Free Pascal :
Users' manual

Michaël Van Canneyt
Florian Klämpfl

Contents

Chapter 1

Introduction

1.1 About this document

This is the user's manual for Free Pascal. It describes the installation and use of the Free Pascal compiler on the different supported platforms. It does not attempt to give an exhaustive list of all supported commands, nor a definition of the Pascal language. Look at the Reference guide for these things. For a description of the possibilities and the inner workings of the compiler, see the Programmers guide. In the appendices of this document you will find lists of reserved words and compiler error messages (with descriptions).

This document describes the compiler as it is/functions at the time of writing. First consult the README and FAQ files, distributed with the compiler. The README and FAQ files are, in case of conflict with this manual, authoritative.

1.2 About the compiler

Free Pascal is a 32-bit compiler for the i386 and m68k processors. Currently, it supports the following operating systems:

- DOS
- LINUX
- AMIGA (version 0.99.5 only)
- WINDOWS
- OS/2 (optionally using the EMX package, so it also works on DOS/Windows)
- FREEBSD
- BEOS (under development)
- SOLARIS (under development)
- PALMOS (under development)
- NETBSD
- NETWARE
- OPENBSD (under development)

Free Pascal is designed to be, as much as possible, source compatible with Turbo Pascal 7.0 and Delphi 7 (although this goal is not yet attained), but it also enhances these languages with elements like operator overloading. And, unlike these ancestors, it supports multiple platforms.

It also differs from them in the sense that you cannot use compiled units from one system for the other, i.e. you cannot use TP compiled units.

Also, at the time of writing, there is a beta version of an Integrated Development Environment (IDE) available for Free Pascal.

Free Pascal consists of several parts :

1. The compiler program itself.

2. The Run-Time Library (RTL).

3. The packages. This is a collection of many utility units, ranging from the whole Windows 32 API, through native ZIP/BZIP file handling to the whole GTK-2 interface.

4. The Free Class Library. This is a set of class-based utility units which give a database framework, image support, web support, XML support and many many more.

5. Utility programs and units.

Of these you only need the first two, in order to be able to use the compiler. In this document, we describe the use of the compiler. The RTL is described in the Reference guide.

1.3 Getting more information.

If the documentation doesn't give an answer to your questions, you can obtain more information on the Internet, on the following addresses:

- http://www.freepascal.org/ is the main site. It contains also useful mail addresses and links to other places. It also contains the instructions for inscribing to the *mailing-list*.

- http://community.freepascal.org:10000/ is a forum site where questions can be posted.

Other than that, some mirrors exist.

Finally, if you think something should be added to this manual (entirely possible), please do not hesitate and contact me at michael@freepascal.org. .

Let's get on with something useful.

Chapter 2

Installing the compiler

2.1 Before Installation : Requirements

2.1.1 Hardware requirements

The compiler needs at least one of the following processors:

1. An Intel 80386 or higher processor. A coprocessor is not required, although it will slow down your program's performance if you do floating point calculations without a coprocessor, since emulation will be used.

2. An AMD64 or EMT64 processor.

3. A PowerPC processor.

4. A SPARC processor

5. A Intel ARM processor.

6. Older FPC versions exist for the motorola 68000 processor, but these are no longer maintained.

Memory and disk requirements:

1. 8 Megabytes of free memory. This is for compiling small programs.

2. Large programs such as the compiler will require at least 64 Mb. of memory, but 128Mb is recommended. (note that the programs themselves do not need so much memory)

3. At least 80 Megabytes free disk space. When the sources are installed, another 270 Megabytes are needed.

2.1.2 Software requirements

Under DOS

The DOS distribution contains all the files you need to run the compiler and compile pascal programs.

Under UNIX

Under UNIX systems (such as LINUX) you need to have the following programs installed :

1. GNU as, the GNU assembler.

2. GNU ld, the GNU linker.

3. Optionally (but highly recommended) : GNU make. For easy recompiling of the compiler and Run-Time Library, this is needed.

Under Windows

The WINDOWS distribution contains all the files you need to run the compiler and compile pascal programs. However, it may be a good idea to install the mingw32 tools or the cygwin development tools. Links to both of these tools can be found on http://www.freepascal.org

Under OS/2

While the Free Pascal distribution comes with all necessary tools, it is a good idea to install the EMX extender in order to compile and run programs with the Free Pascal compiler. The EMX extender can be found on:
http://www.leo.org/pub/comp/os/os2/leo/gnu/emx+gcc/index.html

Under Mac OS X

Mac OS X 10.1 or higher is required, and the developer tools or XCode should be installed.

