, but somewhat slower. Advertises that its cans won't explode when you open them, even if you shake them up. You never really see anyone drinking OS/2 Beer, but the manufacturer (International Beer Manufacturing) claims that 9 million six-packs have been sold.

#### Windows 95 Beer:

You can't buy it yet, but a lot of people have taste-tested it and claim it's wonderful. The can looks a lot like Mac Beer's can, but tastes more like Windows 3.1 Beer. It comes in 32-oz. cans, but when you look inside, the cans only have 16 oz. of beer in them. Most people will probably keep drinking Windows 3.1 Beer until their friends try Windows 95 Beer and say they like it. The ingredients list, when you look at the small print, has some of the same ingredients that come in DOS beer, even though the manufacturer claims that this is an entirely new brew.

#### Windows NT Beer:

Comes in 32-oz. cans, but you can only buy it by the truckload. This causes most people to have to go out and buy bigger refrigerators. The can looks just like Windows 3.1 Beer's, but the company promises to change the can to look just like Windows 95 Beer's - after Windows 95 beer starts shipping. Touted as an "industrial strength" beer, and suggested only for use in bars.

#### Unix Beer:

Comes in several different brands, in cans ranging from 8 oz. to 64 oz. Drinkers of

Unix Beer display fierce brand loyalty, even though they claim that all the different brands taste almost identical. Sometimes the pop-tops break off when you try to open them, so you have to have your own can opener around for those occasions, in which case you either need a complete set of instructions, or a friend who has been drinking Unix Beer for several years.

#### AmigaDOS Beer:

The company has gone out of business, but their recipe has been picked up by some weird German company, so now this beer will be an import. This beer never really sold very well because the original manufacturer didn't understand marketing. Like Unix Beer, AmigaDOS Beer fans are an extremely loyal and loud group. It originally came in a 16-oz. can, but now comes in 32-oz. cans too. When this can was originally introduced, it appeared flashy and colorful, but the design hasn't changed much over the years, so it appears dated now. Critics of this beer claim that it is only meant for watching TV anyway.

#### VMS Beer:

Requires minimal user interaction, except for popping the top and sipping. However cans have been known on occasion to explode, or contain extremely un-beer-like contents. Best drunk in high pressure development environments. When you call the manufacturer for the list of ingredients, you're told that is proprietary and referred to an unknown listing in the manuals published by the FDA. Rumors are that this was once listed in the Physicians' Desk Reference as a tranquilizer, but no one can claim to have actually seen it.

TBitmap

How do I load a bitmap from a resource without losing the palette?

**Q:** How do I load a bitmap from a resource without losing the palette?

**A:**

```
procedure TForm1.Button1Click(Sender: TObject);
var
  Bmp: TBitmap;
  HResInfo: THandle;
  BMF: TBitmapFileHeader;
  MemHandle: THandle;
  Stream: TMemoryStream;
  ResPtr: PByte;
  ResSize: Longint;
begin
  BMF.bfType := $4D42;
  HResInfo := FindResource(HInstance, 'BITMAP_2', RT_Bitmap);
  ResSize := SizeofResource(HInstance, HResInfo);
  MemHandle := LoadResource(HInstance, HResInfo);
  ResPtr := LockResource(MemHandle);
  Stream := TMemoryStream.Create;
  Stream.SetSize(ResSize + SizeOf(BMF));
  Stream.Write(BMF, SizeOf(BMF));
  Stream.Write(ResPtr^, ResSize);
  FreeResource(MemHandle);
  Stream.Seek(0, 0);
  Bmp := TBitmap.Create;
  Bmp.LoadFromStream(Stream);
  Canvas.Draw(0, 0, Bmp);
  Bmp.Free;
  Stream.Free;
end;
```

THE ENGINEERS SONG  
(SUNG TO THE TUNE OF THE BEVERLY HILLBILLIES)

Come and listen to a story 'bout a man named Jed,  
A poor College Kid barely kept his family fed,  
But then one day he was talking to a recruiter,  
He said "They'll pay ya big bucks if ya work on a computer",  
VAX that is ... CRT's ... Workstations;

Well the first thing ya know ol' Jed's an Engineer,  
The kinfolk said "Jed move away from here",  
They said "Arizona is the place ya oughta be",  
So he bought some jelly rolls, and he moved to Ahwatukee,  
Motorola that is ... dry heat ... no amusement parks;

On his first day at work they stuck him in a cube,  
Fed him more donuts and sat him at a tube,  
They said "Your project's late but we know just what to do,  
Instead of 40 hours, we'll work you fifty-two!"  
OT that is ... Unpaid ... Mandatory

The weeks rolled by and things were looking bad,  
Some schedules had slipped and some managers were mad,  
They called another meeting and decided on a fix,  
They answer was simple, "We'll work him sixty-six"  
Tired that is ... Stressed out ... No social life

Months turned into years and his hair was turning gray,  
Jed worked hard while his life slipped away,  
Waiting to retire when he turned sixty-four,  
Instead he got a call and they walked him out the door,  
Laid-off that is ... Debriefed ... Unemployed ...

A math/engineering convention was being held. On the train to the convention, there were a bunch of math majors and a bunch of engineering majors. Each of the math majors had his/her train ticket. The group of engineers had only ONE ticket for all of them. The math majors started laughing and snickering.

Then, one of the engineers said "here comes the conductor" and then all of the engineers went into the bathroom. The math majors were puzzled. The conductor came aboard and said "tickets please" and got tickets from all the math majors. He then went to the bathroom and knocked on the door and said "ticket please" and the engineers stuck the ticket under the door. The conductor took it and then the engineers came out of the bathroom a few minutes later. The math majors felt really stupid.

So, on the way back from the convention, the group of math majors had one ticket for the group. They started snickering at the engineers, for the whole group had no tickets amongst them. Then, the engineer lookout said "Conductor coming!". All the engineers went to one bathroom. All the math majors went to another bathroom. Then, before the conductor came on board, one of the engineers left the bathroom, knocked on the other bathroom, and said "ticket please."



From: hashemi@physics.harvard.edu  
Newsgroups: comp.lang.pascal.misc  
Subject: What Right-Minded Adult Would Use C?  
Date: 28 Sep 95 20:14:45 -0500  
Organization: Harvard University Physics Department  
Message-ID: <1995Sep28.201445.1@physics.harvard.edu>

What Right-Minded Adult Would Use C?

Most C programmers are NARGs (from "Not A Real Gentleman"), which chiefly means that they have no charm, and here's why.

Whereas a gracious adult seeks to make others feel glad about the extent of their knowledge (he is charming), a NARG will take every opportunity to make others feel dismayed about the limits of their knowledge (he is not charming). Computer-NARGs, not satisfied with the power of science to make non-scientists feel stupid, have developed elaborate secret languages and cyphers, the main effect of which is to confuse the layman. The mentality behind cryptic communication is no mystery to most of us. I recall from my childhood the fascination I had with secret codes. My friends and I would pass coded notes to one another in class. Someone finding such a note would, we hoped, wonder, "What fascinating message is contained herein?" and, being unable to read it, would never be disillusioned (unless, of course, she went and begged one of us CODE-WRITERS for a translation). We got such a thrill out of writing in code that there was no need for us to worry about the content of our messages. It was using the cypher that was fun. In fact, the secret code made everything we wrote seem clever, and all because: OTHER PEOPLE DIDN'T KNOW WHAT WE WERE WRITING ABOUT. Not at all charming, and certainly not the way to win new friends, let alone lovers, in the adult world.

Of course, we hope kids will learn the value of charm in school. But the school system is not perfect, so many kids still grow up to be NARGs. Computer programming, as a young science, is ideal territory for a NARG. The NARG programmer can invent as many cyphers as he likes with which to mask the underlying simplicity of his profession. Non-programmers, of which there are many, are easily dazzled by such cyphers, mistaking the difficulty they present for a difficulty presented by the principles of computer programming. Thus, by writing in cyphers, NARGs promote themselves as masters of an arcane art, when in fact they are merely childlike practitioners of a simple craft. Instead of working to produce masterfully clear and unambiguous programs, they strive to encode as much information as possible into each cryptic symbol, and claim to be striving for "elegance".

Consider UNIX, the NARG's favorite operating system. It is "powerful" (in NARG-speak) because its syntax is loose. It is "elegant" because instructions can be concatenated on a single line. Its commands are cryptic:

---

UNIX command	Function
man	help
mv	rename
kill	stop
ls	list

---

And then there is "C", the NARG's favorite programming language. Whereas a simple Pascal looks like,

---

```
program example (output);
begin
  write('example');
end.
```

---

the same program in "C" comes out as,

---

```
#include <stdio.h>

void main(void)
{
  printf("example");
}
```

---

C's crypticism goes far beyond its reserved words. While philosophers and linguists have built up a potent understanding of the syntactic constructs that lend themselves to clear and unambiguous expression, the designers of C have seen fit to throw all such constructs to the wind. For example, in C one finds that an assignment statement such as "let x be 3" can be treated not only as an assignment statement, but also as a number, and, moreover, AT THE SAME TIME. Thus we can say "let y be 'let x be 3'" and mean that 'let

x be 3' should be treated first as a command to do something, and then as a number to be assigned to the variable y. C allows the same object to be classified at the same time into two types that the merely college-educated laymen has been taught are mutually exclusive. Our conviction that something cannot be both a number and a statement is so ingrained that we cannot hope to make sense of the above C statement without help from a (you guessed it) C-PROGRAMMER.

NARGs defend C by saying it is "powerful" because its syntax is loose ("you can play wonderful tricks with pointers") and "elegant" because it requires less typing ("i++ is

much more elegant than `i:=i+1`"). C programmers also claim you can do important things in C that you cannot do in an easy-to-read language like Pascal. Invariably in such cases, the C programmer either does not know Pascal ("you can't do objects in Pascal," or, "You can't do hash tables in Pascal"), or is suggesting that one do something unnecessarily and unspeakably ugly that Pascal deliberately forbids ("I want to pass a function to a procedure by passing a pointer variable rather than a function variable"), or is referring to properties of the compiler ("what about compiler macros?"). C programmers are also fond of expressing fantasies about C being faster than Pascal, but I have yet to see anyone prove this, despite having been subjected to several attempts at a demonstration.

A practical problem with C and UNIX is that programmers, being human, become distracted from their jobs by the joys of encryption and abbreviation. Witness the following entry in a C newsgroup:

---

```
|> I think you can use %[^\n]\ns to include spaces
|>
Make that %[^\n]*c. \n is not a command to read a newline, it reads all whitespace
following, and is often inconvenient in this context. %*c reads and discards one
character: and as it follows %[^\n], this character, if it exists, is a newline.
```

---

What's more, with the rise of crypticism, the original tenets of good programming are now openly spurned:

---

```
> I don't even care if it's non-portable, or "illegal". As long as it
> does what we what it to do, in my opinion it's good code.
```

---

Fortunately, the prevalence of crypticism is good news for those of us who stick to a clear language like Pascal, and try to make our code as readable as possible. Clear programming is not an aesthetic goal, but a practical one. It leads to reliable code, quicker development, and extended utility; and for this people are prepared to pay. The longer the majority of programmers are distracted by crypticism, pointer-tricks, and programming fashions, the longer those of us who keep ourselves disciplined can expect to have the advantage. Not only that, we will reap the benefits of NOT BEING NARGS.

The people who really get thrown off course by C are laymen who want to acquire a basic understanding of programming. It is hard for them to avoid being suckered into learning C as their first language. They spend so much time struggling with it that, once they have learned it, they get the impression that they have learned



```

{$A+,B-,D+,F-,G+,I+,K+,L+,N+,P+,Q-,R-,S-,T-,V+,W-,X+,Y+}
{$M 16384,8192}
{*****}
}
{
}
{ TPanelClock - a VCL component that is provides time-of-date, NUM, CAPS,
and }
{ Scroll Key Statuses. When you click on this component (at run-time),
it }
{ will switch to showing free GDI, System, and User Resources. Source
code }
{ documentation is rather limited, with the exception of the rather
arcane }
{ properties which as described below. This component (such as it is)
is }
{ hereby given to the public domain. Should you find it useful at
some }
{ point in your programming career, please feel obligated to donate one
of }
{ your own equally useful components to the public domain. If you have
any }
{ suggestions for improvements, or if you find any bugs, please notify
the }
{ author (but please be gentle - this is my first component). Thank-
you. }
{
}
{ Author: Cameron D.
Peters }
{ Suite 311, 908 - 17th Avenue
S.W. }
{ Calgary, Alberta
CANADA }
{ CIS:
72561,3146 }
{ Phone: 403-228-
9991 }
{ Fax: 403-228-
0202 }
{
}
{ Revision
History: }
{ 1.00 CDP 950525
Created }
{
}
{ Installation
}
{ Use Tools|Install Components to add this to your VCL. TPanelClock
will }
{ be added to the additional page of your component
palette. }
{
}
{ Properties

```

```

}
{ I haven't created an on-line help file for this component, because
I }
{ don't really have the time, or possibly because I am just lazy.
Perhaps }
{ I'll create one if enough people download this file as it is!
Anyways, }
{ here are my notes on the properties which were not inherited (in
no }
{ particular
order): }
{
}
{ PanelMode - can be pmClock or pmResources. When it's pmClock,
the }
{ component shows the time-of-day, and the status of NUM, CAPS,
and }
{ SCRL. When it's pmResources, it will show the percentage of
free }
{ GDI, USER and System
Resources. }
{ AllowClick - when this is true, the user can click on the
component }
{ to switch back and forth between the clock and the resource
monitor. }
{ AlertLevel - if any of the resources fall below this level, they
will }
{ be shown using the
AlertFont. }
{ AlertFont - font used to display resources which have fallen below
the }
{ AlertLevel.
}
{ AlertMatchFont - when this is true, the AlertFont will be made to
match }
{ the Font, with the exception that the color of the AlertFont will
be }
{ set to
clRed. }
{ Spaces - the number of pixels of space between sections of the
panel. }
{ ClockWidth - the width of the clock in
pixels. }
{
}
{*****}
}

```

```
unit PanClock;
```

```
interface
```

```
uses
```

```

    SysUtils,
    WinTypes,
    WinProcs,
    Messages,
```

```
Classes,  
Graphics,  
Controls,  
Forms,  
Dialogs,  
ExtCtrls;
```

```
const
```

```
  {Key statuses}  
  ksNumberOfKeyStatuses = 3;  
  ksNumLock = 1;  
  ksCapsLock = 2;  
  ksScrollLock = 4;
```

```
  {Resource Monitors}  
  rmNumberOfMonitors = 3;  
  rmGDIResources = 1;  
  rmSystemResources = 2;  
  rmUserResources = 3;
```

```
type
```

```
TResourceMonitor = array[rmGDIResources..rmUserResources] of integer;
```

```
TPanelMode = (pmClock, pmResources);
```

```
TPanelClock = class(TCustomControl)
```

```
private
```

```
  { Private declarations }  
  FAlertFont: TFont;  
  FAlertLevel: Integer;  
  FAlertMatchFont: Boolean;  
  FAllowClick: Boolean;  
  FBevel: TPanelBevel;  
  FBevelWidth: Integer;  
  FClockWidth: Integer;  
  FHint2: String;  
  FKeyState: Integer;  
  FLastPaint: String[20];  
  FPanelMode: TPanelMode;  
  FSpace: Integer;  
  FResources: TResourceMonitor;
```

```
protected
```

```
  { Protected declarations }  
  procedure Click; override;  
  procedure Paint; override;  
  procedure SetAlertFont(Value: TFont);  
  procedure SetAlertLevel(Value: Integer);  
  procedure SetAlertMatchFont(Value: Boolean);  
  procedure SetBevel(Value: TPanelBevel);  
  procedure SetBevelWidth(Value: Integer);  
  procedure SetBounds(ALeft, ATop, AWidth, AHeight: Integer); override;  
  procedure SetClockWidth(Value: Integer);  
  procedure SetPanelMode(Value: TPanelMode);  
  procedure SetSpace(Value: Integer);  
  procedure WMDestroy(var Msg: TMsg); message WM_Destroy;  
  procedure WMCreate(var Msg: TMsg); message WM_Create;  
  procedure WMTimer(var Msg: TMsg); message WM_Timer;
```

```
public
```

```
  { Public declarations }
```

```

    constructor Create(AOwner: TComponent); override;
published
    { Published declarations }
    property AlertFont: TFont read FAlertFont write SetAlertFont;
    property AlertLevel: Integer read FAlertLevel write SetAlertLevel default
20;
    property AlertMatchFont: Boolean read FAlertMatchFont write
SetAlertMatchFont default TRUE;
    property Align;
    property AllowClick: Boolean read FAllowClick write FAllowClick default
TRUE;
    property Bevel: TPanelBevel read FBevel write SetBevel default bvLowered;
    property BevelWidth: Integer read FBevelWidth write SetBevelWidth default
1;
    property ClockWidth: Integer read FClockWidth write SetClockWidth default
96;
    property Color;
    property Enabled;
    property Font;
    property Height default 16;
    property Hint;
    property Hint2: String read FHint2 write FHint2;
    property PanelMode: TPanelMode read FPanelMode write SetPanelMode default
pmClock;
    property ParentColor;
    property ParentFont;
    property ParentShowHint;
    property ShowHint;
    property Space: Integer read FSpace write SetSpace default 1;
    property Width default 219;
end;

procedure Register;

implementation

function IntFindMin(X,Y: Integer): Integer;
begin
    if (X < Y) then Result := X
    else Result := Y;
end;

function IntFindMax(X,Y: Integer): Integer;
begin
    if (X > Y) then Result := X
    else Result := Y;
end;

procedure Register;
begin
    RegisterComponents('Additional', [TPanelClock]);
end;

constructor TPanelClock.Create(AOwner: TComponent);

begin

```



```

    inherited Create(AOwner);
    SetBounds(0,0,219,16);
    Hint := 'Click to see system resources';
    Hint2 := 'Click to see clock';
    FAlertFont := TFont.Create;
    FAlertLevel := 20;
    FAlertMatchFont := TRUE;
    FAllowClick := TRUE;
    FBevel := bvLowered;
    FBevelWidth := 1;
    FClockWidth := 96;
    FSpace := 1;
end;

procedure TPanelClock.Click;

begin
    if (AllowClick) then begin
        if (PanelMode = pmClock) then PanelMode := pmResources
        else PanelMode := pmClock;
    end;
    inherited Click;
end;

procedure TPanelClock.Paint;
var
    ClientRect: TRect;
    StatusRect: TRect;
    TextMetric: TTextMetric;
    TopColor, BottomColor: TColorRef;
    OldColor, SaveFontColor: TColorRef;
    X: Integer;
    RWidth: Integer;

const
    KeyStates: array[1..ksNumberOfKeyStatuses] of String[4] =
('NUM', 'CAPS', 'SCRL');
    ResMonitors: array[1..rmNumberOfMonitors] of String[4] =
('GDI:', 'SYS:', 'USR:');

{This procedure is inside of the TPanelClock.Paint procedure.}
procedure PaintRect(ARect: TRect; S: String);
var
    X,Y: Integer;
    W,H: Integer;
    FRect: TRect;
begin
    FRect := ARect;
    if (Bevel <> bvNone) then
Frame3D(Canvas,ARect,TopColor,BottomColor,BevelWidth);
    W := Canvas.TextWidth(S);
    WinProcs.GetTextMetrics(Canvas.Handle,TextMetric);
    H := TextMetric.tmHeight;
    X := ARect.Left + IntFindMax((ARect.Right - ARect.Left - W) div 2,1);
    Y := ARect.Top + IntFindMax((ARect.Bottom - ARect.Top - H) div 2,1);
    Canvas.TextRect(ARect,X,Y,S);

```

```

{Fill up the spacer}
if (Space > 0) and (FRect.Right + Space <= ClientRect.Right) then begin
  FRect.Left := FRect.Right;
  FRect.Right := FRect.Left + Space;
  Canvas.Brush.Color := Self.Color;
  Canvas.FillRect(FRect);
end;
end;

begin {TPanelClock.Paint}
  inherited Paint;
  ClientRect := GetClientRect;
  if (Bevel = bvLowered) then begin
    TopColor := clBtnShadow;
    BottomColor := clBtnHighlight;
  end
  else begin
    TopColor := clBtnHighlight;
    BottomColor := clBtnShadow;
  end;

  Canvas.Font := Self.Font;
  FLastPaint := TimeToStr(Time);
  OldColor := SetBkColor(Canvas.Handle, ColorToRGB(Color));
  StatusRect := ClientRect;
  if (PanelMode = pmClock) then begin
    StatusRect.Right := IntFindMin(StatusRect.Right, ClockWidth);
    PaintRect(StatusRect, FLastPaint);
    Inc(StatusRect.Left, ClockWidth+Space);
    RWidth := (ClientRect.Right - StatusRect.Left - (Space *
ksNumberOfKeyStatuses)) div ksNumberOfKeyStatuses;
    for x := 1 to ksNumberOfKeyStatuses do begin
      if (x = ksNumberOfKeyStatuses) then RWidth := ClientRect.Right;
      StatusRect.Right := IntFindMin(StatusRect.Left +
RWidth, ClientRect.Right-Space);
      if (StatusRect.Right - StatusRect.Left > (2*BevelWidth)) then begin
        if ((1 shl Pred(x)) and FKeyState) <> 0) then
PaintRect(StatusRect, KeyStates[x])
        else PaintRect(StatusRect, '');
      end;
      StatusRect.Left := StatusRect.Right + Space;
    end;
  end
  else begin
    if (FAlertMatchFont) then begin
      FAlertFont.Assign(Font);
      FAlertFont.Color := clRed;
    end;

    RWidth := (ClientRect.Right - ClientRect.Left - (Space *
rmNumberOfMonitors)) div rmNumberOfMonitors;
    for x := 1 to rmNumberOfMonitors do begin
      if (x = rmNumberOfMonitors) then RWidth := ClientRect.Right;
      StatusRect.Right := IntFindMin(StatusRect.Left +
RWidth, ClientRect.Right-Space);
      if (FResources[x] < AlertLevel) and (AlertFont <> NIL) then

```

```

Canvas.Font := AlertFont
    else Canvas.Font := Self.Font;
    PaintRect (StatusRect, ResMonitors [x]+IntToStr (FResources [x])+'%');
    StatusRect.Left := StatusRect.Right + Space;
end;
end;
SetBkColor (Canvas.Handle, OldColor);
end;

procedure TPanelClock.SetAlertFont (Value: TFont);
begin
    FAlertFont.Assign (Value);
    FAlertMatchFont := FALSE;
    Invalidate;
end;

procedure TPanelClock.SetAlertLevel (Value: Integer);
begin
    if (FAlertLevel <> Value) then begin
        FAlertLevel := IntFindMax (IntFindMin (Value, 100), 0);
        Invalidate;
    end;
end;

procedure TPanelClock.SetAlertMatchFont (Value: Boolean);
begin
    FAlertMatchFont := Value;
    if (Value) then begin
        FAlertFont.Assign (Font);
        FAlertFont.Color := clRed;
        Invalidate;
    end;
end;

procedure TPanelClock.SetBevel (Value: TPanelBevel);
begin
    FBevel := Value;
    Invalidate;
end;

procedure TPanelClock.SetBevelWidth (Value: Integer);
begin
    FBevelWidth := Value;
    Invalidate;
end;

procedure TPanelClock.SetBounds (ALeft, ATop, AWidth, AHeight: Integer);
begin
    inherited SetBounds (ALeft, ATop, IntFindMax (AWidth, ClockWidth), AHeight);
end;

procedure TPanelClock.SetClockWidth (Value: Integer);
begin
    FClockWidth := Value;
    Invalidate;
end;

```

```

procedure TPanelClock.SetPanelMode(Value: TPanelMode);
var
  Msg: TMsg;
  Temp: String;
begin
  FillChar(FResources, SizeOf(FResources), 0);
  FLastPaint := '';
  if (FPanelMode <> Value) then begin
    FPanelMode := Value;
    WMTimer(Msg);
    Temp := Hint;
    Hint := Hint2;
    Hint2 := Temp;
  end;
end;

procedure TPanelClock.SetSpace(Value: Integer);
begin
  FSpace := Value;
  Invalidate;
end;

procedure TPanelClock.WMDestroy(var Msg: TMsg);
begin
  KillTimer(Handle, 1);
  inherited
end;

procedure TPanelClock.WMCreate(var Msg: TMsg);
begin
  SetTimer(Handle, 1, 200, NIL);
  inherited;
end;

procedure TPanelClock.WMTimer(var Msg: TMsg);
var
  NewKeyState: Integer;
  NewResources: TResourceMonitor;
  X: Integer;
begin
  NewKeyState := 0;
  if (PanelMode = pmClock) then begin
    if (GetKeyState(VK_NUMLOCK) and $01) <> 0 then Inc(NewKeyState, ksNumLock);
    if (GetKeyState(VK_CAPITAL) and $01) <> 0 then
      Inc(NewKeyState, ksCapsLock);
    if (GetKeyState(VK_SCROLL) and $01) <> 0 then
      Inc(NewKeyState, ksScrollLock);
    if (FLastPaint <> TimeToStr(Time)) or (FKeyState <> NewKeyState) then
      begin
        FKeyState := NewKeyState;
        Paint;
      end;
  end
  else begin
    NewResources[rmGDIResources] := GetFreeSystemResources(GFSR_GDIResources);
    NewResources[rmSystemResources] :=

```

```
GetFreeSystemResources (GFSR_SystemResources);
  NewResources [rmUserResources] :=
GetFreeSystemResources (GFSR_UserResources);
  for x := 1 to rmNumberOfMonitors do
    if (NewResources[x] <> FResources[x]) then begin
      Move (NewResources, FResources, SizeOf (FResources));
      Paint;
      Break;
    end;
  end;
  inherited;
end;

end.
```

## WRITE IN C

(sung to The Beatles "Let it Be")

When I find my code in tons of trouble,  
Friends and colleagues come to me,  
Speaking words of wisdom:  
"Write in C."

As the deadline fast approaches,  
And bugs are all that I can see,  
Somewhere, someone whispers"  
"Write in C."

Write in C, write in C,  
Write in C, write in C.  
LISP is dead and buried,  
Write in C.

I used to write a lot of FORTRAN,  
for science it worked flawlessly.  
Try using it for graphics!  
Write in C.

If you've just spent nearly 30 hours  
Debugging some assembly,  
Soon you will be glad to  
Write in C.

Write in C, write in C,  
Write In C, yeah, write in C.  
Only wimps use BASIC.  
Write in C.

Write in C, write in C,  
Write in C, oh, write in C.  
Pascal won't quite cut it.  
Write in C.

<Guitar Solo>

Write in C, write in C,  
Write in C, yeah, write in C.  
Don't even mention COBOL.  
Write in C.

And when the screen is fuzzy,  
And the editor is bugging me.  
I'm sick of ones and zeroes.  
Write in C.

A thousand people swear that T.P.  
Seven is the one for me.  
I hate the word PROCEDURE,  
Write in C.

Write in C, write in C,  
Write in C, yeah, write in C.  
PL1 is 80's,  
Write in C.

Write in C, write in C,  
Write in C, yeah, write in C.  
The government loves ADA,  
Write in C.

Here is a custom TEdit that will tab to the next control when the user hits the <ENTER>

```
unit Ems;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls;

type
  TEMS = class(TEdit)
  private
    { Private declarations }
  protected
    { Protected declarations }
  public
    { Public declarations }
    procedure KeyPress(var Key: Char); override;
  published
    { Published declarations }
  end;

procedure Register;

implementation

procedure Register;
begin
  RegisterComponents('Samples', [TEMS]);
end;

procedure TEMS.KeyPress(var Key: Char);
begin
  if key = #13 then begin
    key := #0;
    PostMessage(self.parent.Handle, WM_NEXTDLGCTL, 0, 0);
  end
  else inherited KeyPress(key);
end;

end.
```



Fifty Ways to Hose Your Code  
Kind of by Paul Simon

The problem's all inside your code she said to me;  
Recursion is easy if you take it logically.  
I'm here to help you if you're struggling to learn C,  
There must be fifty ways to hose your code.

She said it's really not my habit to #include,  
And I hope my files won't be lost or misconstrued;  
But I'll recompile at the risk of getting screwed,  
There must be fifty ways to hose your code.

Just blow up the stack Jack,  
Make a bad call Paul,  
Just hit the wrong key Lee,  
And set your pointers free.

Just mess up the bus Gus,  
You don't need to recurse much,  
You just listen to me.

She said it greives me to see you compile again.  
I wish there were some hardware that wasn't such a pain.  
I said I appreciate that and could you please explain,  
About the fifty ways.

She said why don't we both just work on it tonight,  
And I'm sure in the morning it'll be working just right.  
Then she hosed me and I realized she probably was right,  
There must be fifty ways to hose your code.

Just lose the address Les,  
Clear the wrong Int Clint,  
Traverse the wrong tree Lee,  
And set your list free.

Just mess up the bus Gus,  
You don't need to recurse much,  
You just program in C.

## 'T WAS THE NIGHT BEFORE IMPLEMENTATION

---

'Twas the night before implementation,  
And all through the house.  
Not a program was working,  
Not even a browse.  
The programmers hung by their tubes in despair,  
With hopes that a miracle soon would be there.

The users were nestled all snug in their beds.  
While visions of inquiries danced in their heads.  
When out of the scope there arose such a clatter,  
I sprang from my desk to see what was the matter.  
And what to my wondering eyes should appear,  
But a super-programmer (with a six-pack of beer).

His resume glowed with experience so rare,  
He turned out great code with a bit-pushers' flair.  
More rapid than eagles, his programs they came.  
And he whistled and shouted and called them by name:  
On update! On add! On inquiry! On Delete!  
On batch jobs! On closing! On functions complete!

His eyes were glazed over, fingers nimble and lean.  
From weeends and nights in front of a screen.  
A wink of his eye and a twist of his head,  
Soon gave me to know I had nothing to dread.

He spoke not a word, but went straight to his work.  
Turning specs into code; then turned with a jerk.  
And laying his finger upon the <ENTER> key,  
The system came up and worked perfectly.

The updates updated; the deletes, they deleted.  
The inquiries inquired; and closing completed.  
He tested each whistle, and tested each bell.  
With nary an abend, all had gone well.

The system was finished, the tests were concluded.  
The users last changes were even included.  
And the user exclaimed with a snarl and a taunt,  
"It's just what I asked for, but not what I want!"

## 1991 Unix support contact headlines

I work at the support hotline for a fairly large Unix vendor. Customer calls are intercepted by a group of receptionists, who determine the general nature of each caller's problem or question and then place it on an electronic queue. The receptionists attach a "headline" to each call, so that the support analysts can decide whether a particular call is in their area of expertise. Unfortunately, the receptionists are not generally familiar with Unix.

Spelling errors can happen.

"The cron log file has exceeded 250 mega bite"  
"Air message on consol"

Sometimes there is strange imagery involved. Picture this:

"Cannot get into the library"  
"Runaway process boards"  
"Terminals need to be brightened up"  
...you can ignore this problem until they're suicidal.  
"Question about braking when dialing in from a modem"  
...calling from your car phone?  
"Does not see the boot"  
...check the end of your foot.  
"Terminal has no cursor and making a high pitch wine"  
...mmmm, just LOVE that high pitch wine!  
"Cannot get into Telnet"  
...yeah, telnet is pretty boring.  
"Constant memory vaults"  
...you're using too many JUMP instructions.  
"X's and O's on terminal"  
...how cute, it's just telling you it loves you.  
"Terminal density is gone - cannot see screen"  
...someone call a physicist -- their system is losing its mass!  
"Bust fault and reset of system"  
...can the hardware guy install a bra?

There is some hardware we just don't support.

"Install wife terminal"  
"Has a PC that knocks down all terminals"  
"Foot disk needs to be reformatted"  
...contact your chiropractor.  
"Actuary on printer is out"  
...are they at an insurance company?

This is clearly NOT a software problem.

"Trouble with electrical smell on system"

This one came up a few weeks after Gorbachev had his trouble:

"When logging on, getting overthrow signal"

Similarly:

"Warning regent table overthrow"

Here's a stumper.

"EGA controller error grade andy controller, bell doesn't work"

Users may get a little fed up.

"Is it possible to communicate with a Unix machine?"

"Too much paper during printing"

Sometimes, you just have to wonder...

"Getting a parody error"

"If terminal is off, can't get prompt back"

"Having a hard disfailure"

"Question about configuration of Woodperfect"

"Set off a background process accidentally and wants to kill"

...I, too, would kill after making such a mistake.

"Questions on fox based software"

...those animals really do understand relational databases!

"Problem logging onto root, gets Chinese characters"

...oh, your console is upside-down.

"Each time he accesses a dose you have to reset the terminal"

...wow, man, the screen is breathing...

"Kill process logs users off system"

...it does tend to do that.

"Question on repetitioning the disc"

...we have here a signed statement: you should increase swap.

"Q how to do PCP over x dot 25"

...please, don't network under the influence.

"UPS DOWN"

...and down is up, right, sir?

From the 5th-season episode "Schisms" of Star Trek: The Next Generation

Ode to Spot  
by Lt. Commander Data

Felis catus--is your taxonomic nomenclature  
An endothermic quadruped, carnivorous in nature?  
Your visual, olfactory, and auditory senses  
Contribute to your hunting skills and natural defenses.  
I find myself intrigued by your subvocal oscillations--  
A singular development of cat communications  
That obviates your basic hedonistic predilection  
For a rhythmic stroking of your fur to demonstrate affection.  
A tail is quite essential for your acrobatic talents;  
You would not be so agile if you lacked its counterbalance.  
And when not being utilized to aid in locomotion  
It often serves to illustrate the state of your emotion.  
Oh, Spot--the complex level of behavior you display  
Connotes a fairly well developed cognitive array.  
And though you are not sentient, Spot, and do not comprehend--  
I, none the less, consider you a true and valued friend.

## The Spellchecker Song

I have a spelling checker.  
It came with my PC.  
It plane lee marks four my revue  
Miss steaks aye can knot see.

Eye ran this poem threw it.  
Your sure real glad two no.  
Its very polished in its weigh,  
My checker tolled me sew.

A checker is a blessing.  
It freeze yew lodes of thyme.  
It helps me right awl stiles two reed,  
And aides me when aye rime.

Each frays comes posed up on my screen  
Eye trussed too bee a joule.  
The checker pours o'er every word  
To cheque sum spelling rule.

Bee fore a veiling checkers  
Hour spelling mite decline,  
And if we're laks oar have a laps,  
We wood bee maid too wine.

Butt now bee cause my spelling  
Is checked with such grate flare,  
There are know faults with in my cite,  
Of nun eye am a wear.

Now spelling does not phase me,  
It does knot bring a tier.  
My pay purrs awl due glad den  
With wrapped words fare as hear.

To rite with care is quite a feet  
Of witch won should be proud,  
And wee mussed dew the best wee can,  
Sew flaws are knot aloud.

Sow ewe can sea why aye dew prays  
Such soft wear four pea seas,  
And why eye brake in two averse  
Buy righting want too please.

SIGNIFICANT OTHERS SPEAK OUT !!!

So you've found yourself attracted to a computer nerd. (Sorry techies; that IS what those of us that exist in the real world call you.) Spousal units and significant others (collectively referred to herein as "SO's") who have long endured the idiosyncrasies of their techie mates have banded together to provide the unsuspecting "future significant other" a peek at existence with: THE TECHIE. But first, a couple of disclaimers: All persons and events portrayed in this article are real and any resemblance to actual people or incidents is entirely intentional. Techies portrayed herein are of the male variety but male SO's have confirmed that they experience the same phenomenon in relation to their female techies.

To properly co-exist with a techie, you must first understand three basic premises on which his view of the world is based:

1. There is a proper order in the universe. Computers come first; significant others somewhere thereafter.
2. Programmers, while reluctantly admitting (subsequent to intense pressure) that they are not God, are however, equal to God.
3. Computer illiterate people are complete morons.

These three premises result in techies having a drastically different way of thinking as compared to the average person. This unique approach to life will be exhibited on a daily basis in many subtle ways:

TOPIC =====	WHAT YOU'RE THINKING =====	WHAT HE'S THINKING =====
Ideal Vacation	Tahiti	Las Vegas -- during Comdex
Shopping Trip	New wardrobe	Computer bookstore
Eating Out	Chez Romantic	Vending machine at the office
Fun Weekend	Picnic in the mountains	Non-stop programming
6 A.M.	Romantic sunrise	Late night of programming
People over for Dinner	Friends, Conversation	Victims to view latest software developments
Tax Time	Call an accountant	Order a tax package for SO
Looking at Stereo Equipment	Casual browsing	Select model, Close deal
Share Housework	50/50	Refrain from complaining that Pepsi isn't restocked



Spending more  
time with  
Children            Interactive Learning            Set up Barbies next to computer

Reason to cash out  
Investments    Child's Education            This years BMW's look good

It is true that techies' rarely subscribe to GQ magazine but, in all fairness, let's dispense with the slide-rule, taped glasses, white, button-down shirt stereotype. They no longer wear slide-rules; laptops are in. Taped glasses - well, ok, sometimes. White shirts have been replaced by t-shirts and flowered Hawaiian atrocities. "Dressing up" for a special occasion entails putting on jeans and a wrinkled shirt with a collar. If you happen to be domestically inclined, don't bother ironing shirts (or if you're not, feeling guilty about NOT ironing them) because pressed shirts are simply not a priority in a Techie's life and neither he nor any of his contemporaries will notice that the shirt he's wearing looks like it's been trapped between his mattress and box springs for a year.<sup>33</sup>

Material possessions are of vital importance to the techie. Of paramount importance is: THE CAR. The cost of this is directly proportional to the size of: THE EGO. There are two types of vehicles owned by techies: 1966 Station wagons with deteriorating wood on the sides OR the most expensive vehicle income will allow. (Neither category would be caught dead, however, driving a car with a Mary Kay bumper sticker attached.) Single techies can be identified by their dumpy apartments, frayed clothing and impeccably maintained Ferraris.

Techie's with vehicles in the second category assemble their machines for the annual Testosterone 500. Grown men gather at an area race track, spend 90 percent of the day walking around bragging about their car to anyone who will listen and devote the balance of the time tearing around on a track hoping they won't kill themselves. What we are witnessing is NOT simply a car race, but rather a battle of the egos. This same group of techies has also mastered the art of maneuvering discussion of THE CAR into every conversation.

The home computer system is another source of competition. Our family of four (techie, SO, 8 and 2 year old) is the proud owner of six computers, seven monitors, three laser printers, two dot matrix printers, two scanners, two optical disk drives, a CD ROM drive, and four boxes of cables that "might come in handy someday". Most appalling of all is that the 2 year old is limited to a 286 with an EGA! HORRORS! Special effort is made to explain to visiting techies that we are in the process of upgrading her system.

Other elaborate electronic devices run a close second to the "home computer competition". Techies must always have the latest and the best of any electronic device on the market and they MUST be the first in their group to own one. We have established true superiority with our home PBX phone system with the capacity to

handle 10 incoming lines, conference calls, 45 auto-dial numbers and, best of all, music on hold. Oh, and our answering machine has voice mail capabilities, can receive fax transmissions and makes dinner.

