

## **Class Navigator 2**

**Class Navigator 2** is a Delphi 2 support application which gives you the capability to quickly "drill down" through the various VCL classes to better understand what and where things are happening. All 49 units, 516 classes and 9373 class members are immediately at your finger tips as well as the capability to add your own units defining descendent classes. An indispensable tool for component writers and others interested in learning more about Delphi's VCL.

### **Installation**

To install **Class Navigator 2**, simply place the files comprising this archive in the directory of your choice and start classnav.exe. When the program is started for the first time, it will parse your copy of the VCL source code and setup its tables.

**Class Navigator 2** will find the VCL source files automatically if you have followed the default Delphi 2 installation options. If not, you will be prompted for the location of the VCL source file BUTTONS.PAS. The program will assume the standard Delphi 2 source directory structure - which is as follows:

```
...\VCL\BUTTONS.PAS  
...\RTL\SYS\  
...\RTL\WIN\  
...\TOOLSAPI\
```

The program will fail if the standard VCL directory structure has been modified. Simply reinstall the VCL source and try again.

## **Operation**

Using **Class Navigator 2** is very straightforward. The major elements are the "Source" and "Class Info" windows, and the "Class Search", "Units", and "Text Search" boxes.

### **Source Window**

In the "Source" window status area you see the name of the currently loaded unit, the line the caret is on, an approximate page number, and the "class in scope" (class in scope determines the context for mouse double clicks). You can move within the "Source" window using the standard movement keys much as you can in the standard Delphi 2 editor

Double clicking a word in the "Source" window causes the program to respond as follows:

If the word is a class name (such as TApplication) you will immediately move to the source line which defines the class,

else, if the word is INHERITED or OVERRIDE you will move to the appropriate spot in the ancestor class,

else, if the word can be interpreted in the context of the "class in scope", that is, if it is the name of a class member, then you will move to the interface or implementation line for that member. For example, if you double click on the word CREATE while the "class in scope" is TApplication then you will move to where TApplication.Create is implemented.

If the word can not be interpreted as above, then the program will attempt to provide help from the Delphi Help system. (This feature can be turned off in the Edit | Configuration section). If Delphi help is not available, then the double click is ignored.

Hopefully, a bit of experimentation will make this clear.

Bookmarks may be set via right clicking and selecting from the popup menu or by Ctrl+Shift+[0..9], as in then Delphi 2 editor. Move to a bookmark via the right click popup or with Ctrl+[0..9].

You may move back to the last jump spot by right clicking and selecting BACK or by Ctrl+B.

### **Class Search**

The "Class Search" combo box may be used to move to the interface section of any class. You may select from the list or type in the class name directly. The keyboard shortcut to put the cursor into this box is Ctrl+S.

You may also type in a class.member name (such as TApplication.Create) and you will move to the source code for this entry.

You may also type in just a member name (again, such as Create) and you will be presented with a list of all classes which have this member name.

Finally, if what you type in can not be interpreted as above, the program will try to provide Delphi help for the word, if available.

### **Units**

The Units combo box allows you to select a unit for display in the "Source" window.

### **Text Search**

The Text Search edit box allows you to search for a word from the current caret position to the end of the document. Use to "Go" button or F3 key to find the next entry. Ctrl+F is the keyboard shortcut.

### **Class Info Window**

The Class Info window provides a sorted listing of all the members in the selected class and all its ancestors. Use the Filters menu to include/exclude lines as desired. Click the header buttons to sort the list in ascending or descending order. Double clicking one of the class member names will move you to the source code. Note that classes which only publish protected properties are not included in the listing.

### **File Menu**

The File menu allows you to add /remove your own units or re-load the VCL. Note that units which you add must define at least one class and must descend from a class which has been previously loaded.

### **Edit | Configuration Menu**

Lines per Page is used to convert the current caret line number to a page number-useful if you are wanting to locate the current line in a printed listing. Set this field to zero if you want to disable the Page number display.

Unchecking Enable Delphi Help will cause the program to stop attempting to invoke Delphi help.

### **Miscellaneous Notes**

Delphi Help: The interface to Delphi Help is not well documented and **Class Navigator 2** may fail to always provide Delphi help where it should and for this I apologize. If it is too annoying, help may be turned-off in the configuration section.

Properties: Protected properties which are published by a class are ignored by the program. You will not jump to where the property is published but will move to an ancestor class where the property is defined. This is a feature, not a bug.

### **Demonstration vs Commercial Version**

The demonstration version of **Class Navigator 2** will load the entire VCL source but will not permit access to all classes. The units which are not accessible are shown in gray in the Units combo box.

In addition, you will only be permitted to load two of your own units in the demonstration version.

Class Info may not be printed in the demonstration version.

### **Obtaining the Commercial Version**

The commercial version is available for \$30 US Funds cash, check or money order. Send your name and EMail address with payment to:

Straw Hat Farm  
14596 Harlan Road  
Copenish, Michigan 49625

You will receive the commercial version via EMail or, if you prefer, for an additional \$7 you may choose to receive a diskette via return mail - be sure to include your mailing address.

**Class Navigator 2** is sold without warranty. Make sure the program meets your needs prior to purchase.

Questions or comments may be directed to [SRAITKEN@WORLDNET.ATT.NET](mailto:SRAITKEN@WORLDNET.ATT.NET).