2.2 Installing the compiler.

The installation of Free Pascal is easy, but is platform-dependent. We discuss the process for each platform separately.

2.2.1 Installing under DOS, Windows or OS/2

Mandatory installation steps.

First, you must get the latest distribution files of Free Pascal. They come as zip files, which you must unzip first, or you can download the compiler as a series of separate files. This is especially useful if you have a slow connection, but it is also nice if you want to install only some parts of the compiler distribution. The distribution zip files for DOS or OS/2 contain an installation program INSTALL.EXE. You must run this program to install the compiler.

For Windows, there is a Windows installer, setup.exe, this is a normal windows installation program, which offers the usual options.

The screen of the DOS or OS/2 installation program looks like figure 2.1.

The program allows you to select:

- What components you wish to install. e.g do you want the sources or not, do you want docs or not. Items that you didn't download when downloading as separate files, will not be enabled, i.e. you can't select them.

- Where you want to install (the default location is C:\PP).

Figure 2.1: The DOS install program screen
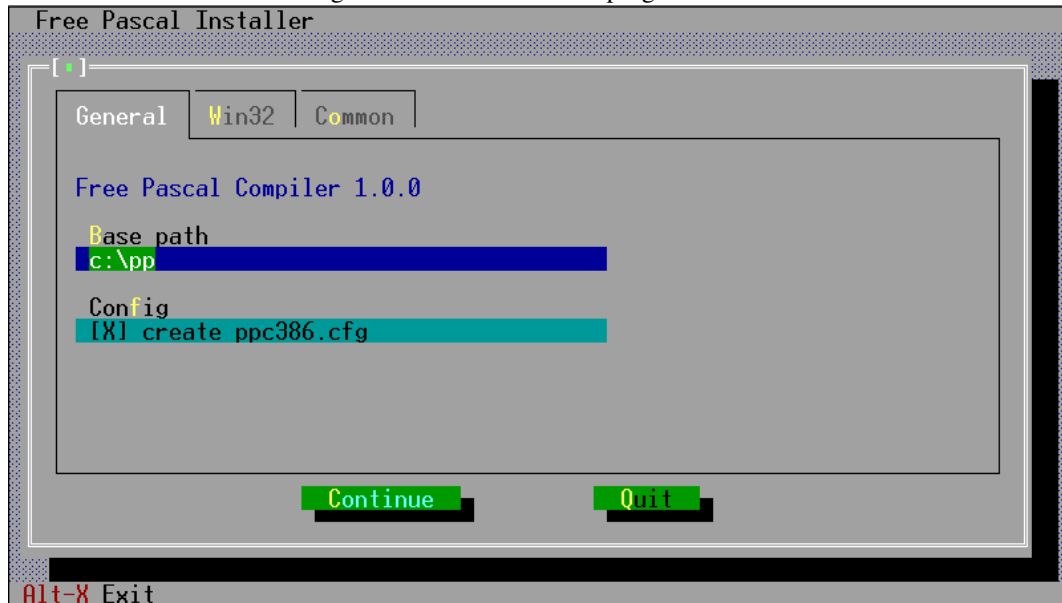
In order to run Free Pascal from any directory on your system, you must extend your path variable to contain the `C:\PP\BIN` directory. Usually this is done in the **AUTOEXEC.BAT** file. It should look something like this :

```
SET PATH=%PATH%;C:\PP\BIN\GO32V2
```

for DOS or

```
SET PATH=%PATH%;C:\PP\BIN\WIN32
```

for WINDOWS and finally

```
SET PATH=%PATH%;C:\PP\BIN\OS2
```

for OS/2. (Again, assuming that you installed in the default location).

On OS/2, Free Pascal installs some libraries from the EMX package if they were not yet installed (the installer will notify you if they should be installed). They are located in the

```
C:\PP\DLL
```

directory. The name of this directory should be added to the `LIBPATH` directive in the **config.sys** file:

```
LIBPATH=XXX;C:\PP\DLL
```

Obviously, any existing directories in the `LIBPATH` directive (indicated by `XXX` in the above example) should be preserved.

Optional Installation: The coprocessor emulation

For people who have an older CPU type, without math coprocessor (i387) it is necessary to install a coprocessor emulation, since Free Pascal uses the coprocessor to do all floating point operations.