As you've probably already noticed, dating a techie has special challenges and rewards. Although your social hours are restricted to 11:00 p.m. - 3:00 a.m., you do have the opportunity to meet other SO's who, like you, are hanging around the office waiting for "just one more compile". A techie's estimate of "15 more minutes" generally means they will appear an hour or two later having absolutely no clue that more than 15 minutes has passed.

If you do manage to convince your techie to take a vacation, plan on his inspecting the computer system at every hotel, gas station, restaurant, car rental agency and airline. Expect him to make suggestions for improvements to busboys, valets, maids and waiters, none of whom have the remotest interest in their establishment's computer system, much less any influence in this arena. Keep in mind also that no matter where you go, techies will find each other. The first trip I, my sweetie and his portable computer took together was to Europe. I was one of the lucky few to be dating a man who owned one of the first portable computers manufactured, which of course automatically entitled us to first class service everywhere. He no sooner had placed the computer on the airline tray table than six fellow techies leaped to his side to discuss the merits of the computer. Personal conversation with my traveling companion totalled ten minutes out of a six hour flight.

Lunching with a group of techies is comparable to being dropped into a remote village in central Albania, with one major difference: Sign language is completely useless. They are speaking a foreign language and they are completely oblivious to this fact. My suggestion: Don't bother going. No one will notice that you were there anyway, including your techie.

Parties dominated by techies are truly exciting experiences. Techies have never developed the art of smalltalk (their computers don't require this attribute) so don't expect to see a techie talking to a non-techie. If a techie was forced to bring his SO, he will feel obligated, however, to forego technical discussions for at least the first ten minutes.

If you are unfortunate enough to be an SO with a "real job", you will encounter additional difficulties. The techie cannot fathom anyone going to work earlier than 10:00 a.m. He will tell you to simply inform your boss that you won't be starting until then.

Techies are very well read. They devour books and articles on such exciting topics as memory management, VXD's and debugging but give them a book on relationships and watch the panic spread across their faces. Mention a couples workshop you think both of you should attend and watch those deadlines move up.

At some point in their relationship, the SO must reveal to the

techie that a romantic holiday does not entail bringing along a portable computer, stacks of computer magazines and a trunkload of listings. They will be expected to spend an entire weekend without their computer! If you make it through this traumatic experience, a marriage or move-in-together proposal may be in the air. Expect any proposal to be very practical. Important issues such as what kind of dog you will get, how much money will be allotted to ego-related purchases, and how much space will be allocated for the special, hands-off place for his computers in your future home must be settled before a techie will even consider a permanent relationship. (Critical tip: This allotted space will double in size within six months, often spewing out into other areas of your home if you have not planned ahead.) Your wedding date will be arranged around development conferences, COMDEX and technical crises.

If, at some point in your relationship, you decide to have children, you will have to fit baby-making in between compiles. If you do manage to conceive, take a few photographs of your techie to tape over the baby's crib so your child will recognize your techie's face as well as his back.

On a personal level, the techie is very supportive of his significant other. When I decided to diet, my techie stood by me and agreed to diet with me; as long as he didn't have to give up Pepsi and Twinkies. When I determined that I needed a new look, he promised not to laugh when I came back with a new hairdo and agreed to unlimited funding for purchases made at lingerie shops.

The techie is also an accomplished gift-giver. Just last month, for my birthday, my techie gave me a Bug Zapper. (You know, one of those things that vaporizes the bugs flying around on your patio.) It seems he "heard me mention that we should get one." Guess he missed the references to the diamond necklace and pearl earrings. Last Christmas I was the proud recipient of a portable toolkit -- it's a beaut.

Well, I'd better close now. I'm due for my 10:43 appointment to review the 1991 COMDEX floor plan with you-know-who. Never a dull moment.....

/\*\*\*\*\*/

Biography: The author is married to a techie who denies exhibiting any of the aforementioned behavior and feigned ignorance when asked if he noticed these characteristics in any of his fellow techies.

Disclaimer:

This file is a personal collection of (mostly) my own code and some from compuserve and one or two from the internet web sites. Some of the code that I did not write has not been fully tested. I kept it because I thought that it was too valuable to let it disappear. If you come across something that doesn't work quite right, use the code to get the idea. There is a lot of good stuff here!

Now to protect the company: Borland has nothing to do with this help file. If anyone writes a program that causes body parts to fall off, or war to break out (again), don't blame Borland! If you don't like the humor section because you don't think that programming and humor go together (and I know that you are out there), don't blame Borland! I put it there because I like it. So there. (nyahh!) If you want proof that programming and humor does go together, look in the mirror! <G>

**To all that use this help file, have a ball with this stuff.**

**Delphi is the greatest!!!**

**Keep on hackin'!!!**

## 50 Ways to Scare People In the Computer Room

1. Log on, wait a sec, then get a frightened look on your face and scream "Oh my God! They've found me!" and bolt.
2. Laugh uncontrollably for about 3 minutes & then suddenly stop and look suspiciously at everyone who looks at you.
3. When your computer is turned off, complain to the monitor on duty that you can't get the damn thing to work. After he/she's turned it on, wait 5 minutes, turn it off again, & repeat the process for a good half hour.
4. Type frantically, often stopping to look at the person next to you evilly.
5. Before anyone else is in the lab, connect each computer to different screen than the one it's set up with.
6. Write a program that plays the "Smurfs" theme song and play it at the highest volume possible over & over again.
7. Work normally for a while. Suddenly look amazingly startled by something on the screen and crawl underneath the desk.
8. Ask the person next to you if they know how to tap into top-secret Pentagon files.
9. Use Interactive Send to make passes at people you don't know.
10. Make a small ritual sacrifice to the computer before you turn it on.
11. Bring a chainsaw, but don't use it. If anyone asks why you have it, say "Just in case..." mysteriously.
12. Type on VAX for a while. Suddenly start cursing for 3 minutes at everything bad about your life. Then stop and continue typing.
13. Enter the lab, undress, and start staring at other people as if they're crazy while typing.
14. Light candles in a pentagram around your terminal before starting.
15. Ask around for a spare disk. Offer \$2. Keep asking until someone agrees. Then, pull a disk out of your fly and say "Oops, I forgot."
16. Every time you press Return and there is processing time required, pray "Ohpleaseohpleaseohpleaseohplease," and scream "YES!" when it finishes.
17. "DISK FIGHT!!!"
18. Start making out with the person at the terminal next to you (It helps if you know them, but this is also a great way to make new friends).
19. Put a straw in your mouth and put your hands in your pockets. Type by hitting the keys with the straw.
20. If you're sitting in a swivel chair, spin around singing "The Lion Sleeps Tonight" whenever there is processing time required.
21. Draw a picture of a woman (or man) on a piece of paper, tape it to your monitor. Try to seduce it. Act like it hates you and then complain loudly that women (men) are worthless.
22. Try to stick a Ninetendo cartridge into the 3 disc drive, when it doesn't work, get the supervisor.
23. When you are on an IBM, and when you turn it on, ask loudly where the smiling Apple face is when you turn on one of those.
24. Print out the complete works of Shakespeare, then when its all done (two days later)

say that all you wanted was one line.

25. Sit and stare at the screen, biting your nails noisily. After doing this for a while, spit them out at the feet of the person next to you.

26. Stare at the screen, grind your teeth, stop, look at the person next to grinding. Repeat procedure, making sure you never provoke the person enough to let them blow up, as this releases tension, and it is far more effective to let them linger.

27. If you have long hair, take a typing break, look for split ends, cut them and deposit them on your neighbor's keyboard as you leave.

28. Put a large, gold-framed portrait of the British Royal Family on your desk and loudly proclaim that it inspires you.

29. Come to the lab wearing several layers of socks. Remove shoes and place them on top of the monitor. Remove socks layer by layer and drape them around the monitor. Exclaim sudden haiku about the aesthetic beauty of cotton on plastic.

30. Take the keyboard and sit under the computer. Type up your paper like this. Then go to the lab supervisor and complain about the bad working conditions.

31. Laugh hysterically, shout "You will all perish in flames!!!" and continue working.

32. Bring some dry ice & make it look like your computer is smoking.

33. Assign a musical note to every key (ie. the Delete key is A Flat, the B key is F sharp, etc.). Whenever you hit a key, hum its note loudly. Write an entire paper this way.

34. Attempt to eat your computer's mouse.

35. Borrow someone else's keyboard by reaching over, saying "Excuse me, mind if I borrow this for a sec?", unplugging the keyboard & taking it.

36. Bring in a bunch of magnets and have fun.

37. When doing calculations, pull out an abacus and say that sometimes the old ways are best.

38. Play Pong for hours on the most powerful computer in the lab.

39. Make a loud noise of hitting the same key over and over again until you see that your neighbor is noticing (You can hit the space bar so your fill isn't affected). Then look at your neighbor's keyboard. Hit his/her delete key several times, erasing an entire word. While you do this, ask: "Does \*your\* delete key work?" Shake your head, and resume hitting the space bar on your keyboard. Keep doing this until you've deleted about a page of your neighbor's document. Then, suddenly exclaim: "Well, whaddya know? I've been hitting the space bar this whole time. No wonder it wasn't deleting! Ha!" Print out your document and leave.

40. Remove your disk from the drive and hide it. Go to the lab monitor and complain that your computer ate your disk. (For special effects, put some Elmer's Glue on or around the disk drive. Claim that the computer is drooling.)

41. Stare at the person's next to your's screen, look really puzzled, burst out laughing, and say "You did that?" loudly. Keep laughing, grab your stuff and leave, howling as you go.

42. Point at the screen. Chant in a made up language while making elaborate hand gestures for a minute or two. Press return or the mouse, then leap back and yell "COVEEEEERRRRRR!" peek up from under the table, walk back to the computer and say. "Oh, good. It worked this time," and calmly start to type again.

43. Keep looking at invisible bugs and trying to swat them.

44. See who's online. Send a total stranger a talk request. Talk to them like you've

known them all your lives. Hangup before they get a chance to figure out you're a total stranger.

45. Bring an small tape player with a tape of really absurd sound effects. Pretend it's the computer and look really lost.

46. Pull out a pencil. Start writing on the screen. Complain that the lead doesn't work.

47. Come into the computer lab wearing several endangered species of flowers in your hair. Smile incessantly. Type a sentence, then laugh happily, exclaim "You're such a marvel!!!", and kiss the screen. Repeat this after every sentence. As your ecstasy mounts, also hug the keyboard. Finally, hug your neighbor, then the computer assistant, and walk out.

48. Run into the computer lab, shout "Armageddon is here!!!!!!", then calmly sit down and begin to type.

49. Quietly walk into the computer lab with a Black and Decker chainsaw, rev that baby up, and then walk up to the nearest person and say "Give me that computer or you'll be feeding my pet crocodile for the next week".

50. Two words: Tesla Coil.

```
/* Best Layout winner of
   "The Seventh International Obfuscated C Code Contest"
   by Merlyn LeRoy <...uunet!rosevax!jhereg!quest!digibd!merlyn> */
```

```
/*----- westley.c -----*/
```

```
char*lie;
```

```
double time, me= !0XFACE,
```

```
not; int rested, get, out;
```

```
main(ly, die) char ly, **die ;{
```

```
signed char lotte,
```

```
dear; (char)lotte--;
```

```
for(get= !me;; not){
```

```
1 - out & out ;lie;{
```

```
char lotte, my= dear,
```

```
**let= !!me *!not+ ++die;
```

```
(char*)(lie=
```

```
"The gloves are OFF this time, I detest you, snot\n\0sed GEEK!");
```

```
do {not= *lie++ & 0xF00L* !me;
```

```
#define love (char*)lie -
```

```
love 1s *(not= atoi(let
```

```
[get -me?
```

```
(char)lotte-
```

```
(char)lotte: my- *love -
```

```
'I' - *love - 'U' -
```



```
'l' - (long) - 4 - 'U' ]- !!  
(time =out= 'a'));} while( my - dear  
&& 'l'-1l -get- 'a'); break;}}  
(char)*lie++;
```

```
(char)*lie++, (char)*lie++; hell:0, (char)*lie;  
get *out* (short)ly -0-'R'- get- 'a'^rested;  
do {auto*eroticism,  
that; puts(*( out  
- 'c'  
-( 'P'- 'S') +die+ -2 ));}while(!"you're at it");
```

```
for (*(char*)&lotte)^=  
(char)lotte; (love ly) [(char)++lotte+  
!!0xBABE];){ if ('l' -lie[ 2 +(char)lotte]){ 'l'-1l ***die; }  
else{ if ('l' * get *out* ('l'-1l **die[ 2 ])) (*(char*)&lotte) -=  
'4' - ('l'-1l); not; for(get=!
```

```
get; !out; (char)*lie & 0xD0- !not) return!!  
(char)lotte;}
```

```
(char)lotte;  
do{ not* putchar(lie [out  
*!not* !!me +(char)lotte]);  
not; for(;!'a');}while(
```

```

        love (char*)lie);{

register this; switch( (char)lie
    [(char)lotte] -1s *!out) {
    char*les, get= 0xFF, my; case ' ':
    *((char*)&lotte) += 15; !not +(char)*lie*'s';
    this +1s+ not; default: 0xF +(char*)lie;}}
    get - !out;
    if (not--)
    goto hell;

        exit( (char)lotte);}

/*----- westley.hint -----*/

/*
Best Layout: <...uunet!rosevax!jhereg!quest!digibd!merlyn> Merlyn LeRoy

    Brian Westley (Merlyn LeRoy on usenet)
    DigiBoard, Inc.
    1026 Blair Ave.
    St. Paul, MN 55104
    USA

```

Judges' comments:

usage: westley

If you would rather "Daisy" someone other than Westley, rename the program as needed. :-)

Read each block of code as if it were a piece of correspondence. For example, the first block of code would read:

charlie,

```
doubletime me, OXFACE!  
not interested, get out  
mainly die, charly, *die*  
signed charlotte
```

The original source had control-L's after each code block. To make it easier on news readers, we converted each control-L to a blank line.

Some ANSI compilers will not accept '1s' as a short integer - for these compilers replace the '1s' with '1'.

Selected notes from the author:

This is a "Picking the Daisy" simulation. Now, instead of mangling a daisy, simply run this program with the number of petals desired as the argument.

This is a good counter-example to peoples' complaints that C doesn't have an "English-like" syntax.

Lint complains about everything - null effect, xxx may be used before set, statement not reached, return(e) and return. Lint dumps core on some systems. My personal favorite lint complaint is

```
"warning: eroticism unused in function main".
```

Also obviously, (char)lotte and (char\*)lie are incompatible types...

```
*/
```

Last night I dreamed that the Real World had adopted the "Unix Philosophy."

I went to a fast-food place for lunch. When I arrived, I found that the menu had been taken down, and all the employees were standing in a line behind the counter waiting for my orders. Each of them was smaller than I remembered, there were more of them than I'd ever seen before, and they had very strange names on their nametags.

I tried to give my order to the first employee, but he just said something about a "syntax error." I tried another employee with no more luck. He just said "Eh?" no matter what I told him. I had

similar experiences with several other employees. (One employee named "ed" didn't even say "Eh?," he just looked at me quizzically.) Disgusted, I sought out the manager (at least it said "man" on his nametag) and asked him for help. He told me that he didn't know anything about "help," and to try somebody else with a strange name for more information.

The fellow with the strange name didn't know anything about "help" either, but when I told him I just wanted to order he directed me to a girl named "oe," who handled order entry. (He also told me about several other employees I couldn't care less about, but at least I got the information I needed.)

I went to "oe" and when I got to the front of the queue she just smiled at me. I smiled back. She just smiled some more. Eventually I realized that I shouldn't expect a prompt. I asked for a hamburger. She didn't respond, but since she didn't say "Eh?" I knew I'd done something right. We smiled at each other a little while longer, then I told her I was finished with my order. She directed me to the cashier, where I paid and received my order.

The hamburger was fine, but it was completely bare... not even a bun. I went back to "oe" to complain, but she just said "Eh?" a lot. I went to the manager and asked him about "oe." The manager explained to me that "oe" had thousands of options, but if I wanted any of them I'd have to know in advance what they were and exactly how to ask for them.

He also told me about "vi," who would write down my order and let me correct it before it was done, and how to hand the written order to "oe." "vi" had a nasty habit of not writing down my corrections unless I told her that I was about to make a correction, but it was still easier than dealing directly with "oe."

By this time I was really hungry, but I didn't have enough money to order again, so I figured out how to redirect somebody else's order to my plate. Security was pretty lax at that place.

As I was walking out the door, I was snagged by a giant Net. I screamed and woke up.

## "Windows Error-codes"

Recently the following undocumented error-codes were found. MicroSoft forgot to explain them in the manuals, so here they are:

WinErr: 001 Windows loaded - System in danger  
WinErr: 002 No Error - Yet  
WinErr: 003 Dynamic linking error - Your mistake is now in every file  
WinErr: 004 Erronious error - Nothing is wrong  
WinErr: 005 Multitasking attempted - System confused  
WinErr: 006 Malicious error - Desqview found on drive  
WinErr: 007 System price error - Inadeqaute money spent on hardware  
WinErr: 008 Broken window - Watch out for glass fragments  
WinErr: 009 Horrible bug encountered - God knows what has happened  
WinErr: 00A Promotional literature overflow - Mailbox full  
WinErr: 00B Inadeqaute disk space - Free at least 50MB  
WinErr: 00C Memory hog error - More Rame needed. More! More! More!  
WinErr: 00D Window closed - Do not look outside  
WinErr: 00E Window open - Do not look inside  
WinErr: 00F Unexplained error - Please tell us how this happened  
WinErr: 010 Reserved for future mistakes by our developers  
WinErr: 011 Window open - Do not look outside  
WinErr: 012 Window closed - Do not look inside  
WinErr: 013 Unexpected error - Huh ?  
WinErr: 014 Keyboard locked - Try anything you can think of.  
WinErr: 018 Unrecoverable error - System has been destroyed. Buy a new one. Old windows licence is not valid anymore.  
WinErr: 019 User error - Not our fault. Is Not! Is Not!  
WinErr: 01A Operating system overwritten - Please reinstall all your software. We are terribly sorry.  
WinErr: 01B Illegal error - You are not allowed to get this error. Next time you will get a penalty for that.  
WinErr: 01C Uncertainty error - Uncertainty may be inadeqaute.  
WinErr: 01D System crash - We are unable to figure out our own code.  
WinErr: 01E Timing error - Please wait. And wait. And wait. And wait.  
WinErr: 01F Reserved for future mistakes of our developers.  
WinErr: 020 Error recording error codes - Remaining errors will be lost.  
WinErr: 042 Virus error - A virus has been activated in a dos-box. The virus, however, requires Windows. All tasks will automatically be closed and the virus will be activated again.  
WinErr: 079 Mouse not found - A mouse driver has not been installed. Please click the left mouse button to continue.  
WinErr: 103 Error buffer overflow - Too many erros encountered. Next errors will not be displayed or recorded.  
WinErr: 678 This will end your Windows session. Do you want to play another game?  
WinErr: 683 Time out error - Operator fell asleep while waiting for the system to

complete boot procedure.

WinErr: 815 Insufficient Memory - Only 50.312.583 Bytes available

humor: Microsoft

If Microsoft made cars

Bill Gates meets Dr. Seuss

humor: Dr. Seuss

Bill Gates meets Dr. Seuss

computers and Dr. Seuss

Technical writing and Dr. Seuss



Engineering

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[SIGNIFICANT OTHERS SPEAK OUT!!!](#)

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[Just another day at the office](#)

[Mouse Balls](#) (real memo from IBM)

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"C"

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Evolution of a programmer

Fifty Ways to Hose Your Code

'twas the night before implementation

The twelve bugs of Xmas

Edgar Allan Poe at the computer

50 Ways to Scare People In the Computer Room

If architects had to work like programmers...

Troutman's Laws of Computer Programming

Real programmers don't...

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"Things that make you go 'hmmmm'."

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[UNIX fast food](#)

[Undocumented DOS commands](#)

## File Handling

How do I read and write binary files?

Here are some general file management routines.

How do I copy a file?

How do I iterate through all the directories and sub-directories of my hard disk.

How can I search through subdirectories?

Here is a unit to read Lotus 123 files.

How do I close a file that was opened in a DLL (Delphi made) and called from VB?

How can I readln() from a file when the lines are longer than 255 bytes?

## {How to read a Lotus 123 file}

```
UNIT U123; {Soure PC MAG. DECEMBER 13 1988... and others}
          { YES ! I did it in TP seven years Ago !!!}
```

```
INTERFACE
```

```
{
This routines ARE simple to use as 123.. :-)
1) Open the file
2) Add what you want.. where you want
3) Close the File
}
```

```
PROCEDURE Open123(n:string);
PROCEDURE Close123;
PROCEDURE ColW123(c:integer; a:byte);
PROCEDURE Add123Int(c,f:integer; v:integer);
PROCEDURE Add123Rea(c,f:integer; v:double);
PROCEDURE Add123TXC(c,f:integer; v:string);
PROCEDURE Add123TXL(c,f:integer; v:string);
PROCEDURE Add123TXR(c,f:integer; v:string);
PROCEDURE Add123FML(c,f:integer; s:string);
```

```
{
Open123(n:string);
n = File Name WITHOUT EXTENSION it ALways add WK1
It didn't check for a valid File Name or Existing, is
YOUR responsibility to do that
```

```
Close123;
Close the Open File .. Always DO THIS !
```

```
In the rest of PROCEDURES c=Column and f=Row
c and F begins with 0 (cero)
if you want to Add in cell A1, use c=0 f=0
if you want to Add in cell B2, use c=1 f=1
etc.
```

```
Add123Int(c,f:integer; v:integer);
Add a Integer value (v) in Col=c Row=f
```

```
Add123Rea(c,f:integer; v:double);
Add a Double value (v) in Col=c Row=f
```

```
Add123TXC(c,f:integer; v:string);
Add a Label (v) in Col=C Row=f
- Label CENTER -
```

```
Add123TXR(c,f:integer; v:string);
Add a Label (v) in Col=C Row=f
- Label at RIGHT -
```

```
Add123TXL(c,f:integer; v:string);
```

Add a Label (v) in Col=C Row=f  
- Label at LEFT -

ColW123(c:integer; a:byte);  
Change width of Col=c to size=a

Add123FML(c,f:integer; s:string);  
Add Formula (s) at Col=c Row=f

Examples:

Add123FML(0,0,'A5+B2+A3\*C5');  
Add123FML(0,1,'@Sum(B1..B8)');

=====  
THE ONLY VALID @ function is SUM !!!!  
Sorry :-(  
=====

}

{ The rest of Comments are in SPANISH ... Sorry again }

IMPLEMENTATION

CONST

C00 = \$00;  
CFF = \$FF;

VAR

ALotus : File;

PROCEDURE Open123(n:string);

Type

Abre = record  
                  Cod : integer;  
                  Lon : integer;  
                  Vlr : integer;  
                  end;

Var

Formato : array[1..6] of byte;  
Registro : Abre absolute Formato;

Begin

Assign(ALotus,n+'.WK1');  
Rewrite(ALotus,1);  
with Registro do  
begin  
  Cod:=0;  
  Lon:=2;  
  Vlr:=1030;  
end;  
BlockWrite(ALotus,Formato[1],6);

End;

```
PROCEDURE Close123;
```

```
Type
```

```
  Cierra = record  
          Cod   : integer;  
          Lon   : integer;  
        end;
```

```
Var
```

```
  Formato  : array[1..4] of byte;  
  Registro : Cierra absolute Formato;
```

```
Begin
```

```
  with Registro do  
  begin  
    Cod:=1;  
    Lon:=0;  
  end;  
  BlockWrite (ALotus, Formato[1], 4);  
  Close (ALotus);
```

```
End;
```

```
PROCEDURE ColW123(c:integer; a:byte);
```

```
Type
```

```
  Ancho = record  
          Cod   : integer;  
          Lon   : integer;  
          Col   : integer;  
          Anc   : byte;  
        end;
```

```
Var
```

```
  Formato  : array[1..7] of byte;  
  Registro : Ancho absolute Formato;
```

```
Begin
```

```
  with Registro do  
  begin  
    Cod:=8;  
    Lon:=3;  
    Col:=c;  
    Anc:=a;  
  end;  
  BlockWrite (ALotus, Formato[1], 7);
```

```
End;
```

```
PROCEDURE Add123Int(c, f, v:integer);
```

```
Type
```

```
  Entero = record  
          Cod   : integer;  
          Lon   : integer;
```



```

        Frm : byte;
        Col : integer;
        Fil : integer;
        Vlr : integer;
    end;

Var
    Formato : array[1..11] of byte;
    Registro : Entero absolute Formato;

Begin
    with Registro do
    begin
        Cod:=13;
        Lon:=7;
        Frm:=255;
        Fil:=f;
        Col:=c;
        Vlr:=v;
    end;

    Blockwrite (ALotus, Formato[1], 11);
End;

PROCEDURE Add123Rea(c,f:integer; v:double);
Type
    Entero = record
        Cod : integer;
        Lon : integer;
        Frm : byte;
        Col : integer;
        Fil : integer;
        Vlr : double;
    end;

Var
    Formato : array[1..17] of byte;
    Registro : Entero absolute Formato;
Begin
    with Registro do
    begin
        Cod:=14;
        Lon:=13;
        Frm:=2 or 128;
        Fil:=f;
        Col:=c;
        Vlr:=v;
    end;

    Blockwrite (ALotus, Formato[1], 17);
End;

PROCEDURE GrabaTXT(c,f:integer; v:string; t:char);
Type
    Entero = record
        Cod : integer;
        Lon : integer;

```

```

                Frm  : byte;
                Col  : integer;
                Fil  : integer;
                Vlr  : array[1..100] of char;
            end;
Var
    Formato  : array[1..109] of byte;
    Registro : Entero absolute Formato;
    i        : word;
Begin
    with Registro do
        begin
            Cod:=15;
            Lon:=length(v)+7;
            Frm:=255;
            Fil:=f;
            Col:=c;
            Vlr[1]:=t;
            for i:=1 to Length(v) do Vlr[i+1]:=v[i];
            Vlr[i+2]:=chr(0);
        end;
        Blockwrite (ALotus,Formato[1],length(v)+11);
    End;

PROCEDURE Add123TXL(c,f:integer; v:string);
begin
    GrabaTXT(c,f,v, '');
end;
PROCEDURE Add123TXC(c,f:integer; v:string);
begin
    GrabaTXT(c,f,v, '^');
end;
PROCEDURE Add123TXR(c,f:integer; v:string);
begin
    GrabaTXT(c,f,v, '"');
end;

PROCEDURE Add123FML(c,f:integer; s:string);

Type
    Formula = record
                Cod : integer;           {codigo}
                Lon : integer;           {longitud}
                Frm : byte;               {formato}
                Col : integer;           {columna}
                Fil : integer;           {fila}
                Res : Double;             {resultado de formula}
                Tma : integer;           {tamano de formula en
bytes}
                Fml : array[1..2048] of byte; {formula}
            end;
    symbol = (cel,num,arr,mas,men,por,dvs,pot,pal,pa2);

```

```
consym = set of symbol;
```

```
Var
```

```
Formato   : array[1..2067] of byte;
Registro  : Formula absolute Formato;
fabs      : boolean;                {flag que indica si ffml es absoluta}
v,        : string;                 {v   = string 's' sin blancos}
nro       : string;                 {nro = numero de ffml}
cfml,     : word;                   {cfml = valor de columna en formula}
ffml      : word;                   {ffml = "   " fila "   "   }
nfml,     : word;                   {nfml = "   " constante "   "   }
i,        : integer;                {i   = indice de 'v' (formula) }
ii,       : integer;                {ii  = "   " 's' "   "   }
index,    : integer;                {index= "   " Fml}
j,ret,    : integer;                {usados para convertir a numeros}
len,      : integer;                {len = longitud de 'v'}
lens      : integer;                {lens = "   " 's'}
sym       : symbol;                 {sym = ultimo simbolo leido}
symsig,   : symbol;                 {usados para analizar formula para }
syminifac : consym;                 {grabarla con notacion posfija   }
z         : byte;                   {indice para inicializar array}
```

```
Procedure CalculaDir(var Reg : Formula);
```

```
var
```

```
veces : integer;
```

(\* Primero, se decide si cfml es absoluta o relativa. Si es absoluta calcula el valor real. Si es relativa primero chequea si cfml<col. Si cfml<col le resta cfml a 49152 (C000); este numero es usado por Lotus para calcular la direccion de una celda a la izquierda de donde esta parado. Si col<=cfml le suma cfml a 32768 para encender el MSB que indica que es relativa (la C tambien lo prende).

Segundo, se procede de la misma manera con ffml para determinar si es absoluta o relativa, y despues se calcula la direccion en base a eso y a la relacion de ffml con fil.

\*)

```
begin
```

```
with Reg do
```

```
begin
```

```
if v[i]='$' then {calcula la columna (cfml)}
```

```
begin
```

```
inc(i);
```

```
cfml:=ord(v[i])-ord('A');
```

```
inc(i);
```

```
while (v[i] in ['A'..'Z']) and (len>=i) do
```

```
begin
```

```
cfml:=(cfml+1)*26+ord(v[i])-ord('A');
```

```
inc(i);
```

```
end;
```

```
end
```

```
else
```

```
begin
```

```
if (ord(v[i])-ord('A') < col) then
```

```

begin
  cfml:=49152-col+(ord(v[i])-ord('A'));
  inc(i);
  veces:=1;
  while (v[i] in ['A'..'Z']) and (len>=i) do
  begin
    cfml:=49152-col+(26*veces)+(ord(v[i])-ord('A'));
    cfml:=cfml+((ord(v[i-1])-ord('A'))*26);
    inc(i);
    inc(veces);
  end;
end
else
begin
  cfml:=ord(v[i])-ord('A');
  inc(i);
  while (v[i] in ['A'..'Z']) and (len>=i) do
  begin
    cfml:=(cfml+1)*26+ord(v[i])-ord('A');
    inc(i);
  end;
  cfml:=cfml+32768-col;
end;
end;

Fml[index]:=Lo(cfml);          {graba cfml}
inc(index);                  {que posee }
Fml[index]:=Hi(cfml);        {dos bytes }
inc(index);

if v[i]='$' then              {calcula la fila (ffml)}
begin
  inc(i);
  fabs:=true;
end
else
  fabs:=false;
j:=i;
while (v[i] in ['0'..'9']) and (len>=i) do
begin
  inc(i);
end;
nro:=copy(v,j,i-j);
val(nro,ffml,ret);

if fabs then                  {siempre se resta 1 por estar en
base 0}
begin
  if ffml>0 then ffml:=ffml-1;
end
else
begin
  if fil<ffml then
  begin
    ffml:=32768+abs(ffml-fil)-1;
  end
  else
end

```

```

        begin
            ffml:=49152-abs(ffml-fil)-1;
        end;
    end;

    Fml[index]:=Lo(ffml);           {graba ffml}
    inc(index);                    {que posee }
    Fml[index]:=Hi(ffml);          {dos bytes }
    inc(index);

end;
end;

Procedure CalculaNum(var Reg : Formula);

var
    VDoble   : array[1..8] of byte;
    dfml     : Double absolute VDoble;
    d        : real;
    esreal   : boolean;
    k        : byte;
    numero   : longint;
    codigo   : integer;

begin
    with Reg do
        begin
            esreal:=false;
            j:=i;
            while (v[i] in ['0'..'9','.']) and (len>=i) do
                begin
                    if v[i]='.' then esreal:=true;
                    inc(i);
                end;
            nro:=copy(v,j,i-j);
            {R-}
            val(nro,numero,codigo);
            {R+}
            if (codigo=0) and (numero>=-32768) and (numero<=32767) then
                esreal:=false
            else
                esreal:=true;

            if esreal then
                begin
                    val(nro,d,ret);           {convierte en real doble}
                    dfml:=d;
                    {ConvRD(d,dfml);}

                    Fml[index]:=0;           {0 = indica que sigue una
constante}
                    inc(index);             { real doble precision (8
bytes)}

                    for k:=1 to 8 do
                        begin
                            Fml[index]:=VDoble[k];   {graba dfml}
                            inc(index);             {son ocho bytes}
                        end;
                end;
        end;
    end;
end;

```

```

        end
        else
        begin
            val(nro,nfml,ret);           {convierte en entero}

            Fml[index]:=5;               {5 = indica que sigue una
constante }
            inc(index);                 {   entera con signo (2 bytes)
}

            Fml[index]:=Lo(nfml);       {graba nfml}
            inc(index);                 {son dos bytes}
            Fml[index]:=Hi(nfml);
            inc(index);

        end;
        dec(i);
    end;
end;

Procedure CalculaRan(var Reg : Formula);

begin
    with Reg do
    begin
        Fml[index]:=2;                 {2 = codigo de rango; le sigue 8
bytes}
        inc(index);                   {   que son (col1fil1..col2fil2)
}

        CalculaDir(Reg);              {calcula col1fil1}
        i:=i+2;                       {salta los 2 .. }
        CalculaDir(Reg);              {calcula col2fil2}

    end;
end;

Procedure CalculaArr(var Reg : Formula);

{** SOLO CODIFICA @TRUE,@FALSE,@SUM(COL1FIL1..COL2FIIL2) **}

var
    func,dir : string;                {func = string del @}
                                        {dir  = del rango}
    N_arg,nc : byte;                  {N_arg = cantidad de argumentos}
                                        {nc   = numero de codigo (T,F,S)}

begin
    with Reg do
    begin
        inc(i);
        case v[i] of
            'F' : nc:=51;
            'T' : nc:=52;
            'S' : nc:=80;
        end;

        while (v[i] in ['A'..'Z']) and (len>=i) do inc(i);
        inc(i);
        if nc=80 then

```

```

begin
    CalculaRan(Reg);           {calcula el rango
(collfill1..col2fil2)
    N_arg:=1;                 {hay un solo argumento}
end;

Fml[index]:=nc;
inc(index);
if nc=80 then
begin
    Fml[index]:=N_arg;       {graba numero de argumentos}
    inc(index);
end;
end;
end;

Procedure TraerChar;

begin
    inc(i);                   {carga el simbolo para }
    if len>=i then           {la recursividad      }
    begin
        case v[i] of
            'A'..'Z','$' : sym:=cel;
            '0'..'9','.' : sym:=num;
            '@'          : sym:=arr;
            '+'          : sym:=mas;
            '-'          : sym:=men;
            '*'          : sym:=por;
            '/'          : sym:=dvs;
            '^'          : sym:=pot;
            '('          : sym:=pal;
            ')'          : sym:=pa2;
        end;
    end;
end;

Procedure Expresion(symsig : consym; var Reg : Formula);
var
    opsuma:symbol;

Procedure Termino(symsig : consym; var Reg : Formula);
var
    opmul:symbol;

Procedure Factor(symsig : consym; var Reg : Formula);
var
    opexp:symbol;

Procedure Exponente(symsig : consym; var Reg : Formula);
begin{Exponente}
    while (sym in syminifac) and (len>=i) do
    begin
        case sym of
            num : begin

```

```

                CalculaNum(Registro);
                TraerChar;
            end;
        cel : begin
            Reg.Fml[index]:=1;
            inc(index);
            CalculaDir(Registro);
            dec(i);
            TraerChar;
        end;
        arr : begin
            CalculaArr(Registro);
            TraerChar;
        end;
    else
        begin
            if sym=pa1 then
                begin
                    TraerChar;
                    Expresion([pa2]+symsig,Registro);
                    if sym=pa2 then
                        begin
                            Reg.Fml[index]:=4;           {4 = simbolo '(' }
                            inc(index);
                            TraerChar;
                        end;
                    end;
                end;
            end;
        end;
    end;{Exponente}

begin{Factor}
    Exponente(symsig+[pot],Registro);
    while (sym=pot) and (len>=i) do
        begin
            opexp:=sym;
            TraerChar;
            Exponente(symsig+[pot],Registro);
            if opexp=pot then
                begin
                    Reg.Fml[index]:=13;           {13 = simbolo '^' }
                    inc(index);
                end;
            end;
        end;
    end;{Factor}

begin{Termino}
    Factor(symsig+[por,dvs],Registro);
    while (sym in [por,dvs]) and (len>=i) do
        begin
            opmul:=sym;
            TraerChar;
            Factor(symsig+[por,dvs],Registro);
            if (opmul=por) or (opmul=dvs) then
                begin
                    if opmul=por then Reg.Fml[index]:=11   {11 = simbolo '*' }

```



```

else
    Reg.Fml[index]:=12;           {12 = simbolo '/' }
    inc(index);
end;
end;
end;{Termino}

begin{Expresion}

    (* Este es el primero de cuatro procedimientos recursivos (Expresion,
formulacion
Termino, Factor y Exponente) que se usan para transformar la
en una expresion en notacion posfija, tal como se debe grabar. La
aritmetico.
tecnica consiste en retrasar la transmision del operador
Ejemplo: a+(b*c)^d ==> abc*(d^+ .

Expresion analiza si es suma o resta. Luego llama a Termino. Al
volver trae el proximo dato y llama otra vez a Termino. Al volver
genera el codigo de suma o resta si hubo.

Termino llama a Factor. Al volver trae el proximo dato y llama otra
division
vez a Factor. Al volver genera el codigo de multiplicacion o
si hubo.

Factor llama a Exponente. Al volver trae el proximo dato y llama
exponenciacion
otra vez a Exponente. Cuando vuela genera el codigo de
si hubo.

Exponente analiza si el valor es un numero, una celda, un arroba o
para
un parentesis. Si es un parentesis, vuelve a llamar a Expresion
calcular el contenido este; sino genera el codigo correspondiente.

*)

if sym in [mas,men] then
begin
    opsuma:=sym;
    TraerChar;
    Termino(symsig+[mas,men],Registro);
    if opsuma=men then
begin
unario}
        Reg.Fml[index]:=8;           {8 = simbolo '-' }
        inc(index);
    end;
end
else
    Termino(symsig+[mas,men],Registro);
while (sym in [mas,men]) and (len>=i) do
begin
    opsuma:=sym;
    TraerChar;
    Termino(symsig+[mas,men],Registro);

```

```

        if (opsuma=mas) or (opsuma=men) then
        begin
            if opsuma=mas then Reg.Fml[index]:=9   { 9 = simbolo '+' }
            else
                Reg.Fml[index]:=10;                {10 = simbolo '-' }
            inc(index);
        end;
    end;
end; {Expresion}

```

Begin

```

    with Registro do
    begin
        Cod:=16;                {16= formula}
        Col:=c;
        Fil:=f;

        Frm:=0;                {Comienzo con 0}

        (*
        if p=true then Frm:=Frm+128; {Si se protege se prende el MSB}

        ch:=UpCase(ch);        {Veo que formato se quiere y prendo }
                                {los bits respectivos }

        case ch of
            'F' : Frm:=Frm+ 0; {'F' ==> decimales fijos }
            'S' : Frm:=Frm+ 16; {'S' ==> notacion cientifica}
            'C' : Frm:=Frm+ 32; {'C' ==> moneda corriente }
            'P' : Frm:=Frm+ 48; {'P' ==> porcentaje }
            'M' : Frm:=Frm+ 64; {'M' ==> miles con comas }
            'O' : Frm:=Frm+112; {'O' ==> otros }

        end;

        Frm:=Frm+d;            {Si ch<>'O' ==> d= cant. de decimales}
                                {Si ch= 'O' ==> d= 1 --> general }
                                { 2 --> DD/MM/AA }
                                { 3 --> DD/MM }
                                { 4 --> MM/AA }
                                { 5 --> texto }
                                { 6 --> hidden }
                                { 7 --> date; HH-MM-

SS}
                                { 8 --> date; HH-MM }
                                { 9 --> date; int'l

1 }
                                { 10 --> date; int'l

2 }
                                { 11 --> time; int'l

1 }
                                { 12 --> time; int'l

2 }
                                { 13-14 --> no utilizado}
                                { 15 --> default }

        *)

        Res:=C00;
        { for z:=1 to 8 do Res[z]:=C00;} {se modifica automaticamente cuando

```

se recalcula y regraba}

```
    lens:=length(s);           {convierto todo a mayusculas}
    for ii:=1 to lens do s[ii]:=UpCase(s[ii]);
    i:=1;
    v:='';
    for ii:=1 to lens do       {paso el string 's' al string 'v' }
    begin                       {eliminando los espacios en blanco}
        if s[ii]<>' ' then
        begin
            v:=v+s[ii];
            inc(i);
        end;
    end;

    len:=i-1;
    i:=0;
    index:=1;

    syminifac:=[cel,num,arr,pal];
    symsig:=syminifac;

    TraerChar;                 {toma el primer caracter de formula}
    Expresion(symsig,Registro); {analiza y graba toda la formula}

    Fml[index]:=3;             {3 = fin de formula}
    Tma:=index;                {tamano de Fml}
    Lon:=15+Tma;               {longitud de dato}
    BlockWrite(ALotus,Formato[1],19+index);

end;
End;

END.
```

Why do you need a driver's license to buy liquor when you can't drink and drive?

