

Free Component Library (FCL) :
Reference guide.

Reference guide for FCL units.
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Contents

1	Reference for unit 'Classes'	20
1.1	Used units	20
1.2	Overview	20
1.3	Constants, types and variables	20
	Constants	20
	Types	22
	Variables	29
1.4	Procedures and functions	31
	BeginInitGlobalLoading	31
	Bounds	31
	CollectionsEqual	31
	EndInitGlobalLoading	31
	FindClass	31
	FindNestedComponent	32
	GetClass	32
	GetFixupInstanceNames	32
	GetFixupReferenceNames	32
	GlobalFixupReferences	33
	IdentToInt	33
	InitComponentRes	33
	InitInheritedComponent	33
	IntToIdent	34
	LineStart	34
	NotifyGlobalLoading	34
	ObjectBinaryToText	34
	ObjectResourceToText	34
	ObjectTextToBinary	35
	ObjectTextToResource	35
	Point	35
	ReadComponentRes	35

ReadComponentResEx	36
ReadComponentResFile	36
Rect	36
RedirectFixupReferences	36
RegisterClass	37
RegisterClassAlias	37
RegisterClasses	37
RegisterComponents	37
RegisterInitComponentHandler	38
RegisterIntegerConsts	38
RegisterNoIcon	38
RegisterNonActiveX	38
RemoveFixupReferences	39
RemoveFixups	39
SmallPoint	39
UnRegisterClass	39
UnRegisterClasses	40
UnRegisterModuleClasses	40
WriteComponentResFile	40
1.5 EBitsError	40
Description	40
1.6 EClassNotFound	40
Description	40
1.7 EComponentError	41
Description	41
1.8 EFCreateError	41
Description	41
1.9 EFilerError	41
Description	41
1.10 EFOpenError	41
Description	41
1.11 EInvalidImage	41
Description	41
1.12 EInvalidOperation	41
Description	41
1.13 EListError	42
Description	42
1.14 EMethodNotFound	42
Description	42
1.15 EOutOfResources	42

Description	42
1.16 EParserError	42
Description	42
1.17 EReadError	42
Description	42
1.18 EResNotFound	43
Description	43
1.19 EStreamError	43
Description	43
1.20 EStringListError	43
Description	43
1.21 EThread	43
Description	43
1.22 EWriteError	43
Description	43
1.23 IStringsAdapter	44
Description	44
1.24 TAbstractObjectReader	44
Description	44
Method overview	44
TAbstractObjectReader.NextValue	44
TAbstractObjectReader.ReadValue	45
TAbstractObjectReader.BeginRootComponent	45
TAbstractObjectReader.BeginComponent	45
TAbstractObjectReader.BeginProperty	45
TAbstractObjectReader.ReadBinary	46
TAbstractObjectReader.ReadFloat	46
TAbstractObjectReader.ReadSingle	46
TAbstractObjectReader.ReadDate	47
TAbstractObjectReader.ReadIdent	47
TAbstractObjectReader.ReadInt8	47
TAbstractObjectReader.ReadInt16	48
TAbstractObjectReader.ReadInt32	48
TAbstractObjectReader.ReadInt64	48
TAbstractObjectReader.ReadSet	49
TAbstractObjectReader.ReadStr	49
TAbstractObjectReader.ReadString	49
TAbstractObjectReader.SkipComponent	50
TAbstractObjectReader.SkipValue	50
1.25 TAbstractObjectWriter	50

Description	50
Method overview	50
TAbstractObjectWriter.BeginCollection	51
TAbstractObjectWriter.BeginComponent	51
TAbstractObjectWriter.BeginList	51
TAbstractObjectWriter.EndList	51
TAbstractObjectWriter.BeginProperty	51
TAbstractObjectWriter.EndProperty	51
TAbstractObjectWriter.WriteBinary	52
TAbstractObjectWriter.WriteBoolean	52
TAbstractObjectWriter.WriteFloat	52
TAbstractObjectWriter.WriteSingle	52
TAbstractObjectWriter.WriteDate	52
TAbstractObjectWriter.WriteIdent	52
TAbstractObjectWriter.WriteInteger	53
TAbstractObjectWriter.WriteMethodName	53
TAbstractObjectWriter.WriteSet	53
TAbstractObjectWriter.WriteString	53
1.26 TBasicAction	53
Description	53
Method overview	54
Property overview	54
TBasicAction.Change	54
TBasicAction.SetOnExecute	54
TBasicAction.Create	54
TBasicAction.Destroy	55
TBasicAction.HandlesTarget	55
TBasicAction.UpdateTarget	55
TBasicAction.ExecuteTarget	56
TBasicAction.Execute	56
TBasicAction.RegisterChanges	56
TBasicAction.UnRegisterChanges	56
TBasicAction.Update	57
TBasicAction.OnChange	57
TBasicAction.ActionComponent	57
TBasicAction.OnExecute	57
TBasicAction.OnUpdate	58
1.27 TBasicActionLink	58
Description	58
Method overview	58

Property overview	59
TBasicActionLink.AssignClient	59
TBasicActionLink.Change	59
TBasicActionLink.IsOnExecuteLinked	59
TBasicActionLink.SetAction	59
TBasicActionLink.SetOnExecute	60
TBasicActionLink.Create	60
TBasicActionLink.Destroy	60
TBasicActionLink.Execute	60
TBasicActionLink.Update	61
TBasicActionLink.Action	61
TBasicActionLink.OnChange	61
1.28 TBinaryObjectReader	62
Description	62
Method overview	62
TBinaryObjectReader.Create	62
TBinaryObjectReader.Destroy	62
TBinaryObjectReader.NextValue	63
TBinaryObjectReader.ReadValue	63
TBinaryObjectReader.BeginRootComponent	63
TBinaryObjectReader.BeginComponent	63
TBinaryObjectReader.BeginProperty	63
TBinaryObjectReader.ReadBinary	63
TBinaryObjectReader.ReadFloat	63
TBinaryObjectReader.ReadSingle	64
TBinaryObjectReader.ReadDate	64
TBinaryObjectReader.ReadIdent	64
TBinaryObjectReader.ReadInt8	64
TBinaryObjectReader.ReadInt16	64
TBinaryObjectReader.ReadInt32	64
TBinaryObjectReader.ReadInt64	64
TBinaryObjectReader.ReadSet	64
TBinaryObjectReader.ReadStr	64
TBinaryObjectReader.ReadString	65
TBinaryObjectReader.SkipComponent	65
TBinaryObjectReader.SkipValue	65
1.29 TBinaryObjectWriter	65
Description	65
Method overview	65
TBinaryObjectWriter.Create	65

TBinaryObjectWriter.Destroy	66
TBinaryObjectWriter.BeginCollection	66
TBinaryObjectWriter.BeginComponent	66
TBinaryObjectWriter.BeginList	66
TBinaryObjectWriter.EndList	66
TBinaryObjectWriter.BeginProperty	66
TBinaryObjectWriter.EndProperty	67
TBinaryObjectWriter.WriteBinary	67
TBinaryObjectWriter.WriteBoolean	67
TBinaryObjectWriter.WriteFloat	67
TBinaryObjectWriter.WriteSingle	67
TBinaryObjectWriter.WriteDate	67
TBinaryObjectWriter.WriteIdent	67
TBinaryObjectWriter.WriteInteger	68
TBinaryObjectWriter.WriteMethodName	68
TBinaryObjectWriter.WriteSet	68
TBinaryObjectWriter.WriteString	68
1.30 TBits	68
Description	68
Method overview	69
Property overview	69
TBits.Create	69
TBits.Destroy	69
TBits.GetFSize	70
TBits.SetOn	70
TBits.Clear	70
TBits.Clearall	70
TBits.AndBits	71
TBits.OrBits	71
TBits.XorBits	71
TBits.NotBits	72
TBits.Get	72
TBits.Grow	72
TBits.Equals	72
TBits.SetIndex	73
TBits.FindFirstBit	73
TBits.FindNextBit	73
TBits.FindPrevBit	74
TBits.OpenBit	74
TBits.Bits	74

TBits.Size	75
1.31 TCollection	75
Description	75
Method overview	75
Property overview	76
TCollection.GetAttrCount	76
TCollection.GetAttr	76
TCollection.GetItemAttr	76
TCollection.GetNamePath	76
TCollection.Changed	77
TCollection.GetItem	77
TCollection.SetItem	77
TCollection.SetItemName	78
TCollection.SetPropName	78
TCollection.Update	78
TCollection.Create	78
TCollection.Destroy	79
TCollection.Add	79
TCollection.Assign	79
TCollection.BeginUpdate	79
TCollection.Clear	80
TCollection.EndUpdate	80
TCollection.FindItemID	80
TCollection.PropName	81
TCollection.Count	81
TCollection.ItemClass	81
TCollection.Items	81
1.32 TCollectionItem	82
Description	82
Method overview	82
Property overview	82
TCollectionItem.Changed	82
TCollectionItem.GetNamePath	83
TCollectionItem.GetOwner	83
TCollectionItem.GetDisplayName	83
TCollectionItem.SetIndex	84
TCollectionItem.SetDisplayName	84
TCollectionItem.Create	84
TCollectionItem.Destroy	84
TCollectionItem.Collection	85

TCollectionItem.ID	85
TCollectionItem.Index	85
TCollectionItem.DisplayName	86
1.33 TComponent	86
Description	86
Method overview	87
Property overview	88
TComponent.ChangeName	88
TComponent.DefineProperties	88
TComponent.GetChildren	88
TComponent.GetChildOwner	89
TComponent.GetChildParent	89
TComponent.GetNamePath	89
TComponent.GetOwner	89
TComponent.Loaded	90
TComponent.Notification	90
TComponent.ReadState	90
TComponent.SetAncestor	91
TComponent.SetDesigning	91
TComponent.SetName	91
TComponent.SetChildOrder	92
TComponent.SetParentComponent	92
TComponent.Updating	92
TComponent.Updated	92
TComponent.UpdateRegistry	93
TComponent.ValidateRename	93
TComponent.ValidateContainer	93
TComponent.ValidateInsert	93
TComponent.WriteState	94
TComponent.Create	94
TComponent.Destroy	94
TComponent.DestroyComponents	94
TComponent.Destroying	95
TComponent.ExecuteAction	95
TComponent.FindComponent	95
TComponent.FreeNotification	95
TComponent.RemoveFreeNotification	95
TComponent.FreeOnRelease	96
TComponent.GetParentComponent	96
TComponent.HasParent	96

TComponent.InsertComponent	96
TComponent.RemoveComponent	97
TComponent.SafeCallException	97
TComponent.UpdateAction	97
TComponent.Components	97
TComponent.ComponentCount	97
TComponent.ComponentIndex	98
TComponent.ComponentState	98
TComponent.ComponentStyle	98
TComponent.DesignInfo	99
TComponent.Owner	99
TComponent.VCLComObject	99
TComponent.Name	99
TComponent.Tag	100
1.34 TCustomMemoryStream	100
Description	100
Method overview	100
Property overview	100
TCustomMemoryStream.SetPointer	100
TCustomMemoryStream.Read	101
TCustomMemoryStream.Seek	101
TCustomMemoryStream.SaveToStream	101
TCustomMemoryStream.SaveToFile	102
TCustomMemoryStream.Memory	102
1.35 TDataModule	103
Method overview	103
Property overview	103
TDataModule.DoCreate	103
TDataModule.DoDestroy	103
TDataModule.DefineProperties	103
TDataModule.GetChildren	103
TDataModule.HandleCreateException	104
TDataModule.ReadState	104
TDataModule.Create	104
TDataModule.CreateNew	104
TDataModule.Destroy	104
TDataModule.AfterConstruction	104
TDataModule.BeforeDestruction	104
TDataModule.DesignOffset	104
TDataModule.DesignSize	105

	TDataModule.OnCreate	105
	TDataModule.OnDestroy	105
	TDataModule.OldCreateOrder	105
1.36	TFiler	105
	Description	105
	Method overview	105
	Property overview	105
	TFiler.SetRoot	106
	TFiler.DefineProperty	106
	TFiler.DefineBinaryProperty	106
	TFiler.Root	106
	TFiler.LookupRoot	106
	TFiler.Ancestor	107
	TFiler.IgnoreChildren	107
1.37	TFileStream	107
	Description	107
	Method overview	107
	Property overview	107
	TFileStream.Create	108
	TFileStream.Destroy	108
	TFileStream.FileName	108
1.38	THandleStream	109
	Description	109
	Method overview	109
	Property overview	109
	THandleStream.SetSize	109
	THandleStream.Create	109
	THandleStream.Read	110
	THandleStream.Write	110
	THandleStream.Seek	110
	THandleStream.Handle	110
1.39	TList	111
	Description	111
	Method overview	111
	Property overview	111
	TList.Get	111
	TList.Grow	112
	TList.Put	112
	TList.Notify	112
	TList.SetCapacity	112

TList.SetCount	112
TList.Destroy	112
TList.Add	112
TList.Clear	113
TList.Delete	113
TList.Error	113
TList.Exchange	113
TList.Expand	113
TList.Extract	114
TList.First	114
TList.IndexOf	114
TList.Insert	114
TList.Last	115
TList.Move	115
TList.Remove	115
TList.Pack	115
TList.Sort	116
TList.Capacity	116
TList.Count	116
TList.Items	117
TList.List	117
1.40 TMemoryStream	117
Description	117
Method overview	117
Property overview	117
TMemoryStream.Realloc	118
TMemoryStream.Destroy	118
TMemoryStream.Clear	118
TMemoryStream.LoadFromStream	118
TMemoryStream.LoadFromFile	119
TMemoryStream.SetSize	119
TMemoryStream.Write	119
TMemoryStream.Capacity	120
1.41 TParser	120
Description	120
Method overview	120
Property overview	120
TParser.Create	120
TParser.Destroy	121
TParser.CheckToken	121

TParser.CheckTokenSymbol	121
TParser.Error	121
TParser.ErrorFmt	121
TParser.ErrorStr	122
TParser.HexToBinary	122
TParser.NextToken	122
TParser.SourcePos	122
TParser.TokenComponentIdent	122
TParser.TokenFloat	122
TParser.TokenInt	123
TParser.TokenString	123
TParser.TokenSymbols	123
TParser.SourceLine	123
TParser.Token	123
1.42 TPersistent	124
Description	124
Method overview	124
TPersistent.AssignTo	124
TPersistent.DefineProperties	124
TPersistent.GetOwner	125
TPersistent.Destroy	125
TPersistent.Assign	125
TPersistent.GetNamePath	126
1.43 TReader	126
Description	126
Method overview	127
Property overview	128
TReader.Error	128
TReader.FindMethod	128
TReader.ReadProperty	129
TReader.ReadPropValue	129
TReader.PropertyError	129
TReader.ReadData	129
TReader.Create	129
TReader.Destroy	129
TReader.BeginReferences	130
TReader.CheckValue	130
TReader.DefineProperty	130
TReader.DefineBinaryProperty	130
TReader.EndOfList	130

TReader.EndReferences	131
TReader.FixupReferences	131
TReader.NextValue	131
TReader.ReadBoolean	131
TReader.ReadChar	131
TReader.ReadCollection	131
TReader.ReadComponent	132
TReader.ReadComponents	132
TReader.ReadFloat	132
TReader.ReadSingle	132
TReader.ReadDate	132
TReader.ReadIdent	132
TReader.ReadInteger	133
TReader.ReadInt64	133
TReader.ReadListBegin	133
TReader.ReadListEnd	133
TReader.ReadRootComponent	133
TReader.ReadString	133
TReader.ReadValue	134
TReader.CopyValue	134
TReader.PropName	134
TReader.CanHandleExceptions	134
TReader.Driver	134
TReader.Owner	135
TReader.Parent	135
TReader.OnError	135
TReader.OnFindMethod	135
TReader.OnSetName	135
TReader.OnReferenceName	136
TReader.OnAncestorNotFound	136
TReader.OnCreateComponent	136
TReader.OnFindComponentClass	136
1.44 TRecall	136
Method overview	136
Property overview	137
TRecall.Create	137
TRecall.Destroy	137
TRecall.Store	137
TRecall.Forget	137
TRecall.Reference	137

1.45	TResourceStream	137
	Description	137
	Method overview	137
	TResourceStream.Create	138
	TResourceStream.CreateFromID	138
	TResourceStream.Destroy	138
	TResourceStream.Write	138
1.46	TStream	138
	Description	138
	Method overview	139
	Property overview	139
	TStream.SetSize	139
	TStream.Read	139
	TStream.Write	140
	TStream.Seek	140
	TStream.ReadBuffer	141
	TStream.WriteBuffer	141
	TStream.CopyFrom	141
	TStream.ReadComponent	142
	TStream.ReadComponentRes	142
	TStream.WriteComponent	142
	TStream.WriteComponentRes	143
	TStream.WriteDescendent	143
	TStream.WriteDescendentRes	143
	TStream.WriteResourceHeader	143
	TStream.FixupResourceHeader	144
	TStream.ReadResHeader	144
	TStream.ReadByte	144
	TStream.ReadWord	144
	TStream.ReadDWord	145
	TStream.ReadAnsiString	145
	TStream.WriteByte	145
	TStream.WriteWord	146
	TStream.WriteDWord	146
	TStream.WriteAnsiString	146
	TStream.Position	147
	TStream.Size	147
1.47	TStringList	147
	Description	147
	Method overview	148

Property overview	148
TStringList.Changed	148
TStringList.Changing	148
TStringList.Get	149
TStringList.GetCapacity	149
TStringList.GetCount	149
TStringList.GetObject	149
TStringList.Put	149
TStringList.PutObject	150
TStringList.SetCapacity	150
TStringList.SetUpdateState	150
TStringList.Destroy	150
TStringList.Add	150
TStringList.Clear	151
TStringList.Delete	151
TStringList.Exchange	151
TStringList.Find	151
TStringList.IndexOf	152
TStringList.Insert	152
TStringList.Sort	152
TStringList.CustomSort	152
TStringList.Duplicates	152
TStringList.Sorted	153
TStringList.OnChange	153
TStringList.OnChanging	153
1.48 TStringList	154
Description	154
Method overview	155
Property overview	155
TStringList.DefineProperties	156
TStringList.Error	156
TStringList.Get	156
TStringList.GetCapacity	156
TStringList.GetCount	157
TStringList.GetObject	157
TStringList.GetTextStr	157
TStringList.Put	157
TStringList.PutObject	158
TStringList.SetCapacity	158
TStringList.SetTextStr	158

TStrings.SetUpdateState	159
TStrings.Destroy	159
TStrings.Add	159
TStrings.AddObject	159
TStrings.Append	160
TStrings.AddStrings	160
TStrings.Assign	160
TStrings.BeginUpdate	160
TStrings.Clear	161
TStrings.Delete	161
TStrings.EndUpdate	161
TStrings.Equals	162
TStrings.Exchange	162
TStrings.GetText	162
TStrings.IndexOf	162
TStrings.IndexOfName	163
TStrings.IndexOfObject	163
TStrings.Insert	163
TStrings.InsertObject	164
TStrings.LoadFromFile	164
TStrings.LoadFromStream	164
TStrings.Move	165
TStrings.SaveToFile	165
TStrings.SaveToStream	166
TStrings.SetText	166
TStrings.Capacity	166
TStrings.CommaText	166
TStrings.Count	167
TStrings.Names	167
TStrings.Objects	168
TStrings.Values	168
TStrings.Strings	169
TStrings.Text	169
TStrings.StringsAdapter	169
1.49 TStringStream	170
Description	170
Method overview	170
Property overview	170
TStringStream.SetSize	170
TStringStream.Create	170

TStringStream.Read	171
TStringStream.ReadString	171
TStringStream.Seek	171
TStringStream.Write	171
TStringStream.WriteString	171
TStringStream.DataString	172
1.50 TTextObjectWriter	172
Description	172
1.51 TThread	172
Description	172
Method overview	172
Property overview	172
TThread.DoTerminate	173
TThread.Execute	173
TThread.Synchronize	173
TThread.Create	173
TThread.Destroy	173
TThread.Resume	173
TThread.Suspend	174
TThread.Terminate	174
TThread.WaitFor	174
TThread.ReturnValue	174
TThread.Terminated	174
TThread.FreeOnTerminate	175
TThread.Handle	175
TThread.Priority	175
TThread.Suspended	175
TThread.ThreadID	175
TThread.OnTerminate	176
1.52 TThreadList	176
Description	176
Method overview	176
TThreadList.Create	176
TThreadList.Destroy	176
TThreadList.Add	177
TThreadList.Clear	177
TThreadList.LockList	177
TThreadList.Remove	177
TThreadList.UnlockList	177
1.53 TWriter	178

Description	178
Method overview	178
Property overview	178
TWriter.SetRoot	178
TWriter.WriteBinary	178
TWriter.WriteProperty	179
TWriter.WriteProperties	179
TWriter.Create	179
TWriter.Destroy	179
TWriter.DefineProperty	179
TWriter.DefineBinaryProperty	180
TWriter.WriteBoolean	180
TWriter.WriteCollection	180
TWriter.WriteComponent	180
TWriter.WriteChar	180
TWriter.WriteDescendent	181
TWriter.WriteFloat	181
TWriter.WriteSingle	181
TWriter.WriteDate	181
TWriter.WriteIdent	181
TWriter.WriteInteger	181
TWriter.WriteListBegin	182
TWriter.WriteListEnd	182
TWriter.WriteRootComponent	182
TWriter.WriteString	182
TWriter.RootAncestor	182
TWriter.OnFindAncestor	183
TWriter.Driver	183

About this guide

This document describes all constants, types, variables, functions and procedures as they are declared in the units that come standard with the FCL (Free Component Library).

Throughout this document, we will refer to functions, types and variables with `typewriter` font. Functions and procedures have their own subsections, and for each function or procedure we have the following topics:

Declaration The exact declaration of the function.

Description What does the procedure exactly do ?

Errors What errors can occur.

See Also Cross references to other related functions/commands.

Chapter 1

Reference for unit 'Classes'

1.1 Used units

Table 1.1: Used units by unit 'Classes'

Name	Page
sysutils	20
typinfo	20

1.2 Overview

This documentation describes the FPC `classes` unit. The `Classes` unit contains basic classes for the Free Component Library (FCL):

- a `TList` ([111](#)) class for maintaining lists of pointers,
- `TStringList` ([147](#)) for lists of strings,
- `TCollection` ([75](#)) to manage collections of objects
- `TStream` ([138](#)) classes to support streaming.

Furthermore it introduces methods for object persistence, and classes that understand an owner-owned relationship, with automatic memory management.

1.3 Constants, types and variables

Constants

`BITSHIFT` = 5

Used to calculate the size of a bits array

`FilerSignature` : `Array[1..4] of Char`

Constant that is found at the start of a binary stream containing a streamed component.

`fmCreate = \ $FFFF`

`TFileStream.Create (108)` creates a new file if needed.

`fmOpenRead = 0`

`TFileStream.Create (108)` opens a file with read-only access.

`fmOpenReadWrite = 2`

`TFileStream.Create (108)` opens a file with read-write access.

`fmOpenWrite = 1`

`TFileStream.Create (108)` opens a file with write-only access.

`MASK = 31`

Bitmask with all bits on.

`MaxBitFlags = MaxBitRec * 32`

Maximum number of bits in TBits collection.

`MaxBitRec = \ $FFFF div (SizeOf (longint))`

Maximum number of bit records in TBits.

`MaxListSize = Maxint div 16`

This constant sets the maximum number of elements in a TList (111).

`scAlt = \ $8000`

Indicates ALT key in a keyboard shortcut.

`scCtrl = \ $4000`

indicates CTRL key in a keyboard shortcut.

`scNone = 0`

Indicates no special key is presed in a keyboard shortcut.

`scShift = \ $2000`

Indicates Shift key in a keyboard shortcut.

`soFromBeginning = 0`

`Seek (140)` starts relative to the stream origin.

`soFromCurrent = 1`

Seek (140) starts relative to the current position in the stream.

`soFromEnd = 2`

Seek (140) starts relative to the stream end.

`toEOF = Char (0)`

Value returned by `TParser.Token` (123) when the end of the input stream was reached.

`toFloat = Char (4)`

Value returned by `TParser.Token` (123) when a floating point value was found in the input stream.

`toInteger = Char (3)`

Value returned by `TParser.Token` (123) when an integer was found in the input stream.

`toString = Char (2)`

Value returned by `TParser.Token` (123) when a string was found in the input stream.

`toSymbol = Char (1)`

Value returned by `TParser.Token` (123) when a symbol was found in the input stream.

Types

`HMODULE = LongInt`

FPC doesn't support modules yet, so this is a dummy type.

`HRSRC = LongInt`

This type is provided for Delphi compatibility, it is used for resource streams.

`PPointerList = ^ TPointerList`

Pointer to an array of pointers.

`PStringItem = ^ TStringItem`

Pointer to a `TStringItem` (28) record.

`PStringItemList = ^ TStringItemList`

Pointer to a `TStringItemList` (29).

`TActiveXRegType = (axrComponentOnly, axrIncludeDescendants)`

This type is provided for compatibility only, and is currently not used in Free Pascal.

`TAlignment = (taLeftJustify, taRightJustify, taCenter)`

Table 1.2: Enumeration values for type TActiveXRegType

Value	Explanation
axrComponentOnly	
axrIncludeDescendants	

Table 1.3: Enumeration values for type TAlignment

Value	Explanation
taCenter	Text is displayed centered.
taLeftJustify	Text is displayed aligned to the left
taRightJustify	Text is displayed aligned to the right.

The TAlignment type is used to specify the alignment of the text in controls that display a text.

```
TAncestorNotFoundEvent = procedure(Reader: TReader;
                                   const ComponentName: String;
                                   ComponentClass: TPersistentClass;
                                   var Component: TComponent) of object
```

This event occurs when an ancestor component cannot be found.

```
TBasicActionClass = Class of TBasicAction
```

TBasicAction (53) class reference.

```
TBasicActionLinkClass = Class of TBasicActionLink
```

TBasicActionLink (58) class reference.

```
TBitArray = Array[0..MaxBitRec-1] of cardinal
```

Array to store bits.

```
TCollectionItemClass = Class of TCollectionItem
```

TCollectionItemClass is used by the TCollection.ItemClass (81) property of TCollection (75) to identify the descendent class of TCollectionItem (82) which should be created and managed.

```
TComponentClass = Class of TComponent
```

The TComponentClass type is used when constructing TComponent (86) descendent instances and when registering components.

```
TComponentName = String
```

Names of components are of type TComponentName. By specifying a different type, the Object inspector can handle this property differently than a standard string property.

```
TComponentState= Set of (csLoading,csReading,csWriting,csDestroying,
                        csDesigning,csAncestor,csUpdating,csFixups,
                        csFreeNotification,csInline,csDesignInstance)
```


Indicates the state of the component during the streaming process.

`TComponentStyle= Set of (csInheritable,csCheckPropAvail)`

Describes the style of the component.

```
TCreateComponentEvent = procedure(Reader: TReader;
                                   ComponentClass: TComponentClass;
                                   var Component: TComponent) of object
```

Event handler type, occurs when a component instance must be created when a component is read from a stream.

`TDuplicates = (dupIgnore,dupAccept,dupError)`

Table 1.4: Enumeration values for type `TDuplicates`

Value	Explanation
<code>dupAccept</code>	Duplicate values can be added to the list.
<code>dupError</code>	If an attempt is made to add a duplicate value to the list, an <code>EStringListError</code> (43) exception is raised.
<code>dupIgnore</code>	Duplicate values will not be added to the list, but no error will be triggered.

Type to describe what to do with duplicate values in a `TStringlist` (147).

`TFilerFlag = (ffInherited,ffChildPos,ffInline)`

Table 1.5: Enumeration values for type `TFilerFlag`

Value	Explanation
<code>ffChildPos</code>	The position of the child on it's parent is included.
<code>ffInherited</code>	Stored object is an inherited object.
<code>ffInline</code>	Used for frames.

The `TFiler` class uses this enumeration type to decide whether the streamed object was streamed as part of an inherited form or not.

`TFilerFlags= Set of (ffChildPos,ffInherited,ffInline)`

Set of `TFilerFlag` (24)

```
TFindAncestorEvent = procedure(Writer: TWriter;Component: TComponent;
                               const Name: String;
                               var Ancestor: TComponent;
                               var RootAncestor: TComponent) of object
```

Event that occurs w

```
TFindComponentClassEvent = procedure(Reader: TReader;
                                      const ClassName: String;
                                      var ComponentClass: TComponentClass)
  of object
```

Event handler type, occurs when a component class pointer must be found when reading a component from a stream.

```
TFindGlobalComponent = function(const Name: String) : TComponent
```

TFindGlobalComponent is a callback used to find a component in a global scope. It is used when the streaming system needs to find a component which is not part of the component which is currently being streamed. It should return the component with name Name, or Nil if none is found.

The variable FindGlobalComponent (30) is a callback of type TFindGlobalComponent. It can be set by the IDE when an unknown reference is found, to offer the designer to redirect the link to a new component.

```
TFindMethodEvent = procedure(Reader: TReader;const MethodName: String;
                             var Address: Pointer;var Error: Boolean)
                             of object
```

If a TReader (126) instance needs to locate a method and it doesn't find it in the streamed form, then the OnFindMethod (135) event handler will be called, if one is installed. This event can be assigned in order to use different locating methods. If a method is found, then its address should be returned in Address. The Error should be set to True if the reader should raise an exception after the event was handled. If it is set to False no exception will be raised, even if no method was found. On entry, Error will be set to True.

```
TGetChildProc = procedure(Child: TComponent) of object
```

Callback used when obtaining child components.

```
TGetStrProc = procedure(const S: String) of object
```

This event is used as a callback to retrieve string values. It is used, among other things, to pass along string properties in property editors.

```
THANDLE = LongInt
```

This type is used as the handle for THandleStream (109) stream descendents

```
THelpContext = -MaxLongint..MaxLongint
```

Range type to specify help contexts.

```
THelpEvent = function(Command: Word;Data: LongInt;var CallHelp: Boolean)
                  : Boolean of object
```

This event is used for display of online help.

```
THelpType = (htKeyword,htContext)
```

Enumeration type specifying the kind of help requested.

```
TIdentMapEntry = record
    Value : Integer;
    Name : String;
end
```

Table 1.6: Enumeration values for type THelpType

Value	Explanation
htContext	
htKeyword	

TIdentMapEntry is used internally by the IdentToInt (33) and IntToIdent (34) calls to store the mapping between the identifiers and the integers they represent.

```
TIdentToInt = function(const Ident: String;var Int: LongInt) : Boolean
```

TIdentToInt is a callback used to look up identifiers (Ident) and return an integer value corresponding to this identifier (Int). The callback should return True if a value corresponding to integer Ident was found, False if not.

A callback of type TIdentToInt should be specified when an integer is registered using the RegisterIntegerConsts (38) call.

```
TInitComponentHandler = function(Instance: TComponent;
                                RootAncestor: TClass) : Boolean
```

```
TIntToIdent = function(Int: LongInt;var Ident: String) : Boolean
```

TIntToIdent is a callback used to look up integers (Ident) and return an identifier (Ident) that can be used to represent this integer value in an IDE. The callback should return True if a value corresponding to integer Ident was found, False if not.

A callback of type TIntToIdent should be specified when an integer is registered using the RegisterIntegerConsts (38) call.

```
TListNotification = (lnAdded,lnExtracted,lnDeleted)
```

Table 1.7: Enumeration values for type TListNotification

Value	Explanation
lnAdded	
lnDeleted	
lnExtracted	

Kind of list notification event.

```
TListSortCompare = function(Item1: Pointer;Item2: Pointer) : Integer
```

Callback type for the list sort algorithm.

```
TNotifyEvent = procedure(Sender: TObject) of object
```

Most event handlers are implemented as a property of type TNotifyEvent. When this is set to a certain method of a class, when the event occurs, the method will be called, and the class that generated the event will pass itself along as the Sender argument.

Table 1.8: Enumeration values for type TOperation

Value	Explanation
opInsert	A new component is being inserted in the child component list.
opRemove	A component is being removed from the child component list.

```
TOperation = (opInsert,opRemove)
```

Operation of which a component is notified.

```
TPersistentClass = Class of TPersistent
```

TPersistentClass is the class reference type for the TPersistent (124) class.

```
TPoint = record
  x : Integer;
  y : Integer;
end
```

This record describes a coordinate. It is used to handle the Top (86) and Left (86) properties of TComponent (86).

X represents the X-Coordinate of the point described by the record. Y represents the Y-Coordinate of the point described by the record.

```
TPointerList = Array[0..MaxListSize-1] of Pointer
```

Type for an Array of pointers.

```
TReadComponentsProc = procedure(Component: TComponent) of object
```

Callback type when reading a component from a stream

```
TReaderError = procedure(Reader: TReader;const Message: String;
  var Handled: Boolean) of object
```

Event handler type, called when an error occurs during the streaming.

```
TReaderProc = procedure(Reader: TReader) of object
```

The TReaderProc reader procedure is a callback procedure which will be used by a TPersistent (124) descendent to read user properties from a stream during the streaming process. The Reader argument is the writer object which can be used read properties from the stream.

```
TRect = record
end
```

TRect describes a rectangle in space with its upper-left (in (Top,Left>)) and lower-right (in (Bottom,Right)) corners.

```
TReferenceNameEvent = procedure(Reader: TReader;var Name: String)
  of object
```

Occurs when a named object needs to be looked up.

`TSeekOrigin = (soBeginning, soCurrent, soEnd)`

Table 1.9: Enumeration values for type `TSeekOrigin`

Value	Explanation
<code>soBeginning</code>	Offset is interpreted relative to the start of the stream.
<code>soCurrent</code>	Offset is interpreted relative to the current position in the stream.
<code>soEnd</code>	Offset is interpreted relative to the end of the stream.

Specifies the origin of the `TStream.Seek` (140) method.

`TSetNameEvent = procedure(Reader: TReader; Component: TComponent;
var Name: String) of object`

Occurs when the reader needs to set a component's name.

`TShiftState= Set of (ssShift, ssAlt, ssCtrl, ssLeft, ssRight, ssMiddle,
ssDouble, ssMeta, ssSuper, ssHyper, ssAltGr, ssCaps,
ssNum, ssScroll, ssTriple, ssQuad)`

This type is used when describing a shortcut key or when describing what special keys are pressed on a keyboard when a key event is generated.

The set contains the special keys that can be used in combination with a 'normal' key.

`TShortCut = (Word)..High (Word)`

Enumeration type to identify shortcut key combinations.

`TSmallPoint = record
x : SmallInt;
y : SmallInt;
end`

Same as `TPoint` (27), only the X and Y ranges are limited to 2-byte integers instead of 4-byte integers.

`TStreamProc = procedure(Stream: TStream) of object`

Procedure type used in streaming.

`TStringItem = record
FString : String;
FObject : TObject;
end`

The `TStringItem` is used to store the string and object items in a `TStringList` (147) string list instance. It should never be used directly.