Figure 2.2:
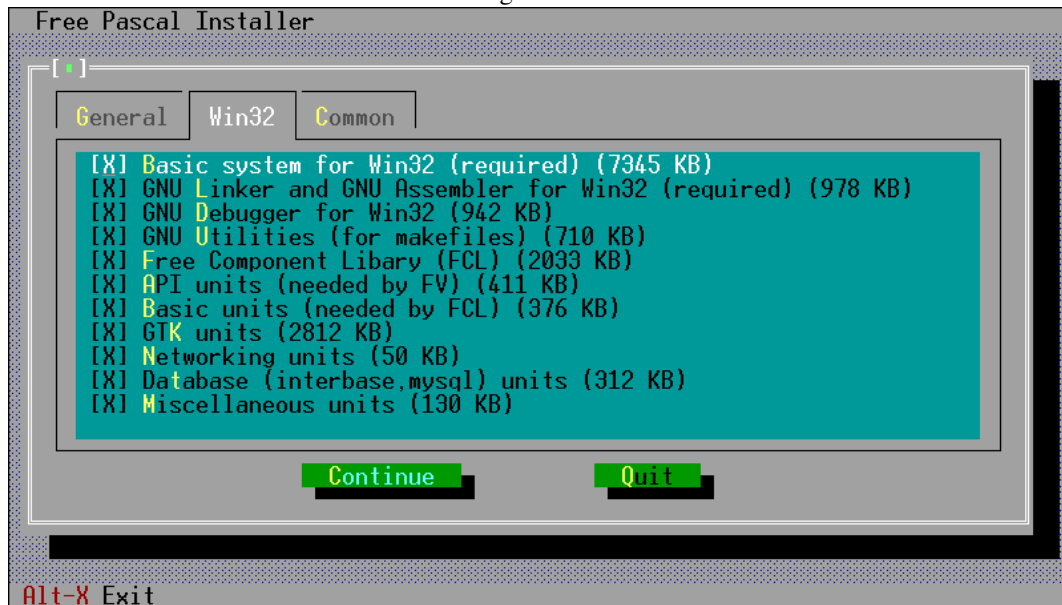
The installation of the coprocessor emulation is handled by the installation program (INSTALL.EXE) under DOS and WINDOWS.

2.2.2 Installing under Linux

Mandatory installation steps.

The LINUX distribution of Free Pascal comes in three forms:

- a tar.gz version, also available as seperate files.

- a .rpm (Red Hat Package Manager) version, and

- a .deb (Debian) version.

If you use the .rpm format, installation is limited to

```
rpm -i fpc-X.Y.Z-N.ARCH.rpm
```

Where X.Y.Z is the version number of the .rpm file, and ARCH is one of the supported architectures (i586, x86_64 etc.).

If you use Debian, installation is limited to

```
dpkg -i fpc-XXX.deb
```

Here again, XXX is the version number of the .deb file.

You need root access to install these packages. The .tar file allows you to do an installation if you don't have root permissions.

When downloading the .tar file, or the separate files, installation is more interactive.

In case you downloaded the .tar file, you should first untar the file, in some directory where you have write permission, using the following command:

```
tar -xvf fpc.tar
```

We supposed here that you downloaded the file fpc.tar somewhere from the Internet. (The real filename will have some version number in it, which we omit here for clarity.)

When the file is untarred, you will be left with more archive files, and an install program: an installation shell script.

If you downloaded the files as separate files, you should at least download the install.sh script, and the libraries (in libs.tar.gz).

To install Free Pascal, all that you need to do now is give the following command:

```
./install.sh
```

And then you must answer some questions. They're very simple, they're mainly concerned with 2 things :

1. Places where you can install different things.

2. Deciding if you want to install certain components (such as sources and demo programs).

The script will automatically detect which components are present and can be installed. It will only offer to install what has been found. because of this feature, you must keep the original names when downloading, since the script expects this.

If you run the installation script as the `root` user, you can just accept all installation defaults. If you don't run as `root`, you must take care to supply the installation program with directory names where you have write permission, as it will attempt to create the directories you specify. In principle, you can install it wherever you want, though.

At the end of installation, the installation program will generate a configuration file (fpc.cfg) for the Free Pascal compiler which reflects the settings that you chose. It will install this file in the /etc directory or in your home directory (with name .fpc.cfg) if you do not have write permission in the /etc directory. It will make a copy in the directory where you installed the libraries.

The compiler will first look for a file .fpc.cfg in your home directory before looking in the /etc directory.

2.3 Optional configuration steps

On any platform, after installing the compiler you may wish to set some environment variables. The Free Pascal compiler recognizes the following variables :

- `PPC_EXEC_PATH` contains the directory where support files for the compiler can be found.

- `PPC_CONFIG_PATH` specifies an alternate path to find the fpc.cfg.