Why isn't phonetic spelled the way it sounds?

Why are there interstate highways in Hawaii?

Why are there flotation devices under plane seats instead of parachutes?

Why is there a -"permanent press" setting on irons?

Why are cigarettes sold in gas stations when smoking is prohibited there?

Do you need a silencer if you are going to shoot a mime?

Have you ever imagined a world with no hypothetical situations?

How does the guy who drives the snowplow get to work in the mornings?

If 7-11 is open 24 hours a day, 365 days a year, why are there locks on the doors?

If a cow laughed, would milk come out her nose?

If nothing ever sticks to TEFLON, how do they make TEFLON stick to the pan?

If you tied buttered toast to the back of a cat and dropped it from a height, what would happen?

If you're in a vehicle going the speed of light, what happens when you turn on the headlights?

You know how most packages say "Open here". What is the protocol if the package says, "Open somewhere else"?

Why do they put Braille dots on the keypad of the drive-up ATM?

Why do we drive on parkways and park on driveways?

Why is it that when you transport something by car, it's called a shipment, but when you transport something by ship, it's called cargo?

You know that little indestructible black box that is used on planes, why can't they make the whole plane out of the same substance?

Why is it that when you're driving and looking for an address, you turn down the volume on the radio?

Did you know who in 1923 was:

1. President of the largest steel company?
2. President of the largest gas company?
3. President of the New York Stock Exchange?
4. Greatest wheat speculator?
5. President of the Bank of International Settlement?
6. Great Bear of Wall Street?

These men should have been considered some of the world's most successful men. At least they found the secret of making money. Now more than 55 years later, do you know what has become of these men?

1. The President of the largest steel company, Charles Schwab, died a pauper.
2. The President of the largest gas company, Edward Hopson, is insane.
3. The President of the N.Y.S.E., Richard Whitney, was released from prison to die at home.
4. The greatest wheat speculator, Arthur Cooger, died abroad, penniless.
5. The President of the Bank of International Settlement shot himself.
6. The Great Bear of Wall Street, Cosabee Rivermore, died of suicide.

The same year, 1923, the winner of the most important golf championship, Gene Sarazan, won the U.S. Open and PGA Tournaments. Today he is still playing golf and is solvent.

custom components

How do I make Borland style buttons (checkbox and radio button)?

Slider

How do I use my own bitmap on the toolbar?

TPanelClock component (comes with Caps/Num/scroll lock indication)

Component to allow for paradox style QBE

Here is a custom TEdit that will tab to the next control when the user hits the <ENTER>.

Here is a custom TStringGrid that will allow for inserting a whole row at a time.

```

{Here is a component that will work with paradox style QBE:}

Unit UTqbe; { Small DBdataset derived class and TREMOTEQBE }

{ David Berneda
  100115,1155@compuserve.com }

{
  NEW !!! TRemoteQBE to execute qbe queries remotely
  (needs REMOQUE.EXE on the remote machine)

  NEW !!! Function GetUserName:String (returns IDAPI user name or Paradox)
}

{ NEW !!! AnswerType property allows to PARADOX,DBASE and ASCII answer table
types }
{ NEW !!! Query params can be defined (see demo.pas) }

interface

Uses Classes,DBTables,DB,SysUtils,DBConsts,LibConst,dbiProcs,dbiTypes,
      DsgnIntf;

{ WARNING: READ CAREFULLY AND GOOD LUCK USING TQBE }
(*
  Answer table name can be specified with or without alias.
  Eg: :dbdemos:void.db

  Assumed answer table Driver: PARADOX
  The new property: AnswerType allows to PARADOX,DBASE and ASCII answer table
types

  If the answer table exists, an attempt to delete it is made before copying
  the result cursor.
  The phisical answer table must be opened in exclusive mode and all related
  family files are erased together with the table.

  Other functions in this unit:

** Function GetAliasPath(Const Alias:String):String;
   Returns the path for the "alias" or a empty string if not found.
   Eg: ('dbdemos') returns 'c:\delphi\demos\data'

** Function GetDBTablePath(Const TableName:String):String;
   Returns the TableName with path instead of alias (if it has an alias).
   Eg: (':dbdemos:customer.db') returns 'c:\delphi\demos\data\customer.db'

*)

Const MaxParam    = 5; { max number of query parameters }
      MaxParamLen=30; { max length of a substituted param }

Type TQBE=Class (TDBDataSet)
  private
    FAnswerTable:String;
    FAnswerType:TTableType;
    FBlankasZero,

```

```

    FAuxTables,
    FRequestLive:Boolean;
protected
    function CreateHandle: HDBICur; override;
    procedure GenerateAnswer(Var p:HDBiCur);
    Function CreateSubstituted:TStrings;
public
    FQBE: TStrings;
    NumParam:Integer;
    Param,Subst:Array[0..MaxParam] of String[MaxParamLen];
    procedure SetQBE(QBE: TStrings);
    Constructor Create(AOwner:TComponent); override;
    destructor Destroy; override;
    Procedure AddParam(Const tmpParam,tmpSubst:String);
    Function ReplaceString(s:String):String;
    Procedure ClearParams;
published
    property QBE: TStrings read FQBE write SetQBE;
    property AnswerTable: String read FAnswerTable write FAnswerTable;
    property BlankasZero: Boolean read FBlankasZero write FBlankAsZero;
    property AuxTables: Boolean read FAuxTables write FAuxTables;
    property AnswerType:TTableType read FAnswerType write FAnswerType;
    property RequestLive: Boolean read FRequestLive write FRequestLive;
End;

TRemoteStatus=( rsStart,
                rsWaitingBegin,
                rsWaitingExecution,
                rsOK,
                rsError,
                rsTimeout,
                rsIdle,
                rsCancel
                );

TNotifyRemote=procedure(Sender:TObject; what:TRemoteStatus) of object;

TRemoteQBE=Class(TQBE)
Private
    FCancel:Boolean;
    FOnWaiting:TNotifyRemote;
    FSecondsTimeout:Longint;
    FDoRemote:Boolean;
    Procedure Notify(what:TRemoteStatus);
protected
    function CreateHandle: HDBICur; override;
public
    Constructor Create(AOwner:TComponent); override;
published
    property OnWaiting:TNotifyRemote read FOnWaiting write FOnWaiting;
    property SecondsTimeout:Longint read FSecondsTimeout write
FSecondsTimeout default 60;
    property DoRemote:Boolean read FDoRemote write FDoRemote default TRUE;
    property Cancel:Boolean read FCancel write FCancel;
End;

Function GetAliasPath(Const Alias:String):String;

```



```

Function GetDBTablePath(Const TableName:String):String;
Procedure Register;

implementation

Uses WinProcs,IniFiles,Dialogs,dbiErrs,Forms;

Constructor TQBE.Create(AOwner:TComponent);
Begin
    inherited Create(AOwner);
    FQBE := TStringList.Create;
    NumParam:=0;
    FAnswerType:=ttParadox; { by default, Paradox answer tables }
end;

destructor TQBE.Destroy;
Begin
    FQBE.Free;
    inherited Destroy;
End;

Procedure TQBE.ClearParams;
Begin
    NumParam:=0; { reset params to zero (no params) }
End;

Procedure TQBE.AddParam(Const tmpParam,tmpSubst:String);
Begin
    if (tmpParam<>'' ) and (tmpParam<>tmpSubst) then
        Begin
            if NumParam<MaxParam then
                Begin
                    Inc(NumParam);
                    Param[NumParam]:=tmpParam;
                    Subst[NumParam]:=tmpSubst;
                End
            Else Raise Exception.Create('Max number of query parameters achieved');
        End;
    End;

Function TQBE.ReplaceString(s:String):String;
Var t,i:Integer;
Begin
    for t:=1 to NumParam do
        Repeat
            i:=Pos(Param[t],s);
            if i>0 then s:=Copy(s,1,i-1)+Subst[t]+Copy(s,i+Length(Param[t]),255);
        Until i=0;
        result:=s;
    End;

Function TQBE.CreateSubstituted:TStrings;
Var NewQBE:TStrings;
    t:Integer;
Begin
    NewQBE:=TStringList.Create;
    if Assigned(NewQBE) then

```

```

Begin
  With FQBE do
    for t:=0 to Count-1 do NewQBE.Add(ReplaceString(Strings[t]));
  End;
  result:=NewQBE;
End;

function TQBE.CreateHandle: HDBICur;
Var p:HDBiCur;
    Stmt:hDBIStmt;
    NewQBE:TStrings;
Begin
  NewQBE:=CreateSubstituted;
  try
    Check(dbiQPrepare (DBHandle, qryLangQBE, NewQBE.GetText, Stmt));
    if FRequestLive then
  Check(dbiSetProp (hDBIObj (Stmt), stmtLIVENESS, Longint (wantLive)))
    Else
  Check(dbiSetProp (hDBIObj (Stmt), stmtLIVENESS, Longint (wantDefault)));
    if FBlankAsZero then Check(dbiSetProp (hDBIObj (Stmt), stmtBLANKS, 1));
    if FAuxTables then Check(dbiSetProp (hDBIObj (Stmt), stmtAUXTBLS, 1));
    Check(dbiQExec (Stmt, @p));
    Check(dbiQFree (Stmt));
    GenerateAnswer (p);
  finally
    NewQBE.Free;
  end;
  Result:=p;
End;

procedure TQBE.GenerateAnswer (Var p:HDBiCur);
Var aBatTblDesc:BATTblDesc;
    tmpType:String;
    r:Longint;
    dbiErr:DBIRESULT;
Begin
  if (FAnswerTable<>'') And Assigned(p) then
  try
    Check (DbiSetToBegin (p));
    With aBatTblDesc do
    Begin
      hDB:=DBHandle;
      StrPCopy (szTblName, GetDBTablePath (FAnswerTable));
      Case FAnswerType of
        ttParadox: tmpType:=szParadox;
        ttDbase   : tmpType:=szDbase;
        ttAscii   : tmpType:=szAscii;
      end;
      StrPCopy (szTblType, tmpType);
      szUsername[0]:=#0;
      szPassword[0]:=#0;
    End;
    r:=0;

dbiErr:=dbiDeleteTable (DBHandle, aBatTblDesc.szTblName, aBatTblDesc.szTblType);
  if dbiErr<>DBIERR_NOSUCHTABLE then Check (dbiErr);
  Check (DbiBatchMove (nil, p, @aBatTblDesc, nil, batchCOPY, 0,

```

```

        nil, nil, nil, 0, nil, nil,
        nil, nil, nil, nil, TRUE, TRUE,
        r, TRUE));
    Check(dbiCloseCursor(p));
    Check(DbiOpenTable(DBHandle, aBatTblDesc.szTblName, aBatTblDesc.szTblType,
        nil, nil, 0,
        dbiReadWrite,
        dbiOpenShared,
        xltField,
        False,
        nil,
        p));
    finally
    End;
end;

procedure TQBE.SetQBE(QBE: TStrings);
begin
    FQBE.Assign(QBE);
end;

Function HasAlias(Const TableName:String):Boolean;
Begin
    Result:=Pos(':',TableName)>0;
End;

Function GetAliasPath(Const Alias:String):String;
Var AliasList:TStringList;
    i:Longint;
    DBPath:String;
Begin
    Result:='';
    AliasList:=TStringList.Create;
    try
        Session.GetAliasNames(AliasList);
        i:=AliasList.IndexOf(Alias);
        if i<0 then raise EDatabaseError.Create('Alias '+Alias+' doesnt exist')
        else
            Begin
                Session.GetAliasParams(Alias, AliasList);
                DBPath := AliasList.Values['PATH'];
                if DBPath='' then raise EDatabaseError.Create('Alias path from '+Alias+'
invalid')
                    else Result:=DBPath;
            end;
        finally
            AliasList.Free;
        end;
    End;

Procedure SplitTableName(Const TableName:String; Var Alias,Name:String);
Var p1,p2:Integer;
Begin
    Name:=TableName;
    Alias:='';
    p1:=Pos(':',TableName);
    if p1>0 then

```

```

Begin
  p2:=Pos(':',Copy(TableName,p1+1,255));
  if p2>0 then
  Begin
    Alias:=Copy(TableName,p1+1,p2-1);
    Name:=Copy(TableName,p1+p2+1,255);
  End;
End;
End;

Function GetDBTablePath(Const TableName:String):String;
Var Alias,Name:String;
Begin
  if not HasAlias(TableName) then Result:=TableName
  else
  Begin
    SplitTableName(TableName,Alias,Name);
    if Alias<>' ' then Result:=GetAliasPath(Alias)+'\''+Name
    else Result:=TableName;
  End;
End;

Type TString=Array[0..255] of char;

Function GetUserName:String;
Var St:TString;
Begin
  result:='Unknown';
  if DbiGetNetUserName(St)=DBIERR_NONE then
    result:=StrPas(St)
  else
  With TIniFile.Create('win.ini') do
  try
    result:=ReadString('PDOXWIN','USERNAME','UNKNOWN');
  finally
    Free;
  End;
end;

{ TREMOTE QBE }

Constructor TRemoteQBE.Create(AOwner:TComponent);
Begin
  inherited Create(AOwner);
  FSecondsTimeout:=60;
  FDoRemote:=TRUE;
  FCancel:=FALSE;
End;

Procedure TRemoteQBE.Notify(what:TRemoteStatus);
Begin
  if Assigned(FOnWaiting) then
  try
    FOnWaiting(Self,what);
  except
    on Exception do ;
  end;
end;

```

```

End;

function TRemoteQBE.CreateHandle: HDBICur;

    Function WaitServer(Table:TTable; NumQuery:Longint; Const
WaitFor:String):String;
    Var Timeout:Longint;
    Begin
        result:='';
        Timeout:=GetTickCount+SecondsTimeout*1000;
        Repeat
            Notify(rsIdle);
            Table.Refresh;
            Application.ProcessMessages;
            if Table.FindKey([NumQuery]) then
                result:=Table.FieldByName('Estado').AsString
            else
                result:='';
        Until (Pos(result,WaitFor)>0) or
            (GetTickCount>Timeout) or
            FCancel or
            Application.Terminated;
        if FCancel then result:='C'; { canceled }
    End;

Var Status:String;
    SAnswer:TString;
    t:TTable;
    NewQBE:TStrings;
    NumQuery:Longint;
Begin
    FCancel:=False;
    if not FDoRemote then
        Begin
            result:=Inherited CreateHandle;
            exit;
        end;
    result:=nil;
    Notify(rsStart);
    t:=TTable.Create(Self);
    with t do
        try
            DatabaseName:='REMOQUE';
            TableName:='remoque.db';
            IndexFieldNames:='NumeroConsulta';
            Open;
            Append;
            FieldByName('Fecha').AsDateTime:=SysUtils.Date;
            FieldByName('Hora').AsDateTime:=Now;
            FieldByName('Cliente').AsString:='DELPHI';
            FieldByName('Cliente').AsString:='DELPHI';
            FieldByName('Usuario').AsString:=GetUserName;
            FieldByName('TipoConsulta').AsString:='Q';
            NewQBE:=CreateSubstituted;
            try
                FieldByName('Consulta').Assign(NewQBE);
            finally

```

```

    NewQBE.Free;
end;
FieldName('Estado').AsString:='P';
FieldName('Error').AsString:='';
Post;
NumQuery:=FieldName('NumeroConsulta').AsInteger;
Notify(rsWaitingBegin);
Status:=WaitServer(t,NumQuery,'EOM');
if Status='E' then
Begin
    Notify(rsWaitingExecution);
    Status:=WaitServer(t,NumQuery,'OM');
end;
if Status='O' then
Begin
    Notify(rsOK);
    StrPCopy(SAnswer,GetAliasPath('REMOQUE')+'\
PERSONAL\'+FieldName('NumeroConsulta').AsString);
    Check(DbOpenTable(DBHandle, SAnswer, szParadox,
        nil, nil, 0,
        dbiReadWrite,
        dbiOpenShared,
        xltField,
        False,
        nil,
        Result));

    GenerateAnswer(result);
end
else
if Status='M' then
Begin
    Notify(rsError);
    raise Exception.Create(FieldName('Error').AsString);
end
else
if Status='P' then
Begin
    Notify(rsTimeout);
    if FindKey([NumQuery]) then
    try
        Edit;
        FieldName('Estado').AsString:='T';
        FieldName('Error').AsString:='Timeout';
        Post;
    finally
        raise Exception.Create('Timeout while waiting Remoque Server');
    end;
end
else
if Status='C' then { cancelled query }
try
    Notify(rsCancel);
    if FindKey([NumQuery]) then
    try
        Edit;
        FieldName('Estado').AsString:='C';
        FieldName('Error').AsString:='Canceled';

```

```
        Post;  
        finally  
        end;  
    finally  
        SysUtils.Abort;  
    End;  
finally  
    Free;  
end;  
End;
```

```
Procedure Register;  
Begin  
    RegisterComponents (LoadStr (srDAccess) , [TQBE, TRemoteQBE] );  
End;  
  
end.
```

## The Twelve Bugs of Christmas

For the first bug of Christmas, my manager said to me  
See if they can do it again.

For the second bug of Christmas, my manager said to me  
Ask them how they did it and  
See if they can do it again.

For the third bug of Christmas, my manager said to me  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the fourth bug of Christmas, my manager said to me  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the fifth bug of Christmas, my manager said to me  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the sixth bug of Christmas, my manager said to me  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the seventh bug of Christmas, my manager said to me  
Say they need an upgrade  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the eighth bug of Christmas, my manager said to me



Find a way around it  
Say they need an upgrade  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the ninth bug of Christmas, my manager said to me

Blame it on the hardware  
Find a way around it  
Say they need an upgrade  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the tenth bug of Christmas, my manager said to me

Change the documentation  
Blame it on the hardware  
Find a way around it  
Say they need an upgrade  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the eleventh bug of Christmas, my manager said to me

Say it's not supported  
Change the documentation  
Blame it on the hardware  
Find a way around it  
Say they need an upgrade  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

For the twelfth bug of Christmas, my manager said to me

Tell them it's a feature  
Say it's not supported  
Change the documentation  
Blame it on the hardware  
Find a way around it  
Say they need an upgrade  
Reinstall the software  
Ask for a dump  
Run with the debugger  
Try to reproduce it  
Ask them how they did it and  
See if they can do it again.

humor: "C"

obfuscated "C"

"C" vs Pascal

Write in "C" (song)

MNEMONIC	INSTRUCTION
-----	-----
-A-	
AAC	Alter All Commands
AAD	Alter All Data
AAO	Add And Overflow
AAR	Alter at Random
AB	Add Backwards
ABC	AlphaBetize Code
ABR	Add Beyond Range
ACC	Advance CPU clock
ACDC	Allow Controller to die peacefully
ACQT	Advance Clock to Quitting Time
ADB	Another Damn Bug [UNIX]
AEE	Absolve engineering errors
AFF	Add Fudge Factor
AFHB	Align Fullword on Halfword Boundary
AFP	Abnormalize Floating Point
AFR	Abort Funny Routine
AFVC	Add Finagle's Variable Constant
AGB	Add GarBage
AI	Add Improper(ly)
AIB	Attack Innocent Bystander
AMM	Answer My Mail
AMM	Add Mayo and Mustard
AMS	Add Memory to System
ANFSCD	And Now For Something Completely Different
AOI	Annoy Operator Immediate
AR	Advance Rudely
AR	Alter Reality
ARN	Add and Reset to Nonzero
ARZ	Add and Reset to Zero
AS	Add Sideways
AT	Accumulate Trivia
AWP	Argue With Programmer
AWTT	Assemble with Tinker Toys

-B-

BA	Branch Anywhere
BAC	Branch to Alpha Centauri
BAF	Blow all Fuses
BAFL	Branch and Flush
BAH	Branch and Hang
BALC	Branch and Link Cheeseburger
BAP	Branch and Punt
BAW	Bells and Whistles
BB	Branch on bug
BBBB	Byte Baudy Bit and Branch
BBD	Branch on Bastille Day
BBIL	Branch on Burned-Out Indicator Light
BBLB	Branch on Blinking Light Bulb
BBT	Branch on Binary Tree
BBW	Branch Both Ways
BCB	Burp and Clear Bytes

BCF	Branch and Catch Fire
BCF	Branch on Chip box Full
BCIL	Branch Creating Infinite Loop
BCR	Backspace Card Reader
BCU	Be Cruel and Unusual
BD	Backspace Disk
BD	Branch to Data
BDC	Break Down and Cry
BDI	Branch to Data, Indirect
BDM	Branch and Disconnect Memory
BDT	Burn Data Tree
BE	Branch Everywhere
BEW	Branch Either Way
BF	Belch Fire
BFF	Branch and Form Feed
BFM	Be Fruitful and Multiply
BH	Branch and Hang
BIR	Branch Inside Ranch
BIRM	Branch on index register missing
BLC	Branch and Loop Continuous
BLI	Branch and Loop Infinite
BLM	Branch, Like, Maybe
BLMWM	Branch, Like, Maybe, Wow, Man
BLP	Boot from Line Printer
BLR	Branch and Lose Return
BLSH	Buy Low, Sell High
BM	Branch Maybe
BMI	Branch on Missing Index
BMI	Branch to Muncee, Immediate
BMP	Branch and Make Popcorn
BMR	Branch Multiple Registers
BNA	Branch to Nonexistant Address
BNCB	Branch and Never Come Back
BNR	Branch for No Reason
BOB	Branch on Bug
BOD	Beat on the Disk
BOD	Branch on Operator Desperate
BOH	Branch on Humidity
BOHP	Bribe operator for higher priority
BOI	Byte Operator Immediately
BOP	Boot OPERator
BOT	Branch On Tree
BPB	Branch on Program Bug
BPDI	Be Polite, Don't Interrupt
BPIM	Bury Programmer in Manuals
BPL	Branch PLease
BPO	Branch on Power Off
BPP	Branch & Pull Plug
BR	Byte and Run
BRA	Branch to Random Address
BRI	Branch Indefiniteley
BRO	BRanch to Oblivion
BRSS	Branch on Sunspot
BS	Behave Strangely
BSC	Branch on Second Coming
BSI	Backup Sewer Immediately
BSM	Branch and Scramble Memory

BSO	Branch on sleepy operator
BSP	Backspace Punch
BSR	Branch and Stomp Registers
BSST	BackSpace and Stretch Tape
BST	Backspace and Stretch Tape
BTD	Byte The Dust
BTD	Branch on Time of Day
BTJ	Branch and Turn Japanese
BTO	Branch To Oblivion
BTW	Branch on Third Wednesday
BU	Branch Unexpectedly
BVS	Branch & Veer South
BW	Branch on Whim
BWABL	Bells, Whistles, and Blinking Lights
BWC	Branch When Convenient
BWF	Busy - Wait Forever
BWOP	BeWilder OPerator
BYDS	Beware Your Dark Side
BYTE	BYte TEst

-C-

CAC	Calling All Cars...
CAC	Cash And Carry
CAF	Convert ASCII to Farsii
CAI	Corrupt Accounting Information
CAIL	Crash After I Leave
CAR	Cancel Accounts Receivable
CAT	Confused And Tired [UNIX]
CB	Consult Bozo
CBA	Compare and Branch Anyway
CBBR	Crash & Blow Boot ROM
CBNC	Close, but no Cigar
CBS	Clobber BootStrap
CC	Call Calvery
CC	Compliment Core
CCB	Chocolate Chip Byte-mode
CCB	Consult Crystal Ball
CCC	Crash if Carry Clear
CCCP	Conditionally Corrupt Current Process
CCD	Clear Core and Dump
CCD	Choke Cough and Die
CCR	Change Channels at Random
CCS	Chinese Character Set
CCWR	Change Color of Write Ring
CD	Complement Disk
CDC	Close Disk Cover
CDC	Clear Disk and Crash
CDIOOAZ	Calm Down, It's Only Ones and Zeroes
CDS	Change Disk Speed
CEMU	Close Eyes and Monkey With User Space
CEX	Call EXterminator
CF	Come From (replaces GOTO)
CFE	Call Field Engineer
CFP	Change and Forget Password
CFS	Corrupt File Structure
CG	Convert to Garbage

CH	Create Havoc
CHAPMR	Chase Pointers Around Machine Room
CHCJ	Compare Haig to Christine Jorgensen
CHSE	Compare Half-words and Swap if Equal
CIB	Change Important Byte
CIC	Cash In Chips
CID	Compare and Ignore Data
CIMM	Create Imaginary Memory Map
CIZ	Clear If Zero
CLBR	Clobber Register
CLBRI	Clobber Register Immediately
CM	Circulate Memory
CMD	Compare Meaningless Data
CMD	CPU Melt Down
CMI	Clobber Monitor Immediately
CML	Compute Meaning of Life
CMP	Create Memory Prosthesis
CMS	Click MicroSwitch
CN	Compare Nonsensically
CNB	Cause Nervous Breakdown
CNS	Call Nonexistent Subroutine
COD	Crash On Demand
COLB	Crash for Operator's Lunch Break
COCS	Copy Object Code to Source
COM	Clear Operator's Mind
COMF	COMe From
CON	Call Operator Now
COS	Copy Object code to Source file
COWYHU	Come Out With Your Hands Up
CP	Compliment Programmer
CP%FKM	CPU - FlaKeout Mode
CP%WM	CPU - Weird Mode
CPB	Create Program Bug
CPN	Call Programmer Names
CPPR	Crumple Printer Paper and Rip
CRASH	Continue Running After Stop or Halt
CRB	Crash and Burn
CRD	Confirm Rumor by Denial
CRM	Clear Random Memory
CRM	CReate Memory
CRN	Convert to Roman Numerals
CRN	Compare with Random Number
CRYPT	reCuRsive encrYpt Tape mneumonic [UNIX]
CS	Crash System
CSL	Curse and Swear Loudly
CSN	Call Supervisor Names
CSNIO	Crash System on Next I/O
CSS	Crash Subsidiary Systems
CSU	Call Self Unconditional
CTDMR	Change Tape Density, Mid Record
CTT	Call Time & Temperature
CU	Convert to Unary
CUC	Cheat Until Caught
CVFL	ConVert Floating to Logical
CVFP	ConVert FORTRAN to PASCAL
CVG	Convert to Garbage
CWAH	Create Woman and Hold

CWB	Carry With Borrow
CWDC	Cut Wires and Drop Core
CWG	Chase Wild Goose
CWGK	Compare Watt to Genghis Khan
CWIT	Compare Watt to Ivan the Terrible
CWM	Compare Watt to Mussolini
CWOM	Complement Write-only Memory
CZZC	Convert Zone to Zip Code

-D-

DA	Develop Amnesia
DAB	Delete All Bugs
DAO	Divide And Overflow
DAP	De-select Active Peripheral
DAUF	Delete All Useless Files
DB	Drop Bits
DBL	Desegregate Bus Lines
DBR	Debase Register
DBTP	Drop Back Ten and Punt
DBZ	Divide by Zero
DC	Divide and Conquer
DC	Degauss Core
DCAD	Dump Core And Die
DCD	Drop Cards Double
DCGC	Dump Confusing Garbage to Console
DCI	Disk Crash Immediate
DCON	Disable CONsle
DCR	Double precision CRash
DCT	Drop Cards Triple
DCWPDGD	Drink Coffee, Write Program, Debug, Get Drunk
DD	Destroy Disk
DD	Drop Disk
DDC	Dally During Calculations
DDOA	Drop Dead On Answer
DDS	Delaminate Disk Surface
DDWB	Deposit Directly in Wastepaper Basket
DE	Destroy Peripherals
DEB	Disk Eject Both
DEC	Decompile Executable Code
DEI	Disk Eject Immediate
DEM	Disk Eject Memory
DGT	Dispense Gin & Tonic
DHTPL	Disk Head Three Point Landing
DIA	Develop Ineffective Address
DIE	DIisable Everything
DIIL	Disable Interrupts and enter Infinite Loop
DIRFO	Do It Right For Once
DISC	DISmount Cpu
DK	Destroy Klingons
DK%WMM	Disk Unit - Washing Machine Mode
DKP	Disavow Knowledge of Programmer
DLN	Don't Look Now...
DLP	Drain Literal Pool
DMAG	Do MAGic
DMNS	Do What I Mean, Not What I Say
DMPE	Decide to Major in Phys. Ed.



DMPK	Destroy Memory Protect Key
DMZ	Divide Memory by Zero
DNPG	Do Not Pass Go
DO	Divide and Overflow
DOC	Drive Operator Crazy
DPCS	Decrement Program Counter Secretly
DPMI	Declare Programmer Mentally Incompetent
DPN	Double Precision No-op
DPR	Destroy Program
DPS	Disable Power Supply
DR	Detach Root
DRAF	DRAw Flowchart
DRAM	Decrement RAM
DRD	DRop Dead
DRI	Disable Random Interrupt
DROM	Destroy ROM
DRT	Disconnect Random Terminal
DS	Deadlock System
DSI	Do Something Interesting
DSO	Disable System Operator
DSP	Degrade System Performance
DSR	Detonate Status Register
DSTD	Do Something Totally Different
DSUIT	Do Something Utterly, Indescribably Terrible
DT%FFP	DecTape - unload and Flappa FlaP
DT%SHO	DecTape - Spin Hubs Opposite
DTB	Destructively Test Bit
DTC	Destroy This Command
DTE	Decrement Telephone Extension
DTI	Do The Impossible
DTRT	Do The Right Thing
DTVFL	Destroy Third Variable From Left
DU	Dump User
DUD	Do Until Dead
DW	Destroy World
DWIM	Do What I Mean
DWIT	Do What I'm Thinking

-E-

EA	Enable Anything
EAC	Emulate Acoustic Coupler
EAL	Enable AC to Logic rack
EAO	Enable AC to Operator
EBB	Edit and Blank Buffer
EBB	Empty Bit Bucket
EBR	Erase Before Reading
EBRS	Emit Burnt Resistor Smell
EC	Eat card
ECL	Early Care Lace
ECO	Electrocute Computer Operator
ECP	Erase Card Punch
ED	Eject Disk
ED	Execute Data (verrrrry useful)
EDD	Eat Disk and Die
EDIT	Erase Data and Increment Time
EDP	Emulate Debugged Program

EDR	Execute Destructive Read
EDS	Execute Data Segment
EEOIFNO	Execute Every Other Instruction From Now On
EEP	Erase Entire Program
EFB	Emulate Five-volt Battery
EFD	Emulate Frisbee Using Disk Pack
EFD	Eject Floppy Disk
EFE	Emulate Fatal Error
EHC	Emulate Headless Chicken
EIAO	Execute In Any Order
EIO	Erase I/O page
EIOC	Execute Invalid Op-code
EIP	Execute Programmer Immediately
EJD%V	Eject Disk with initial velocity V
ELP	Enter Loop Permanently
EM	Emulate 407
EM	Evacuate Memory
EMM	Emulate More Memory
EMPC	Emulate Pocket Calculator
EMSE	Edit and Mark Something Else
EMSL	Entire Memory Shift Left
EMT	Electrocute Maintenance Technician
EMW	Emulate Matag washer
ENA	ENable Anything
ENF	Emit Noxious Fumes
ENO	Emulate No-Op
EO	Electrocute Operator
EOB	Execute Operator and Branch
EOI	Explode On Interrupt
EOS	Erase Operating System
EP	Execute Programmer
EPI	Execute Programmer Immediately
EPITS	Execute Previous Instruction Then Skip
EPL	Emulate Phone Line
EPP	Eject Printer Paper
EPS	Electrostatic Print and Smear
EPS	Execute Program Sideways
EPSW	Execute Program Status Word
EPT	Erase Process Table
EPT	Erase Punched Tape
ERIC	Eject Random Integrated Circuit
ERM	Erase Reserved Memory
EROM	Erase Read Only Memory
EROS	Erase Read-only Storage
ESB	Eject Selectric Ball
ESC	Emulate System Crash
ESD	Eject Spinning Dish
ESD	Eat Shit & Die
ESL	Exceed Speed of Light
ESP	Enable SPrinkler system
ETI	Execute This Instruction
ETM	Emulate Trinary Machine
EVC	Execute Verbal Commands
EWD	Enter Warp Drive
EWM	Enter Whimsy Mode
EXI	Execute Invalid Operation
EXOP	Execute Operator

EXPP	Execute Political Prisoner
-F-	
FAY	Fetch Amulet of Yendor
FB	Find Bugs
FC	Fry Console
FCJ	Feed Cards and Jam
FD	Forget Data
FDR	Feed Disk Randomly
FERA	Forms Eject and Run Away
FFF	Form Feed Forever
FLD	FLing Disk
FLI	Flash Lights Impressively
FM	Forget Memory
FMP	Finish My Program
FOPC	False Out-of-Paper Condition
FPC	Feed Paper Continuously
FPT	Fire Photon Torpedoes
FRG	Fill with Random Garbage
FS	Feign Sleep
FSM	Fold, Spindle and Mutilate
FSRA	Forms Skip and Run Away
-G-	
GBB	Go to Back of Bus
GCAR	Get Correct Answer Regardless
GDP	Grin Defiantly at Programmer
GDR	Grab Degree and Run
GENT	GENerate Thesis
GEW{JO}	Go to the End of the World {Jump Off}
GFD	Go Forth and Divide
GFM	Go Forth and Multiply
GIE	Generate Irreversible Error
GLC	Generate Lewd Comment
GMC	Generate Machine Check
GMCC	Generate Machine Check and Cash
GND	Guess at Next Digit
GORS	GO Real Slow
GREM	Generate Random Error Message
GREP	Global Ruin, Expiration, and Purgation [UNIX]
GRMC	Generate Rubber Machine Check
GS	Get Strange
GSB	Gulp and Store Bytes
GSI	Generate Spurious Interrupts
GSU	Geometric Shift Up
GTJ	Go To Jail
-H-	
HACF	Halt And Catch Fire
HAH	Halt And Hang
HBW	Hang Bus & Wait
HCP	Hide Central Processor
HCRS	Hang in CRITICAL Section
HDO	Halt and Disable Operator

HDH	Hi Dee Ho
HDRW	Halt and Display Random Word
HELP	Type "No Help Available"
HF	Hide File
HGD	Halt, Get Drunk
HHB	Halt and Hang Bus
HIS	Halt in Impossible State
HOO	Hide Operator's Output
HRPR	Hang up and Ruin Printer Ribbon
HSC	Halt on System Crash
HSJ	Halt, Skip and Jump
HTC	Halt & Toss Cookies
HTS	Halt & Throw Sparks
HUAL	Halt Until After Lunch
HUP	Hang Up Phone
HWP	Halt Without Provocation

-I-

IAND	Illogical AND
IAE	Ignore All Exceptions
IAI	Inquire and ignore
IBM	Increment and Branch to Muncee
IBP	Insert Bug and Proceed
IBR	Insert BUgs at Random
ICB	Interrupt, Crash and Burn
ICM	Immerse Central Memory
ICMD	Initiate Core Melt Down
ICSP	Invert CRT Screen Picture
IDC	Initiate Destruct Command
IDI	Invoke Divine Intervention
IDNOP	InDirect No-OP
IDPS	Ignore Disk Protect Switch
IEOF	Ignore End Of File
IF	Invoke Force
IGI	Increment Grade Immediately
IGIT	Increment Grade Immediately Twice
IHC	Initiate Head Crash
II	Inquire and Ignore
IIB	Ignore Inquiry and Branch
IIC	Insert Invisible Characters
IIL	Irreversible Infinite Loop
IM	Imagine Memory
IMBP	Insert Mistake and Blame Programmer
IMP	Imitate Monty Python
IMPG	IMPress Girlfriend
IMV	IMpress Visitors
INCAM	INCrement Arbitrary Memory
INI	Ignore Next Instruction
INOP	Indirect No-OP
INR	INstigate Rumor
INW	INvalidate Warranty
IOI	Ignore Operator's Instruction
IOR	Illogical OR
IP	Increment and Pray
IPI	Ignore Previous Instruction
IPM	Ignore Programmer's Mistakes

IPOP	Interrupt Processor, Order Pizza
IPS	Incinerate Power Supply
IPS	Increment Power Supply
IPT	Ignite Paper Tape
IRB	Invert Record and Branch
IRBI	Insert Random Bits Indexed
IRC	Insert Random Commands
IRE	Insert Random Errors
IRI	Ignore Rude Interrupts
IRPF	Infinite Recursive Page Fault
ISC	Ignore System Crash
ISC	Insert Sarcastic Comments
ISC	Ignore Supervisor Calls
ISI	Increment and Skip on Inifinity
ISP	Increment and Skip on Pi
ISTK	Invert STack
ITML	Initiate Termites into Macro Library
IU	Ignore User(s)
IZ	Ignore Zeroes

-J-

JAA	Jump Almost Always
JBS	Jump and Blow Stack
JCI	Jump to Current Instruction
JFM	Jump on Full Moon
JHRB	Jump to H&R Block
JLP	Jump and Lose Pointer
JMAT	JuMp on Alternate Thursdays
JN	Jump to Nowhere
JNL	Jump when programmer is Not Looking
JOM	Jump Over Moon
JOP	Jump OPerator
JPA	Jump when Pizza Arrives
JRAN	Jump RANdom
JRCF	Jump Relative and Catch Fire
JRGA	Jump Relative and Get Arrested
JRL	Jump to Random Location
JRSR	Jump to Random Subroutine
JSC	Jump on System Crash
JSU	Jump Self Unconditional
JT	Jump if Tuesday
JTT	Jump and Tangle Tape
JTZ	Jump to Twilight Zone
JWN	Jump When Necessary

-K-

KCE	Kill Consultant on Error
KEPITU	Kill Every Process In The Universe
KP	Krunch Paper
KSR	Keyboard Shift Right
KUD	Kill User's Data