`TStringItemList = Array[0..MaxListSize] of TStringItem`

This declaration is provided for Delphi compatibility, it is not used in Free Pascal.

```
TStringListSortCompare = function(List: TStringList; Index1: Integer;
                                   Index2: Integer) : Integer
```

Callback type used in stringlist compares.

```
TThreadMethod = procedure of object
```

Procedure variable used when synchronizing threads.

```
TThreadPriority = (tpIdle, tpLowest, tpLower, tpNormal, tpHigher, tpHighest,
                   tpTimeCritical)
```

Table 1.10: Enumeration values for type TThreadPriority

Value	Explanation
tpHigher	Thread runs at high priority
tpHighest	Thread runs at highest possible priority.
tpIdle	Thread only runs when other processes are idle.
tpLower	Thread runs at a lower priority.
tpLowest	Thread runs at the lowest priority.
tpNormal	Thread runs at normal process priority.
tpTimeCritical	Thread runs at realtime priority.

Enumeration specifying the priority at which a thread runs.

```
TValueType = (vaNull, vaList, vaInt8, vaInt16, vaInt32, vaExtended, vaString,
              vaIdent, vaFalse, vaTrue, vaBinary, vaSet, vaLString, vaNil,
              vaCollection, vaSingle, vaCurrency, vaDate, vaWString, vaInt64)
```

Enumerated type used to identify the kind of streamed property

```
TWriterProc = procedure(Writer: TWriter) of object
```

The TWriterProc writer procedure is a callback procedure which will be used by a TPersistent (124) descendent to write user properties from a stream during the streaming process. The Writer argument is the writer object which can be used write properties to the stream.

Variables

```
AddDataModule : procedure(DataModule: TDataModule) of object
```

```
ApplicationHandleException : procedure(Sender: TObject) of object
```

```
ApplicationShowException : procedure(E: Exception) of object
```

```
FindGlobalComponent : TFindGlobalComponent
```

Table 1.11: Enumeration values for type TValueType

Value	Explanation
vaBinary	Binary data follows.
vaCollection	Collection follows
vaCurrency	Currency value follows
vaDate	Date value follows
vaExtended	Extended value.
vaFalse	Boolean False value.
vaIdent	Identifier.
vaInt16	Integer value, 16 bits long.
vaInt32	Integer value, 32 bits long.
vaInt64	Integer value, 64 bits long.
vaInt8	Integer value, 8 bits long.
vaList	Identifies the start of a list of values
vaLString	Ansistring data follows.
vaNil	Nil pointer.
vaNull	Empty value. Ends a list.
vaSet	Set data follows.
vaSingle	Single type follows.
vaString	String value.
vaTrue	Boolean True value.
vaWString	Widestring value follows.

FindGlobalComponent is a callback of type TFindGlobalComponent (25). It can be set by the IDE when an unknown reference is found, to offer the user to redirect the link to a new component.

It is a callback used to find a component in a global scope. It is used when the streaming system needs to find a component which is not part of the component which is currently being streamed. It should return the component with name Name, or Nil if none is found.

MainThreadID : THANDLE

ID of main thread. Unused at this point.

```
RegisterComponentsProc : procedure(const Page: String;
    ComponentClasses: Array[] of TComponentClass)
```

RegisterComponentsProc can be set by an IDE to be notified when new components are being registered. Application programmers should never have to set RegisterComponentsProc

```
RegisterNoIconProc : procedure(ComponentClasses: Array[] of TComponentClass)
```

RegisterNoIconProc can be set by an IDE to be notified when new components are being registered, and which do not need an Icon in the component palette. Application programmers should never have to set RegisterComponentsProc

```
RemoveDataModule : procedure(DataModule: TDataModule) of object
```

1.4 Procedures and functions

BeginGlobalLoading

Synopsis: Not yet implemented

Declaration: `procedure BeginGlobalLoading`

Visibility: default

Description: Not yet implemented

Bounds

Synopsis: Returns a `TRect` structure with the bounding rect of the given location and size.

Declaration: `function Bounds(ALeft: Integer; ATop: Integer; AWidth: Integer; AHeight: Integer) : TRect`

Visibility: default

Description: `Bounds` returns a `TRect` (27) record with the given origin (`ALeft`, `ATop`) and dimensions (`AWidth`, `AHeight`) filled in.

CollectionsEqual

Synopsis: Returns `True` if two collections are equal.

Declaration: `function CollectionsEqual(C1: TCollection; C2: TCollection) : Boolean`

Visibility: default

Description: `CollectionsEqual` is not yet implemented. It simply returns `False`

EndGlobalLoading

Synopsis: Not yet implemented.

Declaration: `procedure EndGlobalLoading`

Visibility: default

Description: Not yet implemented.

FindClass

Synopsis: Returns the class pointer of a class with given name.

Declaration: `function FindClass(const AClassName: String) : TPersistentClass`

Visibility: default

Description: `FindClass` searches for the class named `ClassName` in the list of registered classes and returns a class pointer to the definition. If no class with the given name could be found, an exception is raised.

The `GetClass` (32) function does not raise an exception when it does not find the class, but returns a `Nil` pointer instead.

See also: `RegisterClass` (37), `GetClass` (32)

FindNestedComponent

Synopsis: Finds the component with name path starting at the indicated root component.

Declaration: `function FindNestedComponent(Root: TComponent; const NamePath: String)
: TComponent`

Visibility: default

Description: `FindNestedComponent` will descend through the list of owned components (starting at `Root`) and will return the component whose name path matches `NamePath`. As a path separator the characters `.` (dot), `-` (dash) and `>` (greater than) can be used

See also: `GlobalFixupReferences` ([33](#))

GetClass

Synopsis: Returns the class pointer of a class with given name.

Declaration: `function GetClass(const AClassName: String) : TPersistentClass`

Visibility: default

Description: `GetClass` searches for the class named `ClassName` in the list of registered classes and returns a class pointer to the definition. If no class with the given name could be found, `Nil` is returned.

The `FindClass` ([31](#)) function will raise an exception if it does not find the class.

See also: `RegisterClass` ([37](#)), `GetClass` ([32](#))

GetFixupInstanceNames

Synopsis: Returns the names of elements that need to be resolved for the root component, whose reference contains `ReferenceRootName`

Declaration: `procedure GetFixupInstanceNames(Root: TComponent;
const ReferenceRootName: String;
Names: TStrings)`

Visibility: default

Description: `GetFixupInstanceNames` examines the list of unresolved references and returns the names of classes that contain unresolved references to the `Root` component in the list `Names`. The list is not cleared prior to filling it.

See also: `GetFixupReferenceNames` ([32](#)), `GlobalFixupReferences` ([33](#))

GetFixupReferenceNames

Synopsis: Returns the names of elements that need to be resolved for the root component.

Declaration: `procedure GetFixupReferenceNames(Root: TComponent; Names: TStrings)`

Visibility: default

Description: `GetFixupReferenceNames` examines the list of unresolved references and returns the names of properties that must be resolved for the component `Root` in the list `Names`. The list is not cleared prior to filling it.

See also: `GetFixupInstanceNames` ([32](#)), `GlobalFixupReferences` ([33](#))

GlobalFixupReferences

Synopsis: Called to resolve unresolved references after forms are loaded.

Declaration: `procedure GlobalFixupReferences`

Visibility: `default`

Description: `GlobalFixupReferences` runs over the list of unresolved references and tries to resolve them. This routine should under normal circumstances not be called in an application programmer's code. It is called automatically by the streaming system after a component has been instantiated and its properties read from a stream. It will attempt to resolve references to other global components.

See also: `GetFixupReferenceNames` (32), `GetFixupInstanceNames` (32)

IdentToInt

Synopsis: Looks up an integer value in a integer-to-identifier map list.

Declaration: `function IdentToInt(const Ident: String; var Int: LongInt;
const Map: Array[] of TIdentMapEntry) : Boolean`

Visibility: `default`

Description: `IdentToInt` searches `Map` for an entry whose `Name` field matches `Ident` and returns the corresponding integer value in `Int`. If a match was found, the function returns `True`, otherwise, `False` is returned.

See also: `TIdentToInt` (26), `TIntToIdent` (26), `IntToIdent` (34), `TIdentMapEntry` (26)

InitComponentRes

Synopsis: Provided for Delphi compatibility only

Declaration: `function InitComponentRes(const ResName: String; Instance: TComponent)
: Boolean`

Visibility: `default`

Description: This function is provided for Delphi compatibility. It always returns `false`.

See also: `ReadComponentRes` (35)

InitInheritedComponent

Synopsis: Initializes a component descending from `RootAncestor`

Declaration: `function InitInheritedComponent(Instance: TComponent;
RootAncestor: TClass) : Boolean`

Visibility: `default`

Description: `InitInheritedComponent` should be called from a constructor to read properties of the component `Instance` from the streaming system. The `RootAncestor` class is the root class from which `Instance` is a descendent. This must be one of `TDataModule`, `TCustomForm` or `TFrame`. The function returns `True` if the properties were successfully read from a stream or `False` if some error occurred.

See also: `ReadComponentRes` (35), `ReadComponentResEx` (36), `ReadComponentResFile` (36)

IntToIdent

Synopsis: Looks up an identifier for an integer value in a identifier-to-integer map list.

Declaration: `function IntToIdent(Int: LongInt; var Ident: String;
const Map: Array[] of TIdentMapEntry) : Boolean`

Visibility: default

Description: `IdentToInt` searches `Map` for an entry whose `Value` field matches `Int` and returns the corresponding identifier in `Ident`. If a match was found, the function returns `True`, otherwise, `False` is returned.

See also: `TIdentToInt` (26), `TIntToIdent` (26), `IdentToInt` (33), `TIdentMapEntry` (26)

LineStart

Synopsis: Finds the start of a line in `Buffer` before `BufPos`.

Declaration: `function LineStart(Buffer: PChar; BufPos: PChar) : PChar`

Visibility: default

Description: `LineStart` reversely scans `Buffer` starting at `BufPos` for a linefeed character. It returns a pointer at the linefeed character.

NotifyGlobalLoading

Synopsis: Not yet implemented.

Declaration: `procedure NotifyGlobalLoading`

Visibility: default

Description: Not yet implemented.

ObjectBinaryToText

Synopsis: Converts an object stream from a binary to a text format.

Declaration: `procedure ObjectBinaryToText(Input: TStream; Output: TStream)`

Visibility: default

Description: `ObjectBinaryToText` reads an object stream in binary format from `Input` and writes the object stream in text format to `Output`. No components are instantiated during the process, this is a pure conversion routine.

See also: `ObjectTextToBinary` (35)

ObjectResourceToText

Synopsis: Converts an object stream from a (windows) resource to a text format.

Declaration: `procedure ObjectResourceToText(Input: TStream; Output: TStream)`

Visibility: default

Description: `ObjectResourceToText` reads the resource header from the `Input` stream and then passes the streams to `ObjectBinaryToText` ([34](#))

See also: `ObjectBinaryToText` ([34](#)), `ObjectTextToResource` ([35](#))

ObjectTextToBinary

Synopsis: Converts an object stream from a text to a binary format.

Declaration: `procedure ObjectTextToBinary(Input: TStream;Output: TStream)`

Visibility: default

Description: Converts an object stream from a text to a binary format.

ObjectTextToResource

Synopsis: Converts an object stream from a text to a (windows) resource format.

Declaration: `procedure ObjectTextToResource(Input: TStream;Output: TStream)`

Visibility: default

Description: `ObjectTextToResource` reads an object stream in text format from `Input` and writes a resource stream to `Output`.

Note that for the current implementation of this method in Free Pascal, the output stream should support positioning. (e.g. it should not be a pipe)

See also: `ObjectBinaryToText` ([34](#)), `ObjectResourceToText` ([34](#))

Point

Synopsis: Returns a `TPoint` record with the given coordinates.

Declaration: `function Point(AX: Integer;AY: Integer) : TPoint`

Visibility: default

Description: `Point` returns a `TPoint` ([27](#)) record with the given coordinates `AX` and `AY` filled in.

See also: `TPoint` ([27](#)), `SmallPoint` ([39](#)), `Rect` ([36](#)), `Bounds` ([31](#))

ReadComponentRes

Synopsis: Read component properties from a resource in the current module

Declaration: `function ReadComponentRes(const ResName: String;Instance: TComponent)
: TComponent`

Visibility: default

Description: This function is provided for Delphi compatibility. It always returns `Nil`.

ReadComponentResEx

Synopsis: Read component properties from a resource in the specified module

Declaration: `function ReadComponentResEx(HInstance: THANDLE; const ResName: String)
: TComponent`

Visibility: default

Description: This function is provided for Delphi compatibility. It always returns Nil.

ReadComponentResFile

Synopsis: Read component properties from a specified resource file

Declaration: `function ReadComponentResFile(const FileName: String;
Instance: TComponent) : TComponent`

Visibility: default

Description: `ReadComponentResFile` starts reading properties for `Instance` from the file `FileName`. It creates a filestream from `FileName` and then calls the `TStream.ReadComponentRes` (142) method to read the state of the component from the stream.

See also: `TStream.ReadComponentRes` (142), `WriteComponentResFile` (40)

Rect

Synopsis: Returns a `TRect` record with the given coordinates.

Declaration: `function Rect(ALeft: Integer; ATop: Integer; ARight: Integer;
ABottom: Integer) : TRect`

Visibility: default

Description: `Rect` returns a `TRect` (27) record with the given top-left (`ALeft`, `ATop`) and bottom-right (`ABottom`, `ARight`) corners filled in.

No checking is done to see whether the coordinates are valid.

See also: `TRect` (27), `Point` (35), `SmallPoint` (39), `Bounds` (31)

RedirectFixupReferences

Synopsis: Redirects references under the root object from `OldRootName` to `NewRootName`

Declaration: `procedure RedirectFixupReferences(Root: TComponent;
const OldRootName: String;
const NewRootName: String)`

Visibility: default

Description: `RedirectFixupReferences` examines the list of unresolved references and replaces references to a root object named `OldRootName` with references to root object `NewRootName`.

An application programmer should never need to call `RedirectFixupReferences`. This function can be used by an IDE to support redirection of broken component links.

See also: `RemoveFixupReferences` (39)

RegisterClass

Synopsis: Registers a class with the streaming system.

Declaration: `procedure RegisterClass(AClass: TPersistentClass)`

Visibility: default

Description: `RegisterClass` registers the class `AClass` in the streaming system. After the class has been registered, it can be read from a stream when a reference to this class is encountered.

See also: [RegisterClasses \(37\)](#), [RegisterClassAlias \(37\)](#), [RegisterComponents \(37\)](#), [UnregisterClass \(39\)](#)

RegisterClassAlias

Synopsis: Registers a class alias with the streaming system.

Declaration: `procedure RegisterClassAlias(AClass: TPersistentClass;
const Alias: String)`

Visibility: default

Description: `RegisterClassAlias` registers a class alias in the streaming system. If a reference to a class `Alias` is encountered in a stream, then an instance of the class `AClass` will be created instead by the streaming code.

See also: [RegisterClass \(37\)](#), [RegisterClasses \(37\)](#), [RegisterComponents \(37\)](#), [UnregisterClass \(39\)](#)

RegisterClasses

Synopsis: Registers multiple classes with the streaming system.

Declaration: `procedure RegisterClasses(AClasses: Array[] of TPersistentClass)`

Visibility: default

Description: `RegisterClasses` registers the specified classes `AClass` in the streaming system. After the classes have been registered, they can be read from a stream when a reference to this class is encountered.

See also: [RegisterClass \(37\)](#), [RegisterClassAlias \(37\)](#), [RegisterComponents \(37\)](#), [UnregisterClass \(39\)](#)

RegisterComponents

Synopsis: Registers components for the component palette.

Declaration: `procedure RegisterComponents(const Page: String;
ComponentClasses: Array[] of TComponentClass)`

Visibility: default

Description: `RegisterComponents` registers the component on the appropriate component page. The component pages can be used by an IDE to display the known components so an application programmer may pick and use the components in his programs.

`Registercomponents` inserts the component class in the correct component page. If the `RegisterComponentsProc` procedure is set, this is called as well. Note that this behaviour is different from Delphi's behaviour where an exception will be raised if the procedural variable is not set.

See also: [RegisterClass \(37\)](#), [RegisterNoIcon \(38\)](#)

RegisterInitComponentHandler

Declaration: `procedure RegisterInitComponentHandler(ComponentClass: TComponentClass;
Handler: TInitComponentHandler)`

Visibility: default

RegisterIntegerConsts

Synopsis: Registers some integer-to-identifier mappings.

Declaration: `procedure RegisterIntegerConsts(IntegerType: Pointer;
IdentToIntFn: TIdentToInt;
IntToIdentFn: TIntToIdent)`

Visibility: default

Description: `RegisterIntegerConsts` registers a pair of callbacks to be used when an integer of type `IntegerType` must be mapped to an identifier (using `IntToIdentFn`) or when an identifier must be mapped to an integer (using `IdentToIntFn`).

Component programmers can use `RegisterIntegerConsts` to associate a series of identifier strings with integer values for a property. A necessary condition is that the property should have a separate type declared using the `type integer` syntax. If a type of integer is defined in this way, an IDE can show symbolic names for the values of these properties.

The `IntegerType` should be a pointer to the type information of the integer type. The `IntToIdentFn` and `IdentToIntFn` are two callbacks that will be used when converting between the identifier and integer value and vice versa. The functions `IdentToInt` (33) and `IntToIdent` (34) can be used to implement these callback functions.

See also: `TIdentToInt` (26), `TIntToIdent` (26), `IdentToInt` (33), `IntToIdent` (34)

RegisterNoIcon

Synopsis: Registers components that have no icon on the component palette.

Declaration: `procedure RegisterNoIcon(ComponentClasses: Array[] of TComponentClass)`

Visibility: default

Description: `RegisterNoIcon` performs the same function as `RegisterComponents` (37) except that it calls `RegisterNoIconProc` (30) instead of `RegisterComponentsProc` (30)

See also: `RegisterNoIconProc` (30), `RegisterComponents` (37)

RegisterNonActiveX

Synopsis: Register non-activex component.

Declaration: `procedure RegisterNonActiveX
(ComponentClasses: Array[] of TComponentClass;
AxRegType: TActiveXRegType)`

Visibility: default

Description: Not yet implemented in Free Pascal

RemoveFixupReferences

Synopsis: Removes references to rootname from the fixup list.

Declaration: `procedure RemoveFixupReferences(Root: TComponent; const RootName: String)`

Visibility: default

Description: `RemoveFixupReferences` examines the list of unresolved references and removes references to a root object pointing at `Root` or a root component named `RootName`.

An application programmer should never need to call `RemoveFixupReferences`. This function can be used by an IDE to support removal of broken component links.

See also: `RedirectFixupReferences` ([36](#))

RemoveFixups

Synopsis: Removes `Instance` from the fixup list.

Declaration: `procedure RemoveFixups(Instance: TPersistent)`

Visibility: default

Description: `RemoveFixups` removes all entries for component `Instance` from the list of unresolved references.

See also: `RedirectFixupReferences` ([36](#)), `RemoveFixupReferences` ([39](#))

SmallPoint

Synopsis: Returns a `TSmallPoint` record with the given coordinates.

Declaration: `function SmallPoint(AX: SmallInt; AY: SmallInt) : TSmallPoint`

Visibility: default

Description: `SmallPoint` returns a `TSmallPoint` ([28](#)) record with the given coordinates `AX` and `AY` filled in.

See also: `TSmallPoint` ([28](#)), `Point` ([35](#)), `Rect` ([36](#)), `Bounds` ([31](#))

UnRegisterClass

Synopsis: Unregisters a class from the streaming system.

Declaration: `procedure UnRegisterClass(AClass: TPersistentClass)`

Visibility: default

Description: `UnregisterClass` removes the class `AClass` from the class definitions in the streaming system.

See also: `UnRegisterClasses` ([40](#)), `UnRegisterModuleClasses` ([40](#)), `RegisterClass` ([37](#))

UnRegisterClasses

Synopsis: Unregisters multiple classes from the streaming system.

Declaration: `procedure UnRegisterClasses(AClasses: Array[] of TPersistentClass)`

Visibility: default

Description: `UnregisterClasses` removes the classes in `AClasses` from the class definitions in the streaming system.

UnRegisterModuleClasses

Synopsis: Unregisters classes registered by module.

Declaration: `procedure UnRegisterModuleClasses(Module: HMODULE)`

Visibility: default

Description: `UnRegisterModuleClasses` unregisters all classes which reside in the module `Module`. For each registered class, the definition pointer is checked to see whether it resides in the module, and if it does, the definition is removed.

See also: `UnRegisterClass` (39), `UnRegisterClasses` (40), `RegisterClasses` (37)

WriteComponentResFile

Synopsis: Write component properties to a specified resource file

Declaration: `procedure WriteComponentResFile(const FileName: String;
Instance: TComponent)`

Visibility: default

Description: `WriteComponentResFile` starts writing properties of `Instance` to the file `FileName`. It creates a filestream from `FileName` and then calls `TStream.WriteComponentRes` (143) method to write the state of the component to the stream.

See also: `TStream.WriteComponentRes` (143), `ReadComponentResFile` (36)

1.5 EBitsError

Description

When an index of a bit in a `TBits` (68) is out of the valid range (0 to `Count-1`) then a `EBitsError` exception is raised.

1.6 EClassNotFound

Description

When the streaming system needs to create a component, it looks for the class pointer (VMT) in the list of registered classes by its name. If this name is not found, then an `EClassNotFound` is raised.

1.7 EComponentError

Description

When an error occurs during the registration of a component, or when naming a component, then a `EComponentError` is raised. Possible causes are:

1. An name with an illegal character was assigned to a component.
2. A component with the same name and owner already exists.
3. The component registration system isn't set up properly.

1.8 EFCREATEERROR

Description

When the operating system reports an error during creation of a new file in the Filestream Constructor (108), a `EFCREATEERROR` is raised.

1.9 EFILERERROR

Description

This class serves as an ancestor class for exceptions that are raised when an error occurs during component streaming. A `EFILERERROR` exception is raised when a class is registered twice.

1.10 EFOpenError

Description

When the operating system reports an error during the opening of a file in the Filestream Constructor (108), a `EFOpenError` is raised.

1.11 EInvalidImage

Description

This exception is not used by Free Pascal but is provided for Delphi compatibility.

1.12 EInvalidOperation

Description

This exception is not used in Free Pascal, it is defined for Delphi compatibility purposes only.

1.13 EListError

Description

If an error occurs in one of the `TList` (111) or `TStrings` (154) methods, then a `EListError` exception is raised. This can occur in one of the following cases:

1. There is not enough memory to expand the list.
2. The list tried to grow beyond its maximal capacity.
3. An attempt was made to reduce the capacity of the list below the current element count.
4. An attempt was made to set the list count to a negative value.
5. A non-existent element of the list was referenced. (i.e. the list index was out of bounds)
6. An attempt was made to move an item to a position outside the list's bounds.

1.14 EMethodNotFound

Description

This exception is no longer used in the streaming system. This error is replaced by a `EReadError` (42).

1.15 EOutOfResources

Description

This exception is not used in Free Pascal, it is defined for Delphi compatibility purposes only.

1.16 EParserError

Description

When an error occurs during the parsing of a stream, an `EParserError` is raised. Usually this indicates that an invalid token was found on the input stream, or the token read from the stream wasn't the expected token.

1.17 EReadError

Description

If an error occurs when reading from a stream, a `EReadError` exception is raised. Possible causes for this are:

1. Not enough data is available when reading from a stream
2. The stream containing a component's data contains invalid data. this will occur only when reading a component from a stream.

1.18 EResNotFound

Description

This exception is not used by Free Pascal but is provided for Delphi compatibility.

1.19 EStreamError

Description

An `EStreamError` is raised when an error occurs during reading from or writing to a stream. Possible causes are

1. Not enough data is available in the stream.
2. Trying to seek beyond the beginning or end of the stream.
3. Trying to set the capacity of a memory stream and no memory is available.
4. Trying to write to a resource stream.

1.20 EStringListError

Description

When an error occurs in one of the methods of `TStrings` ([154](#)) then an `EStringListError` is raised. This can have one of the following causes:

1. There is not enough memory to expand the list.
2. The list tried to grow beyond its maximal capacity.
3. A non-existent element of the list was referenced. (i.e. the list index was out of bounds)
4. An attempt was made to add a duplicate entry to a `TStringList` ([147](#)) when `TStringList.AllowDuplicates` ([147](#)) is `False`.

1.21 EThread

Description

Thread error exception.

1.22 EWriteError

Description

If an error occurs when writing to a stream, a `EWriteError` exception is raised. Possible causes for this are:

1. The stream doesn't allow writing.
2. An error occurred when writing a property to a stream.

1.23 IStringsAdapter

Description

Is not yet supported in Free Pascal.

1.24 TAbstractObjectReader

Description

The Free Pascal streaming mechanism, while compatible with Delphi's mechanism, differs from it in the sense that the streaming mechanism uses a driver class when streaming components. The `TAbstractObjectReader` class is the base driver class for reading property values from streams. It consists entirely of abstract methods, which must be implemented by descendent classes.

Different streaming mechanisms can be implemented by making a descendent from `TAbstractObjectReader`. The `TBinaryObjectReader` (62) class is such a descendent class, which streams data in binary (Delphi compatible) format.

All methods described in this class, mustbe implemented by descendent classes.

Method overview

Page	Method	Description
45	<code>BeginComponent</code>	Marks the reading of a new component.
45	<code>BeginProperty</code>	Marks the reading of a property value.
45	<code>BeginRootComponent</code>	Starts the reading of the root component.
44	<code>NextValue</code>	Returns the type of the next value in the stream.
46	<code>ReadBinary</code>	Read binary data from the stream.
47	<code>ReadDate</code>	Read a date value from the stream.
46	<code>ReadFloat</code>	Read a float value from the stream.
47	<code>ReadIdent</code>	Read an identifier from the stream.
48	<code>ReadInt16</code>	Read a 16-bit integer from the stream.
48	<code>ReadInt32</code>	Read a 32-bit integer from the stream.
48	<code>ReadInt64</code>	Read a 64-bit integer from the stream.
47	<code>ReadInt8</code>	Read an 8-bit integer from the stream.
49	<code>ReadSet</code>	Reads a set from the stream.
46	<code>ReadSingle</code>	Read a single (real-type) value from the stream.
49	<code>ReadStr</code>	Read a shortstring from the stream
49	<code>ReadString</code>	Read a string of type <code>StringType</code> from the stream.
45	<code>ReadValue</code>	Reads the type of the next value.
50	<code>SkipComponent</code>	Skip till the end of the component.
50	<code>SkipValue</code>	Skip the current value.

`TAbstractObjectReader.NextValue`

Synopsis: Returns the type of the next value in the stream.

Declaration: `function NextValue : TValueType; Virtual; Abstract`

Visibility: `public`

Description: This function should return the type of the next value in the stream, but should not read it, i.e. the stream position should not be altered by this method. This is used to 'peek' in the stream what value is next.

See also: `TAbstractObjectReader.ReadValue` ([45](#))

TAbstractObjectReader.ReadValue

Synopsis: Reads the type of the next value.

Declaration: `function ReadValue : TValueType; Virtual; Abstract`

Visibility: public

Description: This function returns the type of the next value in the stream and reads it. i.e. after the call to this method, the stream is positioned to read the value of the type returned by this function.

See also: `TAbstractObjectReader.ReadValue` ([45](#))

TAbstractObjectReader.BeginRootComponent

Synopsis: Starts the reading of the root component.

Declaration: `procedure BeginRootComponent; Virtual; Abstract`

Visibility: public

Description: This function can be used to initialize the driver class for reading a component. It is called once at the beginning of the read process, and is immediately followed by a call to `BeginComponent` ([45](#)).

See also: `TAbstractObjectReader.BeginComponent` ([45](#))

TAbstractObjectReader.BeginComponent

Synopsis: Marks the reading of a new component.

Declaration: `procedure BeginComponent(var Flags: TFileFlags; var AChildPos: Integer;
var CompClassName: String; var CompName: String)
; Virtual; Abstract`

Visibility: public

Description: This method is called when the streaming process wants to start reading a new component.

Descendent classes should override this method to read the start of a component new component definition and return the needed arguments. `Flags` should be filled with any flags that were found at the component definition, as well as `AChildPos`. The `CompClassName` should be filled with the class name of the streamed component, and the `CompName` argument should be filled with the name of the component.

See also: `TAbstractObjectReader.BeginRootComponent` ([45](#)), `TAbstractObjectReader.BeginProperty` ([45](#))

TAbstractObjectReader.BeginProperty

Synopsis: Marks the reading of a property value.

Declaration: `function BeginProperty : String; Virtual; Abstract`

Visibility: public

Description: `BeginProperty` is called by the streaming system when it wants to read a new property. The return value of the function is the name of the property which can be read from the stream.

See also: `TAbstractObjectReader.BeginComponent` ([45](#))

TAbstractObjectReader.ReadBinary

Synopsis: Read binary data from the stream.

Declaration: `procedure ReadBinary(const DestData: TMemoryStream); Virtual; Abstract`

Visibility: public

Description: `ReadBinary` is called when binary data should be read from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaBinary`). The data should be stored in the `DestData` memory stream by descendent classes.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadStr` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadFloat

Synopsis: Read a float value from the stream.

Declaration: `function ReadFloat : Extended; Virtual; Abstract`

Visibility: public

Description: `ReadFloat` is called by the streaming system when it wants to read a float from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaExtended`). The return value should be the value of the float.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadStr` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadSingle

Synopsis: Read a single (real-type) value from the stream.

Declaration: `function ReadSingle : Single; Virtual; Abstract`

Visibility: public

Description: `ReadSingle` is called by the streaming system when it wants to read a single-type float from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaSingle`). The return value should be the value of the float.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadStr` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadDate

Synopsis: Read a date value from the stream.

Declaration: `function ReadDate : TDateTime; Virtual; Abstract`

Visibility: `public`

Description: `ReadDate` is called by the streaming system when it wants to read a date/time value from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaDate`). The return value should be the date/time value. (This value can be stored as a float, since `TDateTime` is nothing but a float.)

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadStr` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadIdent

Synopsis: Read an identifier from the stream.

Declaration: `function ReadIdent(ValueType: TValueType) : String; Virtual; Abstract`

Visibility: `public`

Description: `ReadIdent` is called by the streaming system if it expects to read an identifier of type `ValueType` from the stream after a call to `ReadValue` (45) returned `vaIdent`. The identifier should be returned as a string. Note that in some cases the identifier does not actually have to be in the stream;

Table 1.12:

ValueType	Expected value
<code>vaIdent</code>	Read from stream.
<code>vaNil</code>	'Nil'. This does not have to be read from the stream.
<code>vaFalse</code>	'False'. This does not have to be read from the stream.
<code>vaTrue</code>	'True'. This does not have to be read from the stream.
<code>vaNull</code>	'Null'. This does not have to be read from the stream.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadStr` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadInt8

Synopsis: Read an 8-bit integer from the stream.

Declaration: `function ReadInt8 : ShortInt; Virtual; Abstract`

Visibility: `public`

Description: `ReadInt8` is called by the streaming process if it expects to read an integer value with a size of 8 bits (1 byte) from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaInt8`). The return value is the value if the integer. Note that the size of the value in the stream does not actually have to be 1 byte.

See also: [TAbstractObjectReader.ReadFloat \(46\)](#), [TAbstractObjectReader.ReadDate \(47\)](#), [TAbstractObjectReader.ReadSingle \(46\)](#), [TAbstractObjectReader.ReadIdent \(47\)](#), [TAbstractObjectReader.ReadInt16 \(48\)](#), [TAbstractObjectReader.ReadInt32 \(48\)](#), [TAbstractObjectReader.ReadInt64 \(48\)](#), [TAbstractObjectReader.ReadSet \(49\)](#), [TAbstractObjectReader.ReadStr \(49\)](#), [TAbstractObjectReader.ReadString \(49\)](#)

TAbstractObjectReader.ReadInt16

Synopsis: Read a 16-bit integer from the stream.

Declaration: `function ReadInt16 : SmallInt; Virtual; Abstract`

Visibility: `public`

Description: `ReadInt16` is called by the streaming process if it expects to read an integer value with a size of 16 bits (2 bytes) from the stream (i.e. after `ReadValue (45)` returned a valuetype of `vaInt16`). The return value is the value of the integer. Note that the size of the value in the stream does not actually have to be 2 bytes.

See also: [TAbstractObjectReader.ReadFloat \(46\)](#), [TAbstractObjectReader.ReadDate \(47\)](#), [TAbstractObjectReader.ReadSingle \(46\)](#), [TAbstractObjectReader.ReadIdent \(47\)](#), [TAbstractObjectReader.ReadInt8 \(47\)](#), [TAbstractObjectReader.ReadInt32 \(48\)](#), [TAbstractObjectReader.ReadInt64 \(48\)](#), [TAbstractObjectReader.ReadSet \(49\)](#), [TAbstractObjectReader.ReadStr \(49\)](#), [TAbstractObjectReader.ReadString \(49\)](#)

TAbstractObjectReader.ReadInt32

Synopsis: Read a 32-bit integer from the stream.

Declaration: `function ReadInt32 : LongInt; Virtual; Abstract`

Visibility: `public`

Description: `ReadInt32` is called by the streaming process if it expects to read an integer value with a size of 32 bits (4 bytes) from the stream (i.e. after `ReadValue (45)` returned a valuetype of `vaInt32`). The return value is the value of the integer. Note that the size of the value in the stream does not actually have to be 4 bytes.

See also: [TAbstractObjectReader.ReadFloat \(46\)](#), [TAbstractObjectReader.ReadDate \(47\)](#), [TAbstractObjectReader.ReadSingle \(46\)](#), [TAbstractObjectReader.ReadIdent \(47\)](#), [TAbstractObjectReader.ReadInt8 \(47\)](#), [TAbstractObjectReader.ReadInt16 \(48\)](#), [TAbstractObjectReader.ReadInt64 \(48\)](#), [TAbstractObjectReader.ReadSet \(49\)](#), [TAbstractObjectReader.ReadStr \(49\)](#), [TAbstractObjectReader.ReadString \(49\)](#)

TAbstractObjectReader.ReadInt64

Synopsis: Read a 64-bit integer from the stream.

Declaration: `function ReadInt64 : Int64; Virtual; Abstract`

Visibility: `public`

Description: `ReadInt64` is called by the streaming process if it expects to read an `int64` value with a size of 64 bits (8 bytes) from the stream (i.e. after `ReadValue (45)` returned a valuetype of `vaInt64`). The return value is the value of the integer. Note that the size of the value in the stream does not actually have to be 8 bytes.

See also: [TAbstractObjectReader.ReadFloat \(46\)](#), [TAbstractObjectReader.ReadDate \(47\)](#), [TAbstractObjectReader.ReadSingle \(46\)](#), [TAbstractObjectReader.ReadIdent \(47\)](#), [TAbstractObjectReader.ReadInt8 \(47\)](#), [TAbstractObjectReader.ReadInt16 \(48\)](#), [TAbstractObjectReader.ReadInt32 \(48\)](#), [TAbstractObjectReader.ReadSet \(49\)](#), [TAbstractObjectReader.ReadStr \(49\)](#), [TAbstractObjectReader.ReadString \(49\)](#)

TAbstractObjectReader.ReadSet

Synopsis: Reads a set from the stream.