- `PPC_ERROR_FILE` specifies the path and name of the error-definition file.

- `FPCDIR` specifies the root directory of the Free Pascal installation. (e.g : `C:\PP\BIN`)

These locations are, however, set in the sample configuration file which is built at the end of the installation process, except for the `PPC_CONFIG_PATH` variable, which you must set if you didn't install things in the default places.

2.4   Before compiling

Also distributed in Free Pascal is a README file. It contains the latest instructions for installing Free Pascal, and should always be read first.

Furthermore, platform-specific information and common questions are addressed in the `FAQ`. It should be read before reporting any bug.

2.5   Testing the compiler

After the installation is completed and the optional environment variables are set as described above, your first program can be compiled.

Included in the Free Pascal distribution are some demonstration programs, showing what the compiler can do. You can test if the compiler functions correctly by trying to compile these programs.

The compiler is called

- fpc.exe under WINDOWS, OS/2 and DOS.

- fpc under most other operating systems.

To compile a program (e.g `demo\hello.pp`) simply type :

```
fpc hello
```

at the command prompt. If you don't have a configuration file, then you may need to tell the compiler where it can find the units, for instance as follows:

```
fpc -Fuc:\pp\units\go32v2\rtl hello
```

under DOS, and under LINUX you could type

```
fpc -Fu/usr/lib/fpc/NNN/units/linux/rtl hello
```

(replace NNN with the version number of Free Pascal that you are using). This is, of course, assuming that you installed under `C:\PP` or /usr/lib/fpc/NNN, respectively.

If you got no error messages, the compiler has generated an executable called hello.exe under DOS, OS/2 or WINDOWS, or hello (no extension) under UNIX and most other operating systems.

To execute the program, simply type :

```
hello
```

If all went well, you should see the following friendly greeting:

```
Hello world
```

Chapter 3

Compiler usage

Here we describe the essentials to compile a program and a unit. For more advanced uses of the compiler, see the section on configuring the compiler, and the Programmers guide.

The examples in this section suppose that you have a fpc.cfg which is set up correctly, and which contains at least the path setting for the RTL units. In principle this file is generated by the installation program. You may have to check that it is in the correct place (see section 5.2 for more information on this).

3.1   File searching

Before you start compiling a program or a series of units, it is important to know where the compiler looks for its source files and other files. In this section we discuss this, and we indicate how to influence this.

Remark: The use of slashes (/) and backslashes (\) as directory separators is irrelevant, the compiler will convert to whatever character is used on the current operating system. Examples will be given using slashes, since this avoids problems on UNIX systems (such as LINUX).

3.1.1   Command line files

The file that you specify on the command line, such as in

```
fpc foo.pp
```

will be looked for ONLY in the current directory. If you specify a directory in the filename, then the compiler will look in that directory:

```
fpc subdir/foo.pp
```

will look for foo.pp in the subdirectory subdir of the current directory.

Under case sensitive file systems (such as LINUX and UNIX), the name of this file is case sensitive, under other operating systems (such as DOS, WINDOWS NT, OS/2) this is not the case.

3.1.2   Unit files

When you compile a unit or program that needs other units, the compiler will look for compiled versions of these units in the following way:

1. It will look in the current directory.

2. It will look in the directory where the source file is being compiled.

3. It will look in the directory where the compiler binary is.

4. It will look in all the directories specified in the unit search path.

You can add a directory to the unit search path with the (`-Fu` (see page 5.1.3)) option. Every occurrence of one of this options will *insert* a directory to the unit search path. i.e. the last path on the command line will be searched first.

The compiler adds several paths to the unit search path:

1. The contents of the environment variable `XXUNITS`, where `XX` must be replaced with one of the supported targets: `GO32V2`, `LINUX`,`WIN32`, `OS2`, `BEOS`, `FREEBSD`, `NETBSD`.

2. The standard unit directory. This directory is determined from the `FPCDIR` environment variable. If this variable is not set, then it is defaulted to the following:

    - On LINUX:

        ```
        /usr/local/lib/fpc/FPCVERSION
        ```
        or
        ```
        /usr/lib/fpc/FPCVERSION
        ```

        whichever is found first.