-L-

LAC	Lose All Communication
-----	------------------------

LAGW	Load And Go Wrong
LAP	Laugh At Program(mer)
LCC	Load and Clear Core
LCD	Launch Cartridge Disk
LCK	Lock Console Keyswitch
LEB	Link Edit Backwards
LIA	Load Ineffective Address
LMB	Lose Message and Branch
LMO	Load and Mug Operator
LMYB	Logical MaYBe
LN	Lose inode Number [UNIX]
LNP	Load N digits of Pi
LOSM	Log Off System Manager
LP%PAS	Line Printer - Print And Smear
LP%RDD	Line Printer - Reverse Drum Direction
LP%TCR	Line Printer - Tangle and Chew Ribbon
LPA	Lead Programmer Astray
LPRTC	Load Program counter from Real Time Clock
LR	Load Revolver
LRA	Load RetroActively
LRD	Load Random Data
LSPSW	Load and Scramble PSW
LTS	Link To Sputnik
LUM	LUbricate Memory
LWE	Load WhatEver
LWM	Load Write-only Memory

-M-

MAB	Melt Address Bus
MAN	Make Animal Noises
MAZ	Multiply Answer by Zero
MBC	Make Batch Confetti
MBH	Memory Bank Hold-up
MBR	Multiply and be Fruitful
MBTD	Mount Beatles on Tape Drive
MBTOL	Move Bug To Operator's Lunch
MC	Move Continuous
MD	Move Devious
MDB	Move and Drop Bits
MDC	Make Disk Crash
MDDHAF	Make Disk Drive Hop Across Floor
MFO	Mount Female Operator
MLB	Memory Left shift and Branch
MLP	Make Lousy Program
MLP	Multiply and Lose Precision
MLR	Move and Lose Record
MMLG	Make Me Look Good
MNI	Misread Next Instruction
MOG	Make Operator Growl
MOP	Modify Operator's Personality
MOU	MOunt User [causes computer to screw you]
MPLP	Make Pretty Light Pattern
MRZ	Make Random Zap
MSGD	Make Screen Go Dim
MSP	Mistake Sign for Parity
MSPI	Make Sure Plugged In

MSR Melt Special Register  
MST Mount Scotch Tape  
MT%HRDV Mag Tape - High speed Rewind and Drop Vacuum  
MTI Make Tape Invalid  
MW Malfunction Whenever  
MW Multiply Work  
MWAG Make Wild-Assed Guess  
MWC Move and Wrap Core  
MWT Malfunction Without Telling

-N-

NBC Negate By Clearing  
NMI Negate Most Integers  
NOP Needlessly Omit Pointer  
NPC Normalize Program Counter  
NTGH Not Tonight, i've Got a Headache

-O-

OCF Open Circular File  
OMC Obscene Message to Console  
OML Obey Murphy's Laws  
OPP Order Pizza for Programmer  
OSI Overflow Stack Indefinitely  
OTL Out To Lunch

-P-

P\$\*! Punch Obscenity  
PA Punch in ASCII  
PAS Print And Smear  
PAUD PAUse Dramatically  
PAZ Pack Alpha Zone  
PBC Print and Break Chain  
PBD Print and Break Drum  
PBM Pop Bubble Memory  
PBPBPP Place Backup in Plain Brown Paper Bag, Please  
PBST Play Batch mode Star Trek  
PCI Pleat Cards Immediate  
PCR Print and Cut Ribbon  
PD Play Dead  
PD Punch Disk  
PDL D Power Down and Lock Door (to computer room)  
PDSK Punch DiSK  
PEHC Punch Extra Holes in Cards  
PEP Print on Edge of Paper  
PFD Punt on Fourth Down  
PFE Print Floating Eye [rogue]  
PFML Print Four Million Lines  
PI Punch Invalid  
PIBM Pretend to be an IBM  
PIC Print Illegible Characters  
PIC Punch Invalid Character  
PLSC Perform Light Show on Console  
PNIH Place Needle in Haystack  
PNRP Print Nasty Replies to Programmer

PO	Punch Operator
POCL	Punch Out Console Lights
POG	Print Only Greek
POPI	Punch OPERator Immediately
POPON	Punch OPERator's Nose
PPA	Print Paper Airplanes
PPL	Perform Perpetual Loop
PPP	Print Programmer's Picture
PPR	Play Punk Rock
PPSW	Pack Program Status Word
PSP	Print and Shred Paper
PSR	Print and Shred Ribbon
PTP	Produce Toilet Paper
PVLC	Punch Variable Length Card
PWP	Print Without Paper
PWS	create PoWer Surge
PYS	Program Yourself

-Q-

QWYA	Quit While Your Ahead
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-R-

RA	Randomize Answer
RAM	Read Ambiguous Memory
RAN	Random Opcode [similar to 16-bit what gate]
RASC	Read And Shred Card
RAST	Read And Shred Tape
RAU	Ridicule All Users
RBAO	Ring Bell and Annoy Operator
RBG	Read Blank Tape
RBLV	Restore Back-up from Last Year
RBT	Rewind and Break Tape
RC	Rewind Core
RCAJ	Read Card And Jam
RCB	Read Command Backwards
RCB	Run Clock Backwards
RCC	Read Card and Chew
RCCP	Randomly Corrupt Current Process
RCF	Rewind Cabinet Fans
RCKG	Read Count Key and Garbage
RCL	Rotate Carry Left
RCR	Rewind Card Reader
RCRV	Randomly Convert to Reverse Video
RCSD	Read Card, Scramble Data
RD	Reverse Directions
RD	Randomize Data
RDA	Refuse to Disclose Answer
RDB	Run Disk Backwards
RDB	Replace Database with Blanks
RDD	Reverse Disk Drive
RDDBF	Rock Disk Drive Back and Forth
RDEB	Read and Drop Even number of Bits
RDF	Randomize Directory Filenames
RDI	Reverse Drum Immediate
RDR	Reverse Disk Rotation



RDS	Read SiDeways
RENVr	REName Variables Randomly
REt	Read and Erase Tape
Rf	Read Fingerprints
Rg	Record Garbage
RHO	Randomize and Halt if not = to 0
RIC	Rotate Illogical thru Carry
RID	Read Invalid Data
RIOP	Rotate I/O Ports
RIR	Read Invalid Record
RIRG	Read Inter-record Gap
RJE	Return Jump and Explode
RLC	Relocate and Lose Core
RLC	Reread Last Card
RLC	Rotate Left with Carolyn
RLI	Rotate Left Indefinitely
RLP	Rewind Line Printer
RLP	Refill Light Pen
RM	Ruin My files
RMI	Randomize Memory Immediate
RMT	Remove Trap
RMV	Remove Memory Virtues
RN	Read Noise
RNBS	Reflect Next Bus Signal
ROC	Randomize Op Codes
ROC	Rotate Outward from Center
ROD	ROtate Diagonally
ROM	Read Operator's Mind
ROO	Rub Out Operator
ROOP	Run Out Of Paper
ROPF	Read Other People's Files
ROS	Reject Operating System
ROS	Return On Shield
RP	Read Printer
RPB	Read Print and Blush
RPB	Raise Parity Bits
RPBR	Reverse Parity and BRanch
RPC	Rotate Program Counter
RPM	Read Programmer's Mind
RPU	Read character and Print Upsidedown
RRC	Rotate Random thru Carry
RRR	Read Record and Run away
RRR	Randomly Rotate Register
RRRL	Random Rotate Register Left
RRRR	Random Rotate Register Right
RRSGWSSNK	Round and Round She Goes, Where She Stops, Nobody Knows
RRT	Record and Rip Tape
RS	Random Slew
RSD	On Read Error Self-Destruct
RST	Rewind and Stretch Tape
RSTOM	Read From Store-only Memory
RT	Reduce Throughput
RTS	Return To Sender
RVAC	Return from VACation
RWCR	ReWind Card Reader
RWD	ReWind Disk
RWF	Read Wrong File

-S-

SA	Store Anywhere
SAD	Search(seek) and Destroy
SAI	Skip All Instructions
SAS	Sit And Spin
SAS	Show Appendix Scar
SBE	Swap Bits Erratically
SC	Scramble Channels
SC	Shred Cards
SCB	Spindle Card and Belch
SCCA	Short Circuit on Correct Answer
SCD	Shuffle and Cut DEC
SCH	Slit Cards Horizontal
SCI	Shred Cards Immediate
SCM	Set for Crash Mode
SCOM	Set Cobol-Only Mode
SCRRC	SCRamble Register Contents
SCST	Switch Channel to Star Trek
SCTR	Stick Card To Reader
SD	Scramble Directory
SD	Slip Disk
SDC	Spool Disk to Console
SDD	Seek and Destroy Data
SDDDB	Snap Disk Drive Belt
SDE	Solve Differential Equations
SDI	Self Destruct Immediately
SDM	Search and Destroy Memory
SDR	Slam Down Rondo [worst soda ever made]
SEB	Stop Eating and Burp
SEOB	Set Every Other Bit
SEX	Set EXecution register [real on the RCA 1802]
SEX	Sign EXtend
SFH	Set Flags to Half-mast
SFP	Send for Pizza
SFR	Send for Reinforcements
SFT	Stall For Time
SFTT	Strip Form Tractor Teeth
SHAB	Shift a Bit
SHABM	Shift a Bit More
SHB	Stop and Hang Bus
SHCD	SHuffle Card Deck
SHIT	Stop Here If Thursday
SHON	Simulate HONeywell CPU [permanent NO-OP]
SHRC	SHRed Card
SHRT	SHRed Tape
SID	Switch to Infinite Density
SIP	Store Indefinite Precision
SJV	Scramble Jump Vectors
SLP	Sharpen Light Pen
SMC	Scramble Memory Contents
SMD	Spontaneous Memory Dump [classified data only]
SMR	Skip on Meaningless Result
SMS	Shred Mylar Surface
SNARF	System Normalize and Reset Flags
SNM	Show No Mercy

SNO	Send Nukes on Overflow
SOAWP	Solve All the World'd Problems
SOB	Stew On Brew [a real PDP-11 instruction]
SOD	Surrender Or Die !
SOI	Screw O'Coin Intentionally (personal one)
SOP	Stop and Order Pizza
SOS	Sign off, Stupid
SOT	Sit on a Tack
SP	Scatter Print
SPA	Sliding Point Arithmetic
SPD	Spin Dry Disc
SPB	Simulate Peanut Butter
SPS	Set Panel Switches
SPSW	Scramble Program Status Word
SQPWYC	Sit Quietly and Play With Your Crayons
SRBO	Set Random Bits to Ones
SRBZ	Set Random Bits to Zeroes
SRC	Select Random Channel
SRCC	Select Reader and Chew Cards
SRD	Switch to Random Density
SRDR	Shift to Right Double Ridiculous
SRO	Sort with Random Ordering
SROS	Store in Read Only Storage
SRR	Shift Registers Random
SRSD	Seek Record and Scratch Disk
SRSZ	Seek Record and Scar Disk
SRTC	Stop Real-Time Clock
SRU	Signoff Random User
SRZ	Subtract and Reset to Zero
SRDR	Shift Right Double Ridiculous
SRSD	Seek Record and Scar Disk
SRZ	Subtract and Reset to Zero
SSB	Scramble Status Byte
SSJ	Select Stacker and Jam
SSJP	Select Stacker and Jump
SSM	Solve by Supernatural Means
SSP	Seek SPindle
SSP	Smoke and SPark
SST	Seek and Stretch Tape
ST	Set and Test
STA	STore Anywhere
STC	Slow To a Crawl
STD	Stop, Take Drugs
STM	STretch Magtape
STM	Skip on Third Monday
STO	Strangle Tape Operator
STROM	Store in Read-only Memory
STPR	SToP Rain
STROM	STore in Read-Only Memory
STTHB	Set Terminal to Three Hundred Baud
SUIQ	Subtract User's IQ
SUME	SUprise ME
SUP	Solve Unsolvable Problem
SUR	Screw Up Royally
SUS	Stop Until Spring
SUS	Subtract Until Senseless
SWAT	SWAp Terminals

SWN	SWAp Nibbles
SWOS	Store in Write Only Storage
SWS	Sort to Wrong Slots
SWT	Select Wrong Terminal
SWU	Select Wrong Unit
SWZN	Skip Whether Zero or Not
SZD	Switch to Zero Density

-T-

TAH	Take A Hike
TAI	Trap Absurd Inputs
TARC	Take Arithmetic Review Course
TBFTG	Two Burgers and Fries To Go
TC	Transmit Colors (but avoid red)
TDB	Transfer and Drop Bits
TDRB	Test and Destroy Random Bits
TDS	Trash Data Segment
TLNF	Teach me a Lesson i'll Never Forget
TLO	Turn Indicator Lights Off
TLW	Transfer and Lose Way
TN	Take a Nap
TOAC	Turn Off Air Conditioner
TOG	Time Out, Graduate
TOG	Take Out Garbage
TOH	Take Operator Hostage
TOO	Turn On/Off Operator
TOP	Trap OPerator
TOS	Trash Operating System
TPD	Triple Pack Decimal
TPDH	Tell Programmer to Do it Him/Herself
TPF	Turn Power Off
TPN	Turn Power On
TPR	TeaR Paper
TR	Turn into Rubbish [UNIX]
TRA	Te Rdls Arvs [Type Ridiculous Abbreviations]
TSH	Trap Secretary and Halt
TSM	Trap Secretary and Mount
TST	Trash System Tracks
TT%CN	TeleType - Clunk Noise
TT%EKB	TeleType - Electrify KeyBoard
TTA	Try, Try Again
TTIHLIC	Try To Imagine How Little I Care
TTITT	Turn 2400 foot Tape Into Two 1200 foot Tapes
TTL	Tap Trunk Line
TTL	Time To Logoff
TYF	Trust Your Feelings

-U-

UA	Unload Accumulator
UAI	Use Alternate Instrucction set
UAPA (AM)	Use all Power Available (And More)
UCB	Uncouple CPU and Branch
UCK	Unlock Console Keyswitch
UCPUB	Uncouple CPU's and Branch
UDR	Update and Delete Record

UER	Update and Erase Record
UFO	Unidentified Flag Operation
ULDA	UnLoaD Accumulator
UMR	Unlock Machine Room
UNPD	UNPlug and Dump
UOP	Useless OPERATION
UP	Understand Program(mer)
UPA	Use all Power Available
UPC	Understand Program(mer)'s Comments
UPCI	Update Card In Place
UPI	Undo Previous Instruction (only in EMACS)
URB	Update, Resume and Branch
UTF	Unwind Tape onto Floor
UTF	Use The Force
UUBR	Use Undefined Base Register

-V-

VAX	Violate All eXecutions
VFE	Violate Field Engineer
VFO	Violate Female Operator
VMA	Violate Maintenance Agreement
VNO	Violate Noise Ordinance
VPA	Vanishing Point Arithmetic
VVM	Vaporize Virtual Memory

-W-

WAD	Walk Away in Disgust
WAT	Waste Time
WBB	Write to the Bit Bucket
WBT	Water Binary Tree
WC	Waste Core [UNIX]
WCR	Write to Card Reader
WDR	Warp disk DRive
WED	Write and Erase Data
WEMG	Write Eighteen Minute Gap
WF	Wait Forever
WGPB	Write Garbage in Process-control Block
WHFO	Wait Until Hell Freezes Over
WHP	Wave Hands over Program
WI	Write Illegibly
WI	Why Immediate
WID	Write Invalid Data
WNHR	Write New Hit Record
WNR	Write Noise Record
WPET	Write Past End of Tape
WPM	Write Programmer's Mind
WSE	Write Stack Everywhere
WSWW	Work in Strange and Wonderous Ways
WUPO	Wad Up Printer Output
WWLR	Write Wrong-Length Record
WWR	Write Wrong Record
WSWW	Work in Strange and Wondrous Ways

-X-

XIO	eXecute Invalid Opcode
XKF	eXecute Kermit the Frog
XMB	eXclusive MayBe
XOH	eXecute no-Op and Hang
XOR	eXecute OpeRator
XOS	eXchange Operator's Sex
XPR	eXecute Programmer
XPSW	eXecute Program Status Word
XSP	eXecute Systems Programmer
XVF	eXchange Virtue for Fun

-Y-

YAB	Yet Another Bug
YASE	Yet Another Stupid Error

-Z-

ZAP	Zero and Add Packed
ZAR	Zero Any Register
ZD	Zap Directory
ZEOW	Zero Every Other Word
ZPI	ZaP Immediate

Sperry (Unisys) 1100/90 Opcodes :

BBL	Branch on Burned out Light
BAH	Branch And Hang
BLI	Branch and Loop Infinite
BPB	Branch on Program Bug
BPO	Branch if Power Off
CPB	Create Program Bug
CRN	Convert to Roman Numerals
DAO	Divide And Overflow
ERS	Erase Read-only Storage
HCF	Halt and Catch Fire
IAD	Illogical And
IOR	Illogical Or
MDB	Move and Drop Bits
MWK	Multiply WorK
PAS	Print And Smear
RBT	Read and Break Tape
RPM	Read Programmer's Mind
RRT	Record and Rip Tape
RSD	Read and Scramble Data
RWD	ReWind Disk
TPR	Tear Paper
WED	Write and Erase Data
WID	Write Invalid Data
XIO	Execute Invalid Opcode
XOR	Execute Operator
XPR	Execute Programmer

ab

add bug

ac	accept compliment
ai	add improper
amm	add more money
arz	add and reset to zero
balo	branch and lose output
bbi	branch on blinking indicator
bcb	blow circuit breakers
bfcfb	branch on full chip box
bah	branch and hang
bahu	branch and hang user
betr	backspace and eject trapped rodents
bo	byte operator
bpo	branch and power off
bscr	backspace card reader
bsd	backspace disk
bspr	backspace printer
bsst	backspace and stretch tape
bud	branch to unknown device
can	change account number
cc	change channel
cia	find head and execute
cll	compare logical later
cm	circulate memory
cmt	compare under masking tape
cob	change output to binary
coh	change out to hexadecimal
cp	circulate pages
css	crash and save system (eric special)
cvc	convert to chinese
cvm	crash vm
cvps	crash vps
cvrn	convert to roman numerals
da	delete account
dac	divide and conquer
db	disable buzzer
dbcwe	disable buzzer and close window early
dcl	drop cards and laugh
ddu	disconnect dial-up users
dibb	divide into bit bucket
do	divide and overflow
dup	decrease user priority
ec	erase card
ed	eject disk
edal	erase disk and laugh
eoo	erase old output
epqj	emergency pull and quit job
eard	erase and read disk
erom	erase read-only memory
exo	execute operator
fjpr	force john porter and run
fmqg	fill message que with garbage
fsra	form skip and run away
fuar	force users at random
fudt	force user and disable terminal
ghcs	priveledged instruction only (not for users)
gtp	get the point
hcf	halt and catch fire

hcu	help cute users
hsdpl	halt system during peak load
ibpc	ignore buzzer and play cards
iibr	ignore inquiry and branch
imf	ignore message and force
ink	i'm not kidding
ipc	ignore previous command
irb	insert random bug
isc	identify strange character
itt	increase turnaround time
jcp	jam card punch
jcr	jam card reader
jpr	jam printer
kt	knot tape
loc	lock operator's console
mdb	move and drop bits
mbta	never return
mlp	multiply and lose precision
mlr	move and lose record
mnfa	moved no forwarding address
mti	make tape invalid
mwc	move and warp core
mwwt	mount and write wrong tape
mudd	mount user on disk drive
obs	pad storage with obscenities
ofp	override file protect
ot	overwrite tape
owau	open window and attack users
pcac	pick card any card
pdf	play frisbee with disk
pmt	punch magnetic tape
ps	print and smear
pxh	punch extra holes
qfp	query file and purge
rax	huh?
rcsd	read card and scramble data
rdc	read and drop cards
rip	read and interchange parity
rirg	read inter-record gap
riv	read invalid
rjp	read job and purge
rnr	read noise record
rpr	read printer
rprb	read printer and blush
rrp	remove ribbon and print
rsc	read and shred card
rtb	read tape backwards
rwcr	rewind card reader
rwj	run wrong job
rwtb	rewind and break tape
sbta	store bus terminal address
sc	shuffle cards
sd	slip disk
shl	search high and low
sic	as is
soc	space out characters
spss	what a joke



srsd	seek record and scar disk ('on a clear disk you can seek
forever')	
ss	save system
ssr	stop and slice ribbon
sss	steal system and sell
ssdb	save system and destroy backups
ssj	select stacker and jam
stf	store twenty-four
tdb	transfer and drop bits
trte	translate to english
twr	translate wrong record
ued	update and erase disk
uer	update and erase record
uet	update and erase tape
vbo	vary buzzer offline
vro	vary radio offline
vtvo	vary tv offline
vuo	vary users offline
wdo	wash and dry output
wia	write in ascii
wtb	write tape backwards
wwrl	write wrong record length

In the Beginning was the Plan  
And then came the Assumptions  
And the Assumptions were without form  
And the Plan was completely without substance  
and the darkness was upon the face of the workers  
and they spoke among themselves, saying  
"It is a crock of shit, and it stinketh."  
And the workers went unto their Supervisors and sayeth,  
"It is a pail of dung and none may abide the odor thereof."  
And the Supervisors went unto their Managers and sayeth unto them,  
"It is a container of excrement and it is very strong,  
Such that none may abide by it."  
And the Managers went unto their Directors and sayeth,  
"It is a vessel of fertilizer, and none may abide it's strength."  
And the Directors spoke amongst themselves, saying one to another,  
"It contains that which aids plant growth, and it is very strong."  
And the Directors went unto the Vice Presidents and sayeth unto them,  
"It promotes growth and is very powerful,"  
And the Vice Presidents went unto the President and sayeth unto him,  
"This new plan will actively promote the growth and efficiency  
of this Company, and in these Areas in particular."  
And the President looked upon The Plan,  
And saw that it was good, and The Plan became Policy.  
This is How Shit Happens

Birthday Virus - Keeps advancing your clock by another year.

Mario Cuomo Virus - a very powerful virus, if it would ever run.

Politically Correct Virus - prefers to call itself an "electronic microorganism".

Oprah Winfrey Virus - first appears on system as a 120 KB file, later swells to 200 KB, then returns to its original size. Periodic printouts appear to keep you surprised.

AT&T Virus - constantly reminds you how it's giving you much better service than the other viruses.

Sprint Virus - Periodically runs sound file of a pin dropping.

MCI Virus - Encourages you to send it to your friends and family.

Ollie North Virus - Converts your printer into a paper shredder.

Nike Virus - Just does it.

Ross Perot Virus - runs for awhile, leaves the system, then re-appears, but with less effect.

Airport Virus - You're in (insert location), but your data are in (exotic foreign destination).

Arnold Virus - stays resident after it terminates. It'll be back.

Right-to-life Virus - before allowing you to delete any file, it first asks you if you've considered the alternatives.

Gridlock Virus - Keeps shuffling information that it calls 'bills' between your CPU and BUS, sending messages like 'House Bill #xxxx is unacceptable to Senate'. Never gets any work done.

Right-Wing-Hardliner Virus - Won't allow any changes on your system, but keeps saying that things will get better as soon as it takes over the Whitehouse.

Left-Wing-Drivel Virus - Deletes all monetary files, but keeps smiling and sending messages about how the economy is going to get better.

Government Economist Virus - nothing works on your system, but all your diagnostic software says everything is just fine.

Dan Quayle Virus - prevents your processes from spawning any child without first joining into a binary network. Also said to cause spelling errors in files stored on your disk.

Jack Kevorkian Virus - enables irreparably damaged files to delete themselves.

Bobbit virus - It turns a 7.5meg harddrive to a 3 1/2 inch floppy drive.

AI Gore UNIX Virus - Whenever you inquire about one of your environment variables, it shows you the current setting, but then tacks on an alarmist message concerning the future of the variable.

Tipper Gore Virus - When you attempt to play any sound file, it pops up a warning window stating that some lyrics may be unsuitable for children.

Ponzi Virus - It logs onto your bank's computer and transfers \$1 into the accounts of the owners of the last 10 computers it was on. It then attaches itself to the next 10 items of mail you send.

Joke Virus - poses as a harmless list of funny computer virus names!

=====  
Subject: Computer Messages  
=====

- < 1> Error 13: Illegal brain function. Process terminated.
- < 2> REALITY.DAT not found. Attempting to restore Universe.....  
..... REALITY.SYS Corrupted - Unable to recover Universe  
Press Esc key to reboot Universe, or any other key to continue...
- < 3> REALITY.SYS corrupted- reboot Universe (Y/N)?
- < 4> USER ERROR: replace user and press any key to continue.
- < 5> Volume in Drive C: TOO\_LOUD!
- < 6> Press [ESC] to detonate or any other key to explode.
- < 7> BREAKFAST.COM halted... cereal port not responding!
- < 8> Virus detected! P)our chicken soup on motherboard?
- < 9> .signature not found! reformat hard drive? [Yn]
- < 10> Backup not found! A)bort, R)etry or P)anic?
- < 11> Spellchecker not found. Press -- to continue ...
- < 12> A)bort, R)etry or S)elf-destruct?
- < 13> A)bort, R)etry, I)gnore, V)alium?
- < 14> A)bort, R)etry, I)nfluence with large hammer.
- < 15> A)bort, R)etry, P)ee in drive door
- < 16> Backup not found: A)bort, R)etry, M)assive heart failure?
- < 17> Bad command or file name. Go stand in the corner.
- < 18> Close your eyes and press escape three times.

- < 19> DYNAMIC LINKING ERROR: Your mistake is now everywhere.
- < 20> Computer possessed? Try DEVICE=C:\EXOR.SYS
- < 21> SENILE.COM found... Out Of Memory.
- < 22> APATHY ERROR: Don't bother striking any key.
- < 23> ZAP! Process discontinued. Enter any 12-digit prime number to resume.

Q: How do I rotate text in display?

A:

```
unit Rotate;
{*****}
PROGRAM
  UNIT ROTATE.PAS

PURPOSE
  To contain the text rotation routines. All documentation
  for the routines are within the routines.

HISTORY
  6/18/1995 First created by Curtis Keisler

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  See ANGLE.DPR for copyright and disclaimer notice.
{*****}

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, ExtCtrls;

type
  TForm1 = class(TForm)
    PaintBox1: TPaintBox;
    procedure PaintBox1Paint(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

{*****}
procedure CanvasSetTextAngle(c: TCanvas; d: Word);
{-----}
  PURPOSE
    To change the current text output rotation angle. All
    subsequent output will be at the angle provided.

  INPUT PARAMETERS
    c - The canvas on which to output the text. The font for
        the canvas must be a scaleable font.
    d - The angle in tenths of degrees. For example 10 would
        be 1 degree. 450 would be 45 degrees. 1 would be
        1/10 of a degree. To reset the text back to normal,
```

make d = 0.

HISTORY

6/18/1995 First version written by Curtis Keisler.

```
-----}
var
  LogRec: TLOGFONT;      {* Storage area for font information *}

begin
  {* Get the current font information. We only want to modify the angle *}
  GetObject(c.Font.Handle, SizeOf(LogRec), Addr(LogRec));

  {* Modify the angle. "The angle, in tenths of a degrees, between the base
   line of a character and the x-axis." (Windows API Help file.)*}
  LogRec.lfEscapement := d;

  {* Delphi will handle the deallocation of the old font handle and *}
  c.Font.Handle := CreateFontIndirect(LogRec);
end; {* CanvasSetTextAngle *}

{*****}
procedure CanvasTextOutAngle(c: TCanvas; x,y: Integer; d: Word; s: string);
{-----}
  PURPOSE
    To output rotated text in the same font as the font on
    the supplied canvas. The font must also be a scaleable
    font.

  INPUT PARAMETERS
    c - The canvas on which to output the text. The font for
    the canvas must be a scaleable font.
    x,y - The x,y screen coordinates you would normally
    supply the TextOut procedure.
    d - The angle in tenths of degrees. For example 10 would
    be 1 degree. 450 would be 45 degrees. 1 would be
    1/10 of a degree.
    s - The text to be output to the canvas.
  HISTORY
    6/18/1995 First version written by Curtis Keisler.
  -----}
var
  LogRec: TLOGFONT;      {* Storage area for font information *}
  OldFontHandle,        {* The old font handle *}
  NewFontHandle: HFONT; {* Temporary font handle *}

begin
  {* Get the current font information. We only want to modify the angle *}
  GetObject(c.Font.Handle, SizeOf(LogRec), Addr(LogRec));

  {* Modify the angle. "The angle, in tenths of a degrees, between the base
   line of a character and the x-axis." (Windows API Help file.)*}
  LogRec.lfEscapement := d;

  {* Create a new font handle using the modified old font handle *}
  NewFontHandle := CreateFontIndirect(LogRec);

  {* Save the old font handle! We have to put it back when we are done! *}

```



```

OldFontHandle := SelectObject(c.Handle,NewFontHandle);

{* Finally. Output the text! *}
c.TextOut(x,y,s);

{* Put the font back the way we found it! *}
NewFontHandle := SelectObject(c.Handle,OldFontHandle);

{* Delete the temporary (NewFontHandle) that we created *}
DeleteObject(NewFontHandle);

end; {* CanvasTextOutAngle *}

procedure TForm1.PaintBox1Paint(Sender: TObject);
var
  degree,i,          {* Iteration variables *}
  midX,midY: integer; {* The middle of the form *}
  deg2Rad: Real;     {* Used to convert the degrees to radians *}

begin
  {* Used to convert the degrees to radians *}
  deg2Rad := PI / 180;

  {* Choose a scalable font! *}
  PaintBox1.Font.Name := 'Arial';
  PaintBox1.Font.Size := 12;

  {* Compute the center of the screen *}
  midX := PaintBox1.Width div 2;
  midY := PaintBox1.Height div 2;

  {* Draw 16 different angles *}
  for i := 0 to 15 do begin
    {* Compute each angle. i * (360 / 16) *}
    degree := round(i * 22.5);

    {*
      Draw the from the edges of a circle with radius of 50 pixels.
      I use -y because y is the opposite direction of the normal
      cartesian coordinate system that the sin() function is based
      upon.
      Multiply degree by 10 because the function wants 10ths of a
      degree.
    *}
    CanvasTextOutAngle(PaintBox1.Canvas,
                       round(midX + 50 * cos(degree * deg2Rad)),
                       round(midY - 50 * sin(degree * deg2Rad)),
                       degree*10,
                       'abcd');
  end; {* Next angel (i) *}

  {* Set the subsequent angle to 45 degrees (or 45 * 10 tenths = 450 *)
  CanvasSetTextAngle(PaintBox1.Canvas,450); {* 45 degrees *}

  {* Output text *}
  PaintBox1.Canvas.TextOut(10,100,'45 degrees');
  PaintBox1.Canvas.TextOut(40,100,'To the right 30 pixels');

```

```
    { * Set it back * }  
    CanvasSetTextAngle(PaintBox1.Canvas,0);  
end;  
end.
```

```

unit Tlink;

{ TLink unit: doubly linked lists 5/22/95}
{ by Jeff Atwood, JAtwood159@AOL.COM. }
{ }
{ This unit can be used for stacks, dequeues, and free lists too. }
{ }
{ I couldn't find a doubly-linked list implemented as an object ANYWHERE }
{ so I wrote it myself, after much trial, error, and poring over }
{ obscure programming reference books. Hey-- it's not brain surgery, but }
{ pointers can be so naughty. }
{ }
{ For simplicity's sake, and to keep this a one-day project, I am only }
{ storing simple integers in the cells. You can easily, easily change }
{ that to any data type supported by Delphi including records. I would }
{ NOT recommend trying to store a whole object with methods in there... }
{ I couldn't get that to work. But if you can, E-Mail me. I don't know if }
{ it's even possible. }
{ }
{ There is one main object, which uses the "CELL" record type for each }
{ entry in the list. I don't know how to hide the CELL record type from }
{ the user, but it should be internal to this unit. The main object is }
{ the TLink, which keeps track of the size, first, last, and current }
{ cell records. You can move around in the list by using the Move methods }
{ and find using the Seek method. It's all fairly straightforward, look }
{ at the demo form for examples, there are also comments in the code. }
{ }
{ If you're feeling ambitious, I recommend you modify the cell record to }
{ store pointers instead of integers. Don't forget to make copies of the }
{ data, because if you point to the actual location, you're screwed when }
{ the user destroys that instance. You gotta copy it... How many times }
{ did I get burned by THAT one?? Also, it would be cool to turn this into }
{ a VCL component, if anyone wants to do that. }
{ }
{ This code is freeware. Please E-Mail me any cool additions, bug fixes, }
{ rants, raves, etc. at JAtwood159@AOL.COM! Thanks for trying my code, I }
{ hope it helps someone... }

interface

type

    CellPtr = ^Cell;
    Cell = record
        data: Integer;
        next: CellPtr;
        prev: CellPtr;
    end;

    TList = class(TObject)
    private
        top: CellPtr;
        bottom: CellPtr;
        current: CellPtr;
        size: Longint;

```

```

public
    constructor create;
    destructor destroy; override;
    function IsEmpty: Boolean;
    function GetSize: Longint;
    procedure InsertBottom(item: Integer);
    procedure InsertTop(item: Integer);
    function InsertCurrent(item: Integer): Boolean;
    function FindFirst(item: Integer; var absLoc: longint): Boolean;
    function Delete: Boolean;
    function MoveFirst: Boolean;
    function MoveLast: Boolean;
    function MoveNext: Boolean;
    function MovePrevious: Boolean;
    function Seek(absLoc: longint): Boolean;
    function GetData(var item: Integer): Boolean;
end;

implementation

{ set up the TList object with default values }
constructor TList.create;
begin
    inherited create;
    top := nil;
    bottom := nil;
    current := nil;
    size := 0;
end;

{ destroy the entire list, cell by cell }
destructor TList.destroy;
var
    curCell: CellPtr;
    nextCell: CellPtr;
begin
    curCell := top;
    while not (curCell = nil) do begin
        nextCell := curCell^.next;
        freemem(curCell, SizeOf(Cell));
        curCell := nextCell;
    end;
    top := nil;
    bottom := nil;
    current := nil;
    inherited destroy;
end;

{ returns true if the list has no cells }
function TList.isEmpty: Boolean;
begin
    result := (size = 0);
end;

{ returns number of cells in list }
function TList.getSize: Longint;
begin

```

```

    result := size;
end;

{ insert cell at bottom of list }
procedure TList.InsertBottom(item: Integer);
var
    newCell: CellPtr;
begin
    GetMem(newCell, Sizeof(Cell));
    newCell^.data := item;
    newCell^.prev := bottom;
    newCell^.next := nil;
    { special case: this is first cell added }
    if bottom = nil then
        top := newCell
    else
        bottom^.next := newCell;
    bottom := newCell;
    size := size + 1;
end;

{ insert cell at top of list }
procedure TList.InsertTop(item: Integer);
var
    newCell: CellPtr;
begin
    GetMem(newCell, Sizeof(Cell));
    newCell^.data := item;
    newCell^.prev := nil;
    newCell^.next := top;
    { special case: this is first cell added }
    if top = nil then
        bottom := newCell
    else
        top^.prev := newCell;
    top := newCell;
    size := size + 1;
end;

{ insert cell after current item }
function TList.InsertCurrent(item: Integer): Boolean;
var
    newCell: CellPtr;
begin
    if (current = nil) then
        result := False
    else begin
        GetMem(newCell, Sizeof(Cell));
        newCell^.data := item;
        newCell^.prev := current;
        newCell^.next := current^.next;
        { special case: current cell is last cell }
        if current^.next = nil then
            bottom := newCell
        else
            current^.next^.prev := newCell;
        current^.next := newCell;
    end;
end;

```

```

        size := size + 1;
        result := True;
    end;
end;

{ Look for item in data field. Starts at top of list }
{ and looks at every item until a match is found.   }
{ if found, makes matched cell current, and returns }
{ absolute location of match where 1 = top.         }
function TList.FindFirst(item: Integer; var absLoc: longint): Boolean;
var
    curCell: CellPtr;
    cnt: longInt;
begin
    result := False;
    curCell := top;
    cnt := 0;
    absLoc := 0;
    while not (curCell = nil) do begin
        cnt := cnt + 1;
        if curCell^.Data = item then begin
            absLoc := cnt;
            current := curCell;
            result := True;
            exit;
        end;
        curCell := curCell^.next;
    end;
end;

{ delete the current cell }
function TList.Delete: Boolean;
label
    exitDelete;
begin
    { we can only delete the current record }
    if current = nil then
        result := False
    else begin
        { see if list has one item }
        if size = 1 then begin
            top := nil;
            bottom := nil;
            goto exitDelete;
        end;
        { see if we're at the top of list }
        if current^.prev = nil then begin
            top := current^.next;
            top^.prev := nil;
            goto exitDelete;
        end;
        { see if we're at the bottom of list }
        if current^.next = nil then begin
            bottom := current^.prev;
            bottom^.next := nil;
            goto exitDelete;
        end;
    end;
end;

```

```

    end;
    { we must be in middle of list of size > 1 }
    current^.prev^.next := current^.next;
    current^.next^.prev := current^.prev;
    goto exitDelete;
end;

{ arrgh-- a goto! but this is a textbook goto! }
exitDelete: begin
    result := True;
    freemem(current, SizeOf(Cell));
    current := nil;
    size := size - 1;
    if size = 0 then begin
        top := nil;
        bottom := nil;
    end;
end;

end;

{ make first value in list current }
function TList.MoveFirst: Boolean;
begin
    if top = nil then
        result := False
    else begin
        current := top;
        result := True;
    end;
end;

{ make last value in list current }
function TList.MoveLast: Boolean;
begin
    if bottom = nil then
        result := False
    else begin
        current := bottom;
        result := True;
    end;
end;

{ make next value in list current }
function TList.MoveNext: Boolean;
begin
    if (current = nil) or (current^.next = nil) then
        result := False
    else begin
        current := current^.next;
        result := True;
    end;
end;

{ make previous value in list current }
function TList.MovePrevious: Boolean;
begin

```

```

    if (current = nil) or (current^.prev = nil) then
        result := False
    else begin
        current := current^.prev;
        result := True;
    end;
end;

{ return data item from current list position }
function TList.GetData(var item: Integer): Boolean;
begin
    if (current = nil) then
        result := False
    else begin
        item := current^.data;
        result := True;
    end;
end;

{ make current the absolute cell N in the list }
{ where top = 1 }
function TList.Seek(absloc: longint): Boolean;
var
    curCell: CellPtr;
    cnt: longint;
begin
    result := False;
    if absloc <= 0 then
        exit;
    curCell := top;
    while not (curCell = nil) do begin
        cnt := cnt + 1;
        if cnt = absloc then begin
            current := curCell;
            result := True;
            exit;
        end;
        curCell := curCell^.next;
    end;
end;

end.