Declaration: `function ReadSet(EnumType: Pointer) : Integer; Virtual; Abstract`

Visibility: `public`

Description: This method is called by the streaming system if it expects to read a set from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaSet`). The return value is the contents of the set, encoded in a bitmask the following way:

For each (enumerated) value in the set, the bit corresponding to the ordinal value of the enumerated value should be set. i.e. as `1 shl ord(value)`.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadStr` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadStr

Synopsis: Read a shortstring from the stream

Declaration: `function ReadStr : String; Virtual; Abstract`

Visibility: `public`

Description: `ReadStr` is called by the streaming system if it expects to read a shortstring from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaLString`, `vaWstring` or `vaString`). The return value is the string.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadString` (49)

TAbstractObjectReader.ReadString

Synopsis: Read a string of type `StringType` from the stream.

Declaration: `function ReadString(StringType: TValueType) : String; Virtual; Abstract`

Visibility: `public`

Description: `ReadStr` is called by the streaming system if it expects to read a string from the stream (i.e. after `ReadValue` (45) returned a valuetype of `vaLString`, `vaWstring` or `vaString`). The return value is the string.

See also: `TAbstractObjectReader.ReadFloat` (46), `TAbstractObjectReader.ReadDate` (47), `TAbstractObjectReader.ReadSingle` (46), `TAbstractObjectReader.ReadIdent` (47), `TAbstractObjectReader.ReadInt8` (47), `TAbstractObjectReader.ReadInt16` (48), `TAbstractObjectReader.ReadInt32` (48), `TAbstractObjectReader.ReadInt64` (48), `TabstractObjectReader.ReadSet` (49), `TabstractObjectReader.ReadStr` (49)

TAbstractObjectReader.SkipComponent

Synopsis: Skip till the end of the component.

Declaration: `procedure SkipComponent(SkipComponentInfos: Boolean); Virtual
; Abstract`

Visibility: public

Description: This method is used to skip the entire declaration of a component in the stream. Each descendent of `TAbstractObjectReader` should implement this in a way which is optimal for the implemented stream format.

See also: `TAbstractObjectReader.BeginComponent` ([45](#)), `TAbstractObjectReader.SkipValue` ([50](#))

TAbstractObjectReader.SkipValue

Synopsis: Skip the current value.

Declaration: `procedure SkipValue; Virtual; Abstract`

Visibility: public

Description: `SkipValue` should be used when skipping a value in the stream; The method should determine the type of the value which should be skipped by itself, if this is necessary.

See also: `TAbstractObjectReader.SkipComponent` ([50](#))

1.25 TAbstractObjectWriter**Description**

Abstract driver class for writing component data.

Method overview

Page	Method	Description
51	<code>BeginCollection</code>	Start writing a collection.
51	<code>BeginComponent</code>	Start writing a component
51	<code>BeginList</code>	Start writing a list.
51	<code>BeginProperty</code>	Start writing a property
51	<code>EndList</code>	Mark the end of a list.
51	<code>EndProperty</code>	Marks the end of writing of a property.
52	<code>WriteBinary</code>	Writes binary data to the stream.
52	<code>WriteBoolean</code>	Writes a boolean value to the stream.
52	<code>WriteDate</code>	Writes a date type to the stream.
52	<code>WriteFloat</code>	Writes a float value to the stream.
52	<code>WriteIdent</code>	Writes an identifier to the stream.
53	<code>WriteInteger</code>	Writes an integer value to the stream
53	<code>WriteMethodName</code>	Writes a methodname to the stream.
53	<code>WriteSet</code>	Writes a set value to the stream.
52	<code>WriteSingle</code>	Writes a single-type real value to the stream.
53	<code>WriteString</code>	Writes a string value to the stream.

TAbstractObjectWriter.BeginCollection

Synopsis: Start writing a collection.

Declaration: `procedure BeginCollection; Virtual; Abstract`

Visibility: `public`

Description: Start writing a collection.

TAbstractObjectWriter.BeginComponent

Synopsis: Start writing a component

Declaration: `procedure BeginComponent(Component: TComponent; Flags: TFileFlags;
ChildPos: Integer); Virtual; Abstract`

Visibility: `public`

Description: Start writing a component

TAbstractObjectWriter.BeginList

Synopsis: Start writing a list.

Declaration: `procedure BeginList; Virtual; Abstract`

Visibility: `public`

Description: Start writing a list.

TAbstractObjectWriter.EndList

Synopsis: Mark the end of a list.

Declaration: `procedure EndList; Virtual; Abstract`

Visibility: `public`

Description: Mark the end of a list.

TAbstractObjectWriter.BeginProperty

Synopsis: Start writing a property

Declaration: `procedure BeginProperty(const PropName: String); Virtual; Abstract`

Visibility: `public`

Description: Start writing a property

TAbstractObjectWriter.EndProperty

Synopsis: Marks the end of writing of a property.

Declaration: `procedure EndProperty; Virtual; Abstract`

Visibility: `public`

Description: Marks the end of writing of a property.

TAbstractObjectWriter.WriteBinary

Synopsis: Writes binary data to the stream.

Declaration: `procedure WriteBinary(const Buffer: Count: LongInt); Virtual; Abstract`

Visibility: public

Description: Writes binary data to the stream.

TAbstractObjectWriter.WriteBoolean

Synopsis: Writes a boolean value to the stream.

Declaration: `procedure WriteBoolean(Value: Boolean); Virtual; Abstract`

Visibility: public

Description: Writes a boolean value to the stream.

TAbstractObjectWriter.WriteFloat

Synopsis: Writes a float value to the stream.

Declaration: `procedure WriteFloat(const Value: Extended); Virtual; Abstract`

Visibility: public

Description: Writes a float value to the stream.

TAbstractObjectWriter.WriteSingle

Synopsis: Writes a single-type real value to the stream.

Declaration: `procedure WriteSingle(const Value: Single); Virtual; Abstract`

Visibility: public

Description: Writes a single-type real value to the stream.

TAbstractObjectWriter.WriteDate

Synopsis: Writes a date type to the stream.

Declaration: `procedure WriteDate(const Value: TDateTime); Virtual; Abstract`

Visibility: public

Description: Writes a date type to the stream.

TAbstractObjectWriter.WriteIdent

Synopsis: Writes an identifier to the stream.

Declaration: `procedure WriteIdent(const Ident: String); Virtual; Abstract`

Visibility: public

Description: Writes an identifier to the stream.

TAbstractObjectWriter.WriteInteger

Synopsis: Writes an integer value to the stream

Declaration: `procedure WriteInteger(Value: Int64); Virtual; Abstract`

Visibility: `public`

Description: Writes an integer value to the stream

TAbstractObjectWriter.WriteMethodName

Synopsis: Writes a methodname to the stream.

Declaration: `procedure WriteMethodName(const Name: String); Virtual; Abstract`

Visibility: `public`

Description: Writes a methodname to the stream.

TAbstractObjectWriter.WriteSet

Synopsis: Writes a set value to the stream.

Declaration: `procedure WriteSet(Value: LongInt; SetType: Pointer); Virtual; Abstract`

Visibility: `public`

Description: Writes a set value to the stream.

TAbstractObjectWriter.WriteString

Synopsis: Writes a string value to the stream.

Declaration: `procedure WriteString(const Value: String); Virtual; Abstract`

Visibility: `public`

Description: Writes a string value to the stream.

1.26 TBasicAction

Description

TBasicAction implements a basic action class from which all actions are derived. It introduces all basic methods of an action, and implements functionality to maintain a list of clients, i.e. components that are connected with this action.

Do not create instances of TBasicAction. Instead, create a descendent class and create an instance of this class instead.

Method overview

Page	Method	Description
54	Change	Calls the OnChange (57) handler.
54	Create	Creates a new instance of a TBasicAction (53) class.
55	Destroy	Destroys the action.
56	Execute	Triggers the OnExecute (57) event
56	ExecuteTarget	Executes the action on the Target object
55	HandlesTarget	Determines whether Target can be handled by this action
56	RegisterChanges	Registers a new client with the action.
54	SetOnExecute	Assigns an OnExecute (57) event handler
56	UnRegisterChanges	Unregisters a client from the list of clients
57	Update	Triggers the OnUpdate (58) event
55	UpdateTarget	Notify client controls when the action updates itself.

Property overview

Page	Property	Access	Description
57	ActionComponent	rw	Returns the component that initiated the action.
57	OnChange	rw	Occurs when one of the action's properties changes.
57	OnExecute	rw	Event triggered when the action executes.
58	OnUpdate	rw	Event triggered when the application is idle.

TBasicAction.Change

Synopsis: Calls the OnChange ([57](#)) handler.

Declaration: `procedure Change; Virtual`

Visibility: `protected`

Description: Change calls the OnChange ([57](#)) handler if one is assigned.

Application programmers should not call Change directly. It is called automatically if a property of an action component changes.

Descendent classes of TBasicAction should call explicitly call Change if one of their properties that affect client controls changes its value.

TBasicAction.SetOnExecute

Synopsis: Assigns an OnExecute ([57](#)) event handler

Declaration: `procedure SetOnExecute(Value: TNotifyEvent); Virtual`

Visibility: `protected`

Description: SetOnExecute sets the OnExecute ([57](#)) handler of the component. It also propagates this event to all client controls, and finally triggers the OnChange ([57](#)) event.

See also: TBasicAction.OnExecute ([57](#)), TBasicAction.OnChange ([57](#))

TBasicAction.Create

Synopsis: Creates a new instance of a TBasicAction ([53](#)) class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: public

Description: Create calls the inherited constructor, and then initializes the list of clients controls (or action lists) by adding the `AClient` argument to the list of client controls.

Under normal circumstances it should not be necessary to create a `TBasicAction` descendent manually, actions are created in an IDE.

See also: `TBasicAction.Destroy` (55), `TBasicAction.AssignClient` (53)

TBasicAction.Destroy

Synopsis: Destroys the action.

Declaration: `destructor Destroy; Override`

Visibility: public

Description: Destroy cleans up the list of client controls and then calls the inherited destructor.

An application programmer should not call `Destroy` directly; Instead `Free` should be called, if it needs to be called at all. Normally the controlling class (e.g. a `TActionList`) will destroy the action.

TBasicAction.HandlesTarget

Synopsis: Determines whether `Target` can be handled by this action

Declaration: `function HandlesTarget(Target: TObject) : Boolean; Virtual`

Visibility: public

Description: `HandlesTarget` returns `True` if `Target` is a valid client for this action and if so, if it is in a suitable state to execute the action. An application programmer should never need to call `HandlesTarget` directly, it will be called by the action itself when needed.

In `TBasicAction` this method is empty; descendent classes should override this method to implement appropriate checks.

See also: `TBasicAction.UpdateTarget` (55), `TBasicAction.ExecuteTarget` (56)

TBasicAction.UpdateTarget

Synopsis: Notify client controls when the action updates itself.

Declaration: `procedure UpdateTarget(Target: TObject); Virtual`

Visibility: public

Description: `UpdateTarget` should update the client control specified by `Target` when the action updates itself. In `TBasicAction`, the implementation of `UpdateTarget` is empty. Descendent classes should override and implement `UpdateTarget` to actually update the `Target` object.

An application programmer should never need to call `HandlesTarget` directly, it will be called by the action itself when needed.

See also: `TBasicAction.HandlesTarget` (55), `TBasicAction.ExecuteTarget` (56)

TBasicAction.ExecuteTarget

Synopsis: Executes the action on the Target object

Declaration: `procedure ExecuteTarget(Target: TObject); Virtual`

Visibility: `public`

Description: `ExecuteTarget` performs the action on the Target object. In `TBasicAction` this method does nothing. Descendent classes should implement the action to be performed. For instance an action to post data in a dataset could call the `Post` method of the dataset.

An application programmer should never call `ExecuteTarget` directly.

See also: `TBasicAction.HandlesTarget` ([55](#)), `TBasicAction.ExecuteTarget` ([56](#)), `TBasicAction.Execute` ([56](#))

TBasicAction.Execute

Synopsis: Triggers the `OnExecute` ([57](#)) event

Declaration: `function Execute : Boolean; Dynamic`

Visibility: `public`

Description: `Execute` triggers the `OnExecute` event, if one is assigned. It returns `True` if the event handler was called, `False` otherwise.

TBasicAction.RegisterChanges

Synopsis: Registers a new client with the action.

Declaration: `procedure RegisterChanges(Value: TBasicActionLink)`

Visibility: `public`

Description: `RegisterChanges` adds `Value` to the list of clients.

See also: `TBasicAction.UnregisterChanges` ([56](#))

TBasicAction.UnRegisterChanges

Synopsis: Unregisters a client from the list of clients

Declaration: `procedure UnRegisterChanges(Value: TBasicActionLink)`

Visibility: `public`

Description: `UnregisterChanges` removes `Value` from the list of clients. This is called for instance when the action is destroyed, or when the client is assigned a new action.

See also: `TBasicAction.UnregisterChanges` ([56](#)), `TBasicAction.Destroy` ([55](#))

TBasicAction.Update

Synopsis: Triggers the OnUpdate ([58](#)) event

Declaration: `function Update : Boolean; Virtual`

Visibility: `public`

Description: `Update` triggers the `OnUpdate` event, if one is assigned. It returns `True` if the event was triggered, or `False` if no event was assigned.

Application programmers should never run `Update` directly. The `Update` method is called automatically by the action mechanism; Normally this is in the Idle time of an application. An application programmer should assign the `OnUpdate` ([58](#)) event, and perform any checks in that handler.

See also: `TBasicAction.OnUpdate` ([58](#)), `TBasicAction.Execute` ([56](#)), `TBasicAction.UpdateTarget` ([55](#))

TBasicAction.OnChange

Synopsis: Occurs when one of the action's properties changes.

Declaration: `Property OnChange : TNotifyEvent`

Visibility: `protected`

Access: `Read,Write`

Description: `OnChange` is the event that is triggered when one of the action's properties changes. This event should be used by client controls or descendent classes to respond to these changes in the properties of the action.

Application programmers should never use the `OnChange` event directly.

TBasicAction.ActionComponent

Synopsis: Returns the component that initiated the action.

Declaration: `Property ActionComponent : TComponent`

Visibility: `public`

Access: `Read,Write`

Description: `ActionComponent` is set to the component that caused the action to execute, e.g. a toolbutton or a menu item. The property is set just before the action executes, and is reset to nil after the action was executed.

See also: `TBasicAction.Execute` ([56](#)), `TBasicAction.OnExecute` ([57](#))

TBasicAction.OnExecute

Synopsis: Event triggered when the action executes.

Declaration: `Property OnExecute : TNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnExecute` is the event triggered when the action is activated (executed). The event is triggered e.g. when the user clicks e.g. on a menu item or a button associated to the action. The application programmer should provide a `OnExecute` event handler to execute whatever code is necessary when the button is pressed or the menu item is chosen.

Note that assigning an `OnExecute` handler will result in the `Execute` (56) method returning a `True` value. Predefined actions (such as dataset actions) will check the result of `Execute` and will not perform their normal task if the `OnExecute` handler was called.

See also: `TBasicAction.Execute` (56), `TBasicAction.OnUpdate` (58)

TBasicAction.OnUpdate

Synopsis: Event triggered when the application is idle.

Declaration: Property `OnUpdate` : `TNotifyEvent`

Visibility: public

Access: Read,Write

Description: `OnUpdate` is the event triggered when the application is idle, and the action is being updated. The `OnUpdate` event can be used to set the state of the action, for instance disable it if the action cannot be executed at this point in time.

See also: `TBasicAction.Update` (57), `TBasicAction.OnExecute` (57)

1.27 TBasicActionLink

Description

`TBasicActionLink` links an Action to its clients. With each client for an action, a `TBasicActionLink` class is instantiated to handle the communication between the action and the client. It passes events between the action and its clients, and thus presents the action with a uniform interface to the clients.

An application programmer should never use a `TBasicActionLink` instance directly; They are created automatically when an action is associated with a component. Component programmers should create specialized descendents of `TBasicActionLink` which communicate changes in the action to the component.

Method overview

Page	Method	Description
59	<code>AssignClient</code>	Assigns a control (client) to the action link.
59	<code>Change</code>	Executed whenever the Action is changed.
60	<code>Create</code>	Creates a new instance of the <code>TBasicActionLink</code> class
60	<code>Destroy</code>	Destroys the <code>TBasicActionLink</code> instance.
60	<code>Execute</code>	Calls the action's <code>Execute</code> method.
59	<code>IsOnExecuteLinked</code>	Returns whether the client has it's <code>OnExecute</code> property linked.
59	<code>SetAction</code>	Sets the action with which the actionlink is associated.
60	<code>SetOnExecute</code>	Assigns the <code>OnExecute</code> (57) handler to the client
61	<code>Update</code>	Calls the action's <code>Update</code> method

Property overview

Page	Property	Access	Description
61	Action	rw	The action to which the link was assigned.
61	OnChange	rw	Event handler triggered when the action's properties change

TBasicActionLink.AssignClient

Synopsis: Assigns a control (client) to the action link.

Declaration: `procedure AssignClient(AClient: TObject); Virtual`

Visibility: `protected`

Description: `AssignClient` assigns a control to the actionlink and hence to the action. Descendent classes can override `AssignClient` to check whether the new client is a suitable client for this action.

See also: `TBasicActionLink.Action` ([61](#))

TBasicActionLink.Change

Synopsis: Executed whenever the Action is changed.

Declaration: `procedure Change; Virtual`

Visibility: `protected`

Description: `Change` is executed whenever the action changes. It executes the `OnChange` ([61](#)) handler, if one is assigned.

Component programmers may decide to override the `Change` procedure in descendent classes to perform additional actions when the properties of the action changes.

See also: `TBasicActionLink.OnChange` ([61](#)), `TBasicAction.Change` ([54](#))

TBasicActionLink.IsOnExecuteLinked

Synopsis: Returns whether the client has it's `OnExecute` property linked.

Declaration: `function IsOnExecuteLinked : Boolean; Virtual`

Visibility: `protected`

Description: `IsOnExecuteLinked` always returns true in `TBasicActionLink`. Descendent classes can override this method to provide a different result.

TBasicActionLink.SetAction

Synopsis: Sets the action with which the actionlink is associated.

Declaration: `procedure SetAction(Value: TBasicAction); Virtual`

Visibility: `protected`

Description: `SetAction` is the write handler for the `Action` ([61](#)) property. It sets the `Action` property to it's new value, after unregistering itself with the old action, if there was one.

See also: `TBasicActionLink.Action` ([61](#)), `TBasicAction` ([53](#))

TBasicActionLink.SetOnExecute

Synopsis: Assigns the OnExecute ([57](#)) handler to the client

Declaration: `procedure SetOnExecute(Value: TNotifyEvent); Virtual`

Visibility: `protected`

Description: `SetOnExecute` must be overridden by descendent classes to pass the `OnExecute` handler of the associated action to the client control. It will attach the `OnExecute` handler to whatever handler is appropriate for the client control.

See also: `TBasicAction.OnExecute` ([57](#)), `TBasicAction` ([53](#))

TBasicActionLink.Create

Synopsis: Creates a new instance of the `TBasicActionLink` class

Declaration: `constructor Create(AClient: TObject); Virtual`

Visibility: `public`

Description: `Create` creates a new instance of a `TBasicActionLink` and assigns `AClient` as the client of the link.

Application programmers should never instantiate `TBasicActionLink` classes directly. An instance is created automatically when an action is assigned to a control (client).

Component programmers can override the create constructor to initialize further properties.

See also: `TBasicActionLink.Destroy` ([60](#))

TBasicActionLink.Destroy

Synopsis: Destroys the `TBasicActionLink` instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` unregisters the `TBasicActionLink` with the action, and then calls the inherited destructor.

Application programmers should never call `Destroy` directly. If a link should be destroyed at all, the `Free` method should be called instead.

See also: `TBasicActionLink.Create` ([60](#))

TBasicActionLink.Execute

Synopsis: Calls the action's `Execute` method.

Declaration: `function Execute(AComponent: TComponent) : Boolean; Virtual`

Visibility: `public`

Description: `Execute` sets the `ActionComponent` (57) property of the associated `Action` (61) to `AComponent` and then calls the `Action`'s `execute` (56) method. After the action has executed, the `ActionComponent` property is cleared again.

The return value of the function is the return value of the `Action`'s `execute` method.

Application programmers should never call `Execute` directly. This method will be called automatically when the associated control is activated. (e.g. a button is clicked on)

Component programmers should call `Execute` whenever the action should be activated.

See also: `TBasicActionLink.Action` (61), `TBasicAction.ActionComponent` (57), `TBasicAction.Execute` (56), `TBasicAction.onExecute` (57)

TBasicActionLink.Update

Synopsis: Calls the action's `Update` method

Declaration: `function Update : Boolean; Virtual`

Visibility: `public`

Description: `Update` calls the associated `Action`'s `Update` (57) method.

Component programmers can override the `Update` method to provide additional processing when the `Update` method occurs.

TBasicActionLink.Action

Synopsis: The action to which the link was assigned.

Declaration: `Property Action : TBasicAction`

Visibility: `public`

Access: `Read,Write`

Description: `Action` represents the `Action` (53) which was assigned to the client. Setting this property will unregister the client at the old action (if one existed) and registers the client at the new action.

See also: `TBasicAction` (53)

TBasicActionLink.OnChange

Synopsis: Event handler triggered when the action's properties change

Declaration: `Property OnChange : TNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnChange` is the event triggered when the action's properties change.

Application programmers should never need to assign this event. Component programmers can assign this event to have a client control reflect any changes in an `Action`'s properties.

See also: `TBasicActionLink.Change` (59), `TBasicAction.Change` (54)

1.28 TBinaryObjectReader

Description

The `TBinaryObjectReader` class reads component data stored in binary form in a file. For this, it overrides or implements all abstract methods from `TAbstractObjectReader` (44). No new functionality is added by this class, it is a driver class for the streaming system.

Method overview

Page	Method	Description
63	<code>BeginComponent</code>	
63	<code>BeginProperty</code>	
63	<code>BeginRootComponent</code>	
62	<code>Create</code>	Creates a new binary data reader instance.
62	<code>Destroy</code>	Destroys the binary data reader.
63	<code>NextValue</code>	
63	<code>ReadBinary</code>	
64	<code>ReadDate</code>	
63	<code>ReadFloat</code>	
64	<code>ReadIdent</code>	
64	<code>ReadInt16</code>	
64	<code>ReadInt32</code>	
64	<code>ReadInt64</code>	
64	<code>ReadInt8</code>	
64	<code>ReadSet</code>	
64	<code>ReadSingle</code>	
64	<code>ReadStr</code>	
65	<code>ReadString</code>	
63	<code>ReadValue</code>	
65	<code>SkipComponent</code>	
65	<code>SkipValue</code>	

TBinaryObjectReader.Create

Synopsis: Creates a new binary data reader instance.

Declaration: `constructor Create(Stream: TStream; BufSize: Integer)`

Visibility: `public`

Description: `Create` instantiates a new binary component data reader. The `Stream` stream is the stream from which data will be read. The `BufSize` argument is the size of the internal buffer that will be used by the reader. This can be used to optimize the reading process.

See also: `TAbstractObjectReader` (44)

TBinaryObjectReader.Destroy

Synopsis: Destroys the binary data reader.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroy frees the buffer allocated when the instance was created. It also positions the stream on the last used position in the stream (the buffering may cause the reader to read more bytes than were actually used.)

See also: `TBinaryObjectReader.Create` ([62](#))

TBinaryObjectReader.NextValue

Declaration: `function NextValue : TValueType; Override`

Visibility: public

TBinaryObjectReader.ReadValue

Declaration: `function ReadValue : TValueType; Override`

Visibility: public

TBinaryObjectReader.BeginRootComponent

Declaration: `procedure BeginRootComponent; Override`

Visibility: public

TBinaryObjectReader.BeginComponent

Declaration: `procedure BeginComponent(var Flags: TFileFlags; var AChildPos: Integer;
var CompClassName: String; var CompName: String)
; Override`

Visibility: public

TBinaryObjectReader.BeginProperty

Declaration: `function BeginProperty : String; Override`

Visibility: public

TBinaryObjectReader.ReadBinary

Declaration: `procedure ReadBinary(const DestData: TMemoryStream); Override`

Visibility: public

TBinaryObjectReader.ReadFloat

Declaration: `function ReadFloat : Extended; Override`

Visibility: public

TBinaryObjectReader.ReadSingle

Declaration: `function ReadSingle : Single; Override`

Visibility: `public`

TBinaryObjectReader.ReadDate

Declaration: `function ReadDate : TDateTime; Override`

Visibility: `public`

TBinaryObjectReader.ReadIdent

Declaration: `function ReadIdent(ValueType: TValueType) : String; Override`

Visibility: `public`

TBinaryObjectReader.ReadInt8

Declaration: `function ReadInt8 : ShortInt; Override`

Visibility: `public`

TBinaryObjectReader.ReadInt16

Declaration: `function ReadInt16 : SmallInt; Override`

Visibility: `public`

TBinaryObjectReader.ReadInt32

Declaration: `function ReadInt32 : LongInt; Override`

Visibility: `public`

TBinaryObjectReader.ReadInt64

Declaration: `function ReadInt64 : Int64; Override`

Visibility: `public`

TBinaryObjectReader.ReadSet

Declaration: `function ReadSet(EnumType: Pointer) : Integer; Override`

Visibility: `public`

TBinaryObjectReader.ReadStr

Declaration: `function ReadStr : String; Override`

Visibility: `public`

TBinaryObjectReader.ReadString

Declaration: `function ReadString(StringType: TValueType) : String; Override`

Visibility: `public`

TBinaryObjectReader.SkipComponent

Declaration: `procedure SkipComponent(SkipComponentInfos: Boolean); Override`

Visibility: `public`

TBinaryObjectReader.SkipValue

Declaration: `procedure SkipValue; Override`

Visibility: `public`

1.29 TBinaryObjectWriter

Description

Driver class which stores component data in binary form.

Method overview

Page	Method	Description
66	<code>BeginCollection</code>	Start writing a collection.
66	<code>BeginComponent</code>	Start writing a component
66	<code>BeginList</code>	Start writing a list.
66	<code>BeginProperty</code>	Start writing a property
65	<code>Create</code>	Creates a new instance of a binary object writer.
66	<code>Destroy</code>	Destroys an instance of the binary object writer.
66	<code>EndList</code>	Mark the end of a list.
67	<code>EndProperty</code>	Marks the end of writing of a property.
67	<code>WriteBinary</code>	Writes binary data to the stream.
67	<code>WriteBoolean</code>	Writes a boolean value to the stream.
67	<code>WriteDate</code>	Writes a date type to the stream.
67	<code>WriteFloat</code>	Writes a float value to the stream.
67	<code>WriteIdent</code>	Writes an identifier to the stream.
68	<code>WriteInteger</code>	Writes an integer value to the stream.
68	<code>WriteMethodName</code>	Writes a methodname to the stream.
68	<code>WriteSet</code>	Writes a set value to the stream.
67	<code>WriteSingle</code>	Writes a single-type real value to the stream.
68	<code>WriteString</code>	Writes a string value to the stream.

TBinaryObjectWriter.Create

Synopsis: Creates a new instance of a binary object writer.

Declaration: `constructor Create(Stream: TStream; BufSize: Integer)`

Visibility: `public`

Description: Creates a new instance of a binary object writer.

TBinaryObjectWriter.Destroy

Synopsis: Destroys an instance of the binary object writer.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys an instance of the binary object writer.

TBinaryObjectWriter.BeginCollection

Synopsis: Start writing a collection.

Declaration: `procedure BeginCollection; Override`

Visibility: `public`

TBinaryObjectWriter.BeginComponent

Synopsis: Start writing a component

Declaration: `procedure BeginComponent(Component: TComponent; Flags: TFileFlags;
ChildPos: Integer); Override`

Visibility: `public`

TBinaryObjectWriter.BeginList

Synopsis: Start writing a list.

Declaration: `procedure BeginList; Override`

Visibility: `public`

TBinaryObjectWriter.EndList

Synopsis: Mark the end of a list.

Declaration: `procedure EndList; Override`

Visibility: `public`

TBinaryObjectWriter.BeginProperty

Synopsis: Start writing a property

Declaration: `procedure BeginProperty(const PropName: String); Override`

Visibility: `public`

TBinaryObjectWriter.EndProperty

Synopsis: Marks the end of writing of a property.

Declaration: `procedure EndProperty; Override`

Visibility: `public`

TBinaryObjectWriter.WriteBinary

Synopsis: Writes binary data to the stream.

Declaration: `procedure WriteBinary(const Buffer; Count: LongInt); Override`

Visibility: `public`

TBinaryObjectWriter.WriteBoolean

Synopsis: Writes a boolean value to the stream.

Declaration: `procedure WriteBoolean(Value: Boolean); Override`

Visibility: `public`

TBinaryObjectWriter.WriteFloat

Synopsis: Writes a float value to the stream.

Declaration: `procedure WriteFloat(const Value: Extended); Override`

Visibility: `public`

TBinaryObjectWriter.WriteSingle

Synopsis: Writes a single-type real value to the stream.

Declaration: `procedure WriteSingle(const Value: Single); Override`

Visibility: `public`

TBinaryObjectWriter.WriteDate

Synopsis: Writes a date type to the stream.

Declaration: `procedure WriteDate(const Value: TDateTime); Override`

Visibility: `public`

TBinaryObjectWriter.WriteIdent

Synopsis: Writes an identifier to the stream.

Declaration: `procedure WriteIdent(const Ident: String); Override`

Visibility: `public`

TBinaryObjectWriter.WriteInteger

Synopsis: Writes an integer value to the stream.

Declaration: `procedure WriteInteger(Value: Int64); Override`

Visibility: `public`

TBinaryObjectWriter.WriteMethodName

Synopsis: Writes a methodname to the stream.

Declaration: `procedure WriteMethodName(const Name: String); Override`

Visibility: `public`

TBinaryObjectWriter.WriteSet

Synopsis: Writes a set value to the stream.

Declaration: `procedure WriteSet(Value: LongInt; SetType: Pointer); Override`

Visibility: `public`

TBinaryObjectWriter.WriteString

Synopsis: Writes a string value to the stream.

Declaration: `procedure WriteString(const Value: String); Override`

Visibility: `public`

1.30 TBits

Description

`TBits` can be used to store collections of bits in an indexed array. This is especially useful for storing collections of booleans: Normally the size of a boolean is the size of the smallest enumerated type, i.e. 1 byte. Since a bit can take 2 values it can be used to store a boolean as well. Since `TBits` can store 8 bits in a byte, it takes 8 times less space to store an array of booleans in a `TBits` class then it would take to store them in a conventional array.

`TBits` introduces methods to store and retrieve bit values, apply masks, and search for bits.

Method overview

Page	Method	Description
71	AndBits	Performs an <code>and</code> operation on the bits.
70	Clear	Clears a particular bit.
70	Clearall	Clears all bits in the array.
69	Create	Creates a new bits collection.
69	Destroy	Destroys a bit collection
72	Equals	Determines whether the bits of 2 arrays are equal.
73	FindFirstBit	Find first bit with a particular value
73	FindNextBit	Searches the next bit with a particular value.
74	FindPrevBit	Searches the previous bit with a particular value.
72	Get	Retrieve the value of a particular bit
70	GetFSize	Returns the number of records used to store the bits.
72	Grow	Expands the bits array to the requested size.
72	NotBits	Performs a <code>not</code> operation on the bits.
74	OpenBit	Returns the position of the first bit that is set to <code>False</code> .
71	OrBits	Performs an <code>or</code> operation on the bits.
73	SetIndex	Sets the start position for FindNextBit (73) and FindPrevBit (74)
70	SetOn	Turn a particular bit on.
71	XorBits	Performs a <code>xor</code> operation on the bits.

Property overview

Page	Property	Access	Description
74	Bits	rw	Access to all bits in the array.
75	Size	rw	Current size of the array of bits.

TBits.Create

Synopsis: Creates a new bits collection.

Declaration: `constructor Create(TheSize: LongInt); Virtual`

Visibility: `public`

Description: `Create` creates a new bit collection with initial size `TheSize`. The size of the collection can be changed later on.

All bits are initially set to zero.

See also: [TBits.Destroy \(69\)](#)

TBits.Destroy

Synopsis: Destroys a bit collection

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` destroys a previously created bit collection and releases all memory used to store the bit collection.

`Destroy` should never be called directly, `Free` should be used instead.

Errors: None.

See also: [TBits.Create \(69\)](#)

TBits.GetFSize

Synopsis: Returns the number of records used to store the bits.

Declaration: `function GetFSize : LongInt`

Visibility: `public`

Description: `GetFSize` returns the number of records used to store the current number of bits.

Errors: None.

See also: `TBits.Size` (75)

TBits.SetOn

Synopsis: Turn a particular bit on.

Declaration: `procedure SetOn(Bit: LongInt)`

Visibility: `public`

Description: `SetOn` turns on the bit at position `bit`, i.e. sets it to 1. If `bit` is at a position bigger than the current size, the collection is expanded to the required size using `Grow` (72).

Errors: If `bit` is larger than the maximum allowed bits array size or is negative, an `EBitsError` (40) exception is raised.

See also: `TBits.Bits` (74), `TBits.clear` (70)

TBits.Clear

Synopsis: Clears a particular bit.

Declaration: `procedure Clear(Bit: LongInt)`

Visibility: `public`

Description: `Clear` clears the bit at position `bit`. If the array If `bit` is at a position bigger than the current size, the collection is expanded to the required size using `Grow` (72).

Errors: If `bit` is larger than the maximum allowed bits array size or is negative, an `EBitsError` (40) exception is raised.

See also: `TBits.Bits` (74), `TBits.clear` (70)

TBits.Clearall

Synopsis: Clears all bits in the array.

Declaration: `procedure Clearall`

Visibility: `public`

Description: `ClearAll` clears all bits in the array, i.e. sets them to zero. `ClearAll` works faster than clearing all individual bits, since it uses the packed nature of the bits.

Errors: None.

See also: `TBits.Bits` (74), `TBits.clear` (70)

TBits.AndBits

Synopsis: Performs an and operation on the bits.

Declaration: `procedure AndBits(BitSet: TBits)`

Visibility: `public`

Description: `andbits` performs an and operation on the bits in the array with the bits of array `BitSet`. If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are cleared.

Errors: None.

See also: `TBits.clearall` (70), `TBits.orbits` (71), `TBits.xorbits` (71), `TBits.notbits` (72)

TBits.OrBits

Synopsis: Performs an or operation on the bits.

Declaration: `procedure OrBits(BitSet: TBits)`

Visibility: `public`

Description: `andbits` performs an or operation on the bits in the array with the bits of array `BitSet`.

If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are left untouched.

If the current array contains less bits than `BitSet` then it is grown to the size of `BitSet` before the or operation is performed.

Errors: None.

See also: `TBits.clearall` (70), `TBits.andbits` (71), `TBits.xorbits` (71), `TBits.notbits` (72)

TBits.XorBits

Synopsis: Performs a xor operation on the bits.

Declaration: `procedure XorBits(BitSet: TBits)`

Visibility: `public`

Description: `XorBits` performs a xor operation on the bits in the array with the bits of array `BitSet`.