    - On other OSes: the compiler binary directory, with '../' appended to it, if it exists. For instance, on Windows, this would mean

        ```
        C:\FPC\1.9.6\units\i386-win32
        ```

        This is assuming the compiler was installed in the directory

        ```
        C:\FPC\1.9.6
        ```

    After this directory is determined , the following paths are added to the search path:

    (a) FPCDIR/units/FPCTARGET

    (b) FPCDIR/units/FPCTARGET/rtl

    Here target must be replaced by the name of the target you are compiling for: this is a combination of CPU and OS, so for instance

    ```
    /usr/local/lib/fpc/1.9.6/units/i386-linux/
    ```

    or, when cross-compiling

    ```
    /usr/local/lib/fpc/1.9.6/units/i386-win32/
    ```

The `-Fu` option accepts a single `*` wildcard, which will be replaced by all directories found on that location. For example, given the directories

```
rtl/units/i386-linux
fcl/units/i386-linux
packages/base
packages/extra


fpc -Fu"*/units/i386-linux"
```

will have the same effect as

```
fpc -Furtl/units/i386-linux -Fufcl/units/i386-linux
```

since both the rtl and fcl directories contain further units/i386-linux subdirectories. The packages directory will not be added, since it doesn't contain a units/i386-linux subdirectory.

Note that (for optimization) the compiler will drop any non-existing paths from the search path, i.e. the existence of the path (after wildcard and environment variable expansion) will be tested.

You can see what paths the compiler will search by giving the compiler the `-vu` option.

On systems where filenames are case sensitive (such as UNIX and LINUX), the compiler will :

1. Search for the original file name, i.e. preserves case.

2. Search for the filename all lowercased.

3. Search for the filename all uppercased.

This is necessary, since Pascal is case-independent, and the statements `Uses Unit1;` or `uses unit1;` should have the same effect.

It will do this first with the extension .pp and then with the extension .pas.

For instance, suppose that the file foo.pp needs the unit bar. Then the command

```
fpc -Fu.. -Fuunits foo.pp
```

will tell the compiler to look for the unit bar in the following places:

1. In the current directory.

2. In the directory where the compile binary is (not under LINUX).

3. In the parent directory of the current directory.

4. In the subdirectory units of the current directory

5. In the standard unit directory.

Also, unit names that are longer than 8 characters will first be looked for with their full length. If the unit is not found with this name, the name will be truncated to 8 characters, and the compiler will look again in the same directories, but with the truncated name.

If the compiler finds the unit it needs, it will look for the source file of this unit in the same directory where it found the unit. If it finds the source of the unit, then it will compare the file times. If the source file was modified more recent than the unit file, the compiler will attempt to recompile the unit with this source file.

If the compiler doesn't find a compiled version of the unit, or when the `-B` option is specified, then the compiler will look in the same manner for the unit source file, and attempt to recompile it.

It is recommended to set the unit search path in the configuration file fpc.cfg. If you do this, you don't need to specify the unit search path on the command-line every time you want to compile something.

3.1.3 Include files

If you include files in your source with the `{$I filename}` directive, the compiler will look for it in the following places:

1. It will look in the path specified in the include file name.

2. It will look in the directory where the current source file is.

3. it will look in all directories specified in the include file search path.

You can add files to the include file search path with the $-\mathrm{I}$ (see page 5.1.3) or $-\mathrm{Fi}$ (see page 5.1.3) options.

As an example, consider the following include statement in a file units/foo.pp:

```
{$i ../bar.inc}
```

Then the following command :

```
fpc -Iincfiles units/foo.pp
```

will cause the compiler to look in the following directories for bar.inc:

1. the parent directory of the current directory

2. the units subdirectory of the current directory

3. the incfiles directory of the current directory.

3.1.4 Object files

When you link to object files (using the {$L file.o} directive, the compiler will look for this file in the same way as it looks for include files:

1. It will look in the path specified in the object file name.

2. It will look in the directory where the current source file is.

3. it will look in all directories specified in the object file search path.

You can add files to the object file search path with the $-\mathrm{Fo}$ (see page 5.1.3) option.

3.1.5 Configuration file

Not all options mus be given on the compiler commandline. The compiler can use a configuration file wich can contain the same options as on the command-line. Unless you specify the $-\mathrm{n}$ (see page 5.1.1) option, the compiler will look for a configuration file fpc.cfg in the following places:

- Under UNIX (such as LINUX)

    1. The current directory.

    2. In your home directory, it looks for .fpc.cfg.

    3. The directory specified in the environment variable PPC_CONFIG_PATH, and if it is not set, it will look in the etc directory above the compiler directory. (for instance, if the compiler is in /usr/local/bin, it will look in /usr/local/etc)

    4. In the directory /etc.

- Under all other OSes:
    1. The current directory.
    2. If it is set, the directory specified in the environment variable. `PPC_CONFIG_PATH`.
    3. The directory where the compiler is.