```



## Glossary of Blonde Medicine

Artery.....Study of paintings  
Bacteria.....Back door to a cafeteria  
Barium.....What doctors do when treatment fails  
Bowel.....A letter like A, E, I, O, or U  
Caesarean Section.....A district in Rome  
Catarrh.....Stringed instrument  
Cat Scan.....Searching for kitty  
Colic.....A sheep dog  
Coma.....A punctuation mark  
D&C.....Where Washington is  
Dilate.....To live long  
Enema.....Not a friend  
Fester.....Quicker  
Fibula.....Small lie  
Hangnail.....Coat hook  
High Colonic.....Jewish religious holiday  
Impotent.....Distinguished; well known  
Labor Pain.....Getting hurt at work Medical  
Staff.....Doctor's cane  
Morbid.....Higher offer  
Nitrate.....Cheaper than a day rate  
Node.....Was aware of  
Outpatient.....Person who has fainted  
Papsmear.....Fatherhood test  
Pelvis.....Cousin of Elvis  
Postoperative.....Letter carrier  
Prostate.....Flat on your back Recovery  
Room.....Place to do upholstery  
Rectum.....Dang near killed him  
Rheumatic.....Amourous  
Secretion.....Hiding something  
Seizure.....Roman emperor  
Tablet.....A small table  
Terminal Illness.....Getting sick at the airport  
Tumor.....More than one  
Urine.....Opposite of "You're Out"  
Varicose.....Near by  
Vein.....Conceited

**Q: How do I do click and drag in a TListBox?**

**A:**

```
{coolbox.pas}
{A note from the author:
```

I needed to do some spiffy things with the listboxes so I wrote this. If it already exists, then great, but I couldn't find it. With this small program, you can multi-select items from ListBox1 and drag them to ListBox2. No big deal, except that you can INSERT a selected item into a specific spot in the list.

The really cool thing here is that you can select an item in ListBox2 and move it into a another spot within the list by using the arrows or by dragging and dropping. Again, I couldn't find any code that already did this. I hope you find this code useful, and if you do any other cool things with it, please let me know. This code is only lightly documented, so if you have any questions, jsut ask. One reason for the length of this program is that it is relatively (dare I say it?) bug-free. I'll probably pay for that claim.

```
Richard Howard 71553,2544
Mei Technology Corporation
26 August 1995}
```

```
unit CoolBox;
```

```
interface
```

```
uses
```

```
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls, Buttons, Spin;
```

```
type
```

```
  TForm1 = class(TForm)
    ListBox1: TListBox;
    ListBox2: TListBox;
    SpinButton1: TSpinButton; {for moving items in listbox2.}
    procedure ListBox2DragOver(Sender, Source: TObject; X, Y: Integer;
      State: TDragState; var Accept: Boolean);
    procedure ListBox2DragDrop(Sender, Source: TObject; X, Y: Integer);
    procedure ListBox2MouseDown(Sender: TObject; Button: TMouseButton;
      Shift: TShiftState; X, Y: Integer);
    procedure ListBox1DragOver(Sender, Source: TObject; X, Y: Integer;
      State: TDragState; var Accept: Boolean);
    procedure FormCreate(Sender: TObject);
    procedure MoveUp(Sender: TObject);
    procedure MoveDown(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;
```

```
var
```

```
  Form1: TForm1;
```

```
MoveSelectedItem : Integer; {the item in ListBox2 being moved}
DnListBox1 : Boolean; {indicates which listbox to work with}
DnListBox2 : Boolean; {indicates which listbox to work with}
```

implementation

```
{ $R *.DFM }
```

```
procedure TForm1.ListBox2DragOver(Sender, Source: TObject; X, Y: Integer;
  State: TDragState; var Accept: Boolean);
begin
  if (Source is TListBox) then Accept := True;
  {because this is such a small program, 'ACCEPT := True' would work. But
  larger programs need a little more control.}
end;
```

```
procedure TForm1.ListBox2DragDrop(Sender, Source: TObject; X, Y: Integer);
var
  i : Integer; {serves two purposes: 1) a counting variable for ListBox1,
               and 2) the item that the SELECTED item is being dropped on to
               in ListBox 2}
begin {procedure}
  {instructions for moving items from ListBox1 to ListBox2}
  if DnListBox1 then
    begin {if 1}
      for i := 0 to ListBox1.Items.Count - 1 do {look at ALL items in ListBox1}
        begin {for}
          if ListBox1.Selected[i] then
            ListBox2.Items.Insert(ListBox2.ItemAtPos(Point(X,Y), True),
  ListBox1.Items[i]);
            ListBox1.Selected[i] := False; {after copying to LB2, UNselect it}
          end; {for}
          DnListBox1 := False;
        end; {if 1}

      {instructions for moving an item WITHIN ListBox2}
      if DnListBox2 then
        begin {if 2}
          {i = the item UNDER the moving, selected item}
          i := ListBox2.ItemAtPos(Point(X, Y), True);
          ListBox2.Items.Move(MoveSelectedItem, i); {puts the moved item into place}
          ListBox2.ItemIndex := i; {select (highlight) the item you moved}
          if i = -1 then ListBox2.ItemIndex := ListBox2.Items.Count-1;
          DnListBox2 := False;
        end; {if 2}
      end; {procedure}
    end;
end;
```

```
procedure TForm1.ListBox2MouseDown(Sender: TObject; Button: TMouseButton;
  Shift: TShiftState; X, Y: Integer);
begin {procedure}
  DnListBox1 := False; {tells the OnDragDrop procedure which instructions to
  use}
  DnListBox2 := True; {tells the OnDragDrop procedure which instructions to
  use}
  if Button = mbLeft then
    if ListBox2.ItemAtPos(Point(X, Y), True) >= 0 then
      MoveSelectedItem := ListBox2.ItemIndex;
```

```

end; {procedure}

procedure TForm1.ListBox1DragOver(Sender, Source: TObject; X, Y: Integer;
  State: TDragState; var Accept: Boolean);
begin
  DnListBox1 := True;
end;

procedure TForm1.FormCreate(Sender: TObject);
begin
  {I just threw these in here to look nice. They can be pretty handy.}
  SendMessage(ListBox1.Handle, LB_SetHorizontalExtent, 1000, LongInt(0));
  SendMessage(ListBox2.Handle, LB_SetHorizontalExtent, 1000, LongInt(0));
end;

procedure TForm1.MoveUp(Sender: TObject);
var
  i : Integer;
begin {procedure}
  if ListBox2.ItemIndex > 0 then
    begin {if}
      i := ListBox2.ItemIndex;
      ListBox2.Items.Move(i, i-1);
      ListBox2.ItemIndex := i-1;
    end; {if}
end; {procedure}

procedure TForm1.MoveDown(Sender: TObject);
var
  i : Integer;
begin {procedure}
  if (ListBox2.ItemIndex < ListBox2.Items.Count-1) and
    (ListBox2.ItemIndex <> -1) then
    begin {if}
      i := ListBox2.ItemIndex;
      ListBox2.Items.Move(i, i+1);
      ListBox2.ItemIndex := i+1;
    end; {if}
end; {procedure}

end.

{*****}

{coolproj.dpr}
program Coolproj;

uses
  Forms,
  Coolbox in 'COOLBOX.PAS' {Form1};

{$R *.RES}

begin
  Application.CreateForm(TForm1, Form1);
  Application.Run;
end.

```

```
{*****}
```

```
{Coolbox.dfm}
```

```
object Form1: TForm1
  Left = 245
  Top = 163
  Width = 349
  Height = 253
  Caption = 'Form1'
  Font.Color = clWindowText
  Font.Height = -13
  Font.Name = 'System'
  Font.Style = []
  PixelsPerInch = 96
  OnCreate = FormCreate
  TextHeight = 16
  object ListBox1: TListBox
    Left = 16
    Top = 24
    Width = 129
    Height = 177
    DragMode = dmAutomatic
    ItemHeight = 16
    Items.Strings = (
      'List 1'
      'List 2'
      'List 3'
      'List 4'
      'List 5'
      'List 6')
    MultiSelect = True
    TabOrder = 0
    OnDragOver = ListBox1DragOver
  end
  object ListBox2: TListBox
    Left = 168
    Top = 24
    Width = 129
    Height = 177
    DragMode = dmAutomatic
    ItemHeight = 16
    Items.Strings = (
      'Test 1'
      'Test 2'
      'Test 3'
      'Test 4')
    TabOrder = 1
    OnDragDrop = ListBox2DragDrop
    OnDragOver = ListBox2DragOver
    OnMouseDown = ListBox2MouseDown
  end
  object SpinButton1: TSpinButton
    Left = 308
    Top = 76
    Width = 20
```





TTable

How do I use a TList to hold TTable variables?

How do I setup the column list in code for a dynamically created TTable?



**Q: How do I use a TList to hold TTable variables?**

**A:**

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs, DB, DBTables, StdCtrls, Grids, DBGrids;

type
  TForm1 = class(TForm)
    Button1: TButton;
    DataSource1: TDataSource;
    DBGrid1: TDBGrid;
    Table1: TTable;
    procedure Button1Click(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;
  list: TList;

implementation

{$R *.DFM}

procedure TForm1.Button1Click(Sender: TObject);
begin
  list := TList.create;
  with list do begin
    add(TTable.create(self));
    with TTable(items[count - 1]) do begin
      DatabaseName := 'DBDEMOS';
      TableName := 'customer.db';
      name := 'foo';
      open;
    end;
    DataSource1.DataSet := TTable(items[count - 1]);
  end;
end;

end.
```

TList

How do I use a TList to hold TTable variables?

How can I use a TList to hold variables?

Notice: This unit makes extensive use of array types that exceed the maximum "safe" size of 65519 bytes. While the compiler "allows" the declaration without error, application program should not ordinarily try to allocate memory to such structures. Segment wraparound problems can otherwise occur. For instance, most of these routines will not work on an array that "straddles" a segment boundary. If you notice carefully in this unit, the large arrays are used only for typecasting purposes, and no memory is allocated to them.

### { General-purpose array manipulation routines by J. W. Rider }

```

unit asorts;                                {Last modified: 09APR91}
interface

{ $define MONITOR} { <--- remove space before "$" to enable
                    monitoring various sorting routines }

{$ifdef MONITOR}
var monitor : procedure; { for monitoring results of sort }
procedure nullmonitor; { to turn monitoring off }
{$endif}

                    { *** Type definitions *** }

{ "comparefunc" -- comparison function argument for "qsort", "bsearch"
  "lfind" and "lsearch"

  "icomparefunc"-- comparison function argument for "virtual" routines

  "swapproc"     -- exchange procedure for "virtual" routines

  "testfunc"     -- test function argument for "scan" }

type comparefunc = function (var a,b):longint;
   icomparefunc= function (a,b:longint):longint;
   swapproc     = procedure(a,b:longint);
   testfunc     = function (var a):boolean;

                    { *** C compatibility routines *** }

{ "qsort", "bsearch", "lfind", "lsearch" and "swab" are analogous to
  standard C functions of the same names }

{ quicksort the elements of an array }
procedure qsort(var base; length_base, sizeof_element:word;
               f:comparefunc);

{ binary search a sorted array for an element}
function bsearch(var key,base; length_base, sizeof_element:word;
                f:comparefunc):word;

{ linear search an array for an element }
function lfind(var key,base; length_base, sizeof_element:word;
              f:comparefunc):word;

```

```

{ linear search an array for an element; append if not found }
function lsearch(var key,base; length_base, sizeof_element:word;
                f:comparefunc):word;

{ move one array of words to another, swapping bytes }
procedure swab(var source, destination; numwords:word);

    { *** "riderized" (i.e, generally nonstandard) routines *** }

{ the remaining routines generally have no standard implementation in other
  languages }

{ binary search a sorted array for an element.  Return the index of
  its location, or the negative of the index where it should be inserted }
function bfind(var key,base; length_base, sizeof_element:word;
              f:comparefunc):longint;

{ inserts an element into a sorted array. }
function binsert(var key,base; length_base, sizeof_element:word;
               f:comparefunc):word;

{ fibonacci search a sorted array; marginally faster than "bsearch" }
function fibsearch(var key,base; length_base, sizeof_element:word;
                 f:comparefunc):word;

{ fill an array with an element }
procedure fill(var key,destination; count, sizeof_element:word);

{ order an array by the "heapsort" algorithm }
procedure heapsort(var base; length_base, sizeof_element:word;
                 f:comparefunc);

{ return the address of variable as a longint value }
function longaddr(var x):longint;

{ a not-so-quick sorting routine, compare with qsort }
procedure naivesort(var base; length_base, sizeof_element:word;
                  f:comparefunc);

{ scan a subarray for the first element that meets a specific criteria }
function scan(var source; count, sizeof_element:word; f:testfunc):word;

{ order an array by the "selection sort" algorithm }
procedure selsort(var base; length_base, sizeof_element:word;
                f:comparefunc);

{ order an array by the "shell sort" algorithm }
procedure shellsort(var base; length_base, sizeof_element:word;
                  f:comparefunc);

{ randomly permute the elements of an array }
procedure shuffle(var base; length_base, sizeof_element:word);

{ fill a subarray with an element }
procedure subfill(var key,destination;

```

```

        count, sizeof_key, sizeof_element:word);

{ move subarray to array or array to subarray }
procedure submove(var source, destination;
                 count, sizeof_source, sizeof_destination:word);

{ swap two elements or variables of the same size }
procedure swap(var var1, var2; sizeof_element:word);

{ sort a "virtual" array by the quicksort algorithm }
procedure qvsort(length_base:longint; f:icomparefunc; s:swapproc);

{ sort a "virtual" array by using a selection sort algorithm }
procedure vselsort(length_base:longint; f:icomparefunc; s:swapproc);

{ randomly permute a "virtual" array }
procedure vshuffle(length_base:longint; s:swapproc);

{ move subarray to subarray }
procedure xsubmove(var source, destination;
                  count, sizeof_source, sizeof_destination, sizeof_move:word);

implementation

function bfind(var key, base; length_base, sizeof_element:word;
              f:comparefunc):longint;
var b:array [0..$ffff] of byte absolute base; l, h, x, c:longint;
begin if length_base>0 then begin
    l:=0; h:=pred(length_base);
    repeat
        x:=(l+h) shr 1; c:=f(key, b[x*sizeof_element]);
        if c<0 then h:=pred(x)
        else if c>0 then l:=succ(x)
        else{if c=0 then}begin bfind:=succ(x); exit; end;
    until l>h;
    bfind:=-1; end
else bfind:=0; end;

function binsert(var key, base; length_base, sizeof_element:word;
                f:comparefunc):word;
var b:array [0..$ffff] of byte absolute base; x:longint;
begin
    x:=bfind(key, base, length_base, sizeof_element, f);
    if x<=0 then x:=-x else dec(x);
    move(b[x*sizeof_element], b[succ(x)*sizeof_element],
         (length_base-x)*sizeof_element);
    move(key, b[x*sizeof_element], sizeof_element);
    binsert:=succ(x); end;

function bsearch(var key, base; length_base, sizeof_element:word;
                 f:comparefunc):word;
var c:longint;
begin
    c:=bfind(key, base, length_base, sizeof_element, f);
    if c>0 then bsearch:=c

```

```

else bsearch:=0; end;

function fibsearch(var key,base; length_base, sizeof_element:word;
                  f:comparefunc):word;
var b:array [0..$ffff] of byte absolute base; i,p,q,imax:word; t:longint;
begin
  imax:=length_base*sizeof_element;
  q:=0; p:=sizeof_element; i:=p+q; { set up for fibonacci sequencing }
  while imax>(i+p) do begin q:=p; p:=i; inc(i,q); end;
  dec(i,sizeof_element); {zero-base adjustment}
  while true do begin
    if i<imax then t:=f(key,b[i])
    else t:=-1; { simulate "too big" for "out of range" }
    if t=0 then begin fibsearch:=succ(i div sizeof_element); exit end
    else if t<0 then
      if q=0 then begin fibsearch:=0; exit end
      else begin dec(i,q); q:=p-q; dec(p,q) end
    else { if t>0 then }
      if p=sizeof_element then begin fibsearch:=0; exit end
      else begin inc(i,q); dec(p,q); dec(q,p) end end end;

procedure fill(var key,destination; count, sizeof_element:word);
var b:array [0..$ffff] of byte absolute destination;
    x,moved:word;
begin if count>0 then begin
  move(key,destination,sizeof_element);
  moved:=1; dec(count); x:=sizeof_element;
  while count>moved do begin
    move(destination,b[x],x);
    dec(count,moved); moved:=moved shl 1; x:=x shl 1; end;
  move(destination,b[x],count*sizeof_element); end; end;

procedure heapsort(var base; length_base, sizeof_element:word;
                  f:comparefunc);
var b: array[0..$ffff] of byte absolute base;
    p:pointer; nx:longint; k,kx:word;

    procedure aux1(kx:word);

      procedure aux2; var jx:word;
      begin
        while kx<=(nx shr 1) do begin
          jx:=kx shl 1;
          if (jx<nx) and (f(b[jx],b[jx+sizeof_element])<0) then
            inc(jx,sizeof_element);
          if f(p^,b[jx])>=0 then exit;
          move(b[jx],b[kx],sizeof_element);
          {$ifdef MONITOR}
          if @monitor<>nil then monitor;
          {$endif}
          kx:=jx end end;

begin {aux1}
  move(b[kx],p^,sizeof_element);

```

```

        {$ifdef MONITOR}
        if @monitor<>nil then monitor;
        {$endif}
        aux2;
        move(p^,b[kx],sizeof_element);
        {$ifdef MONITOR}
        if @monitor<>nil then monitor;
        {$endif}
        end;

begin {heapsort}
    getmem(p,sizeof_element);
    nx:=pred(length_base)*sizeof_element;
    for k:=(length_base shr 1) downto 1 do aux1(pred(k)*sizeof_element);
    repeat
        swap(b[0],b[nx],sizeof_element);
        {$ifdef MONITOR}
        if @monitor<>nil then begin monitor; monitor; monitor end;
        {$endif}
        dec(nx,sizeof_element);
        aux1(0);
        until nx<=0;
    freemem(p,sizeof_element) end;

function lfind(var key,base; length_base, sizeof_element:word;
               f:comparefunc):word;
var b:array [0..$ffff] of byte absolute base; i,j:word;
begin
    j:=0;
    for i:=1 to length_base do begin
        if f(key,b[j])=0 then begin lfind:=i; exit end;
        inc(j,sizeof_element); end;
    lfind:=0; end;

function longaddr(var x):longint;
begin longaddr:=(longint(seg(x)) shl 4) + ofs(x); end;

function lsearch(var key,base; length_base, sizeof_element:word;
                 f:comparefunc):word;
var b:array [0..$ffff] of byte absolute base; i:word;
begin
    i:=lfind(key,base,length_base,sizeof_element,f);
    if i=0 then begin
        move(key,b[length_base*sizeof_element],sizeof_element);
        lsearch:=succ(length_base); end
    else lsearch:=i; end;

procedure naivesort(var base; length_base, sizeof_element:word;
                   f:comparefunc);
var b: array[0..$ffff] of byte absolute base;
    i,j,l,r:word;
begin
    i:=0;
    for l:=1 to pred(length_base) do begin
        j:=i+sizeof_element;

```

```

for r:=succ(l) to length_base do begin
  if f(b[i],b[j])>0 then begin
    swap(b[i],b[j],sizeof_element);
    {$ifdef MONITOR}
    if @monitor<>nil then monitor;
    {$endif}
    end;
    inc(j,sizeof_element); end;
  inc(i,sizeof_element); end; end;

{$ifdef MONITOR}
{ dummy "monitor" }
procedure nullmonitor; begin pointer((@@monitor)^):=NIL end;
{$endif}

procedure qsort(var base; length_base, sizeof_element:word;
                f:comparefunc);
var b: array[0..$ffff] of byte absolute base;
    j:longint; x:word; { not preserved during recursion }

    procedure sort(l,r: word);
    var i:longint;
    begin
      i:=l*sizeof_element;
      while l<r do begin
        j:=r*sizeof_element;
        x:=((longint(l)+r) SHR 1)*sizeof_element;
        while i<j do begin
          while f(b[i],b[x])<0 do inc(i,sizeof_element);
          while f(b[x],b[j])<0 do dec(j,sizeof_element);
          if i<j then begin
            swap(b[i],b[j],sizeof_element);
            if i=x then x:=j else if j=x then x:=i;
            {$ifdef MONITOR}
            if @monitor<>nil then monitor;
            {$endif}
            end;
            if i<=j then begin
              inc(i,sizeof_element); dec(j,sizeof_element) end; end;
            if (l*sizeof_element)<j then sort(l,j div sizeof_element);
            l:=i div sizeof_element; end; end;
        end;
      end;
    end;

begin sort(0,pred(length_base)); end; {procedure qsort}

function scan(var source; count, sizeof_element:word; f:testfunc):word;
var b:array[0..$ffff] of byte absolute source;
    i,j:word;
begin
  j:=0;
  for i:=1 to count do begin
    if f(b[j]) then begin scan:=i; exit; end;
    inc(j,sizeof_element); end;
  scan:=0; end;

procedure selsort(var base; length_base, sizeof_element:word;

```



```

                f:comparefunc);
var b:array[0..$ffff] of byte absolute base;
    i,ix,j,jx,k,kx:word;
begin
ix:=0;
for i:=1 to pred(length_base) do begin
    kx:=ix; jx:=ix;
    for j:=succ(i) to length_base do begin
        inc(jx,sizeof_element);
        if f(b[jx],b[kx])<0 then kx:=jx end;
    if kx<>ix then begin
        swap(b[kx],b[ix],sizeof_element);
        {$ifdef MONITOR}
        if @monitor<>nil then monitor;
        {$endif}
        end; inc(ix,sizeof_element) end; end;

procedure shellsort(var base; length_base, sizeof_element:word;
                    f:comparefunc);
var b:array[0..$ffff] of byte absolute base;
    p:pointer; h,jx:longint; i,hx,ix:word;

    procedure aux; begin
        while f(b[jx-hx],p^)>0 do begin
            move(b[jx-hx],b[jx],length_base); dec(jx,hx);
            {$ifdef MONITOR}
            if @monitor<>nil then monitor;
            {$endif}
            if jx<hx then exit end end;

begin if length_base>0 then begin
    getmem(p,length_base);
    if p<>nil then begin
        h:=1; repeat h:=3*h+1 until h>length_base;
        repeat
            h:=h div 3; hx:=h*sizeof_element; ix:=hx;
            for i:=succ(h) to length_base do begin
                move(b[ix],p^,sizeof_element);
                {$ifdef MONITOR}
                if @monitor<>nil then monitor;
                {$endif}
                jx:=ix; aux;
                if jx<>ix then move(p^,b[jx],sizeof_element);
                {$ifdef MONITOR}
                if @monitor<>nil then monitor;
                {$endif}
                inc(ix,sizeof_element) end;
            until h=1;
        freemem(p,length_base) end end end;

procedure shuffle(var base; length_base, sizeof_element:word);
var b: array[0..$ffff] of byte absolute base;
    i,ix,j,jx:word;
begin if length_base>0 then
    for i:=pred(length_base) downto 1 do begin

```

```

ix:=i*sizeof_element;
j:=random(succ(i));
if i<>j then begin
  jx:=j*sizeof_element;
  swap(b[ix],b[jx],sizeof_element); end; end; end;

procedure subfill(var key,destination;
  count, sizeof_key,sizeof_element:word);
var b:array [0..$ffff] of byte absolute destination; i,j:word;
begin
  j:=0;
  for i:=1 to count do begin
    move(key,b[j],sizeof_key);
    inc(j,sizeof_element); end; end;

procedure submove(var source, destination;
  count, sizeof_source,sizeof_destination:word);
var sm:word;
begin if sizeof_source=sizeof_destination then
  move(source,destination,count*sizeof_source)
  else begin
    if sizeof_source>sizeof_destination then sm:=sizeof_destination
    else sm:=sizeof_source;
    xsubmove(source,destination,
      count,sizeof_source,sizeof_destination,sm); end; end;

procedure swab(var source, destination; numwords:word);
var a: array [1..$7fff] of word absolute source;
    b: array [1..$7fff] of word absolute destination;
    i:word;

begin if longaddr(source)>=longaddr(destination) then
  for i:=1 to numwords do b[i]:=system.swap(a[i])
  else
    for i:=numwords downto 1 do b[i]:=system.swap(a[i]) end;

procedure swap(var var1,var2; sizeof_element:word);
type chunk = array [0..$f] of byte;
var a:array [0..$ffff] of byte absolute var1;
    b:array [0..$ffff] of byte absolute var2;
    ac: array [1..$fff] of chunk absolute var1;
    bc: array [1..$fff] of chunk absolute var2;
    c:chunk; { swap buffer }
    k:byte; x:word;

  procedure swapchunk(var e,f:chunk);
  begin c:=e; e:=f; f:=c; end;

  procedure swapbytes(var e,f; len:byte);
  begin move(e,c,len); move(f,e,len); move(c,f,len); end;

begin
  for k:=1 to (sizeof_element shr 4) do swapchunk(ac[k],bc[k]);

```

```

k:=(sizeof_element and $f);
if k>0 then begin
  x:=(sizeof_element and $fff0); swapbytes(a[x],b[x],k); end; end;

procedure vqsort(length_base:longint; f:icomparefunc; s:swapproc);
var j,x:longint; { not preserved during recursion }

  procedure sort(l,r:longint);
  var i:longint;
  begin
    i:=1; j:=r;
    x:=(i+j) SHR 1;
    while i<j do begin
      while f(i,x)<0 do inc(i);
      while f(x,j)<0 do dec(j);
      if i<j then begin
        s(i,j);
        if i=x then x:=j else if j=x then x:=i; end;
        if i<=j then begin inc(i); dec(j) end; end;
      if l<j then sort(l,j);
      if i<r then sort(i,r); end;
    end;

begin sort(1,length_base); end; {procedure vqsort}

procedure vselsort(length_base:longint; f:icomparefunc; s:swapproc);
var i,j,k:longint;
begin for i:=1 to pred(length_base) do begin
  k:=i;
  for j:=succ(i) to length_base do if f(j,k)<0 then k:=j;
  if k<>i then s(k,i) end end;

procedure vshuffle(length_base:longint; s:swapproc);
var i,j:longint;
begin for i:=length_base downto 2 do begin
  j:=succ(random(i));
  if i<>j then begin s(i,j); end; end; end;

procedure xsubmove(var source,destination;
  count,sizeof_source,sizeof_destination,sizeof_move:word);
var a:array [0..$ffff] of byte absolute destination;
  b:array [0..$ffff] of byte absolute source;
  i,j,k:word; r:boolean;
begin
  r:=longaddr(source)>=longaddr(destination);
  if r then begin j:=0; k:=0; end
  else begin
    j:=pred(count)*sizeof_destination; k:=pred(count)*sizeof_source; end;
  for i:=1 to count do begin
    move(b[k],a[j],sizeof_move);
    if r then begin
      inc(j,sizeof_destination); inc(k,sizeof_source) end
    else begin
      dec(j,sizeof_destination); dec(k,sizeof_source) end; end; end;

```

```
{$ifdef MONITOR}
begin {initialization}
nullmonitor;
{$endif}

end.
```

Notes on using the above unit:

## ASORTS

General-purpose routines for sorting, searching and moving arrays of arbitrary elements.

by J. W. Rider

ASORTS provides the Turbo Pascal programmer with type definitions, functions and procedures to handle a variety of array sorting and searching tasks. Several of these are analogous to functions of the same name in the C programming language:

qsort -- sort an array

bsearch -- do a binary search of a sorted array for an element that satisfies some key

lfind -- do a sequential ("linear") search of an unsorted (or sorted) array for an element that satisfies some key

lsearch -- do a sequential search of an unsorted (or sorted) array for an element that satisfies some key. If the element is not found, then it is appended to the end of the array.

(Non-C programmers: please note that "bsearch" and "lfind" -- not "lsearch"! -- do the equivalent task for sorted and unsorted arrays, respectively. It would make more sense to have "bfind" to search through a sorted array, and make "bsearch" insert a missing element into the array at the right location. However, these routines are provided for compatibility in converting C programs.)

swab -- move one portion of memory to another, swapping high and low order bytes in the process

There are some routines that are provided for utility above and beyond what is available in standard C libraries:

`bfind` -- do a binary search of a sorted array for an element that satisfies some key. (This differs from "bsearch" in that is "bfind" reports the "insertion index" if the key element is not found.)

`binsert` -- do a binary search of a sorted array for an element that satisfies some key. If the element is not found, then the key element is inserted in the proper location in the array to maintain the sorted order.

`fibsearch`-- searches an ordered array using a "fibonacci" search algorithm.

`fill` -- moves a single item into all of the elements of an array

`heapsort` -- order an array by the "heapsort" algorithm.

`longaddr` -- returns the address of a variable expressed as a longint value

`naivesort`-- a particularly inefficient sorting algorithm that the author has been known to use when "qsort" was not available. (The use of "naivesort" in applications is NOT recommended!)

`scan` -- returns the index of the first element in an array that meets a specific criterion.

`selsort` -- "selection" sorting, another sorting routine.

`shellsort`-- yet another sorting routine, different from the rest.

`shuffle` -- randomly permutes ("unsorts") the elements of an array

`subfill` -- moves a single item into all of the elements of a subarray of the base array

`submove` -- moves the elements of the source array into a subarray of the destination array (or, the elements of a subarray of the source to the destination array)

`swap` -- Exchanges two array elements or variables.

(NOTE! The "Asorts.Swap" procedure replaces the default "System.Swap" which simply exchanges the high and low-order bytes of a two byte expression.)

`vqsort` -- a quicksort algorithm for "virtual" arrays. "VQSort" does not presume any kind of structure inherent within the "thing" being sorted. Instead, "VQSort" provides the sorting logic to other routines that will perform the actual comparisons and exchanges.

vselsort -- a "virtual" selection sort.

vshuffle -- a "virtual" shuffler.

xsubmove -- moves the elements of a subarray of the source array into the elements of a subarray of the destination.

While these routines are provided to be of assistance to the programmer, the number of different searching and sorting algorithms does raise the issue of how to select any one algorithm for the programmer to employ.

Unfortunately, that is very application dependent. For general purpose array sorting, you would do well to compare the "qsort" and "shellsort" routines on your actual data. For sorting of typed files, I'd suggest a variant of "VSELSort".

## CONCEPTS

The ARRAYS to be manipulated are passed as "untyped vars" to these routines. (In the "Interface" section, these arrays are called "base", "source" or "destination".) These routines will treat the ARRAYS as if they were declared to be of type:

```
ArrayType = ARRAY [1..MaxArray] OF ElementType
```

**WARNING!** It is *very* important to avoid defining an array so that the last byte is in a memory segment different from the first byte. As long as you never declare an array larger than 65519, or \$10000-15, bytes, it should not be a problem.

Each ELEMENT of the ARRAY is presumed to be fixed size, and this size must be passed to the routines. (In the "Interface" section, if an ELEMENT needs to be passed directly to a routine as an argument, it is passed as an untyped var called "key".) Also, the number of elements in the ARRAY must also be passed. For instance, to fill an array of real numbers with 0:

```
var RealArray : array [1..10] of Real;  
    x          : real;  
  
x:=0;  
fill(RealArray,10,sizeof(real),x);
```

A SUBARRAY is a "byte-slice" of an array. For instance, if "ElementType" is an "array [1..8] of byte", then a "subelement" would be any contiguous collection of bytes within the element, like 3,4 and 5. The SUBARRAY would be the collection of all of the subelements stored in an ARRAY. If "ElementType" is a record of fields, then a "subelement" would be any contiguous group of fields.

For sorting and searching, a COMPARISON FUNCTION must be passed to the routines. COMPARISON FUNCTIONS take two untyped vars, return a longint value, and must be declared "far" at compilation. (DIFFERENT! In C, only an integer-sized value is returned.) For instance, to sort the array of real numbers declared earlier:

```
function RealCompare(var a,b):longint; far;
begin
  if real(a)>real(b) then realcompare:=1
  else if real(a)<real(b) then realcompare:=-1
  else realcompare:=0;
end;

qsort(realarray,10,sizeof(real),realcompare);
```

"Virtual" arrays are data structures whose elements can be accessed indirectly by an index. For instance, information that is physically stored in multiple arrays might be sorted by a key in just one of the arrays. ASORTS provides a few routines for handling such "virtual" arrays. "VQSort" and "VSelSort" will provide the sorting logic for ordering the arrays. "VShuffle" will similarly "unorder" the array. To sort an array of "DBRec" with respect to an array of integer priorities, declare:

```
var Array1 : array [1..MaxDBRec] of DBRec;
    Priority: array [1..MaxDBRec] of integer;

function ComparePriority(a,b:longint):longint; far;
begin ComparePriority:=longint(Priority[a])-Priority[b] end;

procedure SwapPriDBRec(a,b:longint); far;
begin asorts.swap(Priority[a],Priority[b],sizeof(integer));
      asorts.swap(Array1[a],Array1[b],sizeof(DBRec)); end;
```

and sort the two arrays with:

```
vqsort(MaxDBRec,ComparePriority,SwapPriDBRec);
```

INTERFACE

```
function bfind(var key{:element}, base{:array};
              length_base, sizeof_element:word;
              f:comparefunc):longint;
```

Searches a sorted array for a "key" element. Return the index of its location, or the negative of the index of the largest element in the array that is smaller than the key (i.e., the element that you want to insert the new element after).

```
function binsert(var key{:element}, base{:array};
                length_base, sizeof_element:word;
```

```
f:comparefunc):longint;
```

**WARNING:** This routine overwrites memory if used incorrectly.

Inserts the key element into the correct position of an ordered array. Unlike "lsearch", which only adds the key if it's not already present, "binsert" ALWAYS inserts a new element into the array. "Binsert" returns the index where the element is inserted.

```
function bsearch(var key{:element}, base{:array};  
                length_base, sizeof_element:word;  
                f:comparefunc):word;
```

"Bsearch" attempts to locate the "key" element within the previously SORTED array "base". If successful, the index of the found element is returned; otherwise, 0 is returned to indicate that the element is not present.

```
type comparefunc = function (var a,b{:element}):longint; {far;}
```

Declares the type of the comparison function to be passed to sorting and searching routines. CompareFunc's are user-defined functions that takes two arguments a and b. A and B must be typeless in the declaration, but otherwise are of the same type as the elements of the "base" array. For "qsort" and "bsearch", the function needs to return a negative integer if "A<B"; a positive integer if "A>B"; and 0 if "A=B". For "lfind" and "lsearch", the function needs to return 0 if "A=B", and some non-zero integer if "A<>B".

```
function fibsearch(var key{:element}, base{:array};  
                  length_base, sizeof_element:word;  
                  f:comparefunc):word;
```

"Fibsearch" attempts to locate the "key" element within the previously SORTED array "base". If successful, the index of the found element is returned; otherwise, 0 is returned to indicate that the element is not present. (This procedure is included because a user asked about the algorithm on one of Borland's CompuServe Forums. It looks like an interesting alternative to "bsearch", but I have not run extensive comparisons.)

```
procedure fill(var key{:element}, destination{:array};  
              count, sizeof_element:word);
```

**WARNING:** This routine overwrites memory if used incorrectly.

Moves the "key" element to the first "count" indices in the "destination" array.



```
procedure heapsort(var base {:array};
                  length_base, sizeof_element:word;
                  f:comparefunc);
```

**WARNING:** This routine overwrites memory if used incorrectly.

"HeapSort" reorders the elements of the "base" array using a heapsort algorithm (like, you expected something else?). The function "f" is used to compare two elements of the array, and must return a negative number if the first argument is "less than" the second, a positive number if the first argument is "greater than" the second, and zero if the two arguments are "equal".

```
type icomparefunc = function (a,b:longint):longint;
```

Declares the type of the comparison function to be passed as an argument for sorting "virtual" arrays. Instead of passing the elements to be compared as is done for "comparefunc", ICompareFunc's use the location of the elements.

```
function lfind(var key{:element}, base{:array};
              length_base, sizeof_element:word;
              f:comparefunc):word;
```

"Lfind" attempts to locate the "key" element within the array "base". If successful, the index of the found element is returned; otherwise, 0 is returned to indicate the element is not present.

```
function longaddr (var x): longint;
```

Returns the address of a variable expressed as a longint value so that address can be used for comparisons, etc.

```
function lsearch(var key{:element}, base{:array};
                length_base, sizeof_element:word;
                f:comparefunc):word;
```

**WARNING:** This routine overwrites memory if used incorrectly.

Does a linear search of the "base" array, looking for the "key" element. If the key element is found, "lsearch" returns the index of the array. **\*\*\* NOTE! \*\*\*** Otherwise, the key element is appended to the end of the array. It is the programmer's responsibility to ensure that "sizeof\_element" bytes are available at the end of the array and that the count of contained elements is adjusted. To avoid the append, use "lfind" instead.

```
var monitor : procedure;  
procedure nullmonitor;
```

"Monitor" and "NullMonitor" were debugging devices developed in the process of putting together the ASORTS unit. They can be optionally declared by defining a compilation variable "MONITOR". Every time that the "Qsort" algorithm swaps a pair of array elements, the "monitor" procedure is called. This will allow the user to watch the progress of the sort. This is of marginal practical value, and by default, these two identifiers are not defined. Calling "NullMonitor" will turn off monitoring even if the "monitor" procedure variable is defined.

```
procedure naivesort(var base {:array});  
    length_base, sizeof_element:word;  
    f:comparefunc);
```

**WARNING:** This routine slowly overwrites memory if used incorrectly.

"NaiveSort" also reorders the elements of an array. However, it does it more slowly than "QSort". The use of the procedure is not recommended. It is provided for comparison only. (i.e., don't waste your time trying to improve upon it. It's only here for comic relief.)

```
procedure qsort(var base {:array});  
    length_base, sizeof_element:word;  
    f:comparefunc);
```

**WARNING:** This routine overwrites memory if used incorrectly.

"Qsort" reorders the elements of the "base" array using a quicksort algorithm. The function "f" is used to compare two elements of the array, and must return a negative number if the first argument is "less than" the second, a positive number if the first argument is "greater than" the second, and zero if the two arguments are "equal".

```
function scan(var source; count, sizeof_element:word;  
    f:testfunc):word;
```

"Scan" does a linear search of the "source" array and returns the index of the first element that satisfies the test function "f". If no element is found, "scan" returns 0.

```
procedure selsort(var base{:array});  
    length_base, sizeof_element:word;  
    f:comparefunc);
```

WARNING: This routine overwrites memory if used incorrectly.

"SelSort" reorders the elements of the "base" array using a selection sort algorithm. This algorithm minimizes the number of times that each element is moved, but will maximize the of comparisons. For most applications, the comparisons take more time than the exchanges, so you are not likely to want to use this algorithm for ordinary array sorting. See also, "VSelSort".

```
procedure shellsort(var base{:array};
                   length_base, sizeof_element:word;
                   f:comparefunc);
```

WARNING: This routine overwrites memory if used incorrectly.

"ShellSort" reorders the elements of the "base" array using a sort routine first defined by an individual whose last name was Shell. In concept, the algorithm is an insertion-type sort (as opposed to exchange-type sort (of which "qsort" and "selsort" are examples). This turns out to be a very efficient sorting routine for in-memory sorting.

```
procedure shuffle(var base{:array}; length_base, sizeof_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

Randomly permutes ("unsorts") the elements of an array. The SYSTEM "Randomize" procedure should be called at least once in a program that shuffles an array.

```
procedure subfill(var key{:subelement}, destination{:subarray};
                 count, sizeof_key, sizeof_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

Partially fills an array with the "key". The address of "Destination" should be the address of the first byte in the subarray. The portion of the array outside of the subarray is left unchanged.