If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are left untouched.

If the current array contains less bits than `BitSet` then it is grown to the size of `BitSet` before the xor operation is performed.

Errors: None.

See also: `TBits.clearall` (70), `TBits.andbits` (71), `TBits.orbits` (71), `TBits.notbits` (72)

TBits.NotBits

Synopsis: Performs a not operation on the bits.

Declaration: `procedure NotBits(BitSet: TBits)`

Visibility: `public`

Description: `NotBits` performs a not operation on the bits in the array with the bits of array `BitSet`.

If `BitSet` contains less bits than the current array, then all bits which have no counterpart in `BitSet` are left untouched.

Errors: None.

See also: `TBits.clearall` (70), `TBits.andbits` (71), `TBits.orbits` (71), `TBits.xorbits` (71)

TBits.Get

Synopsis: Retrieve the value of a particular bit

Declaration: `function Get(Bit: LongInt) : Boolean`

Visibility: `public`

Description: `Get` returns `True` if the bit at position `bit` is set, or `False` if it is not set.

Errors: If `bit` is not a valid bit index then an `EBitsError` (40) exception is raised.

See also: `TBits.Bits` (74), `TBits.FindFirstBit` (73), `TBits.seton` (70)

TBits.Grow

Synopsis: Expands the bits array to the requested size.

Declaration: `procedure Grow(NBit: LongInt)`

Visibility: `public`

Description: `Grow` expands the bit array so it can at least contain `nbit` bits. If `nbit` is less than the current size, nothing happens.

Errors: If there is not enough memory to complete the operation, then an `EBitsError` (40) is raised.

See also: `TBits.Size` (75)

TBits.Equals

Synopsis: Determines whether the bits of 2 arrays are equal.

Declaration: `function Equals(BitSet: TBits) : Boolean`

Visibility: `public`

Description: `equals` returns `True` if all the bits in `BitSet` are the same as the ones in the current `BitSet`; if not, `False` is returned.

If the sizes of the two `BitSets` are different, the arrays are still reported equal when all the bits in the larger set, which are not present in the smaller set, are zero.

Errors: None.

See also: `TBits.clearall` (70), `TBits.andbits` (71), `TBits.orbits` (71), `TBits.xorbits` (71)

TBits.SetIndex

Synopsis: Sets the start position for FindNextBit (73) and FindPrevBit (74)

Declaration: `procedure SetIndex(Index: LongInt)`

Visibility: `public`

Description: `SetIndex` sets the search start position for `FindNextBit` (73) and `FindPrevBit` (74) to `Index`. This means that these calls will start searching from position `Index`.

This mechanism provides an alternative to `FindFirstBit` (73) which can also be used to position for the `FindNextBit` and `FindPrevBit` calls.

Errors: None.

See also: `TBits.FindNextBit` (73), `TBits.FindPrevBit` (74), `TBits.FindFirstBit` (73), `TBits.OpenBit` (74)

TBits.FindFirstBit

Synopsis: Find first bit with a particular value

Declaration: `function FindFirstBit(State: Boolean) : LongInt`

Visibility: `public`

Description: `FindFirstBit` searches for the first bit with value `State`. It returns the position of this bit, or -1 if no such bit was found.

The search starts at position 0 in the array. If the first search returned a positive result, the found position is saved, and the `FindNextBit` (73) and `FindPrevBit` (74) will use this position to resume the search. To start a search from a certain position, the start position can be set with the `SetIndex` (73) instead.

Errors: None.

See also: `TBits.FindNextBit` (73), `TBits.FindPrevBit` (74), `TBits.OpenBit` (74), `TBits.SetIndex` (73)

TBits.FindNextBit

Synopsis: Searches the next bit with a particular value.

Declaration: `function FindNextBit : LongInt`

Visibility: `public`

Description: `FindNextBit` resumes a previously started search. It searches for the next bit with the value specified in the `FindFirstBit` (73). The search is done towards the end of the array and starts at the position last reported by one of the `Find` calls or at the position set with `SetIndex` (73).

If another bit with the same value is found, its position is returned. If no more bits with the same value are present in the array, -1 is returned.

Errors: None.

See also: `TBits.FindFirstBit` (73), `TBits.FindPrevBit` (74), `TBits.OpenBit` (74), `TBits.SetIndex` (73)

TBits.FindPrevBit

Synopsis: Searches the previous bit with a particular value.

Declaration: `function FindPrevBit : LongInt`

Visibility: `public`

Description: `FindPrevBit` resumes a previously started search. It searches for the previous bit with the value specified in the `FindFirstBit` (73). The search is done towards the beginning of the array and starts at the position last reported by one of the `Find` calls or at the position set with `SetIndex` (73).

If another bit with the same value is found, its position is returned. If no more bits with the same value are present in the array, -1 is returned.

Errors: None.

See also: `TBits.FindFirstBit` (73), `TBits.FindNextBit` (73), `TBits.OpenBit` (74), `TBits.SetIndex` (73)

TBits.OpenBit

Synopsis: Returns the position of the first bit that is set to `False`.

Declaration: `function OpenBit : LongInt`

Visibility: `public`

Description: `OpenBit` returns the position of the first bit whose value is 0 (`False`), or -1 if no open bit was found. This call is equivalent to `FindFirstBit(False)`, except that it doesn't set the position for the next searches.

Errors: None.

See also: `TBits.FindFirstBit` (73), `TBits.FindPrevBit` (74), `TBits.FindFirstBit` (73), `TBits.SetIndex` (73)

TBits.Bits

Synopsis: Access to all bits in the array.

Declaration: `Property Bits[Bit: LongInt]: Boolean; default`

Visibility: `public`

Access: `Read, Write`

Description: `Bits` allows indexed access to all of the bits in the array. It gives `True` if the bit is 1, `False` otherwise; Assigning to this property will set, respectively clear the bit.

Errors: If an index is specified which is out of the allowed range then an `EBitsError` (40) exception is raised.

See also: `TBits.Size` (75)

TBits.Size

Synopsis: Current size of the array of bits.

Declaration: Property Size : LongInt

Visibility: public

Access: Read,Write

Description: Size is the current size of the bit array. Setting this property will adjust the size; this is equivalent to calling Grow(Value-1)

Errors: If an invalid size (negative or too large) is specified, a EBitsError (40) exception is raised.

See also: TBits.Bits (74)

1.31 TCollection**Description**

TCollection implements functionality to manage a collection of named objects. Each of these objects needs to be a descendent of the TCollectionItem (82) class. Exactly which type of object is managed can be seen from the TCollection.ItemClass (81) property.

Normally, no TCollection is created directly. Instead, a descendent of TCollection and TCollectionItem (82) are created as a pair.

Method overview

Page	Method	Description
79	Add	Creates and adds a new item to the collection.
79	Assign	Assigns one collection to another.
79	BeginUpdate	Start an update batch.
77	Changed	Procedure called if an item is added to or removed from the collection.
80	Clear	Removes all items from the collection.
78	Create	Creates a new collection.
79	Destroy	Destroys the collection and frees all the objects it manages.
80	EndUpdate	Ends an update batch.
80	FindItemID	Searches for an Item in the collection, based on its TCollectionItem.ID (85) property.
76	GetAttr	Returns an attribute of the collection.
76	GetAttrCount	Returns the count of attributes associated with each item.
77	GetItem	Read handler for the TCollection.Items (81) property.
76	GetItemAttr	Returns the attributes of an item.
76	GetNamePath	Overrides TPersistent.GetNamePath (126) to return a proper pathname.
77	SetItem	Write handler for the TCollection.Items (81) property.
78	SetItemName	Virtual method to set the name of the specified item
78	SetPropName	Write handler for the TCollection.PropName (81) property
78	Update	Handler called when an item in the collection has changed.

Property overview

Page	Property	Access	Description
81	Count	r	Number of items in the collection.
81	ItemClass	r	Class pointer for each item in the collection.
81	Items	rw	Indexed array of items in the collection.
81	PropName	rw	Name of the property that this collection represents.

TCollection.GetAttrCount

Synopsis: Returns the count of attributes associated with each item.

Declaration: `function GetAttrCount : Integer; Dynamic`

Visibility: `protected`

Description: `GetAttrCount` returns 0 in the `TCollection` implementation. It can be used to determine the number of attributes associated with each collection item. Descendent objects should override this method to return the number of attributes.

This method is provided for compatibility with Delphi only and is not used in Free Pascal.

See also: `TCollection.GetAttr` ([76](#)), `TCollection.GetItemAttr` ([76](#))

TCollection.GetAttr

Synopsis: Returns an attribute of the collection.

Declaration: `function GetAttr(Index: Integer) : String; Dynamic`

Visibility: `protected`

Description: This method is provided for compatibility with Delphi only and is not used in Free Pascal.

See also: `TCollection.GetAttrCount` ([76](#)), `TCollection.GetItemAttr` ([76](#))

TCollection.GetItemAttr

Synopsis: Returns the attributes of an item.

Declaration: `function GetItemAttr(Index: Integer; ItemIndex: Integer) : String
; Dynamic`

Visibility: `protected`

Description: This method is provided for compatibility with Delphi only and is not used in Free Pascal.

See also: `TCollection.GetAttr` ([76](#)), `TCollection.GetAttrCount` ([76](#))

TCollection.GetNamePath

Synopsis: Overrides `TPersistent.GetNamePath` ([126](#)) to return a proper pathname.

Declaration: `function GetNamePath : String; Override`

Visibility: `protected`

Description: `GetNamePath` returns the name path for this collection. If the following conditions are satisfied:

1. There is an owner object.
2. The owner object returns a non-empty name path.
3. The `TCollection.Propname` (81) property is not empty

collection has an owner and the owning object has a name, then the function returns the owner name, followed by the propname. If one of the conditions is not satisfied, then the classname is returned.

See also: `TCollection.GetOwner` (75), `TCollection.Propname` (81)

TCollection.Changed

Synopsis: Procedure called if an item is added to or removed from the collection.

Declaration: `procedure Changed`

Visibility: `protected`

Description: `Changed` is called if a change takes place in the collection managed by the class. If the update count has reached zero, it calls `TCollection.Update` (78) with a nil argument.

See also: `TCollection.Update` (78), `TCollection.Add` (79), `TCollection.Clear` (80)

TCollection.GetItem

Synopsis: Read handler for the `TCollection.Items` (81) property.

Declaration: `function GetItem(Index: Integer) : TCollectionItem`

Visibility: `protected`

Description: `GetItem` is the read handler for the `TCollection.Items` (81) property. It returns the `Index`-th element from the list of objects.

Errors: If `Index` is outside the allowed range, then an `EListError` (42) exception is raised.

See also: `TCollection.Items` (81), `TCollection.Count` (81), `TCollection.SetItem` (77)

TCollection.SetItem

Synopsis: Write handler for the `TCollection.Items` (81) property.

Declaration: `procedure SetItem(Index: Integer; Value: TCollectionItem)`

Visibility: `protected`

Description: `SetItem` implements the write handler for the `TCollection.Items` (81) property. It assigns `Value` to the `Index`-th element in the array. For this to work properly, the `TPersistent.Assign` (125) method of the `Item` must work correctly.

Errors: If `Index` is outside the allowed range, then an `EListError` (42) exception is raised.

See also: `TCollection.Items` (81), `TCollection.Count` (81), `TCollection.GetItem` (77)

TCollection.SetItemName

Synopsis: Virtual method to set the name of the specified item

Declaration: `procedure SetItemName(Item: TCollectionItem); Virtual`

Visibility: `protected`

Description: Virtual method to set the name of the specified item

TCollection.SetPropName

Synopsis: Write handler for the `TCollection.PropName` (81) property

Declaration: `procedure SetPropName; Virtual`

Visibility: `protected`

Description: `SetPropName` must be overridden by descendent objects to set the `TCollection.PropName` (81) property to a suitable value. By default, `SetPropName` sets the `PropName` property to empty.

See also: `TCollection.PropName` (81)

TCollection.Update

Synopsis: Handler called when an item in the collection has changed.

Declaration: `procedure Update(Item: TCollectionItem); Virtual`

Visibility: `protected`

Description: `Update` is called in the following cases:

1. An item is added to or removed from the collection.
2. An item is moved in the list, i.e. its `TCollectionItem.Index` (85) property changes.
3. An item's `TCollectionItem.DisplayName` (86) property changes.

Descendent classes can override this method to perform additional actions when the collection changes. The `Item` parameter indicates the item that was changed. This can be `Nil`

See also: `TCollection.Changed` (77)

TCollection.Create

Synopsis: Creates a new collection.

Declaration: `constructor Create(AItemClass: TCollectionItemClass)`

Visibility: `public`

Description: `Create` instantiates a new instance of the `TCollection` class which will manage objects of class `AItemClass`. It creates the list used to hold all objects, and stores the `AItemClass` for the adding of new objects to the collection.

See also: `TCollection.ItemClass` (81), `TCollection.Destroy` (79)

TCollection.Destroy

Synopsis: Destroys the collection and frees all the objects it manages.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` first clears the collection, and then frees all memory allocated to this instance.

Don't call `Destroy` directly, call `Free` instead.

See also: `TCollection.Create` (78)

TCollection.Add

Synopsis: Creates and adds a new item to the collection.

Declaration: `function Add : TCollectionItem`

Visibility: `public`

Description: `Add` instantiates a new item of class `TCollection.ItemClass` (81) and adds it to the list. The newly created object is returned.

See also: `TCollection.ItemClass` (81), `TCollection.Clear` (80)

TCollection.Assign

Synopsis: Assigns one collection to another.

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: `public`

Description: `Assign` assigns the contents of one collection to another. It does this by clearing the items list, and adding as much elements as there are in the `Source` collection; it assigns to each created element the contents of it's counterpart in the `Source` element.

Two collections cannot be assigned to each other if instances of the `ItemClass` classes cannot be assigned to each other.

Errors: If the objects in the collections cannot be assigned to one another, then an `EConvertError` is raised.

See also: `TPersistent.Assign` (125), `TCollectionItem` (82)

TCollection.BeginUpdate

Synopsis: Start an update batch.

Declaration: `procedure BeginUpdate`

Visibility: `public`

Description: `BeginUpdate` is called at the beginning of a batch update. It raises the update count with 1.

Call `BeginUpdate` at the beginning of a series of operations that will change the state of the collection. This will avoid the call to `TCollection.Update` (78) for each operation. At the end of the operations, a corresponding call to `EndUpdate` must be made. It is best to do this in the context of a `Try ... finally` block:


```

With MyCollection Do
  try
    BeginUpdate;
    // Some Lengthy operations
  finally
    EndUpdate;
  end;

```

This insures that the number of calls to `BeginUpdate` always matches the number of calls to `TCollection.EndUpdate` (80), even in case of an exception.

See also: `TCollection.EndUpdate` (80), `TCollection.Changed` (77), `TCollection.Update` (78)

TCollection.Clear

Synopsis: Removes all items from the collection.

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` will clear the collection, i.e. each item in the collection is destroyed and removed from memory. After a call to `Clear`, `Count` is zero.

See also: `TCollection.Add` (79), `TCollectionItem.Destroy` (84), `TCollection.Destroy` (79)

TCollection.EndUpdate

Synopsis: Ends an update batch.

Declaration: `procedure EndUpdate`

Visibility: `public`

Description: `EndUpdate` signals the end of a series of operations that change the state of the collection, possibly triggering an update event. It does this by decreasing the update count with 1 and calling `TCollection.Changed` (77) it should always be used in conjunction with `TCollection.BeginUpdate` (79), preferably in the `Finally` section of a `Try ... Finally` block.

See also: `TCollection.BeginUpdate` (79), `TCollection.Changed` (77), `TCollection.Update` (78)

TCollection.FindItemID

Synopsis: Searches for an Item in the collection, based on its `TCollectionItem.ID` (85) property.

Declaration: `function FindItemID(ID: Integer) : TCollectionItem`

Visibility: `public`

Description: `FindItemID` searches through the collection for the item that has a value of `ID` for its `TCollectionItem.ID` (85) property, and returns the found item. If no such item is found in the collection, `Nil` is returned.

The routine performs a linear search, so this can be slow on very large collections.

See also: `TCollection.Items` (81), `TCollectionItem.ID` (85)

TCollection.PropName

Synopsis: Name of the property that this collection represents.

Declaration: `Property PropName : String`

Visibility: `protected`

Access: `Read,Write`

Description: `PropName` indicates the name of the property that this collection is supposed to represent. By default, this is the empty string. Descendents can override this property to return the name of the property that is represented by this collection.

See also: `TCollection.SetPropName` (78), `TCollection.GetPropName` (75)

TCollection.Count

Synopsis: Number of items in the collection.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read`

Description: `Count` contains the number of items in the collection.

Remark: The items in the collection are identified by their `TCollectionItem.Index` (85) property, which is a zero-based index, meaning that it can take values between 0 and `Count`.

See also: `TCollectionItem.Index` (85), `TCollection.Items` (81)

TCollection.ItemClass

Synopsis: Class pointer for each item in the collection.

Declaration: `Property ItemClass : TCollectionItemClass`

Visibility: `public`

Access: `Read`

Description: `ItemClass` is the class pointer with which each new item in the collection is created. It is the value that was passed to the collection's constructor when it was created, and does not change during the lifetime of the collection.

See also: `TCollectionItem` (82), `TCollection.Items` (81)

TCollection.Items

Synopsis: Indexed array of items in the collection.

Declaration: `Property Items[Index: Integer]: TCollectionItem`

Visibility: `public`

Access: `Read,Write`

Description: `Items` provides indexed access to the items in the collection. Since the array is zero-based, `Index` should be an integer between 0 and `Count-1`.

It is possible to set or retrieve an element in the array. When setting an element of the array, the object that is assigned should be compatible with the class of the objects in the collection, as given by the `TCollection.ItemClass` (81) property.

Adding an element to the array can be done with the `TCollection.Add` (79) method. The array can be cleared with the `TCollection.Clear` (80) method. Removing an element of the array should be done by freeing that element.

See also: `TCollection.Count` (81), `TCollection.ItemClass` (81), `TCollection.Clear` (80), `TCollection.Add` (79)

1.32 TCollectionItem

Description

`TCollectionItem` and `TCollection` (75) form a pair of base classes that manage a collection of named objects. The `TCollectionItem` is the named object that is managed, it represents one item in the collection. An item in the collection is represented by two properties: `TCollectionItem.DisplayName` (86), `TCollection.Index` (75) and `TCollectionItem.ID` (85).

A `TCollectionItem` object is never created directly. To manage a set of named items, it is necessary to make a descendant of `TCollectionItem` to which needed properties and methods are added. This descendant can then be managed with a `TCollection` (75) class. The managing collection will create and destroy its items by itself, it should therefore never be necessary to create `TCollectionItem` descendants manually.

Method overview

Page	Method	Description
82	<code>Changed</code>	Method to notify the managing collection that the name or index of this item has changed.
84	<code>Create</code>	Creates a new instance of this collection item.
84	<code>Destroy</code>	Destroys this collection item.
83	<code>GetDisplayName</code>	Returns the <code>TCollectionItem.DisplayName</code> (86) of the collectionitem
83	<code>GetNamePath</code>	Returns the namepath of this collection item.
83	<code>GetOwner</code>	Returns the managing collection.
84	<code>SetDisplayName</code>	Write method for the <code>TCollectionItem.DisplayName</code> (86) property
84	<code>SetIndex</code>	Write method for the <code>TCollectionItem.Index</code> (85) property.

Property overview

Page	Property	Access	Description
85	<code>Collection</code>	rw	Pointer to the collection managing this item.
86	<code>DisplayName</code>	rw	Name of the item, displayed in the object inspector.
85	<code>ID</code>	r	Initial index of this item.
85	<code>Index</code>	rw	Index of the item in its managing collection <code>TCollection.Items</code> (81) property.

TCollectionItem.Changed

Synopsis: Method to notify the managing collection that the name or index of this item has changed.

Declaration: `procedure Changed(AllItems: Boolean)`

Visibility: `protected`

Description: This method is called when the `TCollectionItem.DisplayName` (86) is set or when the `TCollectionItem.Index` (85) is changed.

See also: `TCollectionItem.Id` (85), `TCollectionItem.Index` (85), `TCollection.Update` (78)

TCollectionItem.GetNamePath

Synopsis: Returns the namepath of this collection item.

Declaration: `function GetNamePath : String; Override`

Visibility: `protected`

Description: `GetNamePath` overrides the `TPersistent.GetNamePath` (126) method to return the name of the managing collection and appends its `TCollectionItem.Index` (85) property.

See also: `TCollectionItem.Collection` (85), `TPersistent.GetNamePath` (126), `TCollectionItem.Index` (85)

TCollectionItem.GetOwner

Synopsis: Returns the managing collection.

Declaration: `function GetOwner : TPersistent; Override`

Visibility: `protected`

Description: `TCollectionItem` overrides `TPersistent.GetOwner` (125) to and returns the `TCollectionItem.Collection` (85) that manages it.

See also: `TPersistent.GetOwner` (125), `TCollectionItem.Collection` (85)

TCollectionItem.GetDisplayName

Synopsis: Returns the `TCollectionItem.DisplayName` (86) of the collectionitem

Declaration: `function GetDisplayName : String; Virtual`

Visibility: `protected`

Description: `GetDisplayName` returns the value of the `TCollectionItem.DisplayName` (86) property. By default, this is the classname of the actual `TCollectionItem` descendant.

Descendants of `TCollectionItem` can and should override this method to return a more meaningful value.

See also: `TCollectionItem.DisplayName` (86)

TCollectionItem.SetIndex

Synopsis: Write method for the TCollectionItem.Index (85) property.

Declaration: `procedure SetIndex(Value: Integer); Virtual`

Visibility: `protected`

Description: `SetIndex` implements the write handler for the TCollectionItem.Index (85) property. It requests the managing collection to move this item to the desired index value.

See also: TCollectionItem.Index (85)

TCollectionItem.SetDisplayName

Synopsis: Write method for the TCollectionItem.DisplayName (86) property

Declaration: `procedure SetDisplayName(const Value: String); Virtual`

Visibility: `protected`

Description: `SetDisplayName` is the write method for the TCollectionItem.DisplayName (86) property. It does nothing but notifying the managing collection that the displayname has changed. It does NOT store the actual Value.

Descendants of TCollectionItem should override this method to store the actual displayname if this is required.

See also: TCollectionItem.DisplayName (86)

TCollectionItem.Create

Synopsis: Creates a new instance of this collection item.

Declaration: `constructor Create(ACollection: TCollection); Virtual`

Visibility: `public`

Description: `Create` instantiates a new item in a TCollection (75). It is called by the TCollection.Add (79) function and should under normal circumstances never be called directly. called

See also: TCollectionItem.Destroy (84)

TCollectionItem.Destroy

Synopsis: Destroys this collection item.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` removes the item from the managing collection and Destroys the item instance.

This is the only way to remove items from a collection;

See also: TCollectionItem.Create (84)

TCollectionItem.Collection

Synopsis: Pointer to the collection managing this item.

Declaration: `Property Collection : TCollection`

Visibility: `public`

Access: `Read,Write`

Description: `Collection` points to the collection managing this item. This property can be set to point to a new collection. If this is done, the old collection will be notified that the item should no longer be managed, and the new collection is notified that it should manage this item as well.

See also: `TCollection` ([75](#))

TCollectionItem.ID

Synopsis: Initial index of this item.

Declaration: `Property ID : Integer`

Visibility: `public`

Access: `Read`

Description: `ID` is the initial value of `TCollectionItem.Index` ([85](#)); it doesn't change after the index changes. It can be used to uniquely identify the item. The `ID` property doesn't change as items are added and removed from the collection.

While the `TCollectionItem.Index` ([85](#)) property forms a continuous series, `ID` does not. If items are removed from the collection, their `ID` is not used again, leaving gaps. Only when the collection is initially created, the `ID` and `Index` properties will be equal.

See also: `TCollection.Items` ([81](#)), `TCollectionItem.Index` ([85](#))

TCollectionItem.Index

Synopsis: Index of the item in its managing collection `TCollection.Items` ([81](#)) property.

Declaration: `Property Index : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Index` is the current index of the item in its managing collection's `TCollection.Items` ([81](#)) property. This property may change as items are added and removed from the collection.

The index of an item is zero-based, i.e. the first item has index zero. The last item has index `Count-1` where `Count` is the number of items in the collection.

The `Index` property of the items in a collection form a continuous series ranging from 0 to `Count-1`. The `TCollectionItem.ID` ([85](#)) property does not form a continuous series, but can also be used to identify an item.

See also: `TCollectionItem.ID` ([85](#)), `TCollection.Items` ([81](#))

TCollectionItem.DisplayName

Synopsis: Name of the item, displayed in the object inspector.

Declaration: `Property DisplayName : String`

Visibility: `public`

Access: `Read,Write`

Description: `DisplayName` contains the name of this item as shown in the object inspector. For `TCollectionItem` this returns always the class name of the managing collection, followed by the index of the item.

`TCollectionItem` does not implement any functionality to store the `DisplayName` property. The property can be set, but this will have no effect other than that the managing collection is notified of a change. The actual displayname will remain unchanged. To store the `DisplayName` property, `TCollectionItem` descendants should override the `TCollectionItem.SetDisplayName` (84) and `TCollectionItem.GetDisplayName` (83) to add storage functionality.

See also: `TCollectionItem.Index` (85), `TCollectionItem.ID` (85), `TCollectionItem.GetDisplayName` (83), `TCollectionItem.SetDisplayName` (84)

1.33 TComponent

Description

`TComponent` is the base class for any set of classes that needs owner-owned functionality, and which needs support for property streaming. All classes that should be handled by an IDE (Integrated Development Environment) must descend from `TComponent`, as it includes all support for streaming all its published properties.

Components can 'own' other components. `TComponent` introduces methods for enumerating the child components. It also allows to name the owned components with a unique name. Furthermore, functionality for sending notifications when a component is removed from the list or removed from memory altogether is also introduced in `TComponent`.

`TComponent` introduces a form of automatic memory management: When a component is destroyed, all its child components will be destroyed first.

Method overview

Page	Method	Description
88	ChangeName	Actually sets the component name.
94	Create	Creates a new instance of the component.
88	DefineProperties	Defines fake top,left properties for handling in the IDE.
94	Destroy	Destroys the instance of the component.
94	DestroyComponents	Destroy child components.
95	Destroying	Called when the component is being destroyed
95	ExecuteAction	
95	FindComponent	Finds and returns the named component in the owned components.
95	FreeNotification	Ask the component to notify called when it is being destroyed.
96	FreeOnRelease	Part of the <code>IVCLComObject</code> interface.
89	GetChildOwner	Returns the owner of any children.
89	GetChildParent	Returns the parent of any children.
88	GetChildren	Must be overridden by descendants to return all child components that must be streamed.
89	GetNamePath	Returns the name path of this component.
89	GetOwner	Returns the owner of this component.
96	GetParentComponent	Returns the parent component.
96	HasParent	Does the component have a parent ?
96	InsertComponent	Insert the given component in the list of owned components.
90	Loaded	Called when the component has finished loading.
90	Notification	Called by components that are freed and which received a <code>FreeNotification</code> .
90	ReadState	Read the component's state from a stream.
97	RemoveComponent	Remove the given component from the list of owned components.
95	RemoveFreeNotification	
97	SafeCallException	Part of the <code>IVCLComObject</code> Interface.
91	SetAncestor	Sets the <code>csAncestor</code> state of the component.
92	SetChildOrder	Determines the order in which children are streamed/created.
91	SetDesigning	Sets the <code>csDesigning</code> state of the component.
91	SetName	Write handler for Name (99) property.
92	SetParentComponent	Set the parent component.
97	UpdateAction	
92	Updated	Ends the <code>csUpdating</code> state.
93	UpdateRegistry	For compatibilty only.
92	Updating	Sets the state to <code>csUpdating</code>
93	ValidateContainer	??
93	ValidateInsert	Called when an insert must be validated.
93	ValidateRename	Called when a name change must be validated
94	WriteState	Writes the component to a stream.

Property overview

Page	Property	Access	Description
97	ComponentCount	r	Count of owned components
98	ComponentIndex	rw	Index of component in it's owner's list.
97	Components	r	Indexed list (zero-based) of all owned components.
98	ComponentState	r	Current component's state.
98	ComponentStyle	r	Current component's style.
99	DesignInfo	rw	Information for IDE designer.
99	Name	rws	Name of the component.
99	Owner	r	Owner of this component.
100	Tag	rw	Tag value of the component.
99	VCLComObject	rw	Not implemented.

TComponent.ChangeName

Synopsis: Actually sets the component name.

Declaration: `procedure ChangeName(const NewName: TComponentName)`

Visibility: protected

Description: `ChangeName` is called by the `SetName` ([91](#)) procedure when the component name is set and the name has been verified. It actually sets the name of the component to `NewName`, and can be used to bypass the name checks which are done when the `Name` ([99](#)) property is set.

Application programmers should never use `SetName` directly.

See also: `TComponent.SetName` ([91](#)), `TComponent.Name` ([99](#))

TComponent.DefineProperties

Synopsis: Defines fake top,left properties for handling in the IDE.

Declaration: `procedure DefineProperties(Filer: TFiler); Override`

Visibility: protected

Description: `DefineProperties` overrides the standard `TPersistent.DefineProperties` ([124](#)) to store the top/left properties used to display an icon for a non-visual component in an IDE.

See also: `TPersistent.DefineProperties` ([124](#))

TComponent.GetChildren

Synopsis: Must be overridden by descendents to return all child components that must be streamed.

Declaration: `procedure GetChildren(Proc: TGetChildProc; Root: TComponent); Dynamic`

Visibility: protected

Description: `GetChildren` is called by the streaming system to determine which child components should be streamed as well when the component is being streamed. By default, no child components are streamed, i.e. the `TComponent` implementation is empty.

`TComponent` descendents should override this method. For each child that needs to be streamed, `Proc` should be called with as an argument the child component that must be streamed. The `Root` argument contains the root component relative to which all streaming is done.

See also: `TComponent.WriteState` ([94](#))

TComponent.GetChildOwner

Synopsis: Returns the owner of any children.

Declaration: `function GetChildOwner : TComponent; Dynamic`

Visibility: `protected`

Description: `GetChildOwner` returns the owner of the children that are read from the stream. If the method returns `Nil` (the default) this means that streamed child components are owned by the root component of the streaming process (usually a `Form` or `Datamodule`)

Application programmers should not call `GetChildOwner` directly, it is called by the streaming system when needed.

See also: `TComponent.WriteState` (94), `TComponent.ReadState` (90), `TComponent.Owner` (99), `TComponent.GetChildParent` (89)

TComponent.GetChildParent

Synopsis: Returns the parent of any children.

Declaration: `function GetChildParent : TComponent; Dynamic`

Visibility: `protected`

Description: `GetChildParent` returns the parent component of the child components being streamed. The parent property is a visual property, which is not always meaningful. If there is no parent component, the owner of child components that are streamed is returned. If `Nil` is returned, then the root component of the streaming operation is assumed. The `TComponent` implementation of this method returns `Self`.

Application programmers should not call this method, it is called automatically by the streaming mechanism.

See also: `TComponent.GetChildOwner` (89)

TComponent.GetNamePath

Synopsis: Returns the name path of this component.

Declaration: `function GetNamePath : String; Override`

Visibility: `protected`

Description: `GetNamePath` returns the name of the component as it will be shown in the object inspector.

`TComponent` overrides `GetNamePath` so it returns the `Name` (99) property of the component.

See also: `TComponent.Name` (99), `TPersistent.GetNamePath` (126)

TComponent.GetOwner

Synopsis: Returns the owner of this component.

Declaration: `function GetOwner : TPersistent; Override`

Visibility: `protected`

Description: `GetOwner` returns the owner of this component as indicated by the `Owner` (99) property. The `GetOwner` call is introduced in `TPersistent` (124) and is used by the streaming system to determine the 'owner' of a component.

See also: `TPersistent.GetOwner` (125), `TComponent.Owner` (99)

TComponent.Loaded

Synopsis: Called when the component has finished loading.

Declaration: `procedure Loaded; Virtual`

Visibility: protected

Description: `Loaded` is called by the streaming system when a root component was completely read from a stream and all properties and references to other objects have been resolved by the streaming system. Descendents of `TComponent` should override this method to do some additional processing of properties after all published properties have been set from values obtained from the stream.

Application programmers should never call `Loaded` directly, this is done automatically by the streaming system.

See also: `TComponent.ReadState` (90), `TComponent.ComponentState` (98)

TComponent.Notification

Synopsis: Called by components that are freed and which received a `FreeNotification`.

Declaration: `procedure Notification(AComponent: TComponent; Operation: TOperation)
; Virtual`

Visibility: protected

Description: `Notification` is called whenever a child component is destroyed, inserted or removed from the list of owned component. Components that were requested to send a notification when they are freed ((with `FreeNotification` (95)) will also call `Notification` when they are freed.

The `AComponent` parameter specifies which component sends the notification, and `Operation` specifies whether the component is being inserted into or removed from the child component list, or whether it is being destroyed.

Descendents of `TComponent` can use `FreeNotification` (95) to request notification of the destruction of another object. By overriding the `Notification` method, they can do special processing (typically, set a reference to this component to `Nil`) when this component is destroyed. The `Notification` method is called quite often in the streaming process, so speed should be a consideration when overriding this method.

See also: `TOperation` (27), `TComponent.FreeNotification` (95)

TComponent.ReadState

Synopsis: Read the component's state from a stream.

Declaration: `procedure ReadState(Reader: TReader); Virtual`

Visibility: protected

Description: `ReadState` reads the component's state from a stream through the reader object `reader`. Values for all published properties of the component can be read from the stream. Normally there is no need to call `ReadState` directly. The streaming system calls `ReadState` itself.

The `TComponent` (86) implementation of `ReadState` simply calls `TReader.ReadData` (129). Descendent classes can, however, override `ReadState` to provide additional processing of stream data.

See also: `TComponent.WriteState` (94), `TStream.ReadComponent` (142), `TReader.ReadData` (129)

TComponent.SetAncestor

Synopsis: Sets the `csAncestor` state of the component.

Declaration: `procedure SetAncestor(Value: Boolean)`

Visibility: `protected`

Description: `SetAncestor` includes or excludes the `csAncestor` flag in the `ComponentState` (98) set property, depending on the boolean `Value`. The flag is set recursively for all owned components as well.

This is normally only done during the streaming system, and should not be called directly by an application programmer.

See also: `TComponent.ComponentState` (98)

TComponent.SetDesigning

Synopsis: Sets the `csDesigning` state of the component.

Declaration: `procedure SetDesigning(Value: Boolean)`

Visibility: `protected`

Description: `SetDesigning` includes or excludes the `csDesigning` flag in the `ComponentState` (98) set property, depending on the boolean `Value`. The flag is set recursively for all owned components as well.

This is normally only done during the streaming system, and should not be called directly by an application programmer.

TComponent.SetName

Synopsis: Write handler for `Name` (99) property.

Declaration: `procedure SetName(const NewName: TComponentName); Virtual`

Visibility: `protected`

Description: `SetName` is the write handler for the `Name` (99) property. It checks whether the desired name is valid (i.e. is a valid identifier) and is unique among the children of the owner component. If either conditions is not satisfied, an exception is raised.