Versions prior to version 1.0.6 of the compiler used a configuration file ppc386.cfg. This file is still searched, but it's usage is considered deprecated. For compatibility, fpc.cfg will be searched first, and if not found, the file ppc386.cfg will be used.

3.1.6 About long filenames

Free Pascal can handle long filenames under on all platforms, except DOS; On windows, it will use support for long filenames if it is available (which is not always the case on older windowses).

If no support for long filenames is present, it will truncate unit names to 8 characters.

It is not recommended to put units in directories that contain spaces in their names, since the linker doesn't understand such filenames.

3.2   Compiling a program

Compiling a program is very simple. Assuming that you have a program source in the file prog.pp, you can compile this with the following command:

```
fpc [options] prog.pp
```

The square brackets [ ] indicate that what is between them is optional.

If your program file has the .pp or .pas extension, you can omit this on the command line, e.g. in the previous example you could have typed:

```
fpc [options] prog
```

If all went well, the compiler will produce an executable file. You can execute it straight away, you don't need to do anything else.

You will notice that there is also another file in your directory, with extensions .o. This contains the object file for your program. If you compiled a program, you can delete the object file (.o), but not if you compiled a unit.

Then the object file contains the code of the unit, and will be linked in any program that uses the unit you compiled, so you shouldn't remove it.

3.3   Compiling a unit

Compiling a unit is not essentially different from compiling a program. The difference is mainly that the linker isn't called in this case.

To compile a unit in the file foo.pp, just type :

```
fpc  foo
```

Recall the remark about file extensions in the previous section.

When all went well, you will be left with 2 (two) unit files:

1. foo.ppu This is the file describing the unit you just compiled.

2. foo.o This file contains the actual code of the unit. This file will eventually end up in the executables.

Both files are needed if you plan to use the unit for some programs. So don't delete them. If you want to distribute the unit, you must provide both the .ppu and .o file. One is useless without the other.

3.4 Units, libraries and smartlinking

The Free Pascal compiler supports smartlinking and the creation of libraries. However, the default behaviour is to compile each unit into 1 big object file, which will be linked as a whole into your program. Shared libraries can be created on any platform except MS-DOS.

It is also possible to take existing units and put them together in 1 static or shared library (using the ppumove tool, section 8.7, page 100).

3.5 Reducing the size of your program

When you created your program, it is possible to reduce its size. This is possible, because the compiler leaves a lot of information in the program which, strictly speaking, isn't required for the execution of it. The surplus of information can be removed with a small program called strip.The usage is simple. Just type

```
strip prog
```

On the command line, and the strip program will remove all unnecessary information from your program. This can lead to size reductions of up to 30 %.

Remark: In the WIN32 version, strip is called stripw.

You can use the −Xs switch to let the compiler do this stripping automatically at program compile time (the switch has no effect when compiling units).

Another technique to reduce the size of a program is to use smartlinking. Normally, units (including the system unit) are linked in as a whole. It is however possible to compile units such that the can be smartlinked. This means that only the functions and procedures are linked in your program, leaving out any unnecessary code. The compiler will turn on smartlinking with the −XX (see page 5.1.4) switch. This technique is described in full in the programmers guide.

Chapter 4

Compiling problems

4.1 General problems

- **IO-error -2 at ...** : Under LINUX you can get this message at compiler startup. It means typically that the compiler doesn't find the error definitions file. You can correct this mistake with the `-Fr` (see page 5.1.3) option under LINUX.

- **Error : File not found : xxx** or **Error: couldn't compile unit xxx**: This typically happens when your unit path isn't set correctly. Remember that the compiler looks for units only in the current directory, and in the directory where the compiler itself is. If you want it to look somewhere else too, you must explicitly tell it to do so using the `-Fu` (see page 5.1.3) option. Or you must set op a configuration file.

4.2 Problems you may encounter under DOS

- **No space in environment**.
  An error message like this can occur, if you call `SET_PP.BAT` in the **AUTOEXEC.BAT**.
  To solve this problem, you must extend your environment memory. To do this, search a line in the **CONFIG.SYS** like

  ```
  SHELL=C:\DOS\COMMAND.COM
  ```

  and change it to the following:

  ```
  SHELL=C:\DOS\COMMAND.COM /E:1024
  ```

  You may just need to specify a higher value, if this parameter is already set.

- **Coprocessor missing**
  If the compiler writes a message that there is no coprocessor, install the coprocessor emulation.

- **Not enough DPMI memory**
  If you want to use the compiler with `DPMI` you must have at least 7-8 MB free `DPMI` memory, but 16 Mb is a more realistic amount.