```
procedure submove(var source{:[sub]array},
                 destination{:[sub]array};
                 count,
                 sizeof_source_element,
                 sizeof_destination_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

If the size of the source elements are smaller than that of the destination elements,

moves the first "count" elements of the source into a subarray of the same size in destination. If larger, only moves that portion of the source that will fill the first "count" elements of the destination. If equal in size, does a simple "move" of the bytes.

```
procedure swab(var source, destination; numwords:word);
```

**WARNING:** This routine overwrites memory if used incorrectly.

Moves the contents of source to the destination, swapping high and low order bytes in the process. (Note: while this is provided for C compatibility, the third argument is used differently. In C, the third argument is the number of bytes to move and is expected to be even. Here, the third argument is the number of byte-pairs to move.)

```
procedure swap(var var1,var2; sizeof_element:word);
```

**WARNING:** This routine overwrites memory if used incorrectly.

"Swap" exchanges the contents of the variable "var1" with the contents of the variable "var2". (Note: this is a redefinition of the "swap" function defined in the System unit.)

```
type swapproc = procedure (a,b:longint); {far;}
```

Declares the type of the exchange procedure that is passed as an argument to "selsort" and other virtual exchange sort algorithms.

```
type testfunc = function (var a):boolean; {far;}
```

Declares the type of the criterion function to be passed to the "scan" function. The actual TestFunc should expect an array element to be passed through "a" and return true if the element satisfies the criteria. Otherwise, it should return false.

```
procedure vqsort(length_base:longint; f:icomparefunc; s:swapproc);
```

"VQSort" provides the logic to do a quicksort of an indexed entity (a "virtual" array), but depends upon the user-defined routines "f" and "s" to do the actual work of accessing specific elements in the array, comparing and exchanging them. This makes VQSort useful for sorting elements when they are stored in something other than a single contiguous array.

```
procedure vselsort(length_base:longint; f:icomparefunc; s:swapproc);
```

"VSelSort" provides the logic to do a selection sort of an indexed entity (a "virtual" array), but depends upon the user-defined routines "f" and "s" to do the actual work of accessing specific elements in the array, comparing and exchanging them. As mentioned in the description for "SelSort", the algorithm minimizes the number of exchanges of elements required to put something into sorted order, but makes a large number of comparisons to do so. This would make "VSelSort" useful for something like sorting an external file of larger records based upon integer keys stored in an array in memory.

```
procedure vshuffle(length_base:longint; s:swapproc);
```

Of course, what fun is there in being able to order virtual arrays if we can't mix all the elements up again?

```
procedure xsubmove(var source{:subarray}, destination{:subarray};  
                  count, sizeof_source_element,  
                  sizeof_destination_element,  
                  sizeof_subelement:word);
```

**WARNING:** This routine overwrites memory if used incorrectly.

Moves a subarray from the source to the destination. The size of the subelements is presumed to be the same in both subarrays. "XsubMove" does not check to make sure that the sizes are consistent.

## REFERENCES

Knuth, The Art of Computer Programming, Sorting and Searching.

Press, et al., Numerical Recipes.

Sedgewick, Algorithms.

## ASORTS

General-purpose routines for sorting, searching and moving arrays of arbitrary elements.

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ASORTS provides the Turbo Pascal programmer with type definitions, functions and procedures to handle a variety of array sorting and searching tasks. Several of these are analogous to functions of the same name in the C programming language:

qsort -- sort an array

bsearch -- do a binary search of a sorted array for an element that satisfies some key

lfind -- do a sequential ("linear") search of an unsorted (or sorted) array for an element that satisfies some key

lsearch -- do a sequential search of an unsorted (or sorted) array for an element that satisfies some key. If the element is not found, then it is appended to the end of the array.

(Non-C programmers: please note that "bsearch" and "lfind" -- not "lsearch"! -- do the equivalent task for sorted and unsorted arrays, respectively. It would make more sense to have "bfind" to search through a sorted array, and make "bsearch" insert a missing element into the array at the right location. However, these routines are provided for compatibility in converting C programs.)

swab -- move one portion of memory to another, swapping high and low order bytes in the process

There are some routines that are provided for utility above and beyond what is available in standard C libraries:

bfind -- do a binary search of a sorted array for an element that satisfies some key. (This differs from "bsearch" in that "bfind" reports the "insertion index" if the key element is not found.)

binsert -- do a binary search of a sorted array for an element that satisfies some key. If the element is not found, then the key element is inserted in the proper location in the array to maintain the sorted order.

fibsearch-- searches an ordered array using a "fibonacci" search algorithm.

fill -- moves a single item into all of the elements of an array

heapsort -- order an array by the "heapsort" algorithm.

longaddr -- returns the address of a variable expressed as a longint value

naivesort-- a particularly inefficient sorting algorithm that the author has been known to use when "qsort" was not available. (The use of "naivesort" in applications is NOT recommended!)

scan -- returns the index of the first element in an array that meets a specific criterion.

selsort -- "selection" sorting, another sorting routine.

shellsort-- yet another sorting routine, different from the rest.

shuffle -- randomly permutes ("unsorts") the elements of an array

subfill -- moves a single item into all of the elements of a subarray of the base array

submove -- moves the elements of the source array into a subarray of the destination array (or, the elements of a subarray of the source to the destination array)

swap -- Exchanges two array elements or variables.

(NOTE! The "A sorts.Swap" procedure replaces the default "System.Swap" which simply exchanges the high and low-order bytes of a two byte expression.)

vqsort -- a quicksort algorithm for "virtual" arrays. "VQSort" does not presume any kind of structure inherent within the "thing" being sorted. Instead, "VQSort" provides the sorting logic to other routines that will perform the actual comparisons and exchanges.

vselsort -- a "virtual" selection sort.

vshuffle -- a "virtual" shuffler.

xsubmove -- moves the elements of a subarray of the source array into the elements of a subarray of the destination.

While these routines are provided to be of assistance to the programmer, the number of

different searching and sorting algorithms does raise the issue of how to select any one algorithm for the programmer to employ. Unfortunately, that is very application dependent. For general purpose array sorting, you would do well to compare the "qsort" and "shellsort" routines on your actual data. For sorting of typed files, I'd suggest a variant of "VSeISort".

## CONCEPTS

The ARRAYs to be manipulated are passed as "untyped vars" to these routines. (In the "Interface" section, these arrays are called "base", "source" or "destination".) These routines will treat the ARRAYs as if they were declared to be of type:

```
ArrayType = ARRAY [1..MaxArray] OF ElementType
```

**WARNING!** It is *very* important to avoid defining an array so that the last byte is in a memory segment different from the first byte. As long as you never declare an array larger than 65519, or \$10000-15, bytes, it should not be a problem.

Each ELEMENT of the ARRAY is presumed to be fixed size, and this size must be passed to the routines. (In the "Interface" section, if an ELEMENT needs to be passed directly to a routine as an argument, it is passed as an untyped var called "key".) Also, the number of elements in the ARRAY must also be passed. For instance, to fill an array of real numbers with 0:

```
var
  RealArray : array [1..10] of Real;
  x         : real;

  x:=0;
  fill(RealArray,10,sizeof(real),x);
```

A SUBARRAY is a "byte-slice" of an array. For instance, if "ElementType" is an "array [1..8] of byte", then a "subelement" would be any contiguous collection of bytes within the element, like 3,4 and 5. The SUBARRAY would be the collection of all of the subelements stored in an ARRAY. If "ElementType" is a record of fields, then a "subelement" would be any contiguous group of fields.

For sorting and searching, a COMPARISON FUNCTION must be passed to the routines. COMPARISON FUNCTIONS take two untyped vars, return a longint value, and must be declared "far" at compilation. (DIFFERENT! In C, only an integer-sized value is returned.) For instance, to sort the array of real numbers declared earlier:

```
function RealCompare(var a,b):longint; far;
begin
  if real(a)>real(b) then realcompare:=1
  else if real(a)<real(b) then realcompare:=-1
```



```

    else realcompare:=0;
end;

qsort(realarray,10,sizeof(real),realcompare);

```

"Virtual" arrays are data structures whose elements can be accessed indirectly by an index. For instance, information that is physically stored in multiple arrays might be sorted by a key in just one of the arrays. ASORTS provides a few routines for handling such "virtual" arrays. "VQSort" and "VSelSort" will provide the sorting logic for ordering the arrays. "VShuffle" will similarly "unorder" the array. To sort an array of "DBRec" with respect to an array of integer priorities, declare:

```

var Array1 : array [1..MaxDBRec] of DBRec;
    Priority: array [1..MaxDBRec] of integer;

function ComparePriority(a,b:longint):longint; far;
begin ComparePriority:=longint(Priority[a])-Priority[b] end;

procedure SwapPriDBRec(a,b:longint); far;
begin asorts.swap(Priority[a],Priority[b],sizeof(integer));
    asorts.swap(Array1[a],Array1[b],sizeof(DBRec)); end;

```

and sort the two arrays with:

```

vqsort(MaxDBRec,ComparePriority,SwapPriDBRec);

```

INTERFACE

```

function bfind(var key{:element}, base{:array};
    length_base, sizeof_element:word;
    f:comparefunc):longint;

```

Searches a sorted array for a "key" element. Return the index of its location, or the negative of the index of the largest element in the array that is smaller than the key (i.e., the element that you want to insert the new element after).

```

function binsert(var key{:element}, base{:array};
    length_base, sizeof_element:word;
    f:comparefunc):longint;

```

**WARNING:** This routine overwrites memory if used incorrectly.

Inserts the key element into the correct position of an ordered array. Unlike "lsearch", which only adds the key if it's not already present, "binsert" ALWAYS inserts a new element into the array. "Binsert" returns the index where the element is inserted.

```

function bsearch(var key{:element}, base{:array};

```

```
length_base, sizeof_element:word;  
f:comparefunc):word;
```

"Bsearch" attempts to locate the "key" element within the previously SORTED array "base". If successful, the index of the found element is returned; otherwise, 0 is returned to indicate that the element is not present.

```
type comparefunc = function (var a,b{:element}):longint; {far;}
```

Declares the type of the comparison function to be passed to sorting and searching routines. CompareFunc's are user-defined functions that takes two arguments a and b. A and B must be typeless in the declaration, but otherwise are of the same type as the elements of the "base" array. For "qsort" and "bsearch", the function needs to return a negative integer if "A<B"; a positive integer if "A>B"; and 0 if "A=B". For "lfind" and "lsearch", the function needs to return 0 if "A=B", and some non-zero integer if "A<>B".

```
function fibsearch(var key{:element}, base{:array};  
length_base, sizeof_element:word;  
f:comparefunc):word;
```

"Fibsearch" attempts to locate the "key" element within the previously SORTED array "base". If successful, the index of the found element is returned; otherwise, 0 is returned to indicate that the element is not present. (This procedure is included because a user asked about the algorithm on one of Borland's CompuServe Forums. It looks like an interesting alternative to "bsearch", but I have not run extensive comparisons.)

```
procedure fill(var key{:element}, destination{:array};  
count, sizeof_element:word);
```

**WARNING:** This routine overwrites memory if used incorrectly.

Moves the "key" element to the first "count" indices in the "destination" array.

```
procedure heapsort(var base {:array};  
length_base, sizeof_element:word;  
f:comparefunc);
```

**WARNING:** This routine overwrites memory if used incorrectly.

"HeapSort" reorders the elements of the "base" array using a heapsort algorithm (like, you expected something else?). The function "f" is used to compare two elements of the array, and must return a negative number if the first argument is "less than" the second, a positive number if the first argument is "greater than" the second,

and zero if the two arguments are "equal".

```
type icomparefunc = function (a,b:longint):longint;
```

Declares the type of the comparison function to be passed as an argument for sorting "virtual" arrays. Instead of passing the elements to be compared as is done for "comparefunc", ICompareFunc's use the location of the elements.

```
function lfind(var key{:element}, base{:array};  
              length_base, sizeof_element:word;  
              f:comparefunc):word;
```

"Lfind" attempts to locate the "key" element within the array "base". If successful, the index of the found element is returned; otherwise, 0 is returned to indicate the element is not present.

```
function longaddr (var x): longint;
```

Returns the address of a variable expressed as a longint value so that address can be used for comparisons, etc.

```
function lsearch(var key{:element}, base{:array};  
                length_base, sizeof_element:word;  
                f:comparefunc):word;
```

**WARNING:** This routine overwrites memory if used incorrectly.

Does a linear search of the "base" array, looking for the "key" element. If the key element is found, "lsearch" returns the index of the array. **\*\*\* NOTE! \*\*\*** Otherwise, the key element is appended to the end of the array. It is the programmer's responsibility to ensure that "sizeof\_element" bytes are available at the end of the array and that the count of contained elements is adjusted. To avoid the append, use "lfind" instead.

```
var monitor : procedure;  
procedure nullmonitor;
```

"Monitor" and "NullMonitor" were debugging devices developed in the process of putting together the ASORTS unit. They can be optionally declared by defining a compilation variable "MONITOR". Every time that the "Qsort" algorithm swaps a pair of array elements, the "monitor" procedure is called. This will allow the user to watch the progress of the sort. This is of marginal practical value, and by default, these two

identifiers are not defined. Calling "NullMonitor" will turn off monitoring even if the "monitor" procedure variable is defined.

```
procedure naivesort(var base {:array};
                   length_base, sizeof_element:word;
                   f:comparefunc);
```

**WARNING:** This routine slowly overwrites memory if used incorrectly.

"NaiveSort" also reorders the elements of an array. However, it does it more slowly than "QSort". The use of the procedure is not recommended. It is provided for comparison only. (i.e., don't waste your time trying to improve upon it. It's only here for comic relief.)

```
procedure qsort(var base {:array};
                length_base, sizeof_element:word;
                f:comparefunc);
```

**WARNING:** This routine overwrites memory if used incorrectly.

"Qsort" reorders the elements of the "base" array using a quicksort algorithm. The function "f" is used to compare two elements of the array, and must return a negative number if the first argument is "less than" the second, a positive number if the first argument is "greater than" the second, and zero if the two arguments are "equal".

```
function scan(var source; count, sizeof_element:word;
              f:testfunc):word;
```

"Scan" does a linear search of the "source" array and returns the index of the first element that satisfies the test function "f". If no element is found, "scan" returns 0. procedure

```
selsort(var base{:array}; length_base, sizeof_element:word; f:comparefunc);
```

**WARNING:** This routine overwrites memory if used incorrectly.

"SelSort" reorders the elements of the "base" array using a selection sort algorithm. This algorithm minimizes the number of times that each element is moved, but will maximize the number of comparisons. For most applications, the comparisons take more time than the exchanges, so you are not likely to want to use this algorithm for ordinary array sorting. See also, "VSelSort".

```
procedure shellsort(var base{:array};
                   length_base, sizeof_element:word;
                   f:comparefunc);
```

WARNING: This routine overwrites memory if used incorrectly.

"ShellSort" reorders the elements of the "base" array using a sort routine first defined by an individual whose last name was Shell. In concept, the algorithm is an insertion-type sort (as opposed to exchange-type sort (of which "qsort" and "selsort" are examples). This turns out to be a very efficient sorting routine for in-memory sorting.

```
procedure shuffle(var base{:array};
                 length_base, sizeof_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

Randomly permutes ("unsorts") the elements of an array. The SYSTEM "Randomize" procedure should be called at least once in a program that shuffles an array.

```
procedure subfill(var key{:subelement}, destination{:subarray};
                 count, sizeof_key, sizeof_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

Partially fills an array with the "key". The address of "Destination" should be the address of the first byte in the subarray. The portion of the array outside of the subarray is left unchanged.

```
procedure submove(var source{:[sub]array},
                 destination{:[sub]array};
                 count,
                 sizeof_source_element,
                 sizeof_destination_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

If the size of the source elements are smaller than that of the destination elements, moves the first "count" elements of the source into a subarray of the same size in destination. If larger, only moves that portion of the source that will fill the first "count" elements of the destination. If equal in size, does a simple "move" of the bytes.

```
procedure swab(var source, destination; numwords:word);
```

WARNING: This routine overwrites memory if used incorrectly.

Moves the contents of source to the destination, swapping high and low order bytes

in the process. (Note: while this is provided for C compatibility, the third argument is used differently. In C, the third argument is the number of bytes to move and is expected to be even. Here, the third argument is the number of byte-pairs to move.)

```
procedure swap(var var1,var2; sizeof_element:word);
```

WARNING: This routine overwrites memory if used incorrectly.

"Swap" exchanges the contents of the variable "var1" with the contents of the variable "var2". (Note: this is a redefinition of the "swap" function defined in the System unit.)

```
type swapproc = procedure (a,b:longint); {far;}
```

Declares the type of the exchange procedure that is passed as an argument to "selsort" and other virtual exchange sort algorithms.

```
type testfunc = function (var a):boolean; {far;}
```

Declares the type of the criterion function to be passed to the "scan" function. The actual TestFunc should expect an array element to be passed through "a" and return true if the element satisfies the criteria. Otherwise, it should return false.

```
procedure vqsort(length_base:longint; f:icomparefunc; s:swapproc);
```

"VQSort" provides the logic to do a quicksort of an indexed entity (a "virtual" array), but depends upon the user-defined routines "f" and "s" to do the actual work of accessing specific elements in the array, comparing and exchanging them. This makes VQSort useful for sorting elements when they are stored in something other than a single contiguous array.

```
procedure vselsort(length_base:longint; f:icomparefunc; s:swapproc);
```

"VSeISort" provides the logic to do a selection sort of an indexed entity (a "virtual" array), but depends upon the user-defined routines "f" and "s" to do the actual work of accessing specific elements in the array, comparing and exchanging them. As mentioned in the description for "SeISort", the algorithm minimizes the number of exchanges of elements required to put something into sorted order, but makes a large number of comparisons to do so. This would make "VSeISort" useful for something like sorting an external file of larger records based upon integer keys stored in an array in memory.

```
procedure vshuffle(length_base:longint; s:swapproc);
```

Of course, what fun is there in being able to order virtual arrays if we can't mix all the elements up again?

```
procedure xsubmove(var source{:subarray}, destination{:subarray};  
                  count, sizeof_source_element,  
                  sizeof_destination_element,  
                  sizeof_subelement:word);
```

**WARNING:** This routine overwrites memory if used incorrectly.

Moves a subarray from the source to the destination. The size of the subelements is presumed to be the same in both subarrays. "XsubMove" does not check to make sure that the sizes are consistent.

## REFERENCES

Knuth, The Art of Computer Programming, Sorting and Searching.

Press, et al., Numerical Recipes.

Sedgewick, Algorithms.

```

program cmpsrt;
{ Compares various sorting algorithms on random arrays }

{ -- as distributed, 100 random arrays of 100 integers are
  generated and sorted against 6 different sorting methods.
  When completed, the program reports the total number
  of comparisons and exchanges that each method used. }

{ assumes "MONITOR" defined in ASORTS.TPU }

{ NOTE: This program will not compile correctly with ASORTS.PAS
  as you find it in the distribution package. ASORTS.PAS must be
  compiled with the symbol "MONITOR" defined at compilation time.
  There are several ways to do this:

```

1. Edit ASORTS.PAS, removing the space between the left brace and the dollar sign in the "\$define MONITOR" compiler directive. Then recompile the unit to a TPU.

2. Load the ASORTS.PAS in the IDE. Under Options/Compiler, define the Conditional symbol "MONITOR". Then Compile/Build the TPU.

3. With the command line compiler, TPC, include a "/DMONITOR" option on the command line.

While the MONITOR symbol is essential to compiling this demonstration program, you probably will not wish to incur the additional overhead when using ASORTS for your production programs. The original ASORTS.PAS, without the MONITOR symbol defined, is already configured to sort without external monitoring. }

```
uses asorts;
```

```
const
  max = 100; { <-- change this to compare effect of array length }
```

```
type
  list = array[1..max] of longint;
```

```
var
  data,data2: ^list;
  i,j: word;
```

```
const
  numsorts = 6;
  sortnames: array [1..numsorts] of string[9] = (
    'HeapSort','QSort','SelSort','ShellSort',
    'VQSort','VSelSort');
```

```
var
  currentsort:word;
  compcount:array [1..numsorts] of longint;
  swapcount:array [1..numsorts] of longint;
```



```

function longintcomp(var a,b):longint; far;
var int1: longint absolute a;
    int2: longint absolute b;
begin
    inc(compcount[currentsort]);
    if int1<int2 then longintcomp:=-1
    else if int1=int2 then longintcomp:=0
    else longintcomp:=1;
end;

procedure swapcounter; far;
begin
    inc(swapcount[currentsort])
end;

function icompdata(a,b:longint):longint; far;
begin
    inc(compcount[currentsort]);
    if data^[a]<data^[b] then icompdata:=-1
    else if data^[a]=data^[b] then icompdata:=0
    else icompdata:=1;
end;

procedure iswapdata(a,b:longint); far;
var c:longint;
begin
    inc(swapcount[currentsort]);
    c:=data^[a]; data^[a]:=data^[b]; data^[b]:=c
end;

procedure checksort;
var i:word;
begin
    for i:=max downto 2 do
        if data^[i]<data^[i-1] then begin
            writeln;
            writeln('Sort algorithm ',sortnames[currentsort],' failed!');
            exit;
        end;
end;

begin {tstsr2}
    asorts.monitor:=swapcounter; { "MONITOR" must be defined in ASORTS.PAS }
    new(data);
    new(data2);
    for i:=1 to numsorts do begin
        compcount[i]:=0; swapcount[i]:=0;
    end;
    Randomize;

    writeln;
    for j:= 1 to 100 do begin
        write(#13,j,':15);

        { this could be changed to compare the effect of different
        "pre-orderings" on the sorting algorithms. I'm not sure

```

```

what substitute you could make -- "almost sorted" arrays
are harder to generate than "random" arrays. }

for i:=1 to max do begin
  data2^[i]:=longint(random($7fff))-3fff;
end;

for currentsort:=1 to numsorts do begin
  write(#13,j,sortnames[currentsort]:10,':9);
  data^:=data2^;
  case currentsort of
    1: heapsort(data^,max,sizeof(longint),longintcomp);
    2: qsort(data^,max,sizeof(longint),longintcomp);
    3: selsort(data^,max,sizeof(longint),longintcomp);
    4: shellsort(data^,max,sizeof(longint),longintcomp);
    5: vqsort(max,icompdata,iswapdata);
    6: vselsort(max,icompdata,iswapdata);
  end;
  checksort;
end;
end;

writeln(#13,':25);
writeln('Sort Method':15,'Comparisons':15,'Exchanges':15);
for currentsort:=1 to numsorts do begin
  write(sortnames[currentsort]:15,
        compcount[currentsort]:15);
  if currentsort in [1,4] then
    { for heap and shell, count three moves as a swap }
    writeln((swapcount[currentsort] div 3):15)
  else
    writeln(swapcount[currentsort]:15); end; end.

```

```

program tstsrst;
{ Exercises most of the facilities of the ASORTS unit }

uses asorts;

{ $define MONITOR} {<-- MONITOR needs to be defined in ASORTS.PAS
                    also }

const
  max = 19; { must be byte-sized }

type
  list = array[1..max] of integer;

var
  data,data2: list;
  i: integer;
  b:integer;
  sortcount,qsc:integer;

const
  bs : set of byte = [];
  cmax:word=0;

function intcomp(var a,b):longint; far;
var int1: integer absolute a;
    int2: integer absolute b;
begin
  if int1<int2 then intcomp:=-1
  else if int1=int2 then intcomp:=0
  else intcomp:=1;
end;

procedure datamon; far; var i:byte; begin
  inc(sortcount); for i:=1 to cmax do write(data[i]:4); writeln; end;

begin {tstsrst}
  Writeln('Now generating up to ',max,' random numbers...');
  Randomize;
  for i:=1 to max do begin
    b:=random(256);

    { If "b" has already been generated, "lsearch" should find it;
      otherwise "lsearch" should add it to the end. }

    if b in bs then
      if lsearch(b,data,cmax,sizeof(integer),intcomp)>cmax then
        writeln('Error in "lsearch": element not found ',b)
      else
        else if lsearch(b,data,cmax,sizeof(integer),intcomp)<=cmax then
          writeln('Error in "lsearch": invalid element inserted ',b)
        else begin bs:=bs + [b]; inc(cmax) end; end;
    datamon; write(' (Press return)'); readln;

    Writeln('Now sorting ',cmax,' random numbers...');

{$ifdef MONITOR} { This will let us keep track of the how the sort is

```

```

                progressing }
{ !!! MONITOR must be defined in ASORTS for this to work }
asorts.monitor:=datamon;
data2:=data; {for subsequent comparison}
sortcount:=0;
{$endif}

    qsort(data,cmax,sizeof(integer),intcomp);

{$ifdef MONITOR}
qsc:=sortcount; sortcount:=0;
writeln('Now let''s see how the NaiveSort compares to the QuickSort that');
writeln('  we just finished');
    write(' (Press return)'); readln;

data:=data2;
naivesort(data,cmax,sizeof(integer),intcomp);

writeln('And the score is: QSort:',qsc,', vs NaiveSort:',sortcount, 'swaps');

{ This is not important for this program, but if you call "qsort" from
  multiple locations, what the procedure does might not always make sense.
  So, we turn the monitor off. }

asorts.nullmonitor;

{$else}
    datamon;
{$endif}
write(' (Press return)'); readln;
writeln('Now searching for ',cmax,' sorted numbers...');
for i:=0 to 255 do begin
    { All byte values will be sought.  It would be an error for
      "bsearch" to find a value that was not inserted into the
      array.  Also, to fail to find a value that was inserted
      into the array }
    if bsearch(i,data,cmax,sizeof(integer),intcomp)=0 then
        if i in bs then
            Writeln('Error in "bsearch": element not found ',i)
        else
            else if not (i in bs) then
                writeln('Error in "bsearch": invalid element found ',i)
            else if i<>data[bsearch(i,data,cmax,sizeof(integer),intcomp)] then
                writeln('Error in "bsearch": wrong index returned');

    if fibsearch(i,data,cmax,sizeof(integer),intcomp)=0 then
        if i in bs then
            Writeln('Error in "fibsearch": element not found ',i)
        else
            else if not (i in bs) then
                writeln('Error in "fibsearch": invalid element found ',i)
            else if i<>data[fibsearch(i,data,cmax,sizeof(integer),intcomp)] then
                writeln('Error in "fibsearch": wrong index returned');
    end;
writeln('....Search complete.');
```

{ We are now going to exercise the submove and xsubmove procedures

```

in ASORTS.  For the simple submove, the first five elements of "data"
are going to be moved to "pseudo" array that starts at data[9].  The
target array is presumed to consist of elements that are two integers
in size.  So, the moved values will wind up in every other integer
displayed.}
writeln('Now doing a simple array submove ... (1->9,2->11,...5->17)');
submove(data[1],data[9],5,2,4);
datamon; write(' (Press return)'); readln;

{ For the more general "xsubmove", we are going to presume that the
source array is also two integers per element, but we only want to move
the first element.  (The source and target are overlaid in this example
so that what is seen are pairs of numbers appear in "data".) }
writeln('Now doing a complex array submove ... (1->2,3->4,...9->10)');
xsubmove(data[1],data[2],5,4,4,2);
datamon; write(' (Press return)'); readln;

{ Now put 255 into the even slots }
writeln('Now interlacing "255" into the array');
b:=255;
subfill(b,data[2],9,2,4);
datamon; write(' (Press return)'); readln;

{ Now put 0 everywhere }
writeln('Now filling array with 0''s...');
b:=0;
fill(b,data,19,sizeof(integer));
datamon; write(' (Press return)'); readln;

{ Now let's tryout the binary insertion procedure }
writeln('Now creating a new, sorted random array ... ');
cmax:=0; bs:=[];
for i:=1 to max do begin
    b:=random(256);
    b:=binsert(b,data,cmax,sizeof(integer),intcomp);
    inc(cmax); end;
datamon; write(' (Press return)'); readln;

{ Now, let's check out the swab procedure }
writeln('Now swabbing the array...results should be the same');
swab(data,data,19); datamon;
swab(data,data,19); datamon;
write(' (Press return)'); readln;

{ That only leaves "shuffle" to be exercised, so let's mess up everything
before we exit. }
writeln('Now shuffling ',cmax,' numbers...');
shuffle(data,cmax,sizeof(integer));
datamon; write(' (Press return)'); readln;

writeln('Done.');
```

end.

# Gray Paper - Delphi Property Editors for Beginners

*Updated with corrections*

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## **Warning!**

*The information found in this document is an account of the author's research into property editors in Delphi. I am not directly associated with Borland, nor have I any covert knowledge beyond the content of the manuals and the extent of my own experimentation. Wow, what a disclaimer, eh? Probably just an attention grabber.*

## **Introduction**

One of the more interesting aspects of Borland's Delphi®1 is the relative ease with which one can create and customize components in the visual environment. Whether or not the component is actually visible at run time, many of the component's properties and methods can be interacted with during development. It is this interaction (via the Object Inspector) that makes the process of development so much more friendly.

When a developer decides that a component is the best vehicle for a program requirement, (s)he must also consider how the component is presented within the development environment. Delphi provides many standard property editors for the bulk of data types available in Object Pascal. However, there is no generic way for Delphi to know how to edit custom data types or objects. Borland has provided a way for developers (through the DsgnInfc unit) to register property editors customized for programmer-defined data types.

Although Borland is usually fairly good at providing documentation on all aspects of their compilers, the rush to release Delphi (thanks, by the way) precluded their production of a complete and user-friendly guide to creating custom Property Editors. They have, of course, offered to sell you the source code for the Visual Component Library, which contains many examples. It may seem strange, but I have not opted to obtain the source code. I will, of course, but the price is as much as the whole desktop package. Some of you may not be able to afford it either, so with a little prompting from my friends, I have decided to pass on to you what I have learned. The scope of this paper has been limited to property editors using custom dialog windows and programmer defined data types.

## **Questions, Questions ... but Few Answers.**

How do Property Editors work? Well, that was my first question, anyway. Obviously, when you select the [...] button next to a property of type `TString`, you see a dialog appear containing an editor. You type in lines of text and ... *viola* ... the property is set. So what goes on behind the scenes? How did Delphi know to display the editor dialog? How did the text entered into the editor get into the property? And how does the text get stored with the form so it is reloaded when the form is loaded?

It is important to answer these questions or you will not be successful at creating custom

property editors for yourself. Unfortunately, the questions aren't answered very well in the documentation. So let me have a crack at how I have answered these questions for myself. Just one caveat: I am guessing. Well, a bit, anyway.

First, consider the following assumptions one can make about property editors:

1. The Delphi design-mode must know that the editor exists, and what data type it is designed to handle.
2. The property editor must exist, and must be designed to know how to edit the data type.
3. The property editor must have access to the property that is being edited.
4. The property editor probably has a number of special attributes that determine how it is invoked.
5. There are probably certain things about property editors that no one is willing to tell us. (... at least not without forking over some cash.)

Let's assume that we have a custom data type we want to edit. The declaration for this data type may be as follows:

```
Type    TMyDataType = Record
           Name : String;
           Amount : Real;
           Items : Integer;
           Paid : Boolean;
End;
```

In our component object, a property exists of this data type. Say ...

```
MyComponent = Class(TComponent)
Private
    FRecord : TMyDataType;
Published
    Property TheRecord : TMyDataType Read FRecord Write FRecord;
End;
```

Normally, of course, if the data type was one that Delphi had a property editor for it would have no trouble handling the property. However, in this case, the data type TMyDataType is unknown. There is no editor available to edit the property. What is even worse, is that Delphi will not allow you to publish the property. Record data types are not supportable. You must create an object from your data type. Here is how you might implement your Record as a Property:

```
Type
    TMyDataType = Record
        Name : String;
        Amount : Real;
        Items : Integer;
        Paid : Boolean;
End;

TMyDataObject = Class(TObject)
Private
    MyData : TMyDataType;
```

```

Public
    Constructor Create( Name : String );
    Destructor Free;
    Procedure SetRecord( var Rec : TMyDataType );
    Procedure GetRecord( var Rec : TMyDataType );
End;

```

Now the data type is an object. After you have written the Constructor, Destructor and the access methods SetRecord and GetRecord, you can move on to the next step. Delphi will now accept the following component (simplified, of course):

```

MyComponent = Class(TComponent)
    Private
        FRecord : TMyDataObject;
    Published
        Property TheRecord : TMyDataType Read FRecord Write FRecord;
End;

```

Now you might think that you could just replace the "**write** FRecord" clause of the Property statement with something like SetFRecord. Well, you certainly could but this would not represent a property editor. No matter how hard you try to load a form with your special editor you will be unsuccessful. This is not how property editors work. First you must create a dialog form capable of editing and/or displaying your new data type. Then you need to create the property editor object that will open the dialog form and interact with the data.

## Creating the Property Editor Dialog

There are two major steps:

1. Create a Dialog Form that can create and edit your data type.
2. Create a descendant of `TPropertyEditor` that can interact with your Dialog Form.

So, for step 1 you just create a new form and program the actions required for the form to handle the fields in your record. It can be simple with labels and edit boxes; or it can be complex with all types of data validation, etc. Make it pretty or make it ugly ... but you gotta make it. Let assume that you have created a form and called it TMyDataForm. Lets also assume that the (partial) declaration for this form is:

```

Type
TMyDataForm = Class(TForm)
    Label1: TLabel;
    Label2: TLabel;
    Label3: TLabel;
    Label4: TLabel;
    strName: TEdit;
    strAmount: TEdit;
    strItems: TEdit;
    chkPaid: TCheckBox;
    btnOK: TButton;

```



```

    btnCancel: TButton;
Procedure FormCreate(Sender: TObject);
Private
    { Private declarations }
Public
    { Public declarations }
    Function GetName : String;
    Function GetAmount : Real;
    Function GetItems : Integer;
    Function GetPaid : Boolean;
End;

```

The idea here is that the form will accept the Name, Amount, Items and Paid field data, then accept the values entered after pressing the btnOK button. The public functions GetName, GetAmount, GetItems and GetPaid return the appropriate data type for each field by translating (where necessary) the string version of the data.

Now assume you have the editor dialog form ready for action. How do you turn it into a Property Editor? You need to create a descendant of **TPropertyEditor** that knows how to display the form and obtain the data.

## Creating the Property Editor Object

In the same file as your form, create an entry for the property editor object:

```

TMyDataEditor = Class(TPropertyEditor)
    Function GetAttributes : TPropertyAttributes; Override;
    Function GetValue : String; Override;
    Procedure Edit; Override;
end;

```

The reasoning here is to create a descendant of **TPropertyEditor** that overrides the default methods you must customize for your editor. The method GetAttributes is required to return a set of property attributes for this property editor. Let's just settle for the standard attributes for a dialog:

```

Function TMyDataEditor.GetAttributes : TPropertyAttributes;
begin
    Result := inherited GetAttributes +
        [paDialog] -[paSubProperties];
end;

```

Note the use of **inherited**. It is used to obtain the attributes inherited from **TPropertyEditor**. Furthermore, I have added the paDialog attribute because this editor is a Dialog. There are a number of attributes to consider, and you can find a list of attributes later in this text.

When the property is displayed in the Object Inspector, it calls the GetValue method to obtain a string representation of the contents of the data. You can put anything that seems reasonable here, but it is likely with records you will only want to show the data type. To instruct Delphi to display the data type (TStrings data types are displayed as (TStrings)), try the following code in

GetValue:

```
Function TMyDataEditor.GetValue : String;  
begin  
    Result := '(TMyDataObject)';  
end;
```

Of course, you can also use a more generic method that looks up the property name by dereferencing the GetPropType record pointer. **GetPropType** is a pointer to a record of information about the data type being edited. Try the following code, since it will always display the correct type name:

```
Function TMyDataEditor.GetValue : String;  
begin  
    FmtStr(Result, '(%s)', [ GetPropType^.Name ] );  
end;
```

Yet again, you might decide that you would rather see the Name field as a representative of the record. If so, you will need to locate the contents of the Name field in your data structure object. To do this, you need to get a reference to the **TMyDataObject** object being edited. It would be rather stupid if you could not do this, so Delphi defines the GetOrdValue identifier. You can use this to locate the data, and access it. You will need to typecast this reference, since GetOrdValue is a generic pointer. In this case you might try:

```
Function TMyDataEditor.GetValue : String;  
begin  
    Result := TMyDataObject(GetOrdValue).GetName;  
end;
```

Now the contents of the Name field will be displayed in the Object Inspector.

## The Property Editor's Edit Method

Now you must program the Edit method. This is where Delphi will go when it needs to edit any property of type **TMyDataObject**. The Edit method is a procedure. Since it does not return anything, your code must handle it internally. Remember that the GetValue method is used to return a string that represents the contents of the property. Delphi will call it whenever it needs to display the property in the Object Inspector. Now, I will give you an example of how you might implement an editor for the **TMyDataObject** data type. Please note that the code has been simplified for clarity. Normally you would want to trap errors.