See also: `TComponent.Name` (99), `TComponent.ValidateRename` (93)

TComponent.SetChildOrder

Synopsis: Determines the order in which children are streamed/created.

Declaration: `procedure SetChildOrder(Child: TComponent; Order: Integer);` Dynamic

Visibility: protected

Description: This method does nothing. It can be used to change the order in which child components are streamed and created. This can be used by descendent classes to optimize or correct the order in which child components are streamed.

See also: `TComponent.ReadState` ([90](#))

TComponent.SetParentComponent

Synopsis: Set the parent component.

Declaration: `procedure SetParentComponent(Value: TComponent);` Dynamic

Visibility: protected

Description: `SetParentComponent` does nothing, but is called by the streaming system to set the parent component of the current component. This method can be overridden by descendent components to set the parent component of the current component.

See also: `TComponent.Owner` ([99](#))

TComponent.Updating

Synopsis: Sets the state to `csUpdating`

Declaration: `procedure Updating;` Dynamic

Visibility: protected

Description: `Updating` includes `csUpdating` in the `ComponentState` ([98](#)) property of the component.

Normally, an application programmer should not call this method directly, it is called automatically by the streaming system.

See also: `TComponent.Updated` ([92](#)), `TComponent.ComponentState` ([98](#))

TComponent.Updated

Synopsis: Ends the `csUpdating` state.

Declaration: `procedure Updated;` Dynamic

Visibility: protected

Description: `Updated` excludes `csUpdating` from the `ComponentState` ([98](#)) property of the component.

Normally, an application programmer should not call this method directly, it is called automatically by the streaming system.

See also: `TComponent.Updating` ([92](#)), `TComponent.ComponentState` ([98](#))

TComponent.UpdateRegistry

Synopsis: For compatibility only.

Declaration: `procedure UpdateRegistry(Register: Boolean; const ClassID: String;
const ProgID: String); Dynamic`

Visibility: protected

Description: This method does nothing, and is provided for compatibility only.

TComponent.ValidateRename

Synopsis: Called when a name change must be validated

Declaration: `procedure ValidateRename(AComponent: TComponent; const CurName: String;
const NewName: String); Virtual`

Visibility: protected

Description: `ValidateRename` checks whether `NewName` is a valid replacement for `CurName` for component `AComponent`. Two owned components of a component can not have the same name. If a child component with the same name is found, then an exception is raised.

See also: `TComponent.SetName` (91), `TComponent.Name` (99)

TComponent.ValidateContainer

Synopsis: ??

Declaration: `procedure ValidateContainer(AComponent: TComponent); Dynamic`

Visibility: protected

Description: `ValidateContainer` is provided for compatibility only. It doesn't do anything in Free Pascal.

TComponent.ValidateInsert

Synopsis: Called when an insert must be validated.

Declaration: `procedure ValidateInsert(AComponent: TComponent); Dynamic`

Visibility: protected

Description: `ValidateInsert` should be implemented by descendent components to see whether the `AComponent` component may be inserted in the list of owned components.

This procedure does nothing in the `TComponent` implementation, it should be overridden by descendant components.

See also: `TComponent.Insert` (86)

TComponent.WriteState

Synopsis: Writes the component to a stream.

Declaration: `procedure WriteState(Writer: TWriter); Virtual`

Visibility: `public`

Description: `WriteState` writes the component's current state to a stream through the writer (178) object `writer`. Values for all published properties of the component can be written to the stream. Normally there is no need to call `WriteState` directly. The streaming system calls `WriteState` itself.

The `TComponent` (86) implementation of `WriteState` simply calls `TWriter.WriteData` (178). Descendent classes can, however, override `WriteState` to provide additional processing of stream data.

See also: `TComponent.ReadState` (90), `TStream.WriteComponent` (142), `TWriter.WriteData` (178)

TComponent.Create

Synopsis: Creates a new instance of the component.

Declaration: `constructor Create(AOwner: TComponent); Virtual`

Visibility: `public`

Description: `Create` creates a new instance of a `TComponent` class. If `AOwner` is not `Nil`, the new component attempts to insert itself in the list of owned components of the owner.

See also: `TComponent.Insert` (86), `TComponent.Owner` (99)

TComponent.Destroy

Synopsis: Destroys the instance of the component.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` sends a `opRemove` notification to all components in the free-notification list. After that, all owned components are destroyed by calling `DestroyComponents` (94) (and hence removed from the list of owned components). When this is done, the component removes itself from its owner's child component list. After that, the parent's destroy method is called.

See also: `TComponent.Notification` (90), `TComponent.Owner` (99), `TComponent.DestroyComponents` (94), `TComponent.Components` (97)

TComponent.DestroyComponents

Synopsis: Destroy child components.

Declaration: `procedure DestroyComponents`

Visibility: `public`

Description: `DestroyComponents` calls the destructor of all owned components, till no more components are left in the `Components` (97) array.

Calling the destructor of an owned component has as the effect that the component will remove itself from the list of owned components, if nothing has disrupted the sequence of destructors.

Errors: If an overridden 'destroy' method does not call it's inherited destructor or raises an exception, it's `TComponent.Destroy` (94) destructor will not be called, which may result in an endless loop.

See also: `TComponent.Destroy` (94), `TComponent.Components` (97)

TComponent.Destroying

Synopsis: Called when the component is being destroyed

Declaration: `procedure Destroying`

Visibility: `public`

Description: `Destroying` sets the `csDestroying` flag in the component's state (86) property, and does the same for all owned components.

It is not necessary to call `Destroying` directly, the destructor `Destroy` (94) does this automatically.

See also: `TComponent.State` (86), `TComponent.Destroy` (94)

TComponent.ExecuteAction

Declaration: `function ExecuteAction(Action: TBasicAction) : Boolean; Dynamic`

Visibility: `public`

TComponent.FindComponent

Synopsis: Finds and returns the named component in the owned components.

Declaration: `function FindComponent(const AName: String) : TComponent`

Visibility: `public`

Description: `FindComponent` searches the component with name `AName` in the list of owned components. If `AName` is empty, then `Nil` is returned.

See also: `TComponent.Components` (97), `TComponent.Name` (99)

TComponent.FreeNotification

Synopsis: Ask the component to notify called when it is being destroyed.

Declaration: `procedure FreeNotification(AComponent: TComponent)`

Visibility: `public`

Description: `FreeNotification` inserts `AComponent` in the freenotification list. When the component is destroyed, the `Notification` (90) method is called for all components in the freenotification list.

See also: `TComponent.Components` (97), `TComponent.Notification` (90)

TComponent.RemoveFreeNotification

Declaration: `procedure RemoveFreeNotification(AComponent: TComponent)`

Visibility: `public`

TComponent.FreeOnRelease

Synopsis: Part of the `IVCLComObject` interface.

Declaration: `procedure FreeOnRelease`

Visibility: `public`

Description: Provided for Delphi compatibility, but is not yet implemented.

TComponent.GetParentComponent

Synopsis: Returns the parent component.

Declaration: `function GetParentComponent : TComponent; Dynamic`

Visibility: `public`

Description: `GetParentComponent` can be implemented to return the parent component of this component. The implementation of this method in `TComponent` always returns `Nil`. Descendent classes must override this method to return the visual parent of the component.

See also: `TComponent.HasParent` (96), `TComponent.Owner` (99)

TComponent.HasParent

Synopsis: Does the component have a parent ?

Declaration: `function HasParent : Boolean; Dynamic`

Visibility: `public`

Description: `HasParent` can be implemented to return whether the parent of the component exists. The implementation of this method in `TComponent` always returns `False`, and should be overridden by descendent classes to return `True` when a parent is available. If `HasParent` returns `True`, then `GetParentComponent` (96) will return the parent component.

See also: `TComponent.HasParent` (96), `TComponent.Owner` (99)

TComponent.InsertComponent

Synopsis: Insert the given component in the list of owned components.

Declaration: `procedure InsertComponent (AComponent : TComponent)`

Visibility: `public`

Description: `InsertComponent` attempts to insert `AComponent` in the list with owned components. It first calls `ValidateComponent` (86) to see whether the component can be inserted. It then checks whether there are no name conflicts by calling `ValidateRename` (93). If neither of these checks have raised an exception the component is inserted, and notified of the insert.

See also: `TComponent.RemoveComponent` (97), `TComponent.Insert` (86), `TComponent.ValidateContainer` (93), `TComponent.ValidateRename` (93), `TComponent.Notification` (90)

TComponent.RemoveComponent

Synopsis: Remove the given component from the list of owned components.

Declaration: `procedure RemoveComponent (AComponent : TComponent)`

Visibility: public

Description: `RemoveComponent` will send an `opRemove` notification to `AComponent` and will then proceed to remove `AComponent` from the list of owned components.

See also: `TComponent.InsertComponent` (96), `TComponent.Remove` (86), `TComponent.ValidateRename` (93), `TComponent.Notification` (90)

TComponent.SafeCallException

Synopsis: Part of the `IVCLComObject` Interface.

Declaration: `function SafeCallException(ExceptObject: TObject; ExceptAddr: Pointer)
: Integer; Override`

Visibility: public

Description: Provided for Delphi compatibility, but not implemented.

TComponent.UpdateAction

Declaration: `function UpdateAction(Action: TBasicAction) : Boolean; Dynamic`

Visibility: public

TComponent.Components

Synopsis: Indexed list (zero-based) of all owned components.

Declaration: `Property Components[Index: Integer]: TComponent`

Visibility: public

Access: Read

Description: `Components` provides indexed access to the list of owned components. `Index` can range from 0 to `ComponentCount-1` (97).

See also: `TComponent.ComponentCount` (97), `TComponent.Owner` (99)

TComponent.ComponentCount

Synopsis: Count of owned components

Declaration: `Property ComponentCount : Integer`

Visibility: public

Access: Read

Description: `ComponentCount` returns the number of components that the current component owns. It can be used to determine the valid index range in the `Component` (97) array.

See also: `TComponent.Components` (97), `TComponent.Owner` (99)

TComponent.ComponentIndex

Synopsis: Index of component in it's owner's list.

Declaration: `Property ComponentIndex : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `ComponentIndex` is the index of the current component in its owner's list of components. If the component has no owner, the value of this property is -1.

See also: `TComponent.Components` (97), `TComponent.ComponentCount` (97), `TComponent.Owner` (99)

TComponent.ComponentState

Synopsis: Current component's state.

Declaration: `Property ComponentState : TComponentState`

Visibility: `public`

Access: `Read`

Description: `ComponentState` indicates the current state of the component. It is a set of flags which indicate the various stages in the lifetime of a component. The following values can occur in this set:

Table 1.13: Component states

Flag	Meaning
<code>csLoading</code>	The component is being loaded from stream
<code>csReading</code>	Component properties are being read from stream.
<code>csWriting</code>	Component properties are weing written to stream.
<code>csDestroying</code>	The component or one of it's owners is being destroyed.
<code>csAncestor</code>	The component is being streamed as part of a frame
<code>csUpdating</code>	The component is being updated
<code>csFixups</code>	References to other components are being resolved
<code>csFreeNotification</code>	The component has freenotifications.
<code>csInline</code>	The component is being loaded as part of a frame
<code>csDesignInstance</code>	? not used.

The component state is set by various actions such as reading it from stream, destroying it etc.

See also: `TComponent.SetAncestor` (91), `TComponent.SetDesigning` (91), `TComponent.SetInline` (86), `TComponent.SetDesignInstance` (86), `TComponent.Updating` (92), `TComponent.Updated` (92), `TComponent.Loaded` (90)

TComponent.ComponentStyle

Synopsis: Current component's style.

Declaration: `Property ComponentStyle : TComponentStyle`

Visibility: `public`

Access: `Read`

Description: Current component's style.

TComponent.DesignInfo

Synopsis: Information for IDE designer.

Declaration: `Property DesignInfo : LongInt`

Visibility: `public`

Access: `Read,Write`

Description: `DesignInformation` can be used by an IDE to store design information in the component. It should not be used by an application programmer.

See also: `TComponent.Tag` ([100](#))

TComponent.Owner

Synopsis: Owner of this component.

Declaration: `Property Owner : TComponent`

Visibility: `public`

Access: `Read`

Description: `Owner` returns the owner of this component. The owner cannot be set except by explicitly inserting the component in another component's owned components list using that component's `InsertComponent` ([96](#)) method, or by removing the component from it's owner's owned component list using the `RemoveComponent` ([97](#)) method.

See also: `TComponent.Components` ([97](#)), `TComponent.InsertComponent` ([96](#)), `TComponent.RemoveComponent` ([97](#))

TComponent.VCLComObject

Synopsis: Not implemented.

Declaration: `Property VCLComObject : Pointer`

Visibility: `public`

Access: `Read,Write`

Description: `VCLComObject` is not yet implemented in Free Pascal.

TComponent.Name

Synopsis: Name of the component.

Declaration: `Property Name : TComponentName`

Visibility: `published`

Access: `Read,Write`

Description: `Name` is the name of the component. This name should be a valid identifier, i.e. must start with a letter, and can contain only letters, numbers and the underscore character. When attempting to set the name of a component, the name will be checked for validity. Furthermore, when a component is owned by another component, the name must be either empty or must be unique among the child component names.

Errors: Attempting to set the name to an invalid value will result in an exception being raised.

See also: [TComponent.ValidateRename \(93\)](#), [TComponent.Owner \(99\)](#)

TComponent.Tag

Synopsis: Tag value of the component.

Declaration: `Property Tag : LongInt`

Visibility: `published`

Access: `Read,Write`

Description: Tag can be used to store an integer value in the component. This value is streamed together with all other published properties. It can be used for instance to quickly identify a component in an event handler.

See also: [TComponent.Name \(99\)](#)

1.34 TCustomMemoryStream

Description

`TCustomMemoryStream` is the parent class for streams that stored their data in memory. It introduces all needed functions to handle reading from and navigating through the memory, and introduces a `Memory` ([102](#)) property which points to the memory area where the stream data is kept.

The only thing which `TCustomMemoryStream` does not do is obtain memory to store data when writing data or the writing of data. This functionality is implemented in descendent streams such as `TMemoryStream` ([117](#)). The reason for this approach is that this way it is possible to create e.g. read-only descendents of `TCustomMemoryStream` that point to a fixed part in memory which can be read from, but not written to.

Remark: Since `TCustomMemoryStream` is an abstract class, do not create instances of `TMemoryStream` directly. Instead, create instances of descendents such as `TMemoryStream` ([117](#)).

Method overview

Page	Method	Description
101	<code>Read</code>	Reads <code>Count</code> bytes from the stream into <code>buffer</code> .
102	<code>SaveToFile</code>	Writes the contents of the stream to a file.
101	<code>SaveToStream</code>	Writes the contents of the memory stream to another stream.
101	<code>Seek</code>	Sets a new position in the stream.
100	<code>SetPointer</code>	Sets the internal memory pointer and size of the memory block.

Property overview

Page	Property	Access	Description
102	<code>Memory</code>	<code>r</code>	Pointer to the data kept in the memory stream.

TCustomMemoryStream.SetPointer

Synopsis: Sets the internal memory pointer and size of the memory block.

Declaration: `procedure SetPointer(Ptr: Pointer; ASize: LongInt)`

Visibility: `protected`

Description: `SetPointer` updates the internal memory pointer and the size of the memory area pointed to.

Descendent memory streams should call this method whenever they set or reset the memory the stream should read from or write to.

See also: `TCustomMemoryStream.Memory` (102), `TStream.Size` (147)

TCustomMemoryStream.Read

Synopsis: Reads `Count` bytes from the stream into `buffer`.

Declaration: `function Read(var Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Read` reads `Count` bytes from the stream into the memory pointed to by `buffer`. It returns the number of bytes actually read.

This method overrides the abstract `TStream.Read` (139) method of `TStream` (138). It will read as much bytes as are still available in the memory area pointer to by `Memory` (102). After the bytes are read, the internal stream position is updated.

See also: `TCustomMemoryStream.Memory` (102), `TStream.Read` (139)

TCustomMemoryStream.Seek

Synopsis: Sets a new position in the stream.

Declaration: `function Seek(Offset: LongInt; Origin: Word) : LongInt; Override`

Visibility: `public`

Description: `Seek` overrides the abstract `TStream.Seek` (140) method. It simply updates the internal stream position, and returns the new position.

Errors: No checking is done whether the new position is still a valid position, i.e. whether the position is still within the range `0..Size`. Attempting a seek outside the valid memory range of the stream may result in an exception at the next read or write operation.

See also: `TStream.Position` (147), `TStream.Size` (147), `TCustomMemoryStream.Memory` (102)

TCustomMemoryStream.SaveToStream

Synopsis: Writes the contents of the memory stream to another stream.

Declaration: `procedure SaveToStream(Stream: TStream)`

Visibility: `public`

Description: `SaveToStream` writes the contents of the memory stream to `Stream`. The content of `Stream` is not cleared first. The current position of the memory stream is not changed by this action.

Remark: This method will work much faster than the use of the `TStream.CopyFrom` (141) method:

```
Seek(0, soFromBeginning);
Stream.CopyFrom(Self, Size);
```

because the `CopyFrom` method copies the contents in blocks, while `SaveToStream` writes the contents of the memory as one big block.

Errors: If an error occurs when writing to `Stream` an `EStreamError` (43) exception will be raised.

See also: `TCustomMemoryStream.SaveToFile` (102), `TStream.CopyFrom` (141)

TCustomMemoryStream.SaveToFile

Synopsis: Writes the contents of the stream to a file.

Declaration: `procedure SaveToFile(const FileName: String)`

Visibility: `public`

Description: `SaveToFile` writes the contents of the stream to a file with name `FileName`. It simply creates a filestream and writes the contents of the memorystream to this file stream using `TCustomMemoryStream.SaveToStream` (101).

Remark: This method will work much faster than the use of the `TStream.CopyFrom` (141) method:

```
Stream:=TFileStream.Create(fmCreate,FileName);
Seek(0,soFromBeginning);
Stream.CopyFrom(Self,Size);
```

because the `CopyFrom` method copies the contents in blocks, while `SaveToFile` writes the contents of the memory as one big block.

Errors: If an error occurs when creating or writing to the file, an `EStreamError` (43) exception may occur.

See also: `TCustomMemoryStream.SaveToStream` (101), `TFileStream` (107), `TStream.CopyFrom` (141)

TCustomMemoryStream.Memory

Synopsis: Pointer to the data kept in the memory stream.

Declaration: `Property Memory : Pointer`

Visibility: `public`

Access: `Read`

Description: `Memory` points to the memory area where stream keeps it's data. The property is read-only, so the pointer cannot be set this way.

Remark: Do not write to the memory pointed to by `Memory`, since the memory content may be read-only, and thus writing to it may cause errors.

See also: `TStream.Size` (147)

1.35 TDataModule

Method overview

Page	Method	Description
104	AfterConstruction	
104	BeforeDestruction	
104	Create	
104	CreateNew	
103	DefineProperties	
104	Destroy	
103	DoCreate	
103	DoDestroy	
103	GetChildren	
104	HandleCreateException	
104	ReadState	

Property overview

Page	Property	Access	Description
104	DesignOffset	rw	
105	DesignSize	rw	
105	OldCreateOrder	rw	
105	OnCreate	rw	
105	OnDestroy	rw	

TDataModule.DoCreate

Declaration: `procedure DoCreate; Virtual`

Visibility: `protected`

TDataModule.DoDestroy

Declaration: `procedure DoDestroy; Virtual`

Visibility: `protected`

TDataModule.DefineProperties

Declaration: `procedure DefineProperties(Filer: TFiler); Override`

Visibility: `protected`

TDataModule.GetChildren

Declaration: `procedure GetChildren(Proc: TGetChildProc; Root: TComponent); Override`

Visibility: `protected`

TDataModule.HandleCreateException

Declaration: `function HandleCreateException : Boolean; Virtual`

Visibility: `protected`

TDataModule.ReadState

Declaration: `procedure ReadState(Reader: TReader); Override`

Visibility: `protected`

TDataModule.Create

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

TDataModule.CreateNew

Declaration: `constructor CreateNew(AOwner: TComponent)`
`constructor CreateNew(AOwner: TComponent; CreateMode: Integer); Virtual`

Visibility: `public`

TDataModule.Destroy

Declaration: `destructor Destroy; Override`

Visibility: `public`

TDataModule.AfterConstruction

Declaration: `procedure AfterConstruction; Override`

Visibility: `public`

TDataModule.BeforeDestruction

Declaration: `procedure BeforeDestruction; Override`

Visibility: `public`

TDataModule.DesignOffset

Declaration: `Property DesignOffset : TPoint`

Visibility: `public`

Access: `Read,Write`

TDataModule.DesignSize

Declaration: Property DesignSize : TPoint

Visibility: public

Access: Read,Write

TDataModule.OnCreate

Declaration: Property OnCreate : TNotifyEvent

Visibility: published

Access: Read,Write

TDataModule.OnDestroy

Declaration: Property OnDestroy : TNotifyEvent

Visibility: published

Access: Read,Write

TDataModule.OldCreateOrder

Declaration: Property OldCreateOrder : Boolean

Visibility: published

Access: Read,Write

1.36 TFiler**Description**

Class responsible for streaming of components.

Method overview

Page	Method	Description
106	DefineBinaryProperty	
106	DefineProperty	
106	SetRoot	Sets the root component which is being streamed.

Property overview

Page	Property	Access	Description
107	Ancestor	rw	Ancestor component from which an inherited component is streamed.
107	IgnoreChildren	rw	Determines whether children will be streamed as well.
106	LookupRoot	r	Component used to look up ancestor components.
106	Root	rw	The root component is the initial component which is being streamed.

TFile.SetRoot

Synopsis: Sets the root component which is being streamed.

Declaration: `procedure SetRoot(ARoot: TComponent); Virtual`

Visibility: `protected`

Description: Sets the root component. The root component is the initial component which is being streamed.

TFile.DefineProperty

Synopsis:

Declaration: `procedure DefineProperty(const Name: String; ReadData: TReaderProc;
WriteData: TWriterProc; HasData: Boolean)
; Virtual; Abstract`

Visibility: `public`

Description:

TFile.DefineBinaryProperty

Synopsis:

Declaration: `procedure DefineBinaryProperty(const Name: String; ReadData: TStreamProc;
WriteData: TStreamProc; HasData: Boolean)
; Virtual; Abstract`

Visibility: `public`

Description:

TFile.Root

Synopsis: The root component is the initial component which is being streamed.

Declaration: `Property Root : TComponent`

Visibility: `public`

Access: `Read, Write`

Description: The streaming process will stream a component and all the components which it owns. The Root component is the component which is initially streamed.

See also: `TFile.LookupRoot` ([106](#))

TFile.LookupRoot

Synopsis: Component used to look up ancestor components.

Declaration: `Property LookupRoot : TComponent`

Visibility: `public`

Access: `Read`

Description: When comparing inherited component's values against parent values, the values are compared with the component in `LookupRoot`. Initially, it is set to `Root` (106).

See also: `TFile.Root` (106)

TFile.Ancestor

Synopsis: Ancestor component from which an inherited component is streamed.

Declaration: `Property Ancestor : TPersistent`

Visibility: `public`

Access: `Read,Write`

Description: When streaming a component, this is the parent component. Only properties that differ from the parent's property value will be streamed.

See also: `TFile.Root` (106), `TFile.LookupRoot` (106)

TFile.IgnoreChildren

Synopsis: Determines whether children will be streamed as well.

Declaration: `Property IgnoreChildren : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: By default, all children (i.e. owned objects) will also be streamed when streaming a component. This property can be used to prevent owned objects from being streamed.

1.37 TFileStream

Description

`TFileStream` is a `TStream` (138) descendant that stores or reads it's data from a named file in the filesystem of the operating system.

To this end, it overrides some of the abstract methods in `TStream` and implements them for the case of files on disk, and it adds the `FileName` (108) property to the list of public properties.

Method overview

Page	Method	Description
108	<code>Create</code>	Creates a file stream.
108	<code>Destroy</code>	Destroys the file stream.

Property overview

Page	Property	Access	Description
108	<code>FileName</code>	<code>r</code>	The filename of the stream.

TFileStream.Create

Synopsis: Creates a file stream.

Declaration: `constructor Create(const AFileName: String; Mode: Word)`
`constructor Create(const AFileName: String; Mode: Word; Rights: Cardinal)`

Visibility: `public`

Description: `Create` creates a new instance of a `TFileStream` class. It opens the file `AFileName` with mode `Mode`, which can have one of the following values:

Table 1.14:

<code>fmCreate</code>	<code>TFileStream.Create</code> (108) creates a new file if needed.
<code>fmOpenRead</code>	<code>TFileStream.Create</code> (108) opens a file with read-only access.
<code>fmOpenWrite</code>	<code>TFileStream.Create</code> (108) opens a file with write-only access.
<code>fmOpenReadWrite</code>	<code>TFileStream.Create</code> (108) opens a file with read-write access.

After the file has been opened in the requested mode and a handle has been obtained from the operating system, the inherited constructor is called.

Errors: If the file could not be opened in the requested mode, an `EOpenError` (41) exception is raised.

See also: `TStream` (138), `TFileStream.FileName` (108), `THandleStream.Create` (109)

TFileStream.Destroy

Synopsis: Destroys the file stream.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` closes the file (causing possible buffered data to be written to disk) and then calls the inherited destructor.

Do not call `destroy` directly, instead call the `Free` method. `Destroy` does not check whether `Self` is `nil`, while `Free` does.

See also: `TFileStream.Create` (108)

TFileStream.FileName

Synopsis: The filename of the stream.

Declaration: `Property FileName : String`

Visibility: `public`

Access: `Read`

Description: `FileName` is the name of the file that the stream reads from or writes to. It is the name as passed in the constructor of the stream; it cannot be changed. To write to another file, the stream must be freed and created again with the new filename.

See also: `TFileStream.Create` (108)

1.38 THandleStream

Description

THandleStream is an abstract descendent of the TStream (138) class that provides methods for a stream to handle all reading and writing to and from a handle, provided by the underlying OS. To this end, it overrides the Read (110) and Write (110) methods of TStream.

Remark:

- THandleStream does not obtain a handle from the OS by itself, it just handles reading and writing to such a handle by wrapping the system calls for reading and writing; Descendent classes should obtain a handle from the OS by themselves and pass it on in the inherited constructor.
- Contrary to Delphi, no seek is implemented for THandleStream, since pipes and sockets do not support this. The seek is implemented in descendent methods that support it.

Method overview

Page	Method	Description
109	Create	Create a handlestream from an OS Handle.
110	Read	Overrides standard read method.
110	Seek	
109	SetSize	
110	Write	Overrides standard write method.

Property overview

Page	Property	Access	Description
110	Handle	r	The OS handle of the stream.

THandleStream.SetSize

Declaration: `procedure SetSize(NewSize: LongInt); Override`
`procedure SetSize(NewSize: Int64); Override`

Visibility: `protected`

THandleStream.Create

Synopsis: Create a handlestream from an OS Handle.

Declaration: `constructor Create(AHandle: Integer)`

Visibility: `public`

Description: Create creates a new instance of a THandleStream class. It stores AHandle in an internal variable and then calls the inherited constructor.

See also: TStream (138)

THandleStream.Read

Synopsis: Overrides standard read method.

Declaration: `function Read(var Buffer;Count: LongInt) : LongInt; Override`

Visibility: public

Description: Read implements the abstract Read (139) method of TStream. It uses the Handle (110) property to read the Count bytes into Buffer

If no error occurs while reading, the number of bytes actually read will be returned.

Errors: If the operating system reports an error while reading from the handle, -1 is returned.

See also: TStream.Read (139), THandleStream.Write (110), THandleStream.Handle (110)

THandleStream.Write

Synopsis: Overrides standard write method.

Declaration: `function Write(const Buffer;Count: LongInt) : LongInt; Override`

Visibility: public

Description: Write implements the abstract Write (140) method of TStream. It uses the Handle (110) property to write the Count bytes from Buffer.

If no error occurs while writing, the number of bytes actually written will be returned.

Errors: If the operating system reports an error while writing to handle, -1 is returned.

See also: TStream.Read (139), THandleStream.Write (110), THandleStream.Handle (110)

THandleStream.Seek

Declaration: `function Seek(Offset: Int64;Origin: TSeekOrigin) : Int64; Override`

Visibility: public

THandleStream.Handle

Synopsis: The OS handle of the stream.

Declaration: `Property Handle : Integer`

Visibility: public

Access: Read

Description: Handle represents the Operating system handle to which reading and writing is done. The handle can be read only, i.e. it cannot be set after the THandlestream instance was created. It should be passed to the constructor THandleStream.Create (109)

See also: THandleStream (109), THandleStream.Create (109)

1.39 TList

Description

`TList` is a class that can be used to manage collections of pointers. It introduces methods and properties to store the pointers, search in the list of pointers, sort them. It manages its memory by itself, no intervention for that is needed.

To manage collections of strings, it is better to use a `TStrings` (154) descendent such as `TStringList` (147). To manage general objects, a `TCollection` (75) class exists, from which a descendent can be made to manage collections of various kinds.

Method overview

Page	Method	Description
112	Add	Adds a new pointer to the list.
113	Clear	Clears the pointer list.
113	Delete	Removes a pointer from the list.
112	Destroy	Destroys the list and releases the memory used to store the list elements.
113	Error	Raises an <code>EListError</code> (42) exception.
113	Exchange	Exchanges two pointers in the list.
113	Expand	Increases the capacity of the list if needed.
114	Extract	
114	First	Returns the first non-nil pointer in the list.
111	Get	
112	Grow	
114	IndexOf	Returns the index of a given pointer.
114	Insert	Inserts a new pointer in the list at a given position.
115	Last	Returns the last non-nil pointer in the list.
115	Move	Moves a pointer from one position in the list to another.
112	Notify	
115	Pack	Removes <code>Nil</code> pointers from the list and frees unused memory.
112	Put	
115	Remove	Removes a value from the list.
112	SetCapacity	
112	SetCount	
116	Sort	Sorts the pointers in the list.

Property overview

Page	Property	Access	Description
116	Capacity	rw	Current capacity (i.e. number of pointers that can be stored) of the list.
116	Count	rw	Current number of pointers in the list.
117	Items	rw	Prohibes access to the pointers in the list.
117	List	r	Memory array where pointers are stored.

TList.Get

Declaration: `function Get(Index: Integer) : Pointer`

Visibility: `protected`

TList.Grow

Declaration: `procedure Grow; Virtual`

Visibility: `protected`

TList.Put

Declaration: `procedure Put(Index: Integer; Item: Pointer)`

Visibility: `protected`

TList.Notify

Declaration: `procedure Notify(Ptr: Pointer; Action: TListNotification); Virtual`

Visibility: `protected`

TList.SetCapacity

Declaration: `procedure SetCapacity(NewCapacity: Integer)`

Visibility: `protected`

TList.SetCount

Declaration: `procedure SetCount(NewCount: Integer)`

Visibility: `protected`

TList.Destroy

Synopsis: Destroys the list and releases the memory used to store the list elements.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` destroys the list and releases the memory used to store the list elements. The elements themselves are in no way touched, i.e. any memory they point to must be explicitly released before calling the destructor.

TList.Add

Synopsis: Adds a new pointer to the list.

Declaration: `function Add(Item: Pointer) : Integer`

Visibility: `public`

Description: `Add` adds a new pointer to the list after the last pointer (i.e. at position `Count`, thus increasing the item count with 1. If the list is at full capacity, the capacity of the list is expanded, using the `Grow` (112) method.

To insert a pointer at a certain position in the list, use the `Insert` (114) method instead.

See also: `TList.Delete` (113), `TList.Grow` (112), `TList.Insert` (114)

TList.Clear

Synopsis: Clears the pointer list.

Declaration: `procedure Clear; Dynamic`

Visibility: `public`

Description: `Clear` removes all pointers from the list, and sets the capacity to 0, thus freeing any memory allocated to maintain the list.

See also: `TList.Destroy` ([112](#))

TList.Delete

Synopsis: Removes a pointer from the list.

Declaration: `procedure Delete(Index: Integer)`

Visibility: `public`

Description: `Delete` removes the pointer at position `Index` from the list, shifting all following pointers one position up (or to the left).

The memory the pointer is pointing to is *not* deallocated.

TList.Error

Synopsis: Raises an `EListError` ([42](#)) exception.

Declaration: `procedure Error(const Msg: String; Data: Integer); Virtual`

Visibility: `public`

Description: `Error` raises an `EListError` ([42](#)) exception, with a message formatted with `Msg` and `Data`.

TList.Exchange

Synopsis: Exchanges two pointers in the list.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer)`

Visibility: `public`

Description: `Exchange` exchanges the pointers at positions `Index1` and `Index2`. Both pointers must be within the current range of the list, or an `EListError` ([42](#)) exception will be raised.

TList.Expand

Synopsis: Increases the capacity of the list if needed.

Declaration: `function Expand : TList`

Visibility: `public`

Description: `Expand` increases the capacity of the list if the current element count matches the current list capacity.

The capacity is increased according to the following algorithm:

- 1.If the capacity is less than 3, the capacity is increased with 4.
- 2.If the capacity is larger than 3 and less than 8, the capacity is increased with 8.
- 3.If the capacity is larger than 8, the capacity is increased with 16.

The return value is `Self`.

See also: `TList.Capacity` ([116](#)),

TList.Extract

Declaration: `function Extract(item: Pointer) : Pointer`

Visibility: `public`

TList.First

Synopsis: Returns the first non-nil pointer in the list.

Declaration: `function First : Pointer`

Visibility: `public`

Description: `First` returns the value of the first non-nil pointer in the list.

If there are no pointers in the list or all pointers equal `Nil`, then `Nil` is returned.

See also: `TList.Last` ([115](#))

TList.IndexOf

Synopsis: Returns the index of a given pointer.

Declaration: `function IndexOf(Item: Pointer) : Integer`

Visibility: `public`

Description: `IndexOf` searches for the pointer `Item` in the list of pointers, and returns the index of the pointer, if found.

If no pointer with the value `Item` was found, -1 is returned.

TList.Insert

Synopsis: Inserts a new pointer in the list at a given position.

Declaration: `procedure Insert(Index: Integer;Item: Pointer)`

Visibility: `public`

Description: `Insert` inserts pointer `Item` at position `Index` in the list. All pointers starting from `Index` are shifted to the right.

If `Index` is not a valid position, then a `EListError` ([42](#)) exception is raised.

See also: `TList.Add` ([112](#)), `Tlist.Delete` ([113](#))

TList.Last

Synopsis: Returns the last non-nil pointer in the list.

Declaration: `function Last : Pointer`

Visibility: `public`

Description: `Last` returns the value of the last non-nil pointer in the list.

If there are no pointers in the list or all pointers equal `Nil`, then `Nil` is returned.

See also: `TList.First` ([114](#))

TList.Move

Synopsis: Moves a pointer from one position in the list to another.

Declaration: `procedure Move(CurIndex: Integer; NewIndex: Integer)`

Visibility: `public`

Description: `Move` moves the pointer at position `CurIndex` to position `NewIndex`. This is done by storing the value at position `CurIndex`, deleting the pointer at position `CurIndex`, and reinserting the value at position `NewIndex`.