Chapter 5

Compiler configuration

The output of the compiler can be controlled in many ways. This can be done essentially in two distinct ways:

- Using command-line options.
- Using the configuration file: fpc.cfg.

The compiler first reads the configuration file. Only then the command line options are checked. This creates the possibility to set some basic options in the configuration file, and at the same time you can still set some specific options when compiling some unit or program. First we list the command line options, and then we explain how to specify the command line options in the configuration file. When reading this, keep in mind that the options are case sensitive.

5.1 Using the command-line options

The available options for the current version of the compiler are listed by category. Also, chapter 11, page 115 for a listing as generated by the current compiler.

5.1.1 General options

-h if you specify this option, the compiler outputs a list of all options, and exits after that.

-? idem as `-h`, waiting after every screenfull for the enter key.

-i This option tells the compiler to print the copyright information. You can give it an option, as `-ixxx` where xxx can be one of the following:

    D : Returns the compiler date.
    V : Returns the compiler version.
    SO : Returns the compiler OS.
    SP : Returns the compiler processor.
    TO : Returns the target OS.
    TP : Returns the target Processor.

-l This option tells the compiler to print the Free Pascal logo on standard output. It also gives you the Free Pascal version number.

-n Tells the compiler not to read default the configuration file. You can still pass a configuration file with the @ option.

5.1.2 Options for getting feedback

-vxxx Be verbose. `xxx` is a combination of the following :

- `e` : Tells the compiler to show only errors. This option is on by default.
- `i` : Tells the compiler to show some general information.
- `w` : Tells the compiler to issue warnings.
- `n` : Tells the compiler to issue notes.
- `h` : Tells the compiler to issue hints.
- `i` : Tells the compiler to issue informational messages.
- `l` : Tells the compiler to show the line numbers as it processes a file. Numbers are shown per 100.
- `u` : Tells the compiler to print information on the units it loads.
- `t` : Tells the compiler to print the names of the files it tries to open.
- `p` : Tells the compiler to print the names of procedures and functions as it is processing them.
- `c` : Tells the compiler to warn you when it processes a conditional.
- `m` : Tells the compiler to write which macros are defined.
- `d` : Tells the compiler to write other debugging info.
- `0` : Tells the compiler to write no messages. This is useful when you want to override the default setting in the configuration file.
- `b` : Tells the compiler to show all procedure declarations if an overloaded function error occurs.
- `x` : Tells the compiler to output some executable info (for Win32 platform only).
- `r` : Rhide/GCC compatibility mode: formats the errors differently, so they are understood by RHIDE.
- `a` : Tells the compiler to write all possible info. (this is the same as specifying all options)
- `v` write a file fpcdebug.txt with lots of debugging info. Mainly for the compiler developers.
- `p` write a file tree.log with the parse tree. Mainly for the compiler developers.

5.1.3 Options concerning files and directories

-exxx xxx specifies the directory where the compiler can find the executables as (the assembler) and ld (the linker).

-FaXYZ loads units `XYZ` after the system unit, but before any other unit is loaded. `XYZ` is a comma-separated list of unit names. This can only be used for programs, and has the same effect as if `XYZ` were inserted as the first item in the program's `uses` clause.

-FcXXX set the input codepage to `XXX`. Experimental.

-FD same as `-e`.

-Fexxx This option tells the compiler to write errors, etc. to the file named xxx.

-FExxx tells the compiler to write the executable and units in directory xxx instead of the current directory. If this option is followed by a `-o` option (`-o` (see page 5.1.4)), and this option contains a path component, then it will override the `-FE` setting.

-Fixxx Adds xxx to the include file search path.

-Flxxx Adds xxx to the library searching path, and is passed to the linker.

-FLxxx (LINUX only) Tells the compiler to use xxx as the dynamic linker. Default this is /lib/ld-linux.so.2, or /Hlib/ld-linux.so.1, depending on which one is found first.

-Foxxx Adds xxx to the object file search path. This path is used when looking for files that need to be linked in.

-Frxxx xxx specifies the file which contain the compiler messages. Default the compiler has built-in messages. Specifying this option will override the default messages.

-Fuxxx Add xxx to the unit search path. Units are first searched in the current directory. If they are not found there then the compiler searches them in the unit path. You must *always* supply the path to the system unit. The xxx path can contain a single wildcard (*) which will be expanded to all possible directory names found at that location.

-FUxxx Tells the compiler to write units in directory xxx instead of the current directory. It overrides the $-$FE option.

-Ixxx Add xxx to the include file search path. This option has the same effect as $-$Fi.