```
Procedure TMyDataEditor.Edit;  
var  
    MyData : TMyDataObject; { reference to object being edited }  
    MyRecord : TMyDataType; { temp holding record }  
Begin  
    { create the form }  
    with TMyDataForm.Create( Application ) do begin  
        { if the OK button was pressed }  
        if ShowModal = mrOK then begin
```

```

    { fill the temporary record }
with MyRecord do begin
    Name := GetName;
    Amount := GetAmount;
    Items := GetItems;
    Paid := GetPaid;
end;
    { set the record in the object being edited }
    MyData := TMyDataObject(GetOrdValue);
    MyData.SetRecord( MyRecord );
end;
    { free the form }
    Free;
end;
End;

```

So, the edit method creates the Dialog Form, shows it modal, fills the temporary record with the edited fields then uses the SetRecord method of the **TMyDataObject** being edited to set the object's record. That's it. The property is edited.

## Registering the Editor

That was a fair amount of work, wasn't it. Yet it's not so bad once you get through it. The last very important step is to register the newly created property editor. It is probably best to include the registration code in the Register procedure provided by the component you are writing. Assuming that this is what you want to do, place the following code into the Register procedure of your component:

```

RegisterPropertyEditor( TypeInfo(TMyDataObject), Nil, '',
    TMyDataEditor );

```

This instructs Delphi to register our editor TMyDataEditor as the editor for properties of type TMyDataObject when the component is loaded. Assuming all went well .... That's it.

## Some Details

Of course, there are always details. Consider the following list of things to remember:

1. Ensure that your dialog form returns **mrOK** when the OK button is pressed.
2. Remember to include **DsgnIntf** in the Uses statement of your editor dialog form source file.
3. Keep the Editor form and the TPropertyEditor code in the same file.
4. Put the RegisterPropertyEditor statement in the component code file's Register procedure.
5. Include plenty of **Try..Finally** statements in your code. Errors can be hard to find.

You have seen a few specific items used to access information by your property editor. They are:

### **GetPropType**

This method returns a pointer to a record of type information available at run time. The following PTypeInfo definition is defined:

```
Type
  PTypeInfo = ^TTypeInfo;
  TTypeInfo = record
    Kind: TTypeKind;
    Name: string;
    TypeData: TTypeData;
End;
```

In our example, I only used the Name field to retrieve the type's proper name.

### ***GetOrdValue***

Actually, this is one of four methods provided for use in the GetValue method. Since our data type is ordinal, we will use GetOrdValue. However, GetFloatValue, GetStringValue and GetMethodValue are provided (see Component Writer's Help).

### ***Inherited GetAttributes***

I used this inherited method to obtain the default attributes of the TPropertyEditor object. As you saw, I used paDialog, paReadOnly and paSubProperties, as this indicates that the property can use a dialog to edit the entire property, it's read-only in the Object Inspector and there are no Sub-Properties to edit.. That's true, in our case. The complete list of options is:

#### **paAutoUpdate**

Calls the SetValue method after each change in the value, rather than after the entire value is approved.

#### **paDialog**

The editor can display a dialog box for editing the entire property. The Edit method opens the dialog box.

#### **paReadOnly**

The property is read-only in the Object Inspector. This is used for sets and fonts, which the user cannot type directly.

#### **paMultiSelect**

The property should appear when the user selects multiple components. Most property editors allow multiple selection. The notable exception is the editor for the Name property.

#### **paSortList**

The Object Inspector should sort the list of values alphabetically.

#### **paSubProperties**

The property is an object that has subproperties that can display. The GetProperties method handles the subproperty lists.

#### **paValueList**

The editor can give a list of enumerated values. The GetValues method builds the list.

Oh, and read the Component Writer's Guide<sup>2</sup> and Help as though it really means something. Read the manual first, then look at the help topics in the Help file. They can be confusing, but what isn't. Try the code in this document. No, it is not complete. There is, however, enough for you to get started. *There is no cerebral thrill greater than the thrill of a programmer who has just solved a confusing problem.*<sup>3</sup>

## In Closing

This paper has in no way exhausted the subject of Property Editors. In fact, it has only scraped the surface of what you can do. In the case of About dialog boxes, you can create property editors that do nothing but display dialogs. Great for registration dialogs, too. Well, maybe.

I originally wrote this paper as a guide for myself as I uncovered more about property editors. Since then, on the behest of some colleges, I have rewritten it to be a bit more general and possibly instructive. I can not vouch for the accuracy of anything written here, except to say ... It Works for Me.

## About the Author

You'll probably want to skip this.

The author is the Chief Architect, 'Keeper of the Model' and Principal Developer for the Data Warehouse project at BC Tel (what a mouthful). He lives in beautiful British Columbia, Canada (Hollywood of the North) with his Wife Julia and Dog Buster. Fortunately, both children are grown and living on their own.

## References and Notes

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<sup>1</sup> Delphi is Copyright © 1995 by Borland International

<sup>2</sup> I think the word 'guide' as used here should be taken with a grain of salt. Perhaps the word 'overview' is more appropriate.

<sup>3</sup> 'Programming and the Eureka Experience' by Greg Truesdell

Q: How do I put components into a TDBGrid?

A: I saw this on compuserve and it is great!

## HOW TO PUT COMPONENTS INTO A GRID

This article and the accompanying code shows how to put just about any component into a cell on a grid. By component I mean anything from a simple combobox to a more complicated dialog box. The techniques described below to anything that is termed a visual component. If you can put it into a form you can probably put it into a grid.

There are no new ideas here, in fact, the basic technique simply mimics what the DBGrid does internally. The idea is to float a control over the grid. Inside DBGrid is a TDBEdit that moves around the grid. It's that TDBEdit that you key your data into. The rest of the unfocused cells are really just pictures. What you will learn here, is how to float any type of visual control/component around the grid.

### COMPONENT #1 - TDBLOOKUPCOMBO

You need a form with a DBGrid in it. So start a new project and drop a DBGrid into the main form.

Next drop in a TTable and set its Alias to DBDEMOS, TableName to GRIDDATA.DB and set the Active property to True. Drop in a DataSource and set its DataSet property to point to Table1. Go back to the grid and point its DataSource property to DataSource1. The data from GRIDDATA.DB should appear in your grid..

The first control we are going to put into the grid is a TDBLookupCombo so we need a second table for the lookup. Drop a second TTable into the form. Set its Alias also to DBDEMOS, TableName to CUSTOMER.DB and Active to True. Drop in a second data source and set its DataSet to Table2.

Now go get a TDBLookupCombo from the Data Controls pallet and drop it any where on the form, it doesn't matter where since it will usually be invisible or floating over the grid. Set the LookuoCombo's properties as follows.

DataSource	DataSource1
DataField	CustNo
LookupSource	DataSource2
LookupField	CustNo
LookupDisplay	CustNo {you can change it to Company later but keep it custno for now}

So far it's been nothing but boring point and click. Now let's do some coding.

The first thing you need to do is make sure that DBLookupCombo you put into the form is invisible when you run the app. So select Form1 into Object Inspector goto the Events tab and double click on the onCreate event. You should now have the shell for the onCreate event displayed on your screen.

```
procedure TForm1.FormCreate(Sender: TObject);  
begin  
  
end;
```

Set the LookupCombo's visible property to False as follows.

```

procedure TForm1.FormCreate(Sender: TObject);
begin
  DBLookupCombo1.Visible := False;
end;

```

Those of you who are paying attention are probably asking why I didn't just set this in the Object Inspector for the component. Actually, you could have. Personally, I like to initialize properties that change at run time in the code. I set static properties that don't change as the program runs in the object inspector. I think it makes the code easier to read.

Now we to be able to move this control around the grid. Specifically we want it to automatically appear as you either cursor or click into the column labeled DBLookupCombo. This involves defining two events for the grid, OnDrawDataCell and OnColExit. First lets do OnDrawDataCell. Double click on the grid's OnDrawDataCell event in the Object Inspector and fill in the code as follows.

```

procedure TForm1.DBGrid1DrawDataCell(Sender: TObject; const Rect: TRect;
  Field: TField; State: TGridDrawState);
begin
  if (gdFocused in State) then
  begin
    if (Field.FieldName = DBLookupCombo1.DataField) then
    begin
      DBLookupCombo1.Left := Rect.Left + DBGrid1.Left;
      DBLookupCombo1.Top := Rect.Top + DBGrid1.top;
      DBLookupCombo1.Width := Rect.Right - Rect.Left;
      { DBLookupCombo1.Height := Rect.Bottom - Rect.Top; }
      DBLookupCombo1.Visible := True;
    end;
  end;
end;

```

The reasons for the excessive use begin/end will become clear later in the demo. The code is saying that if the State parameter is gdFocused then this particular cell is the one highlighted in the grid. Further if it's the highlighted cell and the cell has the same field name as the lookup combo's datafield then we need to move the LookupCombo over that cell and make it visible. Notice that the position is determined relative to the form not to just the grid. So, for example, the left side of LookupCombo needs to be the offset of the grid ( DBGrid1.Left) into the form plus the offset of the cell into the grid (Rect.Left).

Also notice that the Height of the LookupCombo has been commented out above. The reason is that the LookupCombo has a minimum height. You just can't make it any smaller. That minimum height is larger than the height of the cell. If you un-commented the height line above. Your code would change it and then Delphi would immediately change it right back. It causes an annoying screen flash so don't fight it. Let the LookupCombo be a little larger than the cell. It looks a little funny but it works.

Now just for fun run the program. Correct all you missing semi-colons etc. Once its running try moving the cursor around the grid. Pretty cool, hu? Not! We're only part of the way there. We need to hide the LookupCombo when we leave the column. So define the grid's onColExit. It should look like this;

```

procedure TForm1.DBGrid1ColExit(Sender: TObject);
begin
  If DBGrid1.SelectedField.FieldName = DBLookupCombo1.DataField then
    DBLookupCombo1.Visible := false;
end;

```

This uses the TDBGrids SelectedField property to match up the FieldName associated with the cell with that of the LookupCombo. The code says, "If the cell you are leaving was in the DBLookupCombo column

then make it invisible".

Now run it again. Was that worth the effort or what?

Now things look right but we're still missing one thing. Try typing a new customer number into one of the LookupCombo. The problem is that the keystrokes are going to the grid, not to the LookupCombo. To fix this we need to define a onKeyPress event for the grid. It goes like this;

```
procedure TForm1.DBGrid1KeyPress(Sender: TObject; var Key: Char);
begin
  if (key <> chr(9)) then
  begin
    if (DBGrid1.SelectedField.FieldName = DBLookupCombo1.DataField) then
    begin
      DBLookupCombo1.SetFocus;
      SendMessage(DBLookupCombo1.Handle, WM_Char, word(Key), 0);
    end;
  end;
end;
```

This code is saying that if the key pressed is not a tab key (Chr(9)) and the current field in the grid is the LookupCombo then set the focus to the LookupCombo and then pass the keystroke over to the LookupCombo. OK so I had to use a WIN API function. You don't really need to know how it works just that it works.

But let me explain a bit anyway. To make Window's SendMessage function work you must give it the handle of the component you want to send the message to. Use the component's Handle property. Next it wants to know what the message is. In this case it's Window's message WM\_CHAR which says I'm sending the LookupCombo a character. Finally, you need to tell it which character, so word(Key). That's a typecast to type word of the events Key parameter. Clear as mud, right? All you really need to know is to replace the DBLookupCombo1 in the call to the name of the component your putting into the grid. If you want more info on SendMessage do a search in Delphi's on-line help.

Now run it again and try typing. It works! Play with it a bit and see how the tab key gets you out of "edit mode" back into "move the cell cursor around mode".

Now go back to the Object Inspector for the DBLookupCombo component and change the LookupDisplay property to Company. Run it. Imagine the possibilities.

## COMPONENT #2 - TDBCOMBO

I'm not going to discuss installing the second component, a DBCombo, because I don't really have anything new to say. It's really the same as #1. Here's the incrementally developed code for your review.

```
procedure TForm1.FormCreate(Sender: TObject);
begin
  DBLookupCombo1.Visible := False;
  DBComboBox1.Visible := False;
end;

procedure TForm1.DBGrid1DrawDataCell(Sender: TObject; const Rect: TRect;
  Field: TField; State: TGridDrawState);
begin
  if (gdFocused in State) then
  begin
    if (Field.FieldName = DBLookupCombo1.DataField) then
    begin
```



```

        DBLookupCombo1.Left := Rect.Left + DBGrid1.Left;
        DBLookupCombo1.Top := Rect.Top + DBGrid1.top;
        DBLookupCombo1.Width := Rect.Right - Rect.Left;
        DBLookupCombo1.Visible := True;
    end
    else if (Field.FieldName = DBComboBox1.DataField) then
    begin
        DBComboBox1.Left := Rect.Left + DBGrid1.Left;
        DBComboBox1.Top := Rect.Top + DBGrid1.top;
        DBComboBox1.Width := Rect.Right - Rect.Left;
        DBComboBox1.Visible := True;
    end
end;
end;

procedure TForm1.DBGrid1ColExit(Sender: TObject);
begin
    If DBGrid1.SelectedField.FieldName = DBLookupCombo1.DataField then
        DBLookupCombo1.Visible := false
    else If DBGrid1.SelectedField.FieldName = DBComboBox1.DataField then
        DBComboBox1.Visible := false;
end;

procedure TForm1.DBGrid1KeyPress(Sender: TObject; var Key: Char);
begin
    if (key <> chr(9)) then
    begin
        if (DBGrid1.SelectedField.FieldName = DBLookupCombo1.DataField) then
        begin
            DBLookupCombo1.SetFocus;
            SendMessage(DBLookupCombo1.Handle, WM_Char, word(Key), 0);
        end
        else if (DBGrid1.SelectedField.FieldName = DBComboBox1.DataField) then
        begin
            DBComboBox1.SetFocus;
            SendMessage(DBComboBox1.Handle, WM_Char, word(Key), 0);
        end;
    end;
end;
end;

```

## COMPONENT #3 - TDBCHECKBOX

The DBCheckBox gets even more interesting. In this case it seems appropriate to leave something in the non-focused checkbox cells to indicate that there's a check box there. You can either draw the "stay behind" image of the checkbox or you can blast in a picture of the checkbox. I chose to do the latter. I created two BMP files one that's a picture of the box checked (TRUE.BMP) and one that's a picture of the box unchecked (FALSE.BMP). Put two TImage components on the form called ImageTrue and ImageFalse and attach the BMP files to there respective Picture properties. Oh yes you also need to put a DBCheckBox component on the form. Wire it to the CheckBox field in DataSource1 and set the Color property to clWindow. First edit the onCreate so it reads as follows;

```

procedure TForm1.FormCreate(Sender: TObject);
begin
    DBLookupCombo1.Visible := False;
    DBCheckBox1.Visible := False;
    DBComboBox1.Visible := False;

```

```

    ImageTrue.Visible := False;
    ImageFalse.Visible := False;
end;

```

Now we need to modify the onDrawDataCell to do something with cells that do not have the focus. Here comes the code.

```

procedure TForm1.DBGrid1DrawDataCell(Sender: TObject; const Rect: TRect;
  Field: TField; State: TGridDrawState);
begin
  if (gdFocused in State) then
  begin
    if (Field.FieldName = DBLookupComb1.DataField) then
    begin
      ...SEE ABOVE
    end
    else if (Field.FieldName = DBCheckBox1.DataField) then
    begin
      DBCheckBox1.Left := Rect.Left + DBGrid1.Left + 1;
      DBCheckBox1.Top := Rect.Top + DBGrid1.Top + 1;
      DBCheckBox1.Width := Rect.Right - Rect.Left{ - 1};
      DBCheckBox1.Height := Rect.Bottom - Rect.Top{ - 1};
      DBCheckBox1.Visible := True;
    end
    else if (Field.FieldName = DBComboBox1.DataField) then
    begin
      ...SEE ABOVE
    end
  end
  else {in this else area draw any stay behind bit maps}
  begin
    if (Field.FieldName = DBCheckBox1.DataField) then
    begin
      if TableGridDataCheckBox.AsBoolean then
        DBGrid1.Canvas.Draw(Rect.Left,Rect.Top,ImageTrue.Picture.Bitmap)
      else
        DBGrid1.Canvas.Draw(Rect.Left,Rect.Top,ImageFalse.Picture.Bitmap)
      end
    end
  end;
end;

```

It's the very last part we're most interested in. If the state is not gdFocused and the column in CheckBox then this last bit executes. All it does is check the value of the data in the field and if it's true it shows the TRUE.BMP otherwise it shows the FALSE.BMP. I created the bit maps so they are indented so you can tell the difference between a focused and unfocused cell. Make onColExit look like this;

```

procedure TForm1.DBGrid1ColExit(Sender: TObject);
begin
  If DBGrid1.SelectedField.FieldName = DBLookupComb1.DataField then
    DBLookupComb1.Visible := false
  else If DBGrid1.SelectedField.FieldName = DBCheckBox1.DataField then
    DBCheckBox1.Visible := false
  else If DBGrid1.SelectedField.FieldName = DBComboBox1.DataField then
    DBComboBox1.Visible := false;
end;

```

Edit onKeyPress to;

```

procedure TForm1.DBGrid1KeyPress(Sender: TObject; var Key: Char);
begin
  if (key <> chr(9)) then
  begin
    if (DBGrid1.SelectedField.FieldName = DBLookupCombo1.DataField) then
    begin
      DBLookupCombo1.SetFocus;
      SendMessage(DBLookupCombo1.Handle, WM_Char, word(Key), 0);
    end
    else if (DBGrid1.SelectedField.FieldName = DBCheckBox1.DataField) then
    begin
      DBCheckBox1.SetFocus;
      SendMessage(DBCheckBox1.Handle, WM_Char, word(Key), 0);
    end
    else if (DBGrid1.SelectedField.FieldName = DBComboBox1.DataField) then
    begin
      DBComboBox1.SetFocus;
      SendMessage(DBComboBox1.Handle, WM_Char, word(Key), 0);
    end;
  end;
end;

```

Finally, here's the last trick. The caption of the checkbox needs to change as the user checks or unchecks the box. My first thought was to do this in the TDBCheckBox's onChange event, the only problem is that it doesn't have one. So I had to go back to the Windows API and send another message. "SendMessage(DBCheckBox1.Handle, BM\_GetCheck, 0, 0)" which returns a 0 if the box is unchecked, otherwise it's checked.

```

procedure TForm1.DBCheckBox1Click(Sender: TObject);
begin
  if SendMessage(DBCheckBox1.Handle, BM_GetCheck, 0, 0) = 0 then
    DBCheckBox1.Caption := ' ' + 'False'
  else
    DBCheckBox1.Caption := ' ' + 'True'
end;

```

That's it. Hopefully you learned something. I've tried this technique with dialog boxes. It works and it's simple. Have fun with it. You don't really need to completely understand it as long as you know how to edit the code and replace the above component names with with the name of the component you want to drop into the grid.

----- REVISED - 7/11/95 -----

Fred Dalgleish was nice enough to point out 2 stichy points about the Original grid demo. First, once a component in the grid has the focus it takes 2 Tab presses to move to the next grid cell. The other has to do with adding new records.

**Problem # 1 - Two Tab Presses Required.**

A component installed in the grid is actually floating over the top of the grid and not part of the grid it self. So when that component has the focus it takes two tab presses to move to the next cell. The first tab moves from the floating component to the Grid cell underneath and the second to move to the next grid cell. If this behavior bugs you heres how to fix it.

First in the form that contains grid add private variable called WasInFloater of type boolean, like so.  
type

```

TForm1 = class(TForm)
...
...
private
  { Private declarations }
  WasInFloater : Boolean;
...
...
end;

```

Next create an onEnter event for the LookupCombo where WasInFloater is set to true. Then point the onEnter event for each component that goes into the grid at this same single onEnter event.

```

procedure TForm1.DBLookupCombo1Enter(Sender: TObject);
begin
  WasInFloater := True;
end;

```

Finally, and here's the tricky part, define the following onKeyUp event for the grid.

```

procedure TForm1.DBGrid1KeyUp(Sender: TObject; var Key: Word;
  Shift: TShiftState);
begin
  if (Key in [VK_TAB]) and WasInFloater then
  begin
    SendMessage(DBGrid1.Handle, WM_KeyDown, Key, 0);
    WasInFloater := False;
  end;
end;

```

What's happening here is that the grids onKeyUp is sending it self a KeyDown when the focus just switched from one of the floating controls. This solution handles both tab and shift-tab.

**Problems #2 - New record disappears when component gets focus**

The second problem is that if you press add record on the navigator in the demo a new record is added but then when you click on one of the components installed in the grid the new record disappears. The reason for this is that there is a strange grid option called dgCancelOnExit which is True by default. Set it to False and the above problem goes away.

In my opinion Borland should have had this default set to False to begin with. I find it getting in the way all the time and based on forum messages I'm not alone. The option is basically saying that if the grid loses focus then cancel and current edit's! Anyway I've got it turned off in just about every grid I've ever installed.

Note: This was written by Alec Bergamini, at 75664,1224. His company is Out & About Productions.

What is new? (The newest is listed first.)

How can I make one window the child of another without using MDI?

Ole automation spec

How can I create an empty table that has the structure of another table?

How can I have an animated icon (when the form is minimized)?

How do I use FmtStr()?

How can I find out what all of the available fonts are?

When would I use an array[0..0]?

How can I readln() from a file when the lines are longer than 255 bytes?

How do I use "array of const"?

How do I do a TextOut() so that I don't get the white space around the text?

How do I paint the background of my form with a bitmap?

Is there a way to associate a string with each component?

TWriter/TReader

How do I format the text of a TEdit so that a 1 becomes 001, and 10 becomes 010, etc?

THelpEvent

How do I close a file that was opened in a DLL (Delphi made) and called from VB?

How can I create a windows meta-file from ellipse(), textOut(), etc. commands?

How can I erase the picture on image1.canvas?

How can I force the user to select only a mono-space font in a TFontDialog box?

How do I get RTTI (run time type information) from components?

How do I setup the column list in code for a dynamically created TTable?

How can I emulate the "C" function: StrTok()?

How do I reduce the amount of memory taken from the data segment? (or How do I allocate memory dynamically?)

How do I put components into a TDBGrid? (i.e. checkbox, combobox, etc.)

Here is a unit to read Lotus 123 files.

Here is a double linked list as an object.

How do I get the julian date?

How do I use a TList to hold TTable variables?

How do I do click and drag in a TListbox?

How do I make a virtual table (in memory)?

Here is a custom TStringGrid that will allow for inserting a whole row at a time.

How do I iterate through tabbed notebook pages to see each object?

How do I calculate the width of a TDBGrid so that it will display all the fields?

Here is a custom TEdit that will tab to the next control when the user hits the <ENTER>.

TPanelClock component (comes with Caps/Num/scroll lock indication)

Component to allow for paradox style QBE

Gray Paper - Delphi Property Editors for Beginners

How do I rotate text in display?

Q: How do I reduce the amount of memory taken from the data segment? (or How do I allocate memory dynamically?)

A:

Let's say your data structure looks like this:

```
type
  TMyStructure = record
    Name: String[40];
    Data: array[0..4095] of Integer;
  end;
```

That's too large to be allocated globally, so instead of declaring a global variable,

```
var
  MyData: TMyStructure;
```

you declare a pointer type,

```
type
  PMyStructure = ^TMyStructure;
```

and a variable of that type,

```
var
  MyDataPtr: PMyStructure;
```

Such a pointer consumes only four bytes of the global data segment.

Before you can use the data structure, you have to allocate it on the heap:

```
New(MyDataPtr);
```

and now you can access it just like you would global data. The only difference is that you have to use the caret operator to dereference the pointer:

```
MyDataPtr^.Name := 'Tony Chang';
MyDataPtr^.Data[0] := 12345;
```

Finally, after you're done using the memory, you deallocate it:

```
Dispose(MyDataPtr);
```

See Also [pointers and assignments](#)

Q: How do I setup the column list in code for a dynamically created TTable?

A: The following examples should get you started. They are based on an article (I believe by Ray Konopka) that appeared an issue or 2 ago in PC Techniques.

```
function TBizObj.CreateField(Dataset: TDataset; FieldName: string): TField;
begin
  with Dataset do begin
    Result := FindField( FieldName ); { First, see if it exists }
    if Result = nil then begin { If so, no need to create it. }
      { Have the FieldDef object create its own Field Object }
      if Owner <> nil then
        Result := FieldDefs.Find(FieldName).CreateField(Owner)
      else
        Result := FieldDefs.Find(FieldName).CreateField(Dataset);
      { Give the new Field Object a generic Name so that it appears in the
Object Inspector}
      Result.Name := Name + FieldName;
    end;
  end;
end;
```

```
function TBizObj.CreateCalcField( Dataset: TDataset; FieldName : string;
FieldClass : TFieldClass; Size : Word ) : TField;
begin
  Result := Dataset.FindField( FieldName );
  if Result = nil then begin
    if FieldClass = nil then
      DBErrorFmt( SUnknownFieldType, [ FieldName ] );
    Result := FieldClass.Create( Owner );
    try
      Result.FieldName := FieldName;
      Result.Size := Size;
      Result.Calculated := True;
      Result.Dataset := Dataset;
      Result.Name := Dataset.Name + FieldName;
    except
      Result.Free;
      raise;
    end;
  end;
end; { TBizObj.CreateCalcField }
```

Q: How can I emulate the "C" function: StrTok()? Note: StrTok() searches one string (P) for tokens which are separated by delimiters defined in the second string (Divider). The first call to StrTok() returns a pointer to the first character of the first token in P and writes a null character into P immediately following the returned token. Subsequent calls with null for the first argument will work through the string P in this way until no tokens remain.

A:

```
function NextToken(P: PChar; Divider: PChar): PChar;
const next: PChar = nil;
begin
  if P = nil then P := next;
  if P <> nil then begin
    next := StrPos(P, Divider);
    if next <> nil then begin
      next^ := #0 ;
      next := @next[StrLen(Divider)];
    end;
  end;
  result := P;
end;
```



Q: How do I get RTTI (run time type information) from components?

A:

The screen resolution topic shows one way. Here is another example:

```
Uses TypInfo;

Function AssignFontProperty( anObj: TObject; Const fname: String ):
  Boolean;
Var
  PInfo: PPropInfo;
  aFont: TFont;
  FontGet: Function( anObj: TObject ): TFont;
Begin
  (* try to get a pointer to the property information for a property with the
     passed name. TObject.ClassInfo returns a pointer to the RTTI table, which
     we need to pass to GetPropInfo *)
  PInfo := GetPropInfo( anObj.ClassInfo, 'font' );
  Result := PInfo <> Nil;
  If result Then
    (* found a property with this name, check if it has the correct type *)
    If (PInfo^.Proptype^.Kind = tkClass) and
       GetTypeData(PInfo^.Proptype)^.ClassType.InheritsFrom(TFont) Then Begin
      { try to get the read proc for this property }
      @FontGet:= PInfo^.GetProc;
      If Assigned( FontGet ) and (PtrRec(PInfo^.GetProc).Seg <> $FFFF) Then
        { hiword of $FFFF seems to signify a property wich reads directly
          from a field instead of via a method! }
        Begin
          aFont := FontGet( anObj );
          If aFont Is TFont Then
            aFont.Name := fname
          Else
            ShowMessage('FontGet barfed');
        End
      Else Begin
        { no read method for the property, get field directly }
        aFont := TFont(GetOrdProp( anObj, PInfo ));
        If aFont Is TFont Then
          aFont.Name := fname
        Else
          ShowMessage('GetOrdProp barfed');
        End;
      End;
    Else Begin
      (* nope, wrong type, complain *)
      Result := False;
      ShowMessage( 'Property Font is not of type TFont!');
    End;
  End;

procedure TForm1.BtnTestClick(Sender: TObject);
Var
  i: Integer;
```

```

begin
  For i:= 0 To ComponentCount-1 Do
    AssignFontProperty( Components[i], 'Symbol' );
end;

```

Put a few controls on your form, assign the BtnTestClick handler to a buttons OnClick property, run the app, click on the button and all will be greek to you <g>.

Here is a tip or two on using this information:

You already know which properties that one has in most cases. So it would only be a useful method in a base class of a class hierarchy (e.g. in TObject, which you cannot modify). A function that only looks for a property by name would require only one line of code:

```

Function HasProperty( anObj: TObject; Const name: String ): Boolean;
Begin
  Result := GetPropInfo( anObj.ClassInfo, name ) <> Nil;
End;

```

But that is not very useful, it still does not solve the problem of how to use the property!

```

Var
  aComponent: TComponent;
  i: Integer;
begin
  For i:= 0 To ComponentCount-1 Do Begin
    aComponent := Components[i];
    If HasProperty( aComponent, 'Font' ) Then
      aComponent.Font.Name := ....    <== will not compile
  End;
end;

```

You still would need to cast aComponent to a class that has Font as public or published property and of course it better be one that is in the ancestry of aComponent. Using the run-time type info for the access solves this problem but is a bit awkward as you saw.

general component information

What limits are known of the standard Delphi controls?

How do I do screen updates all at once (without a ripple effect).

I want to know how I can make a variable that is a "pointer" to Canvas.Font.

How can I tell the size of a given object at runtime?

How can my component tell if I'm running via the IDE or the EXE?

Is it possible to access components by their name property (i.e. 'SpeedButton' + IntToStr(i) )?

How do I rotate text in display?

How do I get RTTI (run time type information) from components?

Printing with code

Is there a way to associate a string with each component?

TFontDialog

How can I force the user to select only a mono-space font?

```
FontDialog1.Options := [fdFixedPitchOnly];
```

Note: For other options see TFontDialogOptions.

TImage

How can I erase the picture on image1.canvas?

Q: How can I erase the picture on image1.canvas?

A:

If you want to eliminate the bitmap then try `image1.picture := nil;`

If not, then try this:

```
with image1.picture.bitmap.canvas do FillRect(ClipRect);
```

This will fill the canvas with the current brush color.





```
        Point(H+R2,H+R2)];
    {===== end image-creation code =====}
END;
WITH TMetafile.Create DO
    try
        Handle := CloseMetafile(CDC);
        Inch   := W;
        Height := 128;
        Width  := 128;
        SaveToFile('EXAMPLE.WMF');
    finally
        Free;
    end;
finally
    Free;
end;
end;
```

Q: How do I close a file that was opened in a DLL (Delphi made) and called from VB?

A: This is a known problem. It comes from the fact that VB closes the 5 DOS standard handles (0..4) at startup. So the open file routine will reuse one of these handles to open the first disk file. That is not a problem in using the file, but the Pascal Close routine has a build-in safety feature: it refuses to close a file that has one of the standard handles! That is a Good Thing under DOS but screws up the works in your situation since the file opened by the DLL is never closed, not even when the DLL goes down! VC++ is obviously less restricted and will close a standard handle.

You can fix this problem yourself. Instead of using the Pascal Close/CloseFile routine to close the file in the DLL use this one:

```
Procedure ReallyCloseFile(Var F); Assembler;  
Asm  
  les bx, F  
  mov bx, es:[bx]  
  mov ah, $3E  
  call Dos3Call  
End;
```

## THelpEvent

The parameters for THelpEvent are documented incorrectly in the help file - even in the latest update.

As documented:

```
THelpEvent = function (Command: Word; Data: Longint): Boolean of object;
```

**ACTUAL** parameters:

```
THelpEvent = function (Command: Word; Data: Longint; var CallHelp: Boolean):  
Boolean of object;
```

```
var s: string;
begin
  FmtStr(s, '%.3d', [StrToInt(edit1.text)]);
  edit1.text := s;
end;
```

Here's what you'd need to do in order to use TWriter/TReader to write a string to a stream. I'm doing it with a TMemoryStream still to keep it simple. The key is the calls to Read/WriteListBegin and Read/WriteListEnd. Without this you get a exception.

```
procedure TForm1.Button1Click(Sender: TObject);
var sWrite,sRead : string[25];
    MyStream : TMemoryStream;
    MyWriter : TWriter;
    MyReader : TReader;
begin
    MyStream := TMemoryStream.Create;
    MyStream.SetSize(4096);
    MyWriter := TWriter.Create(MyStream,4096);
    sWrite := 'sWriteContents';

    MyWriter.WriteListBegin;
    MyWriter.WriteString(sWrite);
    MyWriter.WriteListEnd;
    MyWriter.free;

    MyStream.Seek(0,0);

    MyReader := TReader.Create(MyStream,4096);
    MyReader.ReadListBegin;
    sRead := MyReader.ReadString;
    MyReader.ReadListEnd;
    MyReader.free;

    Label1.Caption := sRead;
    MyStream.free;
end;
```

Q: Is there a way to associate a string with each component?

A: Since the Tag property is a longint, you can type cast it as a Pointer or PChar. So, you can basically store a pointer to a record by using the Tag property.

Note: You're not going to be able to store the string, or pointer rather, at design time. This is something you'll have to do at run time. Take a look at this example:

```
var
  i: integer;
begin
  for i := 0 to ComponentCount - 1 do
    if Components[i] is TEdit then
      Components[i].Tag := LongInt(NewStr('Hello '+IntToStr(i)));
  end;
```

Here, I loop through the components on the form. If the component is a TEdit, I assign a pointer to a string to its Tag property. The NewStr function returns a PString (pointer to a string). A pointer is basically the same as a longint or better, occupies the same number of bytes in memory. Therefore, you can type cast the return value of NewStr as a LongInt and store it in the Tag property of the TEdit component. Keep in mind that this could have been a pointer to an entire record. Now I'll use that value:

```
var
  i: integer;
begin
  for i := 0 to ComponentCount - 1 do
    if Components[i] is TEdit then begin
      TEdit(Components[i]).Text := PString(Components[i].Tag)^;
      DisposeStr(PString(Components[i].Tag));
    end;
  end;
```

Here, again I loop through the components and work on only the TEdits. This time, I extract the value of the component's Tag property by typecasting it as a PString (Pointer to a string) and assigning that value to the TEdit's Text property. Of course, I must dereference it with the caret (^) symbol. Once I do that, I dispose of the string stored in the edit component. Important note: if you store anything in the TEdit's Tag property as a pointer, you are responsible for disposing of it also.

FYI, Since Delphi objects are really pointers to class instances, you can also store objects in the Tag property. As long as you remember to Free them.

Three methods spring to mind to use Tags to access strings that persist from app to app.

1. If your strings stay the same forever, create a string resource in Resource

Workshop (or equiv) and use the Tags as indexes into your string resource.

2. Use TIniFile and create a section for your strings, and give each string a name with number so that your ini file has a section like this:

```
[strings]
string1=Aristotle
string2=Plato
string3=Well this is Delphi, afterall
```

Then you can fetch them back out this way:

```
var s1: string;
...
s1 := IniFile1.ReadString('strings', 'string'+IntToStr(Tag), '');
```

3. Put your strings into a file, with each followed by a carriage return. Read them into a TStringList. Then your Tags become an index into this stringlist:

```
StringList1.LoadFromFile('slist.txt');
...
s1 := StringList1[Tag];
```

Given the way Delphi is set up, I think the inifile method is easiest.

**Q:** How do I paint the background of my form with a bitmap?

**A:**

```
unit Unit1;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs;

type
  TForm1 = class(TForm)
    procedure FormCreate(Sender: TObject);
    procedure FormPaint(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;
  Bitmap: TBitmap;

implementation

{$R *.DFM}

procedure TForm1.FormCreate(Sender: TObject);
begin
  Bitmap := TBitmap.Create;
  Bitmap.LoadFromFile('C:\WINDOWS\cars.BMP');
end;

procedure TForm1.FormPaint(Sender: TObject);
var
  X, Y, W, H: LongInt;
begin
  with Bitmap do begin
    W := Width;
    H := Height;
  end;
  Y := 0;
  while Y < Height do begin
    X := 0;
    while X < Width do begin
      Canvas.Draw(X, Y, Bitmap);
      Inc(X, W);
    end;
    Inc(Y, H);
  end;
end;

end.
```





Q: How do I do a TextOut() so that I don't get the white space around the text?

A:

```
with canvas do begin
  brush.style := bsClear;
  font.color := clWhite;
  TextOut(25, 25, 'I am the greatest!');
end;
```

obfuscated "C"

## Best Formatted "C" code

romantic "C"

pallandrome "C"

## Most cryptic, but working "C" code

Plays Othello (well!) 1988

Best One-Liner 1988

Best small program

A Guide to Effective Scientific Communication

Phrase	Translation
It has long been known	I haven't bothered to look up the reference
It is believed	I think
It is generally believed	A couple of other guys think so too
It is not unreasonable to assume	If you believe this, you'll believe anything
Of great theoretical importance	I find it kind of interesting
Of great practical importance	I can get some mileage out of it
Typical results are shown	The best results are shown
3 samples were chosen for further study	The others didn't make sense, so we ignored them
The 4 hour sample was not studied	I dropped it on the floor
The 4 hour determination may not be significant	I dropped it on the floor, but scooped most of it up
The significance of these results is unclear	Look at the pretty artifact
It has not been possible to provide definitive answers	The experiment was negative, but at least I can publish the data somewhere
Correct within an order of magnitude	Wrong
It might be argued that	I have such a good answer for this objection that I shall now raise it
Much additional work will be required	This paper is not very good, but neither are all the others in this miserable field
These investigations proved highly rewarding	My grant is going to be renewed
I thank X for assistance with the experiments and Y for useful discussions on the interpretation of the data	X did the experiment and Y explained it to me



This Plays the game of reversi (Othello)! Compile and run. It then asks for a playing level. Enter 0-10 (easy-hard). It then asks for your move. A move is a number within 11-88, or a 99 to pass. Illegal moves (except for an illegal pass) are rejected. Then the computer does its move (or a 0 to pass), until the board is full. It plays rather well, for such a small program! Lievaart had to leave out the board printing routine, so you'll have to take a real game board to play it. ... Also due to space-limitations (the rules for 1987 had a limit of 1024 bytes), Lievaart took out the passing-handler, which makes its ending-game rather poor. But further it knows all the rules, uses alpha-beta pruning, and it plays f.i. on mobility(!). Most important: it can play a pretty good game of Reversi!

The Author was kind enough to supply the fully functional version of the program. The file lievaart2.c contains what the program would have been without the size restriction. This version has the full end game logic and displays the board after each move!

Short version:

```
#D Y return
#D R for
#D e while
#D I printf
#D l int
#D C y=v+111;H(x,v)*y++= *x
#D H(a,b)R(a=b+11;a<b+89;a++)
#D s(a)t=scanf("%d",&a)
l V[1100],u,r[]={-1,-11,-10,-
9,1,11,10,9},h[]={11,18,81,88},ih[]={22,27,72,77},
bz,lv=60,*x,*y,m,t;S(d,v,f,a,b)l*v;{l c=0,*n=v+100,bw=d<u-1?a:-
9000,w,z,i,zb,q=
3-f;if(d>u){R(w=i=0;i<4;i++)w+=(m=v[h[i]])==f?300:m==q?-300:(t=v[ih[i]])==f?-
50
:t==q?50:0;return w;}H(z,0){if(GZ(v,z,f,100)){c++;w=-S(d+1,n,q,-b,-
bw);if(w>bw
)}{zb=z;bw=w;if(w>=b||w>=8003)Y w;}}if(!c){bz=0;C;Y-S(d+1,n,q,-b,-bw);}bz=zb;Y
d>=u-1?bw+(c<<3):bw;}main(){R(;t<1100;t+=100)R(m=0;m<100;m++)V[t+m]=m<11||m>88
|| (m+1)%10<2?3:0;V[44]=V[55]=1;V[45]=V[54]=2;I("Level:");s(u);e(lv>0)
{do{I("Yo\
u:");s(m);e(!GZ(V,m,2,0)&& m!=99);if(m!=99)lv--;if(lv<15&&u<10)u+=2;I("Wait\
n")
;I("Value:%d\n",S(0,V,1,-9000,9000));I("move: %d\n", (lv-
=GZ(V,bz,1,0),bz));}}GZ
(v,z,f,o)l*v;{l*j,q=3-f,g=0,i,h,*k=v+z;if(*k==0)R(i=7;i>=0;i--){j=k+
(h=r[i]);e(
*j==q)j+=h;if(*j==f&&j-h!=k){if(!g){g=1;C;}e(j!=k)*((j-=h)+o)=f;}}Y g;}
```

Long version

```
#D Y return
#D R for
#D e while
```

```

#D I printf
#D l int
#D W if
#D C y=v+111;H(x,v)*y++= *x
#D H(a,b)R(a=b+11;a<b+89;a++)
#D s(a)t=scanf("%d",&a)
#D U Z I
#D Z I("123\
45678\n");H(x,V){putchar(".XO"[*x]);W((x-V)%10==8){x+=2;I("%d\n",(x-V)/10-
1);}}
l V[1600],u,r[]={-1,-11,-10,-
9,1,11,10,9},h[]={11,18,81,88},ih[]={22,27,72,77},
bz,lv=60,*x,*y,m,t;S(d,v,f,_a,b)l*v;{l c=0,*n=v+100,j=d<u-1?a:-
9000,w,z,i,g,q=
3-f;W(d>u){R(w=i=0;i<4;i++)w+=(m=v[h[i]])==f?300:m==q?-300:(t=v[ih[i]])==f?-
50:
t==q?50:0;Y w;}H(z,0){W(E(v,z,f,100)){c++;w= -S(d+1,n,q,0,-b,-j);W(w>j)
{g=bz=z;
j=w;W(w>=b||w>=8003)Y w;}}W(!c){g=0;W(_){H(x,v)c+= *x==f?1:*x==3-f?-1:0;Y
c>0?
8000+c:c-8000;}C;j= -S(d+1,n,q,1,-b,-j);}bz=g;Y d>=u-1?j+(c<<3):j;}main()
{R(;t<
1600;t+=100)R(m=0;m<100;m++)V[t+m]=m<11||m>88||(m+1)%10<2?
3:0;I("Level:");V[44]
=V[55]=1;V[45]=V[54]=2;s(u);e(lv>0){Z do{I("You:");s(m);}e(!E(V,m,2,0)&&m!
=99);
W(m!=99)lv--;W(lv<15&&u<10)u+=2;U("Wait\n");I("Value:%d\n",S(0,V,1,0,-
9000,9000
));I("move: %d\n",(lv==E(V,bz,1,0),bz));}E(v,z,f,o)l*v;{l*j,q=3-
f,g=0,i,w,*k=v
+z;W(*k==0)R(i=7;i>=0;i--){j=k+(w=r[i]);e(*j==q)j+=w;W(*j==f&&j-w!=k){W(!g)
{g=1
;C;}e(j!=k)*(j-=w)+o)=f;}}Y g;}

```

This one won for best layout. Puchar must exist in the C library and not just as a macro. If it fails to compile, add the line: `#include <stdio.h>` at the top of the program.

Line by line symmetry performed better than any C beautifier. Think of it as a C ink blot. :-)

```

    rahctup, putchar
    ( )
    , LACEDx0 = 0xDECAL,
    rof ; for
    (; (int) (tni);)
    (int) (tni)
    = reviled ; deliver =
    redivider
    ;
for ((int) (tni)++, ++reviled; reviled* *deliver; deliver++, ++(int) (tni)) rof
    =
    (int) -1- (tni)
    ; reviled--; --deliver;
    (tni) = (int)
    - 0xDECAL + LACEDx0 -
    rof ; for
    (reviled--, (int) --(tni); (int) (tni); (int) --(tni), --deliver)
    rahctup = putchar
    (reviled* *deliver)
    ;
    rahctup * putchar
    ((char) * (rahc))
    ;
    /*\
    {\*/}

```



## Best One Liner:David Korn

The Judges believe that this is the best one line entry ever received. Compile on a UNIX system, or at least using a C implementation that fakes it. Very few people are able to determine what this program does by visual inspection. I suggest that you stop reading this section right now and see if you are one of the few people who can.

Several points are important to understand in this program:

1) What is the symbol `unix' and what is its value in the program? Clearly `unix' is not a function, and since `unix' is not declared to be a data type (such as int, char, struct foo, enum, ...) what must `unix' be?

2) What is the value of the symbol "have"? (hint: the value is NOT 4 characters, or 'h', or a string) Consider the fact that:

```
char *x;
```

defines a pointer to a character (i.e. an address), and that the `=' assigns things is compatible types. Since:

```
x = "have";
```

is legal C, what type of value is "have"?

3) Note that the following expressions yield the same value:

```
x[3]    *(x+3)    *(3+x)
```

since addition is communitive. What can be said about the value:

```
3[x]
```

David Korn's /bin/ksh provides us with a greatly improved version of the /bin/sh. The source for v7's /bin/sh greatly inspired this contest.