If `CurIndex` or `NewIndex` are not inside the valid range of indices, an `EListError` ([42](#)) exception is raised.

See also: `TList.Exchange` ([113](#))

TList.Remove

Synopsis: Removes a value from the list.

Declaration: `function Remove(Item: Pointer) : Integer`

Visibility: `public`

Description: `Remove` searches `Item` in the list, and, if it finds it, deletes the item from the list. Only the first occurrence of `Item` is removed.

See also: `TList.Delete` ([113](#)), `TList.IndexOf` ([114](#)), `TList.Insert` ([114](#))

TList.Pack

Synopsis: Removes `Nil` pointers from the list and frees unused memory.

Declaration: `procedure Pack`

Visibility: `public`

Description: `Pack` removes all `nil` pointers from the list. The capacity of the list is then set to the number of pointers in the list. This method can be used to free unused memory if the list has grown to very large sizes and has a lot of unneeded `nil` pointers in it.

See also: `TList.Clear` ([113](#))

TList.Sort

Synopsis: Sorts the pointers in the list.

Declaration: `procedure Sort(Compare: TListSortCompare)`

Visibility: `public`

Description: `Sort` sorts the pointers in the list. Two pointers are compared by passing them to the `Compare` function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first pointer is assumed to be 'less' than the second and will be moved before the second in the list.
- If the function result is positive, the first pointer is assumed to be 'greater than' the second and will be moved after the second in the list.
- If the function result is zero, the pointers are assumed to be 'equal' and no moving will take place.

The sort is done using a quicksort algorithm.

TList.Capacity

Synopsis: Current capacity (i.e. number of pointers that can be stored) of the list.

Declaration: `Property Capacity : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Capacity` contains the number of pointers the list can store before it starts to grow.

If a new pointer is added to the list using `add` (112) or `insert` (114), and there is not enough memory to store the new pointer, then the list will try to allocate more memory to store the new pointer. Since this is a time consuming operation, it is important that this operation be performed as little as possible. If it is known how many pointers there will be before filling the list, it is a good idea to set the capacity first before filling. This ensures that the list doesn't need to grow, and will speed up filling the list.

See also: `TList.SetCapacity` (112), `TList.Count` (116)

TList.Count

Synopsis: Current number of pointers in the list.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Count` is the current number of (possibly `Nil`) pointers in the list. Since the list is zero-based, the index of the largest pointer is `Count-1`.

TList.Items

Synopsis: Provides access to the pointers in the list.

Declaration: `Property Items[Index: Integer]: Pointer; default`

Visibility: `public`

Access: `Read, Write`

Description: `Items` is used to access the pointers in the list. It is the default property of the `TList` class, so it can be omitted.

The list is zero-based, so `Index` must be in the range 0 to `Count-1`.

TList.List

Synopsis: Memory array where pointers are stored.

Declaration: `Property List : PPointerList`

Visibility: `public`

Access: `Read`

Description: `List` points to the memory space where the pointers are stored. This can be used to quickly copy the list of pointers to another location.

1.40 TMemoryStream**Description**

`TMemoryStream` is a `TStream` (138) descendent that stores its data in memory. It descends directly from `TCustomMemoryStream` (100) and implements the necessary to allocate and de-allocate memory directly from the heap. It implements the `Write` (119) method which is missing in `TCustomMemoryStream`.

`TMemoryStream` also introduces methods to load the contents of another stream or a file into the memory stream.

It is not necessary to do any memory management manually, as the stream will allocate or de-allocate memory as needed. When the stream is freed, all allocated memory will be freed as well.

Method overview

Page	Method	Description
118	<code>Clear</code>	Zeroes the position, capacity and size of the stream.
118	<code>Destroy</code>	Frees any allocated memory and destroys the memory stream.
119	<code>LoadFromFile</code>	Loads the contents of a file into memory.
118	<code>LoadFromStream</code>	Loads the contents of a stream into memory.
118	<code>Realloc</code>	Sets the new capacity for the memory stream
119	<code>SetSize</code>	Sets the size for the memory stream.
119	<code>Write</code>	Writes data to the stream's memory.

Property overview

Page	Property	Access	Description
120	<code>Capacity</code>	<code>rw</code>	Current capacity of the stream.

TMemoryStream.Realloc

Synopsis: Sets the new capacity for the memory stream

Declaration: `function Realloc(var NewCapacity: LongInt) : Pointer; Virtual`

Visibility: `protected`

Description: `SetCapacity` sets the capacity of the memory stream, i.e. does the actual allocation or de-allocation of memory for the stream. It allocates at least `NewCapacity` bytes on the heap, moves the current contents of the stream to this location (as much as fits in) and returns the new memory location. Extra allocated memory is not initialized, i.e. may contain garbage.

Memory is allocated in blocks of 4 Kb; this can be changed by overriding the method.

See also: `TMemoryStream.Capacity` ([120](#))

TMemoryStream.Destroy

Synopsis: Frees any allocated memory and destroys the memory stream.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Free` clears the memory stream, thus in effect freeing any memory allocated for it, and then frees the memory stream.

TMemoryStream.Clear

Synopsis: Zeroes the position, capacity and size of the stream.

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` sets the position and size to 0, and sets the capacity of the stream to 0, thus freeing all memory allocated for the stream.

See also: `TStream.Size` ([147](#)), `TStream.Position` ([147](#)), `TCustomMemoryStream.Memory` ([102](#))

TMemoryStream.LoadFromStream

Synopsis: Loads the contents of a stream into memory.

Declaration: `procedure LoadFromStream(Stream: TStream)`

Visibility: `public`

Description: `LoadFromStream` loads the contents of `Stream` into the memorybuffer of the stream. Any previous contents of the memory stream are overwritten. Memory is allocated as needed.

Remark: The `LoadFromStream` uses the `Size` ([147](#)) property of `Stream` to determine how much memory must be allocated. Some streams do not allow the stream size to be determined, so care must be taken when using this method.

This method will work much faster than the use of the `TStream.CopyFrom` ([141](#)) method:

```
Seek(0, soFromBeginning);
CopyFrom(Stream, Stream.Size);
```

because the `CopyFrom` method copies the contents in blocks, while `LoadFromStream` reads the contents of the stream as one big block.

Errors: If an error occurs when reading from the stream, an `EStreamError` (43) may occur.

See also: `TStream.CopyFrom` (141), `TMemoryStream.LoadFromFile` (119)

TMemoryStream.LoadFromFile

Synopsis: Loads the contents of a file into memory.

Declaration: `procedure LoadFromFile(const FileName: String)`

Visibility: `public`

Description: `LoadFromFile` loads the contents of the file with name `FileName` into the memory stream. The current contents of the memory stream is replaced by the contents of the file. Memory is allocated as needed.

The `LoadFromFile` method simply creates a filestream and then calls the `TMemoryStream.LoadFromStream` (118) method.

See also: `TMemoryStream.LoadFromStream` (118)

TMemoryStream.SetSize

Synopsis: Sets the size for the memory stream.

Declaration: `procedure SetSize(NewSize: LongInt); Override`

Visibility: `public`

Description: `SetSize` sets the size of the memory stream to `NewSize`. This will set the capacity of the stream to `NewSize` and correct the current position in the stream when needed.

See also: `TStream.Position` (147), `TStream.Size` (147)

TMemoryStream.Write

Synopsis: Writes data to the stream's memory.

Declaration: `function Write(const Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Write` writes `Count` bytes from `Buffer` to the stream's memory, starting at the current position in the stream. If more memory is needed than currently allocated, more memory will be allocated. Any contents in the memory stream at the current position will be overwritten. The function returns the number of bytes actually written (which should under normal circumstances always equal `Count`).

This method overrides the abstract `TStream.Write` (140) method.

Errors: If no more memory could be allocated, then an exception will be raised.

See also: `TCustomMemoryStream.Read` (101)

TMemoryStream.Capacity

Synopsis: Current capacity of the stream.

Declaration: `Property Capacity : LongInt`

Visibility: `protected`

Access: `Read,Write`

Description: `Capacity` is the current capacity of the stream, this is the current size of the memory allocated to the stream. This is not necessarily equal to the size of the stream, but will always be larger than or equal to the size of the stream. When writing to the stream, the `TMemoryStream.Write` (119) sets the capacity to the needed value.

If a lot of write operations will occur, performance may be improved by setting the capacity to a large value, so less reallocations of memory will occur while writing to the stream.

See also: `TMemoryStream.ReAlloc` (118)

1.41 TParser**Description**

Class to parse the contents of a stream containing text data.

Method overview

Page	Method	Description
121	<code>CheckToken</code>	Checks whether the token is of the given type.
121	<code>CheckTokenSymbol</code>	Checks whether the token equals the given symbol
120	<code>Create</code>	Creates a new parser instance.
121	<code>Destroy</code>	Destroys the parser instance.
121	<code>Error</code>	Raises an <code>EParserError</code> (42) exception with the given message
121	<code>ErrorFmt</code>	Raises an <code>EParserError</code> (42) exception and formats the message.
122	<code>ErrorStr</code>	Raises an <code>EParserError</code> (42) exception with the given message
122	<code>HexToBinary</code>	Writes hexadecimal data to the stream.
122	<code>NextToken</code>	Reads the next token and returns its type.
122	<code>SourcePos</code>	Returns the current position in the stream.
122	<code>TokenComponentIdent</code>	Checks whether the current token is a component identifier.
122	<code>TokenFloat</code>	Returns the current token as a float.
123	<code>TokenInt</code>	Returns the current token as an integer.
123	<code>TokenString</code>	Returns the current token as a string.
123	<code>TokenSymbolIs</code>	Returns <code>True</code> if the current token is a symbol.

Property overview

Page	Property	Access	Description
123	<code>SourceLine</code>	<code>r</code>	Current source linenumber.
123	<code>Token</code>	<code>r</code>	Contents of the current token.

TParser.Create

Synopsis: Creates a new parser instance.

Declaration: constructor `Create(Stream: TStream)`

Visibility: `public`

Description: Creates a new parser instance.

TParser.Destroy

Synopsis: Destroys the parser instance.

Declaration: destructor `Destroy; Override`

Visibility: `public`

Description: Destroys the parser instance.

TParser.CheckToken

Synopsis: Checks whether the token is of the given type.

Declaration: procedure `CheckToken(T: Char)`

Visibility: `public`

Description: Checks whether the token is of the given type.

TParser.CheckTokenSymbol

Synopsis: Checks whether the token equals the given symbol

Declaration: procedure `CheckTokenSymbol(const S: String)`

Visibility: `public`

Description: Checks whether the token equals the given symbol

TParser.Error

Synopsis: Raises an `EParserError` ([42](#)) exception with the given message

Declaration: procedure `Error(const Ident: String)`

Visibility: `public`

Description: Raises an `EParserError` ([42](#)) exception with the given message

TParser.ErrorFmt

Synopsis: Raises an `EParserError` ([42](#)) exception and formats the message.

Declaration: procedure `ErrorFmt(const Ident: String; const Args: Array[] of const)`

Visibility: `public`

Description: Raises an `EParserError` ([42](#)) exception and formats the message.

TParser.ErrorStr

Synopsis: Raises an EParserError (42) exception with the given message

Declaration: `procedure ErrorStr(const Message: String)`

Visibility: `public`

Description: Raises an EParserError (42) exception with the given message

TParser.HexToBinary

Synopsis: Writes hexadecimal data to the stream.

Declaration: `procedure HexToBinary(Stream: TStream)`

Visibility: `public`

Description: Writes hexadecimal data to the stream.

TParser.NextToken

Synopsis: Reads the next token and returns its type.

Declaration: `function NextToken : Char`

Visibility: `public`

Description: Reads the next token and returns its type.

TParser.SourcePos

Synopsis: Returns the current position in the stream.

Declaration: `function SourcePos : LongInt`

Visibility: `public`

Description: Returns the current position in the stream.

TParser.TokenComponentIdent

Synopsis: Checks whether the current token is a component identifier.

Declaration: `function TokenComponentIdent : String`

Visibility: `public`

Description: Checks whether the current token is a component identifier.

TParser.TokenFloat

Synopsis: Returns the current token as a float.

Declaration: `function TokenFloat : Extended`

Visibility: `public`

Description: Returns the current token as a float.

TParser.TokenInt

Synopsis: Returns the current token as an integer.

Declaration: `function TokenInt : LongInt`

Visibility: `public`

Description: Returns the current token as an integer.

TParser.TokenString

Synopsis: Returns the current token as a string.

Declaration: `function TokenString : String`

Visibility: `public`

Description: Returns the current token as a string.

TParser.TokenSymbols

Synopsis: Returns `True` if the current token is a symbol.

Declaration: `function TokenSymbolIs(const S: String) : Boolean`

Visibility: `public`

Description: Returns `True` if the current token is a symbol.

TParser.SourceLine

Synopsis: Current source linenumber.

Declaration: `Property SourceLine : Integer`

Visibility: `public`

Access: `Read`

Description: Current source linenumber.

TParser.Token

Synopsis: Contents of the current token.

Declaration: `Property Token : Char`

Visibility: `public`

Access: `Read`

Description: Contents of the current token.

1.42 TPersistent

Description

`TPersistent` is the basic class for the streaming system. Since it is compiled in the `{ $M+ }` state, the compiler generates RTTI (Run-Time Type Information) for it and all classes that descend from it. This information can be used to stream all properties of classes.

It also introduces functionality to assign the contents of 2 classes to each other.

Method overview

Page	Method	Description
125	<code>Assign</code>	Assign the contents of one class to another.
124	<code>AssignTo</code>	Generic assignment function.
124	<code>DefineProperties</code>	Declare non-published properties that need to be streamed.
125	<code>Destroy</code>	Destroys the <code>TPersistent</code> instance.
126	<code>GetNamePath</code>	Returns a string that can be used to identify the class instance.
125	<code>GetOwner</code>	Returns the owner of the component.

TPersistent.AssignTo

Synopsis: Generic assignment function.

Declaration: `procedure AssignTo(Dest: TPersistent); Virtual`

Visibility: `protected`

Description: `AssignTo` is the generic function to assign the class' contents to another class. This method must be overridden by descendent classes to actually assign the content of the source instance to the destination instance.

The `TPersistent` ([124](#)) implementation of `AssignTo` raises an `EConvertError` exception. This is done for the following reason: If the source class doesn't know how to assign itself to the destination class (using `AssignTo`), the destination class may know how get the data from the source class (using `Assign` ([125](#))). If all descendent methods are implemented correctly, then if neither of the two classes knows how to assign their contents to each other, execution will end up at `TPersistent.Assign` ([125](#)), which will simply execute

```
Dest.AssignTo(Self);
```

If neither of the classes knows how to assign to/from each other, then execution will end up at the `TPersistent` implementation of `AssignTo`, and an exception will be raised.

See also: `TPersistent.Assign` ([125](#))

TPersistent.DefineProperties

Synopsis: Declare non-published properties that need to be streamed.

Declaration: `procedure DefineProperties(Filer: TFiler); Virtual`

Visibility: `protected`

Description: `DefineProperties` must be overridden by descendent classes to indicate to the streaming system which non-published properties must also be streamed.

The streaming systems stores only published properties in the stream. Sometimes it is necessary to store additional data in the stream, data which is not published. This can be done by overriding the `DefineProperties` method. The `Filer` object is the class that is responsible for writing all properties to the stream.

To define new properties, two methods of the `TFile` (105) class should be used:

1. `DefineProperty` (106), to define a property which can be represented as text.
2. `DefineProperty` (106), to define a property which contains binary data.

On order for the streaming to work correctly, a call to the inherited `DefineProperties` is also needed, so ancestor objects also get the possibility to read or write their private data to the stream. Failure to call the inherited method will result in component properties not being streamed correctly.

See also: `TFile.DefineProperties` (105), `TFile` (105)

TPersistent.GetOwner

Synopsis: Returns the owner of the component.

Declaration: `function GetOwner : TPersistent; Dynamic`

Visibility: `protected`

Description: `GetOwner` returns the owning component of the classes instane. The `TPersistent` implementation of `GetOwner` returns `Nil`. `TComponent` (86) overrides this method.

See also: `TComponent` (86)

TPersistent.Destroy

Synopsis: Destroys the `TPersistent` instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` disposes of the persistent object. This method should never be called directly. Instead the `Free` method should be used.

TPersistent.Assign

Synopsis: Assign the contents of one class to another.

Declaration: `procedure Assign(Source: TPersistent); Virtual`

Visibility: `public`

Description: `Assign` copies the contents of `Source` to `Self`, if the classes of the destination and source classes are compatible.

The `TPersistent` implementation of `Assign` does nothing but calling the `AssignTo` (124) method of source. This means that if the destination class does not know how to assign the contents of the source class, the source class instance is asked to assign itself to the destination class. This means that it is necessary to implement only one of the two methods so that two classes can be assigned to one another.

Remark: In general, a statement of the form

```
Destination:=Source;
```

(where `Destination` and `Source` are classes) does not achieve the same as a statement of the form

```
Destination.Assign(Source);
```

After the former statement, both `Source` and `Destination` will point to the same object. The latter statement will copy the *contents* of the `Source` class to the `Destination` class.

See also: `TPersistent.AssignTo` ([124](#))

TPersistent.GetNamePath

Synopsis: Returns a string that can be used to identify the class instance.

Declaration: `function GetNamePath : String; Virtual`

Visibility: `public`

Description: `GetNamePath` returns a string that can be used to identify the class instance. This can be used to display a name for this instance in a Object designer.

`GetNamePath` constructs a name by recursively prepending the `Classname` of the `Owner` instance to the `Classname` of this instance, separated by a dot.

See also: `TPersistent.GetOwner` ([125](#))

1.43 TReader

Description

The `TReader` class is a reader class that implements generic component streaming capabilities, independent of the format of the data in the stream. It uses a driver class `TAbstractObjectReader` ([44](#)) to do the actual reading of data. The interface of the `TReader` class should be identical to the interface in Delphi.

Method overview

Page	Method	Description
130	BeginReferences	Initializes the component referencing mechanism.
130	CheckValue	Raises an exception if the next value in the stream is not of type <code>Value</code>
134	CopyValue	Copy a value to a writer.
129	Create	Creates a new reader class
130	DefineBinaryProperty	Reads a user-defined binary property from the stream.
130	DefineProperty	Reads a user-defined property from the stream.
129	Destroy	Destroys a reader class.
130	EndOfList	Returns true if the stream contains an end-of-list marker.
131	EndReferences	Finalizes the component referencing mechanism.
128	Error	Calls an installed error handler and passes it <code>Message</code>
128	FindMethod	Return the address of a published method.
131	FixupReferences	Tries to resolve all unresolved component references.
131	NextValue	Returns the type of the next value.
129	PropertyError	Skips a property value and raises an exception.
131	ReadBoolean	Reads a boolean from the stream.
131	ReadChar	Reads a character from the stream.
131	ReadCollection	Reads a collection from the stream.
132	ReadComponent	Starts reading a component from the stream.
132	ReadComponents	Starts reading child components from the stream.
129	ReadData	Reads the components data after it has been created.
132	ReadDate	Reads a date from the stream
132	ReadFloat	Reads a float from the stream.
132	ReadIdent	Reads an identifier from the stream.
133	ReadInt64	Reads a 64-bit integer from the stream.
133	ReadInteger	Reads an integer from the stream
133	ReadListBegin	Checks for the beginning of a list.
133	ReadListEnd	Checks for the end of a list.
129	ReadProperty	Read and process a property name
129	ReadPropValue	Reads a property value for <code>PropInfo</code> .
133	ReadRootComponent	Starts reading a root component.
132	ReadSingle	Reads a single-type real from the stream.
133	ReadString	Reads a string from the stream.
134	ReadValue	Reads the next value type from the stream.

Property overview

Page	Property	Access	Description
134	CanHandleExceptions	r	Indicates whether the reader is handling exceptions at this stage.
134	Driver	r	The driver in use for streaming the data.
136	OnAncestorNotFound	rw	Handler called when the ancestor component cannot be found.
136	OnCreateComponent	rw	Handler called when a component needs to be created.
135	OnError	rw	Handler called when an error occurs.
136	OnFindComponentClass	rw	Handler called when a component class reference needs to be found.
135	OnFindMethod	rw	Handler to find or change a method address.
136	OnReferenceName	rw	Handler called when another component is referenced.
135	OnSetName	rw	Handler called when setting a component name.
135	Owner	rw	Owner of the component being read
135	Parent	rw	Parent of the component being read.
134	PropName	r	Name of the property being read at this moment.

TReader.Error

Synopsis: Calls an installed error handler and passes it Message

Declaration: `function Error(const Message: String) : Boolean; Virtual`

Visibility: protected

Description: Error returns `False` if no `TReader.OnError` ([135](#)) handler is installed. If one is installed, then it will be called, passing the reader instance, message, and function return value as parameters.

If the function result `False`, i.e. when there is no handler installed or the handler returned `False`, then the calling code will raise an exception.

See also: `TReader.FindMethod` ([128](#))

TReader.FindMethod

Synopsis: Return the address of a published method.

Declaration: `function FindMethod(ARoot: TComponent; const AMethodName: String) : Pointer; Virtual`

Visibility: protected

Description: `FindMethod` will search for the method in `ARoot`. If it isn't found there, then it will call a `OnFindMethod` handler, if one is installed, passing it the method name `AMethodName`, the result pointer and a variable which says whether an exception should be raised if no method with name `AMethodName` is found.

If the method cannot be found and the `OnFindMethod` ([135](#)) returns `True`, then an exception will be raised.

See also: `TReader.OnFindMethod` ([135](#)), `TFindMethodEvent` ([25](#))

TReader.ReadProperty

Synopsis: Read and process a property name

Declaration: `procedure ReadProperty(AInstance: TPersistent)`

Visibility: `protected`

Description: Read and process a property name

TReader.ReadPropValue

Synopsis: Reads a property value for PropInfo.

Declaration: `procedure ReadPropValue(Instance: TPersistent; PropInfo: Pointer)`

Visibility: `protected`

Description: Reads a property value for PropInfo.

TReader.PropertyError

Synopsis: Skips a property value and raises an exception.

Declaration: `procedure PropertyError`

Visibility: `protected`

Description: Skips a property value and raises an exception.

TReader.ReadData

Synopsis: Reads the components data after it has been created.

Declaration: `procedure ReadData(Instance: TComponent)`

Visibility: `protected`

Description: Reads the components data after it has been created.

TReader.Create

Synopsis: Creates a new reader class

Declaration: `constructor Create(Stream: TStream; BufSize: Integer)`

Visibility: `public`

Description: Creates a new reader class

TReader.Destroy

Synopsis: Destroys a reader class.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys a reader class.

TReader.BeginReferences

Synopsis: Initializes the component referencing mechanism.

Declaration: `procedure BeginReferences`

Visibility: `public`

Description: Initializes the component referencing mechanism.

TReader.CheckValue

Synopsis: Raises an exception if the next value in the stream is not of type `Value`

Declaration: `procedure CheckValue(Value: TValueType)`

Visibility: `public`

Description: Raises an exception if the next value in the stream is not of type `Value`

TReader.DefineProperty

Synopsis: Reads a user-defined property from the stream.

Declaration: `procedure DefineProperty(const Name: String; AReadData: TReaderProc;
WriteData: TWriterProc; HasData: Boolean)
; Override`

Visibility: `public`

Description: Reads a user-defined property from the stream.

TReader.DefineBinaryProperty

Synopsis: Reads a user-defined binary property from the stream.

Declaration: `procedure DefineBinaryProperty(const Name: String;
AReadData: TStreamProc;
WriteData: TStreamProc; HasData: Boolean)
; Override`

Visibility: `public`

Description: Reads a user-defined binary property from the stream.

TReader.EndOfList

Synopsis: Returns true if the stream contains an end-of-list marker.

Declaration: `function EndOfList : Boolean`

Visibility: `public`

Description: Returns true if the stream contains an end-of-list marker.

TReader.EndReferences

Synopsis: Finalizes the component referencing mechanism.

Declaration: `procedure EndReferences`

Visibility: `public`

Description: Finalizes the component referencing mechanism.

TReader.FixupReferences

Synopsis: Tries to resolve all unresolved component references.

Declaration: `procedure FixupReferences`

Visibility: `public`

Description: Tries to resolve all unresolved component references.

TReader.NextValue

Synopsis: Returns the type of the next value.

Declaration: `function NextValue : TValueType`

Visibility: `public`

Description: Returns the type of the next value.

TReader.ReadBoolean

Synopsis: Reads a boolean from the stream.

Declaration: `function ReadBoolean : Boolean`

Visibility: `public`

Description: Reads a boolean from the stream.

TReader.ReadChar

Synopsis: Reads a character from the stream.

Declaration: `function ReadChar : Char`

Visibility: `public`

Description: Reads a character from the stream.

TReader.ReadCollection

Synopsis: Reads a collection from the stream.

Declaration: `procedure ReadCollection(Collection: TCollection)`

Visibility: `public`

Description: Reads a collection from the stream.

TReader.ReadComponent

Synopsis: Starts reading a component from the stream.

Declaration: `function ReadComponent(Component: TComponent) : TComponent`

Visibility: public

Description: Starts reading a component from the stream.

TReader.ReadComponents

Synopsis: Starts reading child components from the stream.

Declaration: `procedure ReadComponents(AOwner: TComponent; AParent: TComponent;
Proc: TReadComponentsProc)`

Visibility: public

Description: Starts reading child components from the stream.

TReader.ReadFloat

Synopsis: Reads a float from the stream.

Declaration: `function ReadFloat : Extended`

Visibility: public

Description: Reads a float from the stream.

TReader.ReadSingle

Synopsis: Reads a single-type real from the stream.

Declaration: `function ReadSingle : Single`

Visibility: public

Description: Reads a single-type real from the stream.

TReader.ReadDate

Synopsis: Reads a date from the stream

Declaration: `function ReadDate : TDateTime`

Visibility: public

Description: Reads a date from the stream

TReader.ReadIdent

Synopsis: Reads an identifier from the stream.

Declaration: `function ReadIdent : String`

Visibility: public

Description: Reads an identifier from the stream.

TReader.ReadInteger

Synopsis: Reads an integer from the stream

Declaration: `function ReadInteger : LongInt`

Visibility: `public`

Description: Reads an integer from the stream

TReader.ReadInt64

Synopsis: Reads a 64-bit integer from the stream.

Declaration: `function ReadInt64 : Int64`

Visibility: `public`

Description: Reads a 64-bit integer from the stream.

TReader.ReadListBegin

Synopsis: Checks for the beginning of a list.

Declaration: `procedure ReadListBegin`

Visibility: `public`

Description: Checks for the beginning of a list.

TReader.ReadListEnd

Synopsis: Checks for the end of a list.

Declaration: `procedure ReadListEnd`

Visibility: `public`

Description: Checks for the end of a list.

TReader.ReadRootComponent

Synopsis: Starts reading a root component.

Declaration: `function ReadRootComponent (ARoot : TComponent) : TComponent`

Visibility: `public`

Description: Starts reading a root component.

TReader.ReadString

Synopsis: Reads a string from the stream.

Declaration: `function ReadString : String`

Visibility: `public`

Description: Reads a string from the stream.

TReader.ReadValue

Synopsis: Reads the next value type from the stream.

Declaration: `function ReadValue : TValueType`

Visibility: `public`

Description: Reads the next value type from the stream.

TReader.CopyValue

Synopsis: Copy a value to a writer.

Declaration: `procedure CopyValue(Writer: TWriter)`

Visibility: `public`

Description: Copy a value to a writer.

TReader.PropName

Synopsis: Name of the property being read at this moment.

Declaration: `Property PropName : String`

Visibility: `protected`

Access: `Read`

Description: Name of the property being read at this moment.

TReader.CanHandleExceptions

Synopsis: Indicates whether the reader is handling exceptions at this stage.

Declaration: `Property CanHandleExceptions : Boolean`

Visibility: `protected`

Access: `Read`

Description: Indicates whether the reader is handling exceptions at this stage.

TReader.Driver

Synopsis: The driver in use for streaming the data.

Declaration: `Property Driver : TAbstractObjectReader`

Visibility: `public`

Access: `Read`

Description: The driver in use for streaming the data.

TReader.Owner

Synopsis: Owner of the component being read

Declaration: `Property Owner : TComponent`

Visibility: `public`

Access: `Read,Write`

Description: Owner of the component being read

TReader.Parent

Synopsis: Parent of the component being read.

Declaration: `Property Parent : TComponent`

Visibility: `public`

Access: `Read,Write`

Description: Parent of the component being read.

TReader.OnError

Synopsis: Handler called when an error occurs.

Declaration: `Property OnError : TReaderError`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when an error occurs.

TReader.OnFindMethod

Synopsis: Handler to find or change a method address.

Declaration: `Property OnFindMethod : TFindMethodEvent`

Visibility: `public`

Access: `Read,Write`

Description: Handler to find or change a method address.

TReader.OnSetName

Synopsis: Handler called when setting a component name.

Declaration: `Property OnSetName : TSetNameEvent`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when setting a component name.

TReader.OnReferenceName

Synopsis: Handler called when another component is referenced.

Declaration: `Property OnReferenceName : TReferenceNameEvent`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when another component is referenced.

TReader.OnAncestorNotFound

Synopsis: Handler called when the ancestor component cannot be found.

Declaration: `Property OnAncestorNotFound : TAncestorNotFoundEvent`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when the ancestor component cannot be found.

TReader.OnCreateComponent

Synopsis: Handler called when a component needs to be created.

Declaration: `Property OnCreateComponent : TCreateComponentEvent`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when a component needs to be created.

TReader.OnFindComponentClass

Synopsis: Handler called when a component class reference needs to be found.

Declaration: `Property OnFindComponentClass : TFindComponentClassEvent`

Visibility: `public`

Access: `Read,Write`

Description: Handler called when a component class reference needs to be found.

1.44 TRecall

Method overview

Page	Method	Description
137	Create	
137	Destroy	
137	Forget	
137	Store	

Property overview

Page	Property	Access	Description
137	Reference	r	

TRecall.Create

Declaration: constructor Create(AStorage: TPersistent; AReference: TPersistent)

Visibility: public

TRecall.Destroy

Declaration: destructor Destroy; Override

Visibility: public

TRecall.Store

Declaration: procedure Store

Visibility: public

TRecall.Forget

Declaration: procedure Forget

Visibility: public

TRecall.Reference

Declaration: Property Reference : TPersistent

Visibility: public

Access: Read

1.45 TResourceStream**Description**

Stream that reads its data from a resource object.

Method overview

Page	Method	Description
138	Create	Creates a new instance of a resource stream.
138	CreateFromID	Creates a new instance of a resource stream with resource
138	Destroy	Destroys the instance of the resource stream.
138	Write	Write implements the abstract TStream.Write (140) method.

TResourceStream.Create

Synopsis: Creates a new instance of a resource stream.

Declaration: `constructor Create(Instance: THANDLE; const ResName: String;
ResType: PChar)`

Visibility: `public`

Description: Creates a new instance of a resource stream.

TResourceStream.CreateFromID

Synopsis: Creates a new instance of a resource stream with resource

Declaration: `constructor CreateFromID(Instance: THANDLE; ResID: Integer;
ResType: PChar)`

Visibility: `public`

Description: Creates a new instance of a resource stream with resource

TResourceStream.Destroy

Synopsis: Destroys the instance of the resource stream.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys the instance of the resource stream.

TResourceStream.Write

Synopsis: `Write` implements the abstract `TStream.Write` ([140](#)) method.

Declaration: `function Write(const Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Write` implements the abstract `TStream.Write` ([140](#)) method.

1.46 TStream**Description**

`TStream` is the base class for all streaming classes. It defines abstract methods for reading ([139](#)), writing ([140](#)) from and to streams, as well as functions to determine the size of the stream as well as the current position of the stream.

Descendent classes such as `TMemoryStream` ([117](#)) or `TFileStream` ([107](#)) then implement these abstract methods to write streams to memory or file.

Method overview

Page	Method	Description
141	CopyFrom	Copy data from one stream to another
144	FixupResourceHeader	Not implemented in FPC
139	Read	Reads data from the stream to a buffer and returns the number of bytes read.
145	ReadAnsiString	Read an ansistring from the stream and return its value.
141	ReadBuffer	Reads data from the stream to a buffer
144	ReadByte	Read a byte from the stream and return its value.
142	ReadComponent	Reads component data from a stream
142	ReadComponentRes	Reads component data and resource header from a stream
145	ReadDWord	Read a DWord from the stream and return its value.
144	ReadResHeader	Read a resource header from the stream.
144	ReadWord	Read a word from the stream and return its value.
140	Seek	Sets the current position in the stream
139	SetSize	Sets the size of the stream
140	Write	Writes data from the stream to the buffer and returns the number of bytes written.
146	WriteAnsiString	Write an ansistring to the stream.
141	WriteBuffer	Writes data from the stream to the buffer
145	WriteByte	Write a byte to the stream.
142	WriteComponent	Write component data to the stream
143	WriteComponentRes	Write resource header and component data to a stream
143	WriteDescendent	Write component data to a stream, relative to an ancestor
143	WriteDescendentRes	Write resource header and component data to a stream, relative to an ancestor
146	WriteDWord	Write a DWord to the stream.
143	WriteResourceHeader	Write resource header to the stream
146	WriteWord	Write a word to the stream.

Property overview

Page	Property	Access	Description
147	Position	rw	The current position in the stream.
147	Size	rw	The current size of the stream.

TStream.SetSize

Synopsis: Sets the size of the stream

Declaration: `procedure SetSize(NewSize: LongInt); Virtual; Overload`
`procedure SetSize(NewSize: Int64); Virtual; Overload`

Visibility: `protected`

Description: `SetSize` is the write handler for the `TStream.Size` ([147](#)) property. The `TStream` implementation of `SetSize` does nothing, but descendent classes may override this methods to allow programmers to set the size of the stream.

See also: `TStream.GetSize` ([138](#)), `TStream.Size` ([147](#))

TStream.Read

Synopsis: Reads data from the stream to a buffer and returns the number of bytes read.

Declaration: `function Read(var Buffer;Count: LongInt) : LongInt; Virtual; Abstract`

Visibility: public

Description: Read attempts to read Count from the stream to Buffer and returns the number of bytes actually read.

This method should be used when the number of bytes is not determined. If a specific number of bytes is expected, use `TStream.ReadBuffer` (141) instead.

Read is an abstract method that is overridden by descendent classes to do the actual reading.

Errors: Descendent classes that do not allow reading from the stream may raise an exception when the Read is used.

See also: `TStream.Write` (140), `TStream.ReadBuffer` (141)

TStream.Write

Synopsis: Writes data from the stream to the buffer and returns the number of bytes written.

Declaration: `function Write(const Buffer;Count: LongInt) : LongInt; Virtual
; Abstract`

Visibility: public

Description: Write attempts to write Count bytes from Buffer to the stream. It returns the actual number of bytes written to the stream.

This method should be used when the number of bytes that should be written is not determined. If a specific number of bytes should be written, use `TStream.WriteBuffer` (141) instead.

Write is an abstract method that is overridden by descendent classes to do the actual writing.