```
main() { printf(&unix["\021%six\012\0"], (unix) ["have"]+"fun"-0x60); }
```

**Q:** How can I create an empty table that has the structure of another table?

**A:**

```
uses DB, DBTables, StdCtrls;

procedure TForm1.Button1Click(Sender: TObject);
var
    tSource, TDest: TTable;
begin
    TSource := TTable.create(self);
    with TSource do begin
        DatabaseName := 'dbdemos';
        TableName := 'customer.db';
        open;
    end;
    TDest := TTable.create(self);
    with TDest do begin
        DatabaseName := 'dbdemos';
        TableName := 'MyNewTbl.db';
        FieldDefs.Assign(TSource.FieldDefs);
        IndexDefs.Assign(TSource.IndexDefs);
        CreateTable;
    end;
    TSource.close;
end;
```

Best small program: <cs.vu.nl!maat> Maarten Litmaath

Try: litmaath eschew obfuscation

Note the unusual structure:

```
while (<condition>)  
    ;
```

Did you notice that the body is empty?

The best one can do to understand how the program works is to give it two small strings as arguments, and follow the program closely. One could make the body of the 'while' loop an 'fprintf' with interesting variables like:

```
fprintf(stderr,  
        "argv=%lo *argv=%lo **argv=%c argv[1]=%lo *argv[1]=%c argc=%d\n",  
        (long) argv, (long) *argv, *argv && **argv ? **argv : '@',  
        (long) argv[1], argv[1] && *argv[1] ? *argv[1] : '@', argc);
```

Furthermore, it's interesting to note that only two variables are used to achieve everything.

```
main(argc, argv)  
int    argc;  
char   **argv;  
{  
    while (*argv != argv[1] && (*argv = argv[1]) && (argc = 0) || (++argv  
        && (**argv && ((++argc)[*argv] && (**argv <= argc[*argv] ||  
        (**argv += argc[*argv] -= **argv = argc[*argv] - **argv)) &&  
        --argv || putchar(**argv) && ++*argv--)) || putchar(10));  
}
```

Note: The program sorts the characters of each argument on a separate line.  
WOW!

Q: How do I use "array of const"?

A: An array of const is in fact an open array of TVarRec (a predeclared Delphi type you can look up in the online help). So the following is the general battle plan:

```
procedure AddStuff( Const A: Array of Const );
Var i: Integer;
Begin
  For i:= Low(A) to High(A) Do
    With A[i] Do
      Case VType of
        vtExtended: Begin
          { add real number, all real formats are converted to extended
automatically }
          End;
        vtInteger: Begin
          { add integer number, all integer formats are converted to LongInt
automatically }
          End;
        vtObject: Begin
          If VObject Is DArray Then
            With DArray( VObject ) Do Begin
              { add array of doubles }
              End
            Else If VObject Is IArray Then
              With IArray( VObject ) Do Begin
                { add array of integers }
                End;
              End;
            End; { Case }
          End; { AddStuff }
```

For further information see "open arrays" in the on-line help.

Q: How can I readln() from a file when the lines are longer than 255 bytes?

A: ReadLn will accept an array [0..something] of Char as buffer to put the read characters in and it will make a proper zero-terminated char out of them. The only limitation is this: the compiler needs to be able to figure out the size of the buffer *at compile time*, which makes the use of a variable declared as PChar and allocated at run-time impossible.

Workaround:

```
Type
  TLine = Array [0..1024] of Char; {use longest line you may encounter here}
  PLine = ^TLine;

Var
  pBuf: PLine;
  ...
  New( pBuf );

  ...
  ReadLn( F, pBuf^ );
```

To pass pBuf to functions that take a parameter of type Pchar, use a typecast like PChar( pBuf ).

Note: you can use a variable declared as of type TLine or an equivalent array of char directly, of course, but I tend to allocate anything larger than 4 bytes on the heap...



General programming

Optimizing code

How do I link to existing OBJ files?

Which memory model does Delphi use?

How do I use a resource (.RES) file?

## Dynamic components

How can VCL components be created on the fly at run-time?

How do I move one image across a background image?

How do I use one of the cursor files in the c:\delphi\images\cursors?

How to dynamically add an object to a form.

How do I make a new component that has a string editor?

How do I assign a method to the event of a dynamically created object?

How do I populate a popup menu on the fly?

How do I save an object to a disk file?

How do I drag and move components in runtime?



Q: How do I use FmtStr()?

A: The Format routine formats the argument list given by the Args parameter using the format string given by the Format parameter.

Format strings contain two types of objects--plain characters and format specifiers. Plain characters are copied verbatim to the resulting string. Format specifiers fetch arguments from the argument list and apply formatting to them.

Format specifiers have the following form:

"%" [index ":"] ["-"] [width] [". " prec] type

A format specifier begins with a % character. After the % come the following, in this order:

- an optional argument index specifier, [index ":"]
- an optional left-justification indicator, ["-"]
- an optional width specifier, [width]
- an optional precision specifier, [". " prec]
- the conversion type character, type

The following conversion characters are supported:

**d** Decimal. The argument must be an integer value. The value is converted to a string of decimal digits. If the format string contains a precision specifier, it indicates that the resulting string must contain at least the specified number of digits; if the value has less digits, the resulting string is left-padded with zeros.

**e** Scientific. The argument must be a floating-point value. The value is converted to a string of the form "-d.ddd...E+ddd". The resulting string starts with a minus sign if the number is negative, and one digit always precedes the decimal point. The total number of digits in the resulting string (including the one before the decimal point) is given by the precision specifier in the format string--a default precision of 15 is assumed if no precision specifier is present. The "E" exponent character in the resulting string is always followed by a plus or minus sign and at least three digits.

**f** Fixed. The argument must be a floating-point value. The value is converted to a string of the form "-ddd.ddd...". The resulting string starts with a minus sign if the number is negative. The number of digits after the decimal point is given by the precision specifier in the format string--a default of 2 decimal digits is assumed if no precision specifier is present.

**g** General. The argument must be a floating-point value. The value is converted to the shortest possible decimal string using fixed or scientific format. The number of

significant digits in the resulting string is given by the precision specifier in the format string--a default precision of 15 is assumed if no precision specifier is present. Trailing zeros are removed from the resulting string, and a decimal point appears only if necessary. The resulting string uses fixed point format if the number of digits to the left of the decimal point in the value is less than or equal to the specified precision, and if the value is greater than or equal to 0.00001. Otherwise the resulting string uses scientific format.

**n** Number. The argument must be a floating-point value. The value is converted to a string of the form "-d,ddd,ddd.ddd...". The "n" format corresponds to the "f" format, except that the resulting string contains thousand separators.

**m** Money. The argument must be a floating-point value. The value is converted to a string that represents a currency amount. The conversion is controlled by the CurrencyString, CurrencyFormat, NegCurrFormat, ThousandSeparator, DecimalSeparator, and CurrencyDecimals global variables, all of which are initialized from the Currency Format in the International section of the Windows Control Panel. If the format string contains a precision specifier, it overrides the value given by the CurrencyDecimals global variable.

**p** Pointer. The argument must be a pointer value. The value is converted to a string of the form "XXXX:YYYY" where XXXX and YYYY are the segment and offset parts of the pointer expressed as four hexadecimal digits.

**s** String. The argument must be a character, a string, or a PChar value. The string or character is inserted in place of the format specifier. The precision specifier, if present in the format string, specifies the maximum length of the resulting string. If the argument is a string that is longer than this maximum, the string is truncated.

**x** Hexadecimal. The argument must be an integer value. The value is converted to a string of hexadecimal digits. If the format string contains a precision specifier, it indicates that the resulting string must contain at least the specified number of digits; if the value has less digits, the resulting string is left-padded with zeros.

Conversion characters may be specified in upper case as well as in lower case--both produce the same results.

For all floating-point formats, the actual characters used as decimal and thousand separators are obtained from the DecimalSeparator and ThousandSeparator global variables.

Index, width, and precision specifiers can be specified directly using decimal digit string (for example "%10d"), or indirectly using an asterisk character (for example "%\*.f"). When using an asterisk, the next argument in the argument list (which must be an integer value) becomes the value that is actually used. For example "Format('%\*.f', [8, 2, 123.456])" is the same as "Format('%8.2f', [123.456])".

A width specifier sets the minimum field width for a conversion. If the resulting string is shorter than the minimum field width, it is padded with blanks to increase the field width. The default is to right-justify the result by adding blanks in front of the value, but if the format specifier contains a left-justification indicator (a "-" character preceding the width specifier), the result is left-justified by adding blanks after the value.

An index specifier sets the current argument list index to the specified value. The index of the first argument in the argument list is 0. Using index specifiers, it is possible to format the same argument multiple times. For example "Format('%d %d %0:d %d', [10, 20])" produces the string '10 20 10 20'.

The Format function can be combined with other formatting functions. For example

```
S := Format('Your total was %s on %s', [
  FormatFloat('$#,##0.00;;zero', Total),
  FormatDateTime('mm/dd/yy', Date)]);
```

which uses the FormatFloat and FormatDateTime functions to customize the format beyond what is possible with Format.

misc information

General Q&A on constructors.

Why can't my program find any of the resources that I put in a .RES file if that .RES file is the same name as my form's unit name?

What is the Object Pascal equivalent of C's "union" reserved word?

Does anyone know about a syntax problem with the ordering of the USES statement?

What are the caveats with callbacks and variable scope resolution?

Why aren't Delphi EXE files as small as BP files?

What is a Callback function, and how do I create one?

How do I put an ampersand in a caption without it being an underline?

How do I write programs using function pointers?

How do I store dates beyond the year 2000?

How do I write a simple windows program in BP?

How do I make sound the way that it worked in BP7?

How do I write a method that responds to a windows message?

How do I dial a phone?

How would I blank the screen in Delphi?

How do I execute a program and have my code wait until it is finished?

How do I change an icon to bitmap?

How do I read and write to a com-port?

How do I do bit-wise manipulation?

How do I get a DOS environment variable string?

Is there a way to get the integer value of a month given only the long form of a month name?

How do I get the julian date?

Here is a double linked list as an object.

How do I use "array of const"?

How do I use FmtStr()?

memory management and arrays

How do I access hardware memory directly?

How can I parse a PChar?

Is there any way to dynamically redimension an array?

ARRAY: searching and sorting routines.

How do I emulate a VB control array?

How can I use huge arrays? (i.e. > 64K)

How do I do pointer arithmetic in Delphi?

How do I reduce the amount of memory taken from the data segment? (or How do I allocate memory dynamically?)

When would I use an array[0..0]?

## Windows system housekeeping

How can I tell if share is loaded from Delphi?

How can I get the windows or dos versions?

Simulating multi-tasking (for long CPU intensive methods).

How can I tell which CPU is being used?

How do I detect for a co-processor?

### Sendkeys

How do I terminate all running tasks?

How can I detect if there is already another copy of my app running and exit if so?

How can I detect the presense of a DLL that may or may not be loaded?

How can I check to see if there is a disk in the "A" drive?

How do I detect whether a drive exists or not?

How do I disable and enable the keyboard?

How do I override the default message handler for my Application?

How do I set the WindowState to wsMinimized when I minimize a form?

How can I get messages before my application's window procedure is called?

How do I handle TEdit text with windows messages only?

How can I create a windows meta-file from ellipse(), textOut(), etc. commands?

How can I make one window the child of another without using MDI?

math

Why can't we have unsigned longInts?

Getting the High/Low order byte from a word.

I am migrating from VB. Where is the exponent function?

Here is a unit for huge numbers (64 and 128 bits).

Here is a function to duplicate the payment() method in dBASE.

general

Doing Date Math On Calculated fields

IDAPI specifications

How do I fill a listbox from a table?

How do I fill a listbox from a memo field in a table?

How do I link tables with queries?

How do I set focus on a specific field on a TDBGrid?

Here is how to fill an outline component from a table.

How do I fill a listbox from a table?

How do I set a format for a data field?

FindNearest only show the record found when I enter a complete value.

I use the help file example for the ADD method and I get an error message "comma expected".

What is the syntax for the SQL SubString() method?

How do I access ACCESS tables?

How do I do a locate on a non-indexed field?

How can I tell the name of a field if I just know its number?

How can I determine the current record number for a dataset?

How can I determine when the current record in a dataset has changed?

How do I link tables with queries?

How do I make tables in a loop?

How do I make a virtual table (in memory)?

How can I create an empty table that has the structure of another table?



DLL

How do I manipulate a TStringList in a DLL?

How Do I pass a struct (\*\*by reference\*\*) from VB to a DLL created in Delphi?

DLL template

How do I call a "C" DLL from Delphi?

How can I detect the presense of a DLL that may or may not be loaded?

## Specific components

TBitmap

TBlobStream

TCanvas

TCompatibleStream

TDBGrid

TDBNavigator

TEdit

TFont

TFontDialog

THelpEvent

TImage

TList

TListBox

TMemo

TMenu

TOutline

TReader

TReport

TSpeedButton

TStoredProc

TStringGrid

TTabbed Notebook

TTable

TWriter

using components

How do I make it so that when the user hits <enter>, it goes to the next object as though he had hit the tab key?

How can a right clicked component be determined while in an event handler of a popup menuitem?

How do I trap for right mouse clicks on my VBX and have a popup menu display?

How do I use a case statement to determine which object calls the procedure?

TFont

How can I find out what all of the available fonts are?

How can I determine the length in pixels of a string after a specific font has been applied to it?

paradox

How do I make it so that the form comes up without prompting the user for the password?

How do I transfer the text in a TMemo component on a form to a TMemofield in a Paradox table?

How do I make an ASCII text table from a paradox table?

How do I pack a Paradox table?

How do I create a Paradox table with an Auto Increment type field programatically?

What is the Delphi equivalent for the Paradox for Windows function 'cMax'?

How can I get my indexes to be listed in the drop down of the tTable IndexName property?

## dBASE

How do I pack a dBASE table?

How do I create complex indices on dBASE tables in Delphi?

I can't open my DBF file because the MDX is missing.

How do I do a search on an expression index?

How can I view dBASE records marked for deletion?

Q: How can I have an animated icon (when the form is minimized)?

A: Note: this code does not work with Win95. It uses four TImage components to hold the icons to be used. The icons are changed from a timer.

{CurrentState is a byte that knows which icon is currently displayed. It is initialized in the form's OnCreate() method.}

```
procedure TForm1.Timer1Timer(Sender: TObject);
begin
  if IsIconic(Application.Handle) then
    Begin
      case CurrentState Of
        1: Application.Icon := Image1.Picture.Icon;
        2: Application.Icon := Image2.Picture.Icon;
        3: Application.Icon := Image3.Picture.Icon;
        4: Application.Icon := Image4.Picture.Icon;
      end;{case}
      InvalidateRect(Application.Handle, nil, True); {This is critical!}
      inc(CurrentState);
      if CurrentState > 4 then
        CurrentState := 1;
      End;
    end;
```

OLE

Ole automation spec



## Ole automation spec

The following declarations are used in the definition of the new automation features:

const

{ Parameter types }

```
apVoid      = $00;
apSmallint  = $02;
apInteger   = $03;
apSingle    = $04;
apDouble    = $05;
apCurrency  = $06;
apDateTime  = $07;
apString    = $08;
apWordBool  = $0B;
apVariant   = $0C;
apTypeMask  = $7F;
apByRef     = $80;
```

{ Automation entry flags }

```
afMethod    = $00000001;
afPropGet   = $00000002;
afPropSet   = $00000004;
afVirtual   = $00000008;
```

type

{ Automation entry parameter list }

```
PParamList = ^TParamList;
TParamList = record
  ResType: Byte;
  ParamCount: Byte;
  ParamTypes: array[*] of Byte;
end;
```

{ Automation table entry }

```
TAutoEntry = record
  DispID: Integer;
  Name: PShortString;
  Flags: Integer;
  Params: PParamList;
```

```
    Address: Pointer;  
end;
```

```
{ Automation table layout }
```

```
TAutoTable = record  
    EntryCount: Integer;  
    Entries: array[*] of TAutoEntry;  
end;
```

The compiler will support a new "automated" section which allows automated properties and methods to be declared.

The VMT is extended with a new automation table entry. The entry is NIL if the class has no "automated" section. Otherwise it points to a TAutoTable as defined above.

Only properties and methods can be declared in an "automated" section. Field declarations are not allowed. The visibility of an identifier declared in an "automated" section is the same as a "public" identifier.

All property types, parameter types, and function result types used in property and method declarations in an "automated" section must belong to the following set of types: Smallint, Integer, Single, Double, Currency, TDateTime, String, WordBool, and Variant.

Property declarations in an automated section can only include access specifiers ("read" and "write"). No other specifiers ("index", "stored", "default", "nodefault") are allowed. Access specifiers must list a method identifier (field identifiers are not allowed), and access methods must use register calling conventions. Array properties are supported, but property overrides (i.e. property declarations that don't include the property type) are not allowed.

Method declarations in an "automated" section must use register calling conventions. Methods can be virtual, but not dynamic. Method overrides are allowed in an "automated" section.

A property or method declaration may optionally specify a "dispid" directive. The "dispid" keyword must be followed by an integer constant expression which gives the dispatch ID of the property or method. If a "dispid" clause is not present, the compiler automatically picks a number that is one larger than the largest dispatch ID used by any property or method in the class and its ancestors. Specifying an already used dispatch ID in a "dispid" clause is an error.

For each non-override method declared in an "automated" section, the compiler generates one entry in the automation table. The afMethod flag is set in the Flags field to indicate that the entry represents a method.

For each property declared in an "automated" section, the compiler generates one or two entries in the automation table. The first entry (if present) describes the "read" method and has the afPropGet flag set in the Flags field. The second entry (if present) describes the "write" method and has the afPropPut flag set in the Flags field.

If an automation table entry describes a static method, the Address field contains the address of the method's entry point. If an automation table entry describes a virtual method, the afVirtual flag is set in the Flags field, and the Address field contains the v-table offset of the method.

The Name field of an automation table entry points to a ShortString that contains the identifier of the property or method.

The Params field of an automation table entry points to a TParamList record that describes the function result and parameter types of the method. For a procedure method, the ResType field contains apVoid. For a function method, the ResType field contains the function result type. The ParamCount field contains the number of parameters, and the ParamTypes array contains the types of the parameters. The apByRef flag is set to indicate a "var" parameter.

Q: How can I make one window the child of another without using MDI?

A:

```
unit Unit2;

interface

uses
  SysUtils, WinTypes, WinProcs, Messages, Classes, Graphics, Controls,
  Forms, Dialogs;

type
  TForm2 = class(TForm)
  private
    { Private declarations }
  public
    { Public declarations }
    procedure CreateParams(var Params: TCreateParams); override;
  end;

var
  Form2: TForm2;

implementation

{$R *.DFM}

procedure TForm2.CreateParams(var Params: TCreateParams);
begin
  inherited CreateParams(Params); { call the inherited first }
  with Params do begin
    Style := Style or WS_CHILD; { add a style flag }
    WndParent := Application.MainForm.Handle;
  end;
end;

end.
```

```
StringVar := Format('%x', [IntegerVar]);
```

or

```
StringVar := IntToHex(IntegerVar, NumberOfDigits);
```

```
IntegerVar := StrToInt('$' + StringVar);
```

Threads

Here is an example of threads.

## example of threads

```
{ thsorts.dpr }

program ThSorts;

uses
  Forms,
  main in 'main.pas' {Form1},
  secform in 'secform.pas' {Form2},
  thform in 'thform.pas' {Form3};

{$R *.RES}

begin
  Application.CreateForm(TForm1, Form1);
  Application.CreateForm(TForm2, Form2);
  Application.CreateForm(TForm3, Form3);
  Application.Run;
end.

{ main.pas }

unit main;

interface

uses
  SysUtils, WinTypes, WinProcs,
  Messages, Classes, Graphics,
  Controls, Forms, Dialogs,
  StdCtrls, ComCtrls, Buttons;

type
  TForm1 = class(TForm)
    Edit1: TEdit;
    Label2: TLabel;
    Label1: TLabel;
    Label3: TLabel;
    Label4: TLabel;
    Label5: TLabel;
    BitBtn1: TBitBtn;
    BubbleTrackBar: TTrackBar;
    QuickTrackBar: TTrackBar;
    procedure Button1Click(Sender: TObject);
  private
    { Private declarations }
    T1 : THandle;
    T2 : THandle;
  public
    { Public declarations }
  end;

  TForm2 = class(TForm)
  private
    { Private declarations }
```



```

public
  { Public declarations }
end;

TForm3 = class(TForm)
private
  { Private declarations }
public
  { Public declarations }
end;

const
  aMax = 300;

var
  Form1: TForm1;
  Form2: TForm2;
  Form3: TForm3;
  a,b : array[0..aMax-1] of integer;
  numItems : integer;

implementation

{$R *.DFM}

procedure BubbleSort(var ia:array of integer; items: integer);
var
  i,j,t : integer;
begin
  for i := items downto 0 do
  begin
    for j := 0 to items-1 do
      if ia[j] < ia[j+1] then
      begin
        t := ia[j];
        form2.canvas.pixels[ia[j+1]+5,j+1+5] := clBlue;
        form2.canvas.pixels[ia[j]+5,j+5] := clBlue;
        ia[j] := ia[j+1];
        ia[j+1] := t;
        form2.canvas.pixels[ia[j+1]+5,j+1+5] := clYellow;
        form2.canvas.pixels[ia[j]+5,j+5] := clYellow;
      end;
    end;
  end;
end;

procedure QuickSort(var ia:array of integer; iLo,iHi : integer);
var
  Lo,Hi,Mid,T : integer;
begin
  Lo := iLo;
  Hi := iHi;
  mid := ia[(Lo+hi) div 2];
  repeat
    while ia[Lo] < mid do Inc(Lo);
    while ia[Hi] > mid do Dec(Hi);
    if Lo <= Hi then
      begin

```

```

    T := ia[Lo];
    form3.canvas.pixels[ia[Lo]+5,Lo+5] := clBlue;
    form3.canvas.pixels[ia[Hi]+5,Hi+5] := clBlue;
    ia[Lo] := ia[Hi];
    ia[Hi] := T;
    form3.canvas.pixels[ia[Lo]+5,Lo+5] := clLime;
    form3.canvas.pixels[ia[Hi]+5,Hi+5] := clLime;
    inc(Lo);
    dec(Hi);
end;
until Lo > Hi;
if Hi > iLo then QuickSort(ia,iLo,Hi);
if Lo < iHi then QuickSort(ia,Lo,iHi);
end;

function BubbleThread(parms:pointer) : LongInt; far;
begin
    BubbleSort(a,numItems-1);
end;

function QuickThread(parms:pointer) : LongInt; far;
begin
    QuickSort(b,0,numItems-1);
end;

procedure TForm1.Button1Click(Sender: TObject);
var
    i : integer;
    ThreadID : dword;
begin
    numItems := strToInt(Edit1.Text);
    if numItems <= aMax then
    begin
        form2.free;
        form2 := TForm2.Create(self);
        form2.top := 140;
        form2.left := 2;
        form2.clientheight := numItems+10;
        form2.clientwidth := numItems+10;
        form2.color := clBlue;
        form2.caption := 'Bubble Sort';
        form2.show;

        form3.free;
        form3 := TForm3.Create(self);
        form3.top := 140;
        form3.left := 320;
        form3.clientheight := numItems+10;
        form3.clientwidth := numItems+10;
        form3.color := clBlue;
        form3.caption := 'Quick Sort';
        form3.show;

        Randomize;
        for i := 0 to numItems-1 do
        begin
            a[i] := random(numItems);

```

```

        b[i] := a[i];
        form2.canvas.pixels[a[i]+5,i+5] := clYellow;
        form3.canvas.pixels[b[i]+5,i+5] := clLime;
    end;
    T1 := createThread(nil,0,@BubbleThread,nil,0,threadID);
    setThreadPriority(T1,BubbleTrackBar.Position);
    T2 := createThread(nil,0,@QuickThread,nil,0,threadID);
    setThreadPriority(T2,QuickTrackBar.Position);
    { BubbleSort(a,j-1);
      QuickSort(b,0,j-1); }
    end
    else
        Form1.Caption := 'Too Large!';
end;

end.

```

```
{ main.dfm }
```

```

object Form1: TForm1
    Left = 192
    Top = 107
    Width = 309
    Height = 186
    Caption = 'Threaded Sorts'
    Font.Color = clWindowText
    Font.Height = -13
    Font.Name = 'System'
    Font.Style = []
    PixelsPerInch = 96
    TextHeight = 16
    object Label2: TLabel
        Left = 8
        Top = 0
        Width = 36
        Height = 19
        Caption = 'Items'
    end
    object Label1: TLabel
        Left = 0
        Top = 51
        Width = 76
        Height = 16
        Caption = 'Bubble Sort'
    end
    object Label3: TLabel
        Left = 10
        Top = 83
        Width = 66
        Height = 16
        Caption = 'Quick Sort'
    end
    object Label4: TLabel
        Left = 32
        Top = 32
        Width = 46
        Height = 16
    end

```

```
Caption = 'Priority'
Color = clSilver
Font.Color = clNavy
Font.Height = -13
Font.Name = 'Arial'
Font.Style = [fsBold]
ParentColor = False
ParentFont = False
end
object Label5: TLabel
  Left = 87
  Top = 32
  Width = 140
  Height = 16
  Caption = '-2          0          +2'
  Color = clSilver
  Font.Color = clNavy
  Font.Height = -13
  Font.Name = 'System'
  Font.Style = [fsBold]
  ParentColor = False
  ParentFont = False
end
object Edit1: TEdit
  Left = 52
  Top = 0
  Width = 53
  Height = 24
  TabOrder = 0
  Text = '300'
end
object BitBtn1: TBitBtn
  Left = 120
  Top = 0
  Width = 113
  Height = 27
  Caption = 'Start Sorting'
  TabOrder = 1
  OnClick = Button1Click
  Glyph.Data = {
    36050000424D360500000000000000360400002800000000F000000100000000100
    080000000000000010000CE0E0000C40E000000000000000000000000000000
    800000800000000808000800000008000800080800000C0C0C000C0DCC000F0CA
    A6003F3F5F003F3F7F003F3F9F003F3FBF003F3FDF003F3FFF003F5F3F003F5F
    5F003F5F7F003F5F9F003F5FBF003F5FDF003F5FFF003F7F3F003F7F5F003F7F
    7F003F7F9F003F7FBF003F7FDF003F7FFF003F9F3F003F9F5F003F9F7F003F9F
    9F003F9FBF003F9FDF003F9FFF003FBF3F003FBF5F003FBF7F003FBF9F003FBF
    BF003FBFDF003FBFFF003FDF3F003FDF5F003FDF7F003FDF9F003FDFBF003FDF
    DF003FDFFF003FFF3F003FFF5F003FFF7F003FFF9F003FFFBF003FFFDF003FFF
    FF005F3F3F005F3F5F005F3F7F005F3F9F005F3FBF005F3FDF005F3FFF005F5F
    3F005F5F5F005F5F7F005F5F9F005F5FBF005F5FDF005F5FFF005F7F3F005F7F
    5F005F7F7F005F7F9F005F7FBF005F7FDF005F7FFF005F9F3F005F9F5F005F9F
    7F005F9F9F005F9FBF005F9FDF005F9FFF005FBF3F005FBF5F005FBF7F005FBF
    9F005FBFBF005FBFDF005FBFFF005FDF3F005FDF5F005FDF7F005FDF9F005FDF
    BF005FDFDF005FDFFF005FFF3F005FFF5F005FFF7F005FFF9F005FFFBF005FFF
    DF005FFFFFF007F3F3F007F3F5F007F3F7F007F3F9F007F3FBF007F3FDF007F3F
    FF007F5F3F007F5F5F007F5F7F007F5F9F007F5FBF007F5FDF007F5FFF007F7F
```

```
3F007F7F5F007F7F7F007F7F9F007F7FBF007F7FDF007F7FFF007F9F3F007F9F
5F007F9F7F007F9F9F007F9FBF007F9FDF007F9FFF007FBF3F007FBF5F007FBF
7F007FBF9F007FBFBF007FBFDF007FBFFF007FDF3F007FDF5F007FDF7F007FDF
9F007FDFBF007FDFDF007FDFFF007FFF3F007FFF5F007FFF7F007FFF9F007FFF
BF007FFFDF007FFFFFF009F3F3F009F3F5F009F3F7F009F3F9F009F3FBF009F3F
DF009F3FFF009F5F3F009F5F5F009F5F7F009F5F9F009F5FBF009F5FDF009F5F
FF009F7F3F009F7F5F009F7F7F009F7F9F009F7FBF009F7FDF009F7FFF009F9F
3F009F9F5F009F9F7F009F9F9F009F9FBF009F9FDF009F9FFF009FBF3F009FBF
5F009FBF7F009FBF9F009FBFBF009FBFDF009FBFFF009FDF3F009FDF5F009FDF
7F009FDF9F009FDFBF009FDFDF009FDFFF009FFF3F009FFF5F009FFF7F009FFF
9F009FFFBF009FFFDF009FFFFFF00BF3F3F00BF3F5F00BF3F7F00BF3F9F00BF3F
BF00BF3FDF00BF3FFF00BF5F3F00BF5F5F00BF5F7F00BF5F9F00BF5FBF00BF5F
DF00BF5FFF00BF7F3F00BF7F5F00BF7F7F00BF7F9F00BF7FBF00BF7FDF00BF7F
FF00BF9F3F00BF9F5F00BF9F7F00BF9F9F00BF9FBF00BF9FDF00BF9FFF00BFBF
3F00BFBF5F00BFBF7F00BFBF9F00BFBFBF00BFBFDF00BFBFFF00BFDF3F00BFDF
5F00BFDF7F00BFDF9F00BFDFBF00BFDFDF00F0FBFF00A4A0A000808080000000
FF0000FF000000FFFF00FF000000FF00FF00FFFF0000FFFFFF00070707070707
0707070707070707000707070707F807070707070707070707000707070700
000707070707070700070707070700FF0007070707070707000707070700
FBFF00070707070700070707F80000FF0000F807070707070007070700FF
FB00070707070707000707070700FFFB0007070707070007070707000707070700
FBFFFB000707070707000707F8000000FF000000F8070707070007070700FBFF
FBFF0007070707070007070700FBFFFBFF0007070707070007070700FF
FBFFFBFF0007070707000707070700000000000000F8070707000707070707
070707070707070700070707070707070707070707070707070707070707070700}
```

```
end
object BubbleTrackBar: TTrackBar
  Left = 88
  Top = 56
  Width = 145
  Height = 17
  TickStyle = tsAuto
  TickMarks = tmBottomRight
  Orientation = tbHorizontal
  Position = 0
  SelStart = 0
  SelEnd = 0
  Min = -2
  Max = 2
end
object QuickTrackBar: TTrackBar
  Left = 88
  Top = 80
  Width = 142
  Height = 17
  TickStyle = tsAuto
  TickMarks = tmBottomRight
  Orientation = tbHorizontal
  Position = 0
  SelStart = 0
  SelEnd = 0
  Min = -2
  Max = 2
end
end
```

```
{ secform.pas }
```

```

unit secform;

interface

uses
  SysUtils, Windows, Messages, Classes, Graphics, Controls, Forms, Dialogs;

type
  TForm2 = class(TForm)
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form2: TForm2;

implementation

{$R *.DFM}

end.

{ secform.dfm }

object Form2: TForm2
  Left = 200
  Top = 104
  Width = 435
  Height = 300
  Caption = 'Form2'
  Font.Color = clWindowText
  Font.Height = -11
  Font.Name = 'MS Sans Serif'
  Font.Style = []
  PixelsPerInch = 96
  TextHeight = 13
end

{ thform.pas }

unit thform;

interface

uses
  SysUtils, Windows, Messages, Classes, Graphics, Controls, Forms, Dialogs;

type
  TForm3 = class(TForm)
  private
    { Private declarations }
  public
    { Public declarations }
  end;

```

```
var
  Form3: TForm3;

implementation

{$R *.DFM}

end.

{ thform.dfm }

object Form3: TForm3
  Left = 200
  Top = 104
  Width = 435
  Height = 300
  Caption = 'Form3'
  Font.Color = clWindowText
  Font.Height = -11
  Font.Name = 'MS Sans Serif'
  Font.Style = []
  PixelsPerInch = 96
  TextHeight = 13
end
```

Quotes from famous people about computers in particular and progress in general:

"Computers in the future may weigh no more than 1.5 tons."

--Popular Mechanics, forecasting the relentless march of science, 1949

"I think there is a world market for maybe five computers."

--Thomas Watson, chairman of IBM, 1943

"I have traveled the length and breadth of this country and talked with the best people, and I can assure you that data processing is a fad that won't last out the year."

--The editor in charge of business books for Prentice Hall, 1957

"But what ... is it good for?"

--Engineer at the Advanced Computing Systems Division of IBM, 1968, commenting on the microchip.

"There is no reason anyone would want a computer in their home."

--Ken Olson, president, chairman and founder of Digital Equipment Corp., 1977

"This 'telephone' has too many shortcomings to be seriously considered as a means of communication. The device is inherently of no value to us."

--Western Union internal memo, 1876.

"The wireless music box has no imaginable commercial value. Who would pay for a message sent to nobody in particular?"

--David Sarnoff's associates in response to his urgings for investment in the radio in the 1920s.

"The concept is interesting and well-formed, but in order to earn better than a 'C,' the idea must be feasible."

--A Yale University management professor in response to Fred Smith's paper proposing reliable overnight delivery service. (Smith went on to found Federal Express Corp.)

"Who the hell wants to hear actors talk?"

--H.M. Warner, Warner Brothers, 1927.

"I'm just glad it'll be Clark Gable who's falling on his face and not Gary Cooper."

--Gary Cooper on his decision not to take the leading role in "Gone With The Wind."

"A cookie store is a bad idea. Besides, the market research reports say America likes crispy cookies, not soft and chewy cookies like you make."

--Response to Debbi Fields' idea of starting Mrs. Fields' Cookies.

"We don't like their sound, and guitar music is on the way out."



--Decca Recording Co. rejecting the Beatles, 1962.

"Heavier-than-air flying machines are impossible."

--Lord Kelvin, president, Royal Society, 1895.

"If I had thought about it, I wouldn't have done the experiment. The literature was full of examples that said you can't do this."

--Spencer Silver on the work that led to the unique adhesives for 3-M "Post-It" Notepads.

"So we went to Atari and said, 'Hey, we've got this amazing thing, even built with some of your parts, and what do you think about funding us? Or we'll give it to you. We just want to do it. Pay our salary, we'll come work for you.' And they said, 'No.' So then we went to Hewlett-Packard, and they said, 'Hey, we don't need you. You haven't got through college yet.'"

--Apple Computer Inc. founder Steve Jobs on attempts to get Atari and H-P interested in his and Steve Wozniak's personal computer.

"Professor Goddard does not know the relation between action and reaction and the need to have something better than a vacuum against which to react. He seems to lack the basic knowledge ladled out daily in high schools."

--1921 New York Times editorial about Robert Goddard's revolutionary rocket work.

"You want to have consistent and uniform muscle development across all of your muscles? It can't be done. It's just a fact of life. You just have to accept inconsistent muscle development as an unalterable condition of weight training."

--Response to Arthur Jones, who solved the "unsolvable" problem by inventing Nautilus.

"Drill for oil? You mean drill into the ground to try and find oil? You're crazy."

--Drillers who Edwin L. Drake tried to enlist to his project to drill for oil in 1859.

"Stocks have reached what looks like a permanently high plateau."

--Irving Fisher, Professor of Economics, Yale University, 1929.

"Airplanes are interesting toys but of no military value."

--Marechal Ferdinand Foch, Professor of Strategy, Ecol Superieure de Guerre.

"Everything that can be invented has been invented."

--Charles H. Duell, Commissioner, U.S. Office of Patents, 1899.

"Louis Pasteur's theory of germs is ridiculous fiction".

--Pierre Pachtet, Professor of Physiology at Toulouse, 1872

"The abdomen, the chest, and the brain will forever be shut from the intrusion of the wise and humane surgeon".

--Sir John Eric Ericksen, British surgeon, appointed Surgeon-Extraordinary to Queen Victoria 1873.

"640K ought to be enough for anybody."

-- Bill Gates, 1981