Errors: Descendent classes that do not allow writing to the stream may raise an exception when Write is used.

See also: `TStream.Read` (139), `TStream.WriteBuffer` (141)

TStream.Seek

Synopsis: Sets the current position in the stream

Declaration: `function Seek(Offset: LongInt;Origin: Word) : LongInt; Virtual
; Overload
function Seek(Offset: Int64;Origin: TSeekOrigin) : Int64; Virtual
; Overload`

Visibility: public

Description: Seek sets the position of the stream to Offset bytes from Origin. Origin can have one of the following values:

Offset should be negative when the origin is `SoFromEnd`. It should be positive for `soFromBeginning` and can have both signs for `soFromCurrent`

This is an abstract method, which must be overridden by descendent classes. They may choose not to implement this method for all values of Origin and Offset.

Errors: An exception may be raised if this method is called with an invalid pair of Offset,Origin values. e.g. a negative offset for `soFromBeginning`.

See also: `TStream.Position` (147)

Table 1.15:

Constant	Meaning
<code>soFromBeginning</code>	Set the position relative to the start of the stream.
<code>soFromCurrent</code>	Set the position relative to the beginning of the stream.
<code>soFromEnd</code>	Set the position relative to the end of the stream.

TStream.ReadBuffer

Synopsis: Reads data from the stream to a buffer

Declaration: `procedure ReadBuffer(var Buffer; Count: LongInt)`

Visibility: `public`

Description: `ReadBuffer` reads `Count` bytes of the stream into `Buffer`. If the stream does not contain `Count` bytes, then an exception is raised.

`ReadBuffer` should be used to read in a fixed number of bytes, such as when reading structures or the content of variables. If the number of bytes is not determined, use `TStream.Read` ([139](#)) instead. `ReadBuffer` uses `Read` internally to do the actual reading.

Errors: If the stream does not allow to read `Count` bytes, then an exception is raised.

See also: `TStream.Read` ([139](#)), `TStream.WriteBuffer` ([141](#))

TStream.WriteBuffer

Synopsis: Writes data from the stream to the buffer

Declaration: `procedure WriteBuffer(const Buffer; Count: LongInt)`

Visibility: `public`

Description: `WriteBuffer` writes `Count` bytes to the stream from `Buffer`. If the stream does not allow `Count` bytes to be written, then an exception is raised.

`WriteBuffer` should be used to read in a fixed number of bytes, such as when writing structures or the content of variables. If the number of bytes is not determined, use `TStream.Write` ([140](#)) instead. `WriteBuffer` uses `Write` internally to do the actual reading.

Errors: If the stream does not allow to write `Count` bytes, then an exception is raised.

See also: `TStream.Write` ([140](#)), `TStream.ReadBuffer` ([141](#))

TStream.CopyFrom

Synopsis: Copy data from one stream to another

Declaration: `function CopyFrom(Source: TStream; Count: Int64) : Int64`

Visibility: `public`

Description: `CopyFrom` reads `Count` bytes from `Source` and writes them to the current stream. This updates the current position in the stream. After the action is completed, the number of bytes copied is returned.

This can be used to quickly copy data from one stream to another or to copy the whole contents of the stream.

See also: [TStream.Read \(139\)](#), [TStream.Write \(140\)](#)

TStream.ReadComponent

Synopsis: Reads component data from a stream

Declaration: `function ReadComponent(Instance: TComponent) : TComponent`

Visibility: public

Description: `ReadComponent` reads a component state from the stream and transfers this state to `Instance`. If `Instance` is nil, then it is created first based on the type stored in the stream. `ReadComponent` returns the component as it is read from the stream.

`ReadComponent` simply creates a [TReader \(126\)](#) object and calls its [ReadRootComponent \(133\)](#) method.

Errors: If an error occurs during the reading of the component, an [EFileError \(41\)](#) exception is raised.

See also: [TStream.WriteComponent \(142\)](#), [TStream.ReadComponentRes \(142\)](#), [TReader.ReadRootComponent \(133\)](#)

TStream.ReadComponentRes

Synopsis: Reads component data and resource header from a stream

Declaration: `function ReadComponentRes(Instance: TComponent) : TComponent`

Visibility: public

Description: `ReadComponentRes` reads a resource header from the stream, and then calls [ReadComponent \(142\)](#) to read the component state from the stream into `Instance`.

This method is usually called by the global streaming method when instantiating forms and datamodules as created by an IDE. It should be used mainly on Windows, to store components in Windows resources.

Errors: If an error occurs during the reading of the component, an [EFileError \(41\)](#) exception is raised.

See also: [TStream.ReadComponent \(142\)](#), [TStream.WriteComponentRes \(143\)](#)

TStream.WriteComponent

Synopsis: Write component data to the stream

Declaration: `procedure WriteComponent(Instance: TComponent)`

Visibility: public

Description: `WriteComponent` writes the published properties of `Instance` to the stream, so they can later be read with [TStream.ReadComponent \(142\)](#). This method is intended to be used by an IDE, to preserve the state of a form or datamodule as designed in the IDE.

`WriteComponent` simply calls [WriteDescendent \(143\)](#) with Nil ancestor.

See also: [TStream.ReadComponent \(142\)](#), [TStream.WriteComponentRes \(143\)](#)

TStream.WriteComponentRes

Synopsis: Write resource header and component data to a stream

Declaration: `procedure WriteComponentRes(const ResName: String; Instance: TComponent)`

Visibility: public

Description: `WriteComponentRes` writes a `ResName` resource header to the stream and then calls `WriteComponent` (142) to write the published properties of `Instance` to the stream.

This method is intended for use by an IDE that can use it to store forms or datamodules as designed in a Windows resource stream.

See also: `TStream.WriteComponent` (142), `TStream.ReadComponentRes` (142)

TStream.WriteDescendent

Synopsis: Write component data to a stream, relative to an ancestor

Declaration: `procedure WriteDescendent(Instance: TComponent; Ancestor: TComponent)`

Visibility: public

Description: `WriteDescendent` writes the state of `Instance` to the stream where it differs from `Ancestor`, i.e. only the changed properties are written to the stream.

`WriteDescendent` creates a `TWriter` (178) object and calls its `WriteDescendent` (181) object. The writer is passed a binary driver object (65) by default.

TStream.WriteDescendentRes

Synopsis: Write resource header and component data to a stream, relative to an ancestor

Declaration: `procedure WriteDescendentRes(const ResName: String; Instance: TComponent; Ancestor: TComponent)`

Visibility: public

Description: `WriteDescendentRes` writes a `ResName` resource header, and then calls `WriteDescendent` (143) to write the state of `Instance` to the stream where it differs from `Ancestor`, i.e. only the changed properties are written to the stream.

This method is intended for use by an IDE that can use it to store forms or datamodules as designed in a Windows resource stream.

TStream.WriteResourceHeader

Synopsis: Write resource header to the stream

Declaration: `procedure WriteResourceHeader(const ResName: String; var FixupInfo: Integer)`

Visibility: public

Description: `WriteResourceHeader` writes a resource-file header for a resource called `ResName`. It returns in `FixupInfo` the argument that should be passed on to `TStream.FixupResourceHeader` (144).

`WriteResourceHeader` should not be used directly. It is called by the `TStream.WriteComponentRes` (143) and `TStream.WriteDescendentRes` (143) methods.

See also: `TStream.FixupResourceHeader` (144), `TStream.WriteComponentRes` (143), `TStream.WriteDescendentRes` (143)

TStream.FixupResourceHeader

Synopsis: Not implemented in FPC

Declaration: `procedure FixupResourceHeader(FixupInfo: Integer)`

Visibility: `public`

Description: `FixupResourceHeader` is used to write the size of the resource after a component was written to stream. The size is determined from the current position, and it is written at position `FixupInfo`. After that the current position is restored.

`FixupResourceHeader` should never be called directly; it is handled by the streaming system.

See also: `TStream.WriteResourceHeader` ([143](#)), `TStream.WriteComponentRes` ([143](#)), `TStream.WriteDescendentRes` ([143](#))

TStream.ReadResHeader

Synopsis: Read a resource header from the stream.

Declaration: `procedure ReadResHeader`

Visibility: `public`

Description: `ReadResourceHeader` reads a resource file header from the stream. It positions the stream just beyond the header.

`ReadResourceHeader` should not be called directly, it is called by the streaming system when needed.

Errors: If the resource header is invalid an `EInvalidImage` ([41](#)) exception is raised.

See also: `TStream.ReadComponentRes` ([142](#)), `EInvalidImage` ([41](#))

TStream.ReadByte

Synopsis: Read a byte from the stream and return its value.

Declaration: `function ReadByte : Byte`

Visibility: `public`

Description: `ReadByte` reads one byte from the stream and returns its value.

Errors: If the byte cannot be read, a `EStreamError` ([43](#)) exception will be raised. This is a utility function which simply calls the `Read` ([139](#)) function.

See also: `TStream.Read` ([139](#)), `TStream.WriteByte` ([145](#)), `TStream.ReadWord` ([144](#)), `TStream.ReadDWord` ([145](#)), `TStream.ReadAnsiString` ([145](#))

TStream.ReadWord

Synopsis: Read a word from the stream and return its value.

Declaration: `function ReadWord : Word`

Visibility: `public`

Description: ReadWord reads one Word (i.e. 2 bytes) from the stream and returns its value. This is a utility function which simply calls the Read (139) function.

Errors: If the word cannot be read, a EStreamError (43) exception will be raised.

See also: TStream.Read (139), TStream.WriteWord (146), TStream.ReadByte (144), TStream.ReadDWord (145), TStream.ReadAnsiString (145)

TStream.ReadDWord

Synopsis: Read a DWord from the stream and return its value.

Declaration: `function ReadDWord : Cardinal`

Visibility: public

Description: ReadDWord reads one DWord (i.e. 4 bytes) from the stream and returns its value. This is a utility function which simply calls the Read (139) function.

Errors: If the DWord cannot be read, a EStreamError (43) exception will be raised.

See also: TStream.Read (139), TStream.WriteDWord (146), TStream.ReadByte (144), TStream.ReadWord (144), TStream.ReadAnsiString (145)

TStream.ReadAnsiString

Synopsis: Read an ansistring from the stream and return its value.

Declaration: `function ReadAnsiString : String`

Visibility: public

Description: ReadAnsiString reads an ansistring from the stream and returns its value. This is a utility function which simply calls the read function several times. The Ansistring should be stored as 4 bytes (a DWord) representing the length of the string, and then the string value itself. The WriteAnsiString (146) function writes an ansistring in such a format.

Errors: If the AnsiString cannot be read, a EStreamError (43) exception will be raised.

See also: TStream.Read (139), TStream.WriteAnsiString (146), TStream.ReadByte (144), TStream.ReadWord (144), TStream.ReadDWord (145)

TStream.WriteByte

Synopsis: Write a byte to the stream.

Declaration: `procedure WriteByte(b: Byte)`

Visibility: public

Description: WriteByte writes the byte B to the stream. This is a utility function which simply calls the Write (140) function. The byte can be read from the stream using the ReadByte (144) function.

Errors: If an error occurs when attempting to write, an EStreamError (43) exception will be raised.

See also: TStream.Write (140), TStream.ReadByte (144), TStream.WriteWord (146), TStream.WriteDWord (146), TStream.WriteAnsiString (146)

TStream.WriteWord

Synopsis: Write a word to the stream.

Declaration: `procedure WriteWord(w: Word)`

Visibility: `public`

Description: `WriteWord` writes the word `W` (i.e. 2 bytes) to the stream. This is a utility function which simply calls the `Write` (140) function. The word can be read from the stream using the `ReadWord` (144) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (43) exception will be raised.

See also: `TStream.Write` (140), `TStream.ReadWord` (144), `TStream.WriteByte` (145), `TStream.WriteDWord` (146), `TStream.WriteAnsiString` (146)

TStream.WriteDWord

Synopsis: Write a DWord to the stream.

Declaration: `procedure WriteDWord(d: Cardinal)`

Visibility: `public`

Description: `WriteDWord` writes the DWord `D` (i.e. 4 bytes) to the stream. This is a utility function which simply calls the `Write` (140) function. The DWord can be read from the stream using the `ReadDWord` (145) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (43) exception will be raised.

See also: `TStream.Write` (140), `TStream.ReadDWord` (145), `TStream.WriteByte` (145), `TStream.WriteWord` (146), `TStream.WriteAnsiString` (146)

TStream.WriteAnsiString

Synopsis: Write an ansistring to the stream.

Declaration: `procedure WriteAnsiString(S: String)`

Visibility: `public`

Description: `WriteAnsiString` writes the `AnsiString` `S` (i.e. 4 bytes) to the stream. This is a utility function which simply calls the `Write` (140) function. The ansistring is written as a 4 byte length specifier, followed by the ansistring's content. The ansistring can be read from the stream using the `ReadAnsiString` (145) function.

Errors: If an error occurs when attempting to write, an `EStreamError` (43) exception will be raised.

See also: `TStream.Write` (140), `TStream.ReadAnsiString` (145), `TStream.WriteByte` (145), `TStream.WriteWord` (146), `TStream.WriteDWord` (146)

TStream.Position

Synopsis: The current position in the stream.

Declaration: `Property Position : Int64`

Visibility: `public`

Access: `Read,Write`

Description: `Position` can be read to determine the current position in the stream. It can be written to to set the (absolute) position in the stream. The position is zero-based, so to set the position at the beginning of the stream, the position must be set to zero.

Remark: Not all `TStream` descendants support setting the position in the stream, so this should be used with care.

Errors: Some descendants may raise an `EStreamError` (43) exception if they do not support setting the stream position.

See also: `TStream.Size` (147), `TStream.Seek` (140)

TStream.Size

Synopsis: The current size of the stream.

Declaration: `Property Size : Int64`

Visibility: `public`

Access: `Read,Write`

Description: `Size` can be read to determine the stream size or to set the stream size.

Remark: Not all descendants of `TStream` support getting or setting the stream size; they may raise an exception if the `Size` property is read or set.

See also: `TStream.Position` (147), `TStream.Seek` (140)

1.47 TStringList

Description

`TStringList` is a descendent class of `TStrings` (154) that implements all of the abstract methods introduced there. It also introduces some additional methods:

- Sort the list, or keep the list sorted at all times
- Special handling of duplicates in sorted lists
- Notification of changes in the list

Method overview

Page	Method	Description
150	Add	Implements the TStrings.Add (159) function.
148	Changed	Called when the list of strings was modified.
148	Changing	Called when the list is changing.
151	Clear	Implements the TStrings.Add (159) function.
152	CustomSort	
151	Delete	Implements the TStrings.Delete (161) function.
150	Destroy	Destroys the stringlist.
151	Exchange	Implements the TStrings.Exchange (162) function.
151	Find	Locates the index for a given string in sorted lists.
149	Get	Overrides the standard read handler for the TStrings.Strings (169) property.
149	GetCapacity	Overrides the standard read handler for the TStrings.Capacity (166) property.
149	GetCount	Overrides the standard read handler for the TStrings.Count (167) property.
149	GetObject	Overrides the standard read handler for the TStrings.Objects (168) property.
152	IndexOf	Overrides the TStrings.IndexOf (162) property.
152	Insert	Overrides the TStrings.Insert (163) method.
149	Put	Overrides the standard write handler for the TStrings.Strings (169) property.
150	PutObject	Overrides the standard write handler for the TStrings.Objects (168) property.
150	SetCapacity	Overrides the standard write handler for the TStrings.Capacity (166) property.
150	SetUpdateState	Overrides the standard TStrings.SetUpdateState (159) call.
152	Sort	Sorts the strings in the list.

Property overview

Page	Property	Access	Description
152	Duplicates	rw	Describes the behaviour of a sorted list with respect to duplicate strings.
153	OnChange	rw	Event triggered after the list was modified.
153	OnChanging	rw	Event triggered when the list is about to be modified.
153	Sorted	rw	Determines whether the list is sorted or not.

TStringList.Changed

Synopsis: Called when the list of strings was modified.

Declaration: `procedure Changed; Virtual`

Visibility: `protected`

Description: Called when the list of strings was modified.

TStringList.Changing

Synopsis: Called when the list is changing.

Declaration: `procedure Changing; Virtual`

Visibility: `protected`

Description: Called when the list is changing.

TStringList.Get

Synopsis: Overrides the standard read handler for the `TStrings.Strings` (169) property.

Declaration: `function Get(Index: Integer) : String; Override`

Visibility: `protected`

Description: Overrides the standard read handler for the `TStrings.Strings` (169) property.

TStringList.GetCapacity

Synopsis: Overrides the standard read handler for the `TStrings.Capacity` (166) property.

Declaration: `function GetCapacity : Integer; Override`

Visibility: `protected`

Description: Overrides the standard read handler for the `TStrings.Capacity` (166) property.

TStringList.GetCount

Synopsis: Overrides the standard read handler for the `TStrings.Count` (167) property.

Declaration: `function GetCount : Integer; Override`

Visibility: `protected`

Description: Overrides the standard read handler for the `TStrings.Count` (167) property.

TStringList.GetObject

Synopsis: Overrides the standard read handler for the `TStrings.Objects` (168) property.

Declaration: `function GetObject(Index: Integer) : TObject; Override`

Visibility: `protected`

Description: Overrides the standard read handler for the `TStrings.Objects` (168) property.

TStringList.Put

Synopsis: Overrides the standard write handler for the `TStrings.Strings` (169) property.

Declaration: `procedure Put(Index: Integer; const S: String); Override`

Visibility: `protected`

Description: Overrides the standard write handler for the `TStrings.Strings` (169) property.

TStringList.PutObject

Synopsis: Overrides the standard write handler for the TStrings.Objects (168) property.

Declaration: `procedure PutObject(Index: Integer; AObject: TObject); Override`

Visibility: `protected`

Description: Overrides the standard write handler for the TStrings.Objects (168) property.

TStringList.SetCapacity

Synopsis: Overrides the standard write handler for the TStrings.Capacity (166) property.

Declaration: `procedure SetCapacity(NewCapacity: Integer); Override`

Visibility: `protected`

Description: Overrides the standard write handler for the TStrings.Capacity (166) property.

TStringList.SetUpdateState

Synopsis: Overrides the standard TStrings.SetUpdateState (159) call.

Declaration: `procedure SetUpdateState(Updating: Boolean); Override`

Visibility: `protected`

Description: Overrides the standard TStrings.SetUpdateState (159) call.

TStringList.Destroy

Synopsis: Destroys the stringlist.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` clears the stringlist, release all memory allocated for the storage of the strings, and then calls the inherited destroy method.

Remark: Any objects associated to strings in the list will *not* be destroyed; it is the responsibility of the caller to destroy all objects associated with strings in the list.

TStringList.Add

Synopsis: Implements the TStrings.Add (159) function.

Declaration: `function Add(const S: String) : Integer; Override`

Visibility: `public`

Description: `Add` will add `S` to the list. If the list is sorted and the string `S` is already present in the list and `TStringList.Duplicates` (152) is `dupError` then an `EStringListError` (43) exception is raised. If `Duplicates` is set to `dupIgnore` then the return value is underfined.

If the list is sorted, new strings will not necessarily be added to the end of the list, rather they will be inserted at their alphabetical position.

Errors: If the list is sorted and the string *S* is already present in the list and `TStringList.Duplicates` (152) is `dupError` then an `EStringListError` (43) exception is raised.

See also: `TStringList.Insert` (152), `TStringList.Duplicates` (152)

TStringList.Clear

Synopsis: Implements the `TStrings.Add` (159) function.

Declaration: `procedure Clear; Override`

Visibility: `public`

Description: Implements the `TStrings.Add` (159) function.

TStringList.Delete

Synopsis: Implements the `TStrings.Delete` (161) function.

Declaration: `procedure Delete(Index: Integer); Override`

Visibility: `public`

Description: Implements the `TStrings.Delete` (161) function.

TStringList.Exchange

Synopsis: Implements the `TStrings.Exchange` (162) function.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer); Override`

Visibility: `public`

Description: `Exchange` will exchange two items in the list as described in `TStrings.Exchange` (162).

Remark: `Exchange` will not check whether the list is sorted or not; if `Exchange` is called on a sorted list and the strings are not identical, the sort order of the list will be destroyed.

See also: `TStringList.Sorted` (153), `TStrings.Exchange` (162)

TStringList.Find

Synopsis: Locates the index for a given string in sorted lists.

Declaration: `function Find(const S: String; var Index: Integer) : Boolean; Virtual`

Visibility: `public`

Description: `Find` returns `True` if the string *S* is present in the list. Upon exit, the `Index` parameter will contain the position of the string in the list. If the string is not found, the function will return `False` and `Index` will contain the position where the string will be inserted if it is added to the list.

Remark:

1. Use this method only on sorted lists. For unsorted lists, use `TStringList.IndexOf` (152) instead.
2. `Find` uses a binary search method to locate the string

TStringList.IndexOf

Synopsis: Overrides the TStrings.IndexOf ([162](#)) property.

Declaration: `function IndexOf(const S: String) : Integer; Override`

Visibility: public

Description: `IndexOf` overrides the ancestor method `TStrings.IndexOf` ([162](#)). It tries to optimize the search by executing a binary search if the list is sorted. The function returns the position of `S` if it is found in the list, or -1 if the string is not found in the list.

See also: `TStrings.IndexOf` ([162](#)), `TStringList.Find` ([151](#))

TStringList.Insert

Synopsis: Overrides the TStrings.Insert ([163](#)) method.

Declaration: `procedure Insert(Index: Integer;const S: String); Override`

Visibility: public

Description: `Insert` will insert the string `S` at position `Index` in the list. If the list is sorted, an `EStringListError` ([43](#)) exception will be raised instead. `Index` is a zero-based position.

Errors: If `Index` contains an invalid value (less than zero or larger than `Count`, or the list is sorted, an `EStringListError` ([43](#)) exception will be raised.

See also: `TStringList.Add` ([150](#)), `TStrings.Insert` ([163](#)), `TStringList.InsertObject` ([147](#))

TStringList.Sort

Synopsis: Sorts the strings in the list.

Declaration: `procedure Sort; Virtual`

Visibility: public

Description: `Sort` will sort the strings in the list using the quicksort algorithm. If the list has its `TStringList.Sorted` ([153](#)) property set to `True` then nothing will be done.

See also: `TStringList.Sorted` ([153](#))

TStringList.CustomSort

Declaration: `procedure CustomSort(CompareFn: TStringListSortCompare)`

Visibility: public

TStringList.Duplicates

Synopsis: Describes the behaviour of a sorted list with respect to duplicate strings.

Declaration: `Property Duplicates : TDuplicates`

Visibility: public

Access: Read,Write

Description: `Duplicates` describes what to do in case a duplicate value is added to the list:

If the stringlist is not sorted, the `Duplicates` setting is ignored.

Table 1.16:

dupIgnore	Duplicate values will not be added to the list, but no error will be triggered.
dupError	If an attempt is made to add a duplicate value to the list, an <code>EStringListError</code> (43) exception is raised.
dupAccept	Duplicate values can be added to the list.

TStringList.Sorted

Synopsis: Determines whether the list is sorted or not.

Declaration: Property Sorted : Boolean

Visibility: public

Access: Read,Write

Description: Sorted can be set to True in order to cause the list of strings to be sorted. Further additions to the list will be inserted at the correct position so the list remains sorted at all times. Setting the property to False has no immediate effect, but will allow strings to be inserted at any position.

Remark:

1. When Sorted is True, `TStringList.Insert` (152) cannot be used. For sorted lists, `TStringList.Add` (150) should be used instead.
2. If Sorted is True, the `TStringList.Duplicates` (152) setting has effect. This setting is ignored when Sorted is False.

See also: `TStringList.Sort` (152), `TStringList.Duplicates` (152), `TStringList.Add` (150), `TstringList.Insert` (152)

TStringList.OnChange

Synopsis: Event triggered after the list was modified.

Declaration: Property OnChange : TNotifyEvent

Visibility: public

Access: Read,Write

Description: OnChange can be assigned to respond to changes that have occurred in the list. The handler is called whenever strings are added, moved, modified or deleted from the list.

The Onchange event is triggered after the modification took place. When the modification is about to happen, an `TstringList.OnChanging` (153) event occurs.

See also: `TStringList.OnChanging` (153)

TStringList.OnChanging

Synopsis: Event triggered when the list is about to be modified.

Declaration: Property OnChanging : TNotifyEvent

Visibility: public

Access: Read,Write

Description: `OnChanging` can be assigned to respond to changes that will occurred in the list. The handler is called whenever strings will be added, moved, modified or deleted from the list.

The `Onchanging` event is triggered before the modification will take place. When the modification has happened, an `TstringList.OnChange` (153) event occurs.

See also: `TStringList.OnChange` (153)

1.48 TStrings

Description

`TStrings` implements an abstract class to manage an array of strings. It introduces methods to set and retrieve strings in the array, searching for a particular string, concatenating the strings and so on. It also allows an arbitrary object to be associated with each string.

It also introduces methods to manage a series of `name=value` settings, as found in many configuration files.

An instance of `TStrings` is never created directly, instead a descendent class such as `TStringList` (147) should be created. This is because `TStrings` is an abstract class which does not implement all methods; `TStrings` also doesn't store any strings, this is the functionality introduced in descendents such as `TStringList` (147).

Method overview

Page	Method	Description
159	Add	Add a string to the list
159	AddObject	Add a string and associated object to the list.
160	AddStrings	Add contents of another stringlist to this list.
160	Append	Add a string to the list.
160	Assign	Assign the contents of another stringlist to this one.
160	BeginUpdate	Mark the beginning of an update batch.
161	Clear	Removes all strings and associated objects from the list.
156	DefineProperties	Method to stream the contents of the string collection
161	Delete	Delete a string from the list.
159	Destroy	Frees all strings and objects, and removes the list from memory.
161	EndUpdate	Mark the end of an update batch.
162	Equals	Compares the contents of two stringlists.
156	Error	Raises an EStringListError (43) exception.
162	Exchange	Exchanges two strings in the list.
156	Get	Abstract read handler for the TStrings.Strings (169) property.
156	GetCapacity	Abstract Read handler for the TStrings.Capacity (166) property.
157	GetCount	Abstract read handler for the TStrings.Count (167) property.
157	GetObject	Abstract read handler for the TStrings.Objects (168) property.
162	GetText	Returns the contents as a PChar
157	GetTextStr	Read handler for the TStrings.Text (169) property.
162	IndexOf	Find a string in the list and return its position.
163	IndexOfName	Finds the index of a name in the name-value pairs.
163	IndexOfObject	Finds an object in the list and returns its index.
163	Insert	Insert a string in the list.
164	InsertObject	Insert a string and associated object in the list.
164	LoadFromFile	Load the contents of a file as a series of strings.
164	LoadFromStream	Load the contents of a stream as a series of strings.
165	Move	Move a string from one place in the list to another.
157	Put	Write handler for the TStrings.Strings (169) property.
158	PutObject	Write handler for the TStrings.Objects (168) property.
165	SaveToFile	Save the contents of the list to a file.
166	SaveToStream	Save the contents of the string to a stream.
158	SetCapacity	Write handler for the TStrings.Capacity (166) property.
166	SetText	Set the contents of the list from a PChar.
158	SetTextStr	Write handler for the TStrings.Text (169) property.
159	SetUpdateState	Sets the update state.

Property overview

Page	Property	Access	Description
166	Capacity	rw	Capacity of the list, i.e. number of strings that the list can currently hold before it tries to expand.
166	CommaText	rw	Contents of the list as a comma-separated string.
167	Count	r	Number of strings in the list.
167	Names	r	Name parts of the name-value pairs in the list.
168	Objects	rw	Indexed access to the objects associated with the strings in the list.
169	Strings	rw	Indexed access to teh strings in the list.
169	StringsAdapter	rw	Not implemented in Free Pascal.
169	Text	rw	Contents of the list as one big string.
168	Values	rw	Value parts of the name-value pairs in the list.

TStrings.DefineProperties

Synopsis: Method to stream the contents of the string collection

Declaration: `procedure DefineProperties(Filer: TFile); Override`

Visibility: `protected`

Description: `DefineProperties` allows the contents of the string collection to be streamed. As such, it overrides `TPersistent.DefineProperties` ([124](#))

See also: `TPersistent.DefineProperties` ([124](#))

TStrings.Error

Synopsis: Raises an `EStringListError` ([43](#)) exception.

Declaration: `procedure Error(const Msg: String; Data: Integer)`

Visibility: `protected`

Description: `Error` raises an `EStringListError` ([43](#)) exception. It passes `Msg` as a format with `Data` as the only argument.

This method can be used by descendent objects to raise an error.

See also: `EStringListError` ([43](#))

TStrings.Get

Synopsis: Abstract read handler for the `TStrings.Strings` ([169](#)) property.

Declaration: `function Get(Index: Integer) : String; Virtual; Abstract`

Visibility: `protected`

Description: `Get` is the abstract read handler for the `TStrings.Strings` ([169](#)) property. This is an abstract method, hence it is not implemented in `TStrings`.

Descendent classes, such as `TStringList` ([147](#)) must override this method and implement a routine that retrieves the `Index`-th string in the list. `Index` should have a value between 0 and `Count-1`, in all other cases an error should be raised using `TStrings.Error` ([156](#)).

See also: `TStrings.Strings` ([169](#)), `TStrings.Put` ([157](#)), `TStrings.GetObject` ([157](#))

TStrings.GetCapacity

Synopsis: Abstract Read handler for the `TStrings.Capacity` ([166](#)) property.

Declaration: `function GetCapacity : Integer; Virtual`

Visibility: `protected`

Description: `GetCapacity` is the read handler for the `TStrings.Capacity` ([166](#)) property. The implementation in `TStrings` will return 0.

Descendent classes can override this method. It should return the current number of strings that can be held by the stringlist before it attempts to expand it's storage space.

See also: `TStrings.Capacity` ([166](#)), `TStrings.SetCapacity` ([158](#))

TStrings.GetCount

Synopsis: Abstract read handler for the TStrings.Count (167) property.

Declaration: `function GetCount : Integer; Virtual; Abstract`

Visibility: `protected`

Description: `GetCount` is the abstract read handler for the TStrings.Count (167) property. This is an abstract method, hence it is not implemented in TStrings.

Descendent classes must override this method. It should return the current number of strings in the list. (empty strings included).

See also: TStrings.Count (167)

TStrings.GetObject

Synopsis: Abstract read handler for the TStrings.Objects (168) property.

Declaration: `function GetObject(Index: Integer) : TObject; Virtual`

Visibility: `protected`

Description: `GetObject` is the read handler for the TStrings.Objects (168) property. The TStrings implementation of this method ignores the `Index` argument and simply returns `Nil`.

Descendent classes that should support object storage should override this method and return the object associated to the `Index`-th string in the list. `Index` should have a value between 0 and `Count-1`. If `Index` is outside the allowed range, an error should be raised using TStrings.Error (156).

See also: TStrings.Objects (168), TStrings.PutObject (158), TStrings.Get (156)

TStrings.GetTextStr

Synopsis: Read handler for the TStrings.Text (169) property.

Declaration: `function GetTextStr : String; Virtual`

Visibility: `protected`

Description: `GetTextStr` is the read handler for the TStrings.Text (169) property. It simply concatenates all strings in the list with a linefeed between them, and returns the resulting string.

Descendent classes may override this method to implement an efficient algorithm which is more suitable to their storage method.

See also: TStrings.Text (169), TStrings.SetTextStr (158)

TStrings.Put

Synopsis: Write handler for the TStrings.Strings (169) property.

Declaration: `procedure Put(Index: Integer; const S: String); Virtual`

Visibility: `protected`

Description: `Put` is the write handler for the `TStrings.Strings` (169) property. It does this by saving the object associated to the `Index`-th string, deleting the `Index`-th string, and inserting `S` and the saved object at position `Index` with `TStrings.InsertObject` (164)

Descendent classes may wish to override `Put` to implement a more efficient method.

See also: `TStrings.Strings` (169), `TStrings.Get` (156), `TStrings.PutObject` (158)

TStrings.PutObject

Synopsis: Write handler for the `TStrings.Objects` (168) property.

Declaration: `procedure PutObject(Index: Integer; AObject: TObject); Virtual`

Visibility: `protected`

Description: `PutObject` is the write handler for the `TStrings.Objects` (168) property. The `TStrings` implementation of `PutObject` does nothing.

Descendent objects that should support Object storage must override this method to store the `AObject` so that it is associated with the `Index`-th string in the list. `Index` should have a value between 0 and `Count-1`. If the value of `Index` is out of range, an error should be raised using `TStrings.Error` (156).

See also: `TStrings.Objects` (168), `TStrings.GetObject` (157), `TStrings.Put` (157)

TStrings.SetCapacity

Synopsis: Write handler for the `TStrings.Capacity` (166) property.

Declaration: `procedure SetCapacity(NewCapacity: Integer); Virtual`

Visibility: `protected`

Description: `SetCapacity` is the write handler for the `TStrings.Capacity` (166) property. The `TStrings` implementation of `SetCapacity` does nothing.

Descendent classes can override this method to set the current capacity of the stringlist to `NewCapacity`. The capacity is the number of strings the list can hold before it tries to expand its storage space. `NewCapacity` should be no less than `Count`.

See also: `TStrings.Capacity` (166), `TStrings.GetCapacity` (156)

TStrings.SetTextStr

Synopsis: Write handler for the `TStrings.Text` (169) property.

Declaration: `procedure SetTextStr(const Value: String); Virtual`

Visibility: `protected`

Description: `SetTextStr` is the write method for the `TStrings.Text` (169) property. It does nothing other than calling `TStrings.SetText` (166).

Descendent classes may override this method to implement a more efficient algorithm that fits their storage method better.

See also: `TStrings.Text` (169), `TStrings.GetTextStr` (157)

TStrings.SetUpdateState

Synopsis: Sets the update state.

Declaration: `procedure SetUpdateState(Updating: Boolean); Virtual`

Visibility: `protected`

Description: `SetUpdateState` sets the update state to `Updating`. The `TStrings` implementation of `SetUpdateState` does nothing.

Descendent objects may override this method to implement optimizations. If `Updating` is `True` then the list of strings is about to be updated (possibly many times). If it is `False` no more updates will take place till the next `SetUpdateState` call.

See also: `TStrings.BeginUpdate` (160), `TStrings.EndUpdate` (161)

TStrings.Destroy

Synopsis: Frees all strings and objects, and removes the list from memory.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` is the destructor of `TStrings` it does nothing except calling the inherited destructor.

TStrings.Add

Synopsis: Add a string to the list

Declaration: `function Add(const S: String) : Integer; Virtual`

Visibility: `public`

Description: `Add` adds `S` at the end of the list and returns the index of `S` in the list (which should equal `Tstrings.Count` (167))

See also: `TStrings.Items` (154), `TStrings.AddObject` (159), `TStrings.Insert` (163), `TStrings.Delete` (161), `TStrings.Strings` (169), `TStrings.Count` (167)

TStrings.AddObject

Synopsis: Add a string and associated object to the list.

Declaration: `function AddObject(const S: String; AObject: TObject) : Integer; Virtual`

Visibility: `public`

Description: `AddObject` adds `S` to the list of strings, and associates `AObject` with it. It returns the index of `S`.

Remark: An object added to the list is not automatically destroyed by the list if the list is destroyed or the string it is associated with is deleted. It is the responsibility of the application to destroy any objects associated with strings.

See also: `TStrings.Add` (159), `Tstrings.Items` (154), `TStrings.Objects` (168), `Tstrings.InsertObject` (164)

TStrings.Append

Synopsis: Add a string to the list.

Declaration: `procedure Append(const S: String)`

Visibility: public

Description: `Append` does the same as `TStrings.Add` (159), only it does not return the index of the inserted string.

See also: `TStrings.Add` (159)

TStrings.AddStrings

Synopsis: Add contents of another stringlist to this list.

Declaration: `procedure AddStrings(TheStrings: TStrings); Virtual`

Visibility: public

Description: `AddStrings` adds the contents of `TheStrings` to the stringlist. Any associated objects are added as well.

See also: `TStrings.Add` (159), `TStrings.Assign` (160)

TStrings.Assign

Synopsis: Assign the contents of another stringlist to this one.

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: public

Description: `Assign` replaces the contents of the stringlist with the contents of `Source` if `Source` is also of type `TStrings`. Any associated objects are copied as well.

See also: `TStrings.Add` (159), `TStrings.AddStrings` (160), `TPersistent.Assign` (125)

TStrings.BeginUpdate

Synopsis: Mark the beginning of an update batch.

Declaration: `procedure BeginUpdate`

Visibility: public

Description: `BeginUpdate` increases the update count by one. It is advisable to call `BeginUpdate` before lengthy operations on the stringlist. At the end of these operation, `TStrings.EndUpdate` (161) should be called to mark the end of the operation. Descendent classes may use this information to perform optimizations. e.g. updating the screen only once after many strings were added to the list.

All `TStrings` methods that modify the string list call `BeginUpdate` before the actual operation, and call `endUpdate` when the operation is finished. Descendent classes should also call these methods when modifying the string list.

Remark: Always put the corresponding call to `TStrings.EndUpdate` (161) in the context of a `Finally` block, to ensure that the update count is always decreased at the end of the operation, even if an exception occurred:

```

With MyStrings do
  try
    BeginUpdate;
    // Some lengthy operation.
  Finally
    EndUpdate
  end;

```

See also: `TStrings.EndUpdate` ([161](#))

TStrings.Clear

Synopsis: Removes all strings and associated objects from the list.

Declaration: `procedure Clear; Virtual; Abstract`

Visibility: `public`

Description: `Clear` will remove all strings and their associated objects from the list. After a call to `clear`, `TStrings.Count` ([167](#)) is zero.

Since it is an abstract method, `TStrings` itself does not implement `Clear`. Descendent classes such as `TStringList` ([147](#)) implement this method.

See also: `TStrings.Items` ([154](#)), `TStrings.Delete` ([161](#)), `TStrings.Count` ([167](#)),

TStrings.Delete

Synopsis: Delete a string from the list.

Declaration: `procedure Delete(Index: Integer); Virtual; Abstract`

Visibility: `public`

Description: `Delete` deletes the string at position `Index` from the list. The associated object is also removed from the list, but not destroyed. `Index` is zero-based, and should be in the range 0 to `Count-1`.

Since it is an abstract method, `TStrings` itself does not implement `Delete`. Descendent classes such as `TStringList` ([147](#)) implement this method.

Errors: If `Index` is not in the allowed range, an `EStringListError` ([43](#)) is raised.

See also: `TStrings.Insert` ([163](#)), `TStrings.Items` ([154](#)), `TStrings.Clear` ([161](#))

TStrings.EndUpdate

Synopsis: Mark the end of an update batch.

Declaration: `procedure EndUpdate`

Visibility: `public`

Description: `EndUpdate` should be called at the end of a lengthy operation on the stringlist, but only if there was a call to `BeginUpdate` before the operation was started. It is best to put the call to `EndUpdate` in the context of a `Finally` block, so it will be called even if an exception occurs.

For more information, see `TStrings.BeginUpdate` ([160](#)).

See also: `TStrings.BeginUpdate` ([160](#))

TStrings.Equals

Synopsis: Compares the contents of two stringlists.

Declaration: `function Equals(TheStrings: TStrings) : Boolean`

Visibility: public

Description: `Equals` compares the contents of the stringlist with the contents of `TheStrings`. If the contents match, i.e. the stringlist contain an equal amount of strings, and all strings match, then `True` is returned. If the number of strings in the lists is unequal, or they contain one or more different strings, `False` is returned.

Remark:

- 1.The strings are compared case-insensitively.
- 2.The associated objects are not compared

See also: `TStrings.Items` ([154](#)), `TStrings.Count` ([167](#)), `TStrings.Assign` ([160](#))

TStrings.Exchange

Synopsis: Exchanges two strings in the list.

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer); Virtual`

Visibility: public

Description: `Exchange` exchanges the strings at positions `Index1` and `Index2`. The associated objects are also exchanged.

Both indexes must be in the range of valid indexes, i.e. must have a value between 0 and `Count-1`.

Errors: If either `Index1` or `Index2` is not in the range of valid indexes, an `EStringListError` ([43](#)) exception is raised.

See also: `TStrings.Move` ([165](#)), `TStrings.Strings` ([169](#)), `TStrings.Count` ([167](#))

TStrings.GetText

Synopsis: Returns the contents as a `PChar`

Declaration: `function GetText : PChar; Virtual`

Visibility: public

Description: `GetText` allocates a memory buffer and copies the contents of the stringlist to this buffer as a series of strings, separated by an end-of-line marker. The buffer is zero terminated.

Remark: The caller is responsible for freeing the returned memory buffer.

TStrings.IndexOf

Synopsis: Find a string in the list and return its position.

Declaration: `function IndexOf(const S: String) : Integer; Virtual`

Visibility: public

Description: `IndexOf` searches the list for `S`. The search is case-insensitive. If a matching entry is found, its position is returned. If no matching string is found, `-1` is returned.

Remark:

1. Only the first occurrence of the string is returned.
2. The returned position is zero-based, i.e. 0 indicates the first string in the list.

See also: `TStrings.IndexOfObject` ([163](#)), `TStrings.IndexOfName` ([163](#)), `TStrings.Strings` ([169](#))

TStrings.IndexOfName

Synopsis: Finds the index of a name in the name-value pairs.

Declaration: `function IndexOfName(const Name: String) : Integer`

Visibility: `public`

Description: `IndexOfName` searches in the list of strings for a name-value pair with name part `Name`. If such a pair is found, it returns the index of the pair in the stringlist. If no such pair is found, the function returns `-1`. The search is done case-insensitive.

Remark:

1. Only the first occurrence of a matching name-value pair is returned.
2. The returned position is zero-based, i.e. 0 indicates the first string in the list.

See also: `TStrings.IndexOf` ([162](#)), `TStrings.IndexOfObject` ([163](#)), `TStrings.Strings` ([169](#))

TStrings.IndexOfObject

Synopsis: Finds an object in the list and returns its index.

Declaration: `function IndexOfObject(AObject: TObject) : Integer`

Visibility: `public`

Description: `IndexOfObject` searches through the list of strings till it find a string associated with `AObject`, and returns the index of this string. If no such string is found, `-1` is returned.

Remark:

1. Only the first occurrence of a string with associated object `AObject` is returned; if more strings in the list can be associated with `AObject`, they will not be found by this routine.
2. The returned position is zero-based, i.e. 0 indicates the first string in the list.

TStrings.Insert

Synopsis: Insert a string in the list.

Declaration: `procedure Insert(Index: Integer; const S: String); Virtual; Abstract`

Visibility: `public`

Description: `Insert` inserts the string `S` at position `Index` in the list. `Index` is a zero-based position, and can have values from 0 to `Count`. If `Index` equals `Count` then the string is appended to the list.

Remark:

- 1.All methods that add strings to the list use `Insert` to add a string to the list.
- 2.If the string has an associated object, use `TStrings.InsertObject` (164) instead.

Errors: If `Index` is less than zero or larger than `Count` then an `EStringListError` (43) exception is raised.

See also: `TStrings.Add` (159), `TStrings.InsertObject` (164), `TStrings.Append` (160), `TStrings.Delete` (161)

TStrings.InsertObject

Synopsis: Insert a string and associated object in the list.

Declaration: `procedure InsertObject(Index: Integer;const S: String;AObject: TObject)`

Visibility: public

Description: `InsertObject` inserts the string `S` and its associated object `AObject` at position `Index` in the list. `Index` is a zero-based position, and can have values from 0 to `Count`. If `Index` equals `Count` then the string is appended to the list.

Errors: If `Index` is less than zero or larger than `Count` then an `EStringListError` (43) exception is raised.

See also: `TStrings.Insert` (163), `TStrings.AddObject` (159), `TStrings.Append` (160), `TStrings.Delete` (161)

TStrings.LoadFromFile

Synopsis: Load the contents of a file as a series of strings.

Declaration: `procedure LoadFromFile(const FileName: String); Virtual`

Visibility: public

Description: `LoadFromFile` loads the contents of a file into the stringlist. Each line in the file (as marked by the end-of-line marker of the particular OS the application runs on) becomes one string in the stringlist. This action replaces the contents of the stringlist, it does not append the strings to the current content.

`LoadFromFile` simply creates a file stream (107) with the given filename, and then executes `TStrings.LoadFromStream` (164); after that the file stream object is destroyed again.

See also: `TStrings.LoadFromStream` (164), `TStrings.SaveToFile` (165), `Tstrings.SaveToStream` (166)

TStrings.LoadFromStream

Synopsis: Load the contents of a stream as a series of strings.

Declaration: `procedure LoadFromStream(Stream: TStream); Virtual`

Visibility: public

Description: `LoadFromStream` loads the contents of `Stream` into the stringlist. Each line in the stream (as marked by the end-of-line marker of the particular OS the application runs on) becomes one string in the stringlist. This action replaces the contents of the stringlist, it does not append the strings to the current content.

See also: `TStrings.LoadFromFile` (164), `TStrings.SaveToFile` (165), `Tstrings.SaveToStream` (166)

TStrings.Move

Synopsis: Move a string from one place in the list to another.

Declaration: `procedure Move(CurIndex: Integer; NewIndex: Integer); Virtual`

Visibility: `public`

Description: `Move` moves the string at position `CurIndex` so it has position `NewIndex` after the move operation. The object associated to the string is also moved. `CurIndex` and `NewIndex` should be in the range of 0 to `Count-1`.

Remark: `NewIndex` is *not* the position in the stringlist before the move operation starts. The move operation

1. removes the string from position `CurIndex`
2. inserts the string at position `NewIndex`

This may not lead to the desired result if `NewIndex` is bigger than `CurIndex`. Consider the following example:

```
With MyStrings do
begin
  Clear;
  Add('String 0');
  Add('String 1');
  Add('String 2');
  Add('String 3');
  Add('String 4');
  Move(1,3);
end;
```

After the `Move` operation has completed, 'String 1' will be between 'String 3' and 'String 4'.

Errors: If either `CurIndex` or `NewIndex` is outside the allowed range, an `EStringListError` (43) is raised.

See also: `TStrings.Exchange` (162)

TStrings.SaveToFile

Synopsis: Save the contents of the list to a file.

Declaration: `procedure SaveToFile(const FileName: String); Virtual`

Visibility: `public`

Description: `SaveToFile` saves the contents of the stringlist to the file with name `FileName`. It writes the strings to the file, separated by end-of-line markers, so each line in the file will contain 1 string from the stringlist.

`SaveToFile` creates a file stream (107) with name `FileName`, calls `TStrings.SaveToStream` (166) and then destroys the file stream object.

Errors: An `EStreamError` (43) exception can be raised if the file `FileName` cannot be opened, or if it cannot be written to.

See also: `TStrings.SaveToStream` (166), `Tstrings.LoadFromStream` (164), `TStrings.LoadFromFile` (164)

TStrings.SaveToStream

Synopsis: Save the contents of the string to a stream.

Declaration: `procedure SaveToStream(Stream: TStream); Virtual`

Visibility: `public`

Description: `SaveToStream` saves the contents of the stringlist to `Stream`. It writes the strings to the stream, separated by end-of-line markers, so each 'line' in the stream will contain 1 string from the stringlist.

Errors: An `EStreamError` (43) exception can be raised if the stream cannot be written to.

See also: `TStrings.SaveToFile` (165), `Tstrings.LoadFromStream` (164), `TStrings.LoadFromFile` (164)

TStrings.SetText

Synopsis: Set the contents of the list from a `PChar`.

Declaration: `procedure SetText(TheText: PChar); Virtual`

Visibility: `public`

Description: `SetText` parses the contents of `TheText` and fills the stringlist based on the contents. It regards `TheText` as a series of strings, separated by end-of-line markers. Each of these strings is added to the stringlist.

See also: `TStrings.Text` (169)

TStrings.Capacity

Synopsis: Capacity of the list, i.e. number of strings that the list can currently hold before it tries to expand.

Declaration: `Property Capacity : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Capacity` is the number of strings that the list can hold before it tries to allocate more memory.

`TStrings` returns `TStrings.Count` (167) when read. Trying to set the capacity has no effect. Descendent classes such as `TStringlist` (147) can override this property such that it actually sets the new capacity.

See also: `TStringList` (147), `TStrings.Count` (167)

TStrings.CommaText

Synopsis: Contents of the list as a comma-separated string.

Declaration: `Property CommaText : String`

Visibility: `public`

Access: `Read,Write`

Description: `CommaText` represents the stringlist as a single string, consisting of a comma-separated concatenation of the strings in the list. If one of the strings contains spaces, comma's or quotes it will be enclosed by double quotes. Any double quotes in a string will be doubled. For instance the following strings:

```
Comma,string
Quote"string
Space string
NormalSttring
```

is converted to

```
"Comma,string","Quote"String","Space string",NormalString
```

Conversely, when setting the `CommaText` property, the text will be parsed according to the rules outlined above, and the strings will be set accordingly. Note that spaces will in this context be regarded as string separators, unless the string as a whole is contained in double quotes. Spaces that occur next to a delimiter will be ignored. The following string:

```
"Comma,string" , "Quote"String",Space string,, NormalString
```

Will be converted to

```
Comma,String
Quote"String
Space
String

NormalString
```

See also: `TStrings.Text` ([169](#)), `TStrings.SetText` ([166](#))

TStrings.Count

Synopsis: Number of strings in the list.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read`

Description: `Count` is the current number of strings in the list. `TStrings` does not implement this property; descendent classes should override the property read handler to return the correct value.

Strings in the list are always uniquely identified by their `Index`; the index of a string is zero-based, i.e. it's supported range is 0 to `Count-1`. trying to access a string with an index larger than or equal to `Count` will result in an error. Code that iterates over the list in a stringlist should always take into account the zero-based character of the list index.

See also: `TStrings.Strings` ([169](#)), `TStrings.Objects` ([168](#)), `TStrings.Capacity` ([166](#))

TStrings.Names

Synopsis: Name parts of the name-value pairs in the list.

Declaration: `Property Names[Index: Integer]: String`

Visibility: `public`

Access: Read

Description: Names provides indexed access to the names of the name-value pairs in the list. It returns the name part of the `Index`-th string in the list.

Remark: The index is not an index based on the number of name-value pairs in the list. It is the name part of the name-value pair a string `Index` in the list. If the string at position `Index` is not a name-value pair (i.e. does not contain the equal sign (=)), then an empty name is returned.

See also: `TStrings.Values` (168), `TStrings.IndexOfName` (163)

TStrings.Objects

Synopsis: Indexed access to the objects associated with the strings in the list.

Declaration: `Property Objects[Index: Integer]: TObject`

Visibility: public

Access: Read,Write

Description: `Objects` provides indexed access to the objects associated to the strings in the list. `Index` is a zero-based index and must be in the range of 0 to `Count-1`.

Setting the `objects` property will not free the previously associated object, if there was one. The caller is responsible for freeing the object that was previously associated to the string.

`TStrings` does not implement any storage for objects. Reading the `Objects` property will always return `Nil`. Setting the property will have no effect. It is the responsibility of the descendent classes to provide storage for the associated objects.

Errors: If an `Index` outside the valid range is specified, an `EStringListError` (43) exception will be raised.

See also: `TStrings.Strings` (169), `TStrings.IndexOfObject` (163), `TStrings.Names` (167), `TStrings.Values` (168)

TStrings.Values

Synopsis: Value parts of the name-value pairs in the list.

Declaration: `Property Values[Name: String]: String`

Visibility: public

Access: Read,Write

Description: `Values` represents the value parts of the name-value pairs in the list.

When reading this property, if there is a name-value pair in the list of strings that has name part `Name`, then the corresponding value is returned. If there is no such pair, an empty string is returned.

When writing this value, first it is checked whether there exists a name-value pair in the list with name `Name`. If such a pair is found, its value part is overwritten with the specified value. If no such pair is found, a new name-value pair is added with the specified `Name` and value.

Remark:

1. Names are compared case-insensitively.
2. Any character, including whitespace, up till the first equal (=) sign in a string is considered part of the name.

See also: `TStrings.Names` (167), `TStrings.Strings` (169), `TStrings.Objects` (168)

TStrings.Strings

Synopsis: Indexed access to the strings in the list.

Declaration: `Property Strings[Index: Integer]: String; default`

Visibility: `public`

Access: `Read,Write`

Description: `Strings` is the default property of `TStrings`. It provides indexed read-write access to the list of strings. Reading it will return the string at position `Index` in the list. Writing it will set the string at position `Index`.

`Index` is the position of the string in the list. It is zero-based, i.e. valid values range from 0 (the first string in the list) till `Count - 1` (the last string in the list). When browsing through the strings in the list, this fact must be taken into account.

To access the objects associated with the strings in the list, use the `TStrings.Objects` (168) property. The name parts of name-value pairs can be accessed with the `TStrings.Names` (167) property, and the values can be set or read through the `TStrings.Values` (168) property.

Searching through the list can be done using the `TStrings.IndexOf` (162) method.

Errors: If `Index` is outside the allowed range, an `EStringListError` (43) exception is raised.

See also: `TStrings.Count` (167), `TStrings.Objects` (168), `TStrings.Names` (167), `TStrings.Values` (168), `TStrings.IndexOf` (162)

TStrings.Text

Synopsis: Contents of the list as one big string.

Declaration: `Property Text : String`

Visibility: `public`

Access: `Read,Write`

Description: `Text` returns, when read, the contents of the stringlist as one big string consisting of all strings in the list, separated by an end-of-line marker. When this property is set, the string will be cut into smaller strings, based on the positions of end-of-line markers in the string. Any previous content of the stringlist will be lost.

Remark: If any of the strings in the list contains an end-of-line marker, then the resulting string will appear to contain more strings than actually present in the list. To avoid this ambiguity, use the `TStrings.CommaText` (166) property instead.

See also: `TStrings.Strings` (169), `TStrings.Count` (167), `TStrings.CommaText` (166)

TStrings.StringsAdapter

Synopsis: Not implemented in Free Pascal.

Declaration: `Property StringsAdapter : IStringsAdapter`

Visibility: `public`

Access: `Read,Write`

Description: Not implemented in Free Pascal.

1.49 TStringStream

Description

TStringStream stores its data in an ansistring. The contents of this string is available as the DataString (172) property. It also introduces some methods to read or write parts of the stringstream's data as a string.

The main purpose of a TStringStream is to be able to treat a string as a stream from which can be read.

Method overview

Page	Method	Description
170	Create	Creates a new stringstream and sets its initial content.
171	Read	Reads from the stream.
171	ReadString	Reads a string of length Count
171	Seek	Sets the position in the stream.
170	SetSize	Sets the size of the stream.
171	Write	Write implements the abstract TStream.Write (140) method.
171	WriteString	WriteString writes a string to the stream.

Property overview

Page	Property	Access	Description
172	DataString	r	Contains the contents of the stream in string form

TStringStream.SetSize

Synopsis: Sets the size of the stream.

Declaration: `procedure SetSize(NewSize: LongInt); Override`

Visibility: `protected`

Description: SetSize sets the size of the stream to newsize. It does this by setting the size of the ansistring in which the stream is stored. NewSize can have any value greater than or equal to zero.

Errors: In case there is not enough memory, an exception may be raised.

See also: TStream.Size ([147](#))

TStringStream.Create

Synopsis: Creates a new stringstream and sets its initial content.

Declaration: `constructor Create(const AString: String)`

Visibility: `public`

Description: Create creates a new TStringStream instance and sets its initial content to AString. The position is still 0 but the size of the stream will equal the length of the string.

See also: TStringStream.DataString ([172](#))

TStringStream.Read

Synopsis: Reads from the stream.

Declaration: `function Read(var Buffer;Count: LongInt) : LongInt; Override`

Visibility: public

Description: Read implements the abstract Read (139) from TStream (138). It tries to read Count bytes into Buffer. It returns the number of bytes actually read. The position of the stream is advanced with the number of bytes actually read; When the reading has reached the end of the DataString (172), then the reading stops, i.e. it is not possible to read beyond the end of the datastring.

See also: TStream.Read (139), TStringStream.Write (171), TStringStream.DataString (172)

TStringStream.ReadString

Synopsis: Reads a string of length Count

Declaration: `function ReadString(Count: LongInt) : String`

Visibility: public

Description: ReadString reads Count bytes from the stream and returns the read bytes as a string. If less than Count bytes were available, the string has as many characters as bytes could be read.

The ReadString method is a wrapper around the Read (171) method. It does not do the same stringas the TStream.ReadAnsiString (145) method, which first reads a length integer to determine the length of the string to be read.

See also: TStringStream.Read (171), TStream.ReadAnsiString (145)

TStringStream.Seek

Synopsis: Sets the position in the stream.

Declaration: `function Seek(Offset: LongInt;Origin: Word) : LongInt; Override`

Visibility: public

Description: Seek implements the abstract Seek (140) method.

TStringStream.Write

Synopsis: Write implements the abstract TStream.Write (140) method.

Declaration: `function Write(const Buffer;Count: LongInt) : LongInt; Override`

Visibility: public

Description: Write implements the abstract TStream.Write (140) method.

TStringStream.WriteString

Synopsis: WriteString writes a string to the stream.

Declaration: `procedure WriteString(const AString: String)`

Visibility: public

Description: WriteString writes a string to the stream.

TStringStream.DataString

Synopsis: Contains the contents of the stream in string form

Declaration: `Property DataString : String`

Visibility: `public`

Access: `Read`

Description: Contains the contents of the stream in string form

1.50 TTextObjectWriter**Description**

Not yet implemented.

1.51 TThread**Description**

The `TThread` class encapsulates the native thread support of the operating system. To create a thread, declare a descendent of the `TThread` object and override the `Execute` ([173](#)) method. In this method, the thread's code should be executed. To run a thread, create an instance of the `tthread` descendent, and call its `execute` method.

Method overview

Page	Method	Description
173	<code>Create</code>	Creates a new thread.
173	<code>Destroy</code>	Destroys the thread object.
173	<code>DoTerminate</code>	Terminates the thread.
173	<code>Execute</code>	Execute method. Should be overridden in a descendent thread.
173	<code>Resume</code>	Resumes the thread's execution.
174	<code>Suspend</code>	Suspends the thread's execution.
173	<code>Synchronize</code>	Synchronizes the thread by executing the method in the main thread.
174	<code>Terminate</code>	Signals the thread it should terminate.
174	<code>WaitFor</code>	Waits for the thread to terminate and returns the exit status.

Property overview

Page	Property	Access	Description
175	<code>FreeOnTerminate</code>	<code>rw</code>	Indicates whether the thread should free itself when it stops executing.
175	<code>Handle</code>	<code>r</code>	Returns the thread handle.
176	<code>OnTerminate</code>	<code>rw</code>	Event called when the thread terminates.
175	<code>Priority</code>	<code>rw</code>	Returns the thread priority.
174	<code>ReturnValue</code>	<code>rw</code>	Return value of the thread when it stops executing.
175	<code>Suspended</code>	<code>rw</code>	Indicates whether the thread is suspended.
174	<code>Terminated</code>	<code>r</code>	Indicates whether the <code>Terminate</code> (174) method was called by the user.
175	<code>ThreadID</code>	<code>r</code>	Returns the thread ID.

TThread.DoTerminate

Synopsis: Terminates the thread.

Declaration: `procedure DoTerminate; Virtual`

Visibility: `protected`

Description: Terminates the thread.

TThread.Execute

Synopsis: Execute method. Should be overridden in a descendent thread.

Declaration: `procedure Execute; Virtual; Abstract`

Visibility: `protected`

Description: Execute method. Should be overridden in a descendent thread.

TThread.Synchronize

Synopsis: Synchronizes the thread by executing the method in the main thread.

Declaration: `procedure Synchronize(Method: TThreadMethod)`

Visibility: `protected`

Description: Synchronizes the thread by executing the method in the main thread.

TThread.Create

Synopsis: Creates a new thread.

Declaration: `constructor Create(CreateSuspended: Boolean)`

Visibility: `public`

Description: Creates a new thread.

TThread.Destroy

Synopsis: Destroys the thread object.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: Destroys the thread object.

TThread.Resume

Synopsis: Resumes the thread's execution.

Declaration: `procedure Resume`

Visibility: `public`

Description: Resumes the thread's execution.

TThread.Suspend

Synopsis: Suspends the thread's execution.

Declaration: `procedure Suspend`

Visibility: `public`

Description: Suspends the thread's execution.

TThread.Terminate

Synopsis: Signals the thread it should terminate.

Declaration: `procedure Terminate`

Visibility: `public`

Description: Signals the thread it should terminate.

TThread.WaitFor

Synopsis: Waits for the thread to terminate and returns the exit status.

Declaration: `function WaitFor : Integer`

Visibility: `public`

Description: Waits for the thread to terminate and returns the exit status.

TThread.ReturnValue

Synopsis: Return value of the thread when it stops executing.

Declaration: `Property ReturnValue : Integer`

Visibility: `protected`

Access: `Read,Write`

Description: Return value of the thread when it stops executing.

TThread.Terminated

Synopsis: Indicates whether the `Terminate` ([174](#)) method was called by the user.

Declaration: `Property Terminated : Boolean`

Visibility: `protected`

Access: `Read`

Description: Indicates whether the `Terminate` ([174](#)) method was called by the user.

TThread.FreeOnTerminate

Synopsis: Indicates whether the thread should free itself when it stops executing.

Declaration: `Property FreeOnTerminate : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: Indicates whether the thread should free itself when it stops executing.

TThread.Handle

Synopsis: Returns the thread handle.

Declaration: `Property Handle : THANDLE`

Visibility: `public`

Access: `Read`

Description: Returns the thread handle.

TThread.Priority

Synopsis: Returns the thread priority.

Declaration: `Property Priority : TThreadPriority`

Visibility: `public`

Access: `Read,Write`

Description: Returns the thread priority.

TThread.Suspended

Synopsis: Indicates whether the thread is suspended.

Declaration: `Property Suspended : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: Indicates whether the thread is suspended.

TThread.ThreadID

Synopsis: Returns the thread ID.

Declaration: `Property ThreadID : THANDLE`

Visibility: `public`

Access: `Read`

Description: Returns the thread ID.

TThread.OnTerminate

Synopsis: Event called when the thread terminates.

Declaration: `Property OnTerminate : TNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: Event called when the thread terminates.

1.52 TThreadList**Description**

This class is not yet implemented in Free Pascal.

Method overview

Page	Method	Description
177	Add	Adds an element to the list.
177	Clear	Removes all emements from the list.
176	Create	Creates a new thread-safe list.
176	Destroy	Destroys the list instance.
177	LockList	Locks the list for exclusive access.
177	Remove	Removes an item from the list.
177	UnlockList	Unlocks the list after it was locked.

TThreadList.Create

Synopsis: Creates a new thread-safe list.

Declaration: `constructor Create`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

TThreadList.Destroy

Synopsis: Destroys the list instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

TThreadList.Add

Synopsis: Adds an element to the list.

Declaration: `procedure Add(Item: Pointer)`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

TThreadList.Clear

Synopsis: Removes all emements from the list.

Declaration: `procedure Clear`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

TThreadList.LockList

Synopsis: Locks the list for exclusive access.

Declaration: `function LockList : TList`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

TThreadList.Remove

Synopsis: Removes an item from the list.

Declaration: `procedure Remove(Item: Pointer)`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

TThreadList.UnlockList

Synopsis: Unlocks the list after it was locked.

Declaration: `procedure UnlockList`

Visibility: `public`

Description: This class is not yet implemented in Free Pascal.

Errors:

1.53 TWriter

Description

Object to write component data to an arbitrary format.

Method overview

Page	Method	Description
179	Create	Creates a new Writer with a stream and bufsize.
180	DefineBinaryProperty	Callback used when defining and streaming custom properties.
179	DefineProperty	Callback used when defining and streaming custom properties.
179	Destroy	Destroys the writer instance.
178	SetRoot	Sets the root component
178	WriteBinary	Writes binary data to the stream.
180	WriteBoolean	Write boolean value to the stream.
180	WriteChar	Write a character to the stream.
180	WriteCollection	Write a collection to the stream.
180	WriteComponent	Stream a component to the stream.
181	WriteDate	Write a date to the stream.
181	WriteDescendent	Write a descendent component to the stream.
181	WriteFloat	Write a float to the stream.
181	WriteIdent	Write an identifier to the stream.
181	WriteInteger	Write an integer to the stream.
182	WriteListBegin	Write a start-of-list marker to the stream.
182	WriteListEnd	Write an end-of-list marker to the stream.
179	WriteProperties	Writes the published properties to the stream.
179	WriteProperty	Writes one property to the stream.
182	WriteRootComponent	Write a root component to the stream.
181	WriteSingle	Write a single-type real to the stream.
182	WriteString	Write a string to the stream.

Property overview

Page	Property	Access	Description
183	Driver	r	Driver used when writing to the stream.
183	OnFindAncestor	rw	Event occurring when an ancestor component must be found.
182	RootAncestor	rw	Ancestor of root component.

TWriter.SetRoot

Synopsis: Sets the root component

Declaration: `procedure SetRoot(ARoot: TComponent); Override`

Visibility: `protected`

TWriter.WriteBinary

Synopsis: Writes binary data to the stream.

Declaration: `procedure WriteBinary(AWriteData: TStreamProc)`

Visibility: protected

Description: Writes binary data to the stream.

TWriter.WriteProperty

Synopsis: Writes one property to the stream.

Declaration: `procedure WriteProperty(Instance: TPersistent; PropInfo: Pointer)`

Visibility: protected

Description: Writes one property to the stream.

TWriter.WriteProperties

Synopsis: Writes the published properties to the stream.

Declaration: `procedure WriteProperties(Instance: TPersistent)`

Visibility: protected

Description: Writes the published properties to the stream.

TWriter.Create

Synopsis: Creates a new Writer with a stream and bufsize.

Declaration: `constructor Create(ADriver: TAbstractObjectWriter)`
`constructor Create(Stream: TStream; BufSize: Integer)`

Visibility: public

Description: Creates a new Writer with a stream and bufsize.

TWriter.Destroy

Synopsis: Destroys the writer instance.

Declaration: `destructor Destroy; Override`

Visibility: public

Description: Destroys the writer instance.

TWriter.DefineProperty

Synopsis: Callback used when defining and streaming custom properties.

Declaration: `procedure DefineProperty(const Name: String; ReadData: TReaderProc;`
`AWriteData: TWriterProc; HasData: Boolean)`
`; Override`

Visibility: public

Description: Callback used when defining and streaming custom properties.

TWriter.DefineBinaryProperty

Synopsis: Callback used when defining and streaming custom properties.

Declaration:

```
procedure DefineBinaryProperty(const Name: String; ReadData: TStreamProc;  
                               AWriteData: TStreamProc; HasData: Boolean)  
                               ; Override
```

Visibility: public

Description: Callback used when defining and streaming custom properties.

TWriter.WriteBoolean

Synopsis: Write boolean value to the stream.

Declaration:

```
procedure WriteBoolean(Value: Boolean)
```

Visibility: public

Description: Write boolean value to the stream.

TWriter.WriteCollection

Synopsis: Write a collection to the stream.

Declaration:

```
procedure WriteCollection(Value: TCollection)
```

Visibility: public

Description: Write a collection to the stream.

TWriter.WriteComponent

Synopsis: Stream a component to the stream.

Declaration:

```
procedure WriteComponent(Component: TComponent)
```

Visibility: public

Description: Stream a component to the stream.

TWriter.WriteChar

Synopsis: Write a character to the stream.

Declaration:

```
procedure WriteChar(Value: Char)
```

Visibility: public

Description: Write a character to the stream.

TWriter.WriteDescendent

Synopsis: Write a descendent component to the stream.

Declaration: `procedure WriteDescendent (ARoot: TComponent; AAncestor: TComponent)`

Visibility: public

Description: Write a descendent component to the stream.

TWriter.WriteFloat

Synopsis: Write a float to the stream.

Declaration: `procedure WriteFloat(const Value: Extended)`

Visibility: public

Description: Write a float to the stream.

TWriter.WriteSingle

Synopsis: Write a single-type real to the stream.

Declaration: `procedure WriteSingle(const Value: Single)`

Visibility: public

Description: Write a single-type real to the stream.

TWriter.WriteDate

Synopsis: Write a date to the stream.

Declaration: `procedure WriteDate(const Value: TDateTime)`

Visibility: public

Description: Write a date to the stream.

TWriter.WriteIdent

Synopsis: Write an identifier to the stream.

Declaration: `procedure WriteIdent(const Ident: String)`

Visibility: public

Description: Write an identifier to the stream.

TWriter.WriteInteger

Synopsis: Write an integer to the stream.

Declaration: `procedure WriteInteger(Value: LongInt); Overload`
`procedure WriteInteger(Value: Int64); Overload`

Visibility: public

Description: Write an integer to the stream.

TWriter.WriteListBegin

Synopsis: Write a start-of-list marker to the stream.

Declaration: `procedure WriteListBegin`

Visibility: `public`

Description: Write a start-of-list marker to the stream.

TWriter.WriteListEnd

Synopsis: Write an end-of-list marker to the stream.

Declaration: `procedure WriteListEnd`

Visibility: `public`

Description: Write an end-of-list marker to the stream.

TWriter.WriteRootComponent

Synopsis: Write a root component to the stream.

Declaration: `procedure WriteRootComponent(ARoot: TComponent)`

Visibility: `public`

Description: Write a root component to the stream.

TWriter.WriteString

Synopsis: Write a string to the stream.

Declaration: `procedure WriteString(const Value: String)`

Visibility: `public`

Description: Write a string to the stream.

TWriter.RootAncestor

Synopsis: Ancestor of root component.

Declaration: `Property RootAncestor : TComponent`

Visibility: `public`

Access: `Read, Write`

Description: Ancestor of root component.

TWriter.OnFindAncestor

Synopsis: Event occurring when an ancestor component must be found.

Declaration: `Property OnFindAncestor : TFindAncestorEvent`

Visibility: `public`

Access: `Read,Write`

Description: Event occurring when an ancestor component must be found.

TWriter.Driver

Synopsis: Driver used when writing to the stream.

Declaration: `Property Driver : TAbstractObjectWriter`

Visibility: `public`

Access: `Read`

Description: Driver used when writing to the stream.