5.1.4 Options controlling the kind of output.

for more information on these options, see also Programmers guide

-a Tells the compiler not to delete the assembler files it generates (not when using the internal assembler). This also counts for the (possibly) generated batch script.

-al Tells the compiler to include the sourcecode lines in the assembler file as comments.

-an Tells the compiler to write node information in the assember file (nodes are the way the compiler represents statements or parts thereof internally). This is primarily intended for debugging the code generated by the compiler.

-ap use pipes instead of creating temporary assembler files. This may speed up the compiler on OS/2 and LINUX. Only with assemblers (such as GNU if the internal assembler is used.

-ar tells the compiler to list register allocation and release info in the assembler file. This is primarily intended for debugging the code generated by the compiler.

-at tells the compiler to list information about temporary allocations and deallocations in the assembler file.

-Axxx specifies what kind of assembler should be generated . Here xxx is one of the following :

   default use the built-in default.

   as assemble using GNU as.

   nasmcoff coff (Go32v2) file using Nasm.

   nasmelf elf32 (Linux) file using Nasm.

   nasmwin32 Windows 32-bit file using Nasm.

   nasmwdosx Windows 32-bit/DOSX file using Nasm.

   nasmobj object file using Nasm.

   masm object file using Masm (Microsoft).

   tasm object file using Tasm (Borland).

elf elf32 (Linux) using internal writer.

coff coff object file (Go32v2) using the internal binary object writer.

pecoff pecoff object file (Win32) using the internal binary object writer.

-B tells the compiler to re-compile all used units, even if the unit sources didn't change since the last compilation.

-b tells the compiler to generate browser info. This information can be used by an Integrated Development Environment (IDE) to provide information on classes, objects, procedures, types and variables in a unit.

-bl is the same as `-b` but also generates information about local variables, types and procedures.

-Cc set the default calling convention used by the compiler.

-CD Create a dynamic library. This is used to transform units into dynamically linkable libraries on LINUX.

-Ce Emulate floating point operations.

-CfXXX set the used floating point processor.

-Cg enable generation of PIC code.

-Chxxx Reserves `xxx` bytes heap. `xxx` should be between 1024 and 67107840.

-Ci Generate Input/Output checking code. In case some input/output code of your program returns an error status, the program will exit with a run-time error. Which error is generated depends on the I/O error.

-Cn Omit the linking stage.

-Co Generate Integer overflow checking code. In case of integer errors, a run-time error will be generated by your program.

-CpXXX set the processor type to XXX

-Cr Generate Range checking code. In case your program acesses an array element with an invalid index, or if it increases an enumerated type beyond it's scope, a run-time error will be generated.

-CR Generate checks when calling methods to verify if the virtual method table for that object is valid.

-Csxxx Set stack size to `xxx`.

-Ct generate stack checking code. In case your program performs a faulty stack operation, a runrime error will be generated.

-CX Create a smartlinked unit when writing a unit. smartlinking will only link in the code parts that are actually needed by the program. All unused code is left out. This can lead to substantially smaller binaries.

-dxxx Define the symbol name `xxx`. This can be used to conditionally compile parts of your code.

-D generate a DEF file (for OS/2)

-Dd set the description of the executable/library (Windows)

-Dv set the version of the executable/library (Windows)

-E Same as `-Cn`.

-g Generate debugging information for debugging with gdb

-gc generate checks for pointers. This must be used with the `-gh` command-line option. When this options is enabled, it will verify that all pointer accesses are within the heap.

-gd generate debugging info for dbx.

-gg idem as `-g`.

-gh use the heaptrc unit (see Unit reference). (produces a report about heap usage after the program exits)

-gl use the lineinfo unit (see Unit reference). (produces file name/line number information if the program exits due to an error.)

-gv emit info for valgrind.

-gw emit dwarf debugging info.

-kxxx pass `xxx` to the linker.

-Oxxx optimize the compiler's output; `xxx` can have one of the following values :

    a specify alignment of structures.

    g optimize for size, try to generate smaller code.

    G optimize for time, try to generate faster code (default).

    r keep certain variables in registers (experimental, use with caution).

    u Uncertain optimizations

    1 Level 1 optimizations (quick optimizations).

    2 Level 2 optimizations (`-O1` plus some slower optimizations).

    3 Level 3 optimizations (`-O2` plus `-Ou`).

    Pn (Intel only) Specify processor: `n` can be one of

        1 optimize for 386/486

        2 optimize for Pentium/PentiumMMX (tm)

        3 optimizations for PentiumPro/PII/Cyrix 6x86/K6 (tm)

The exact effect of these optimizations can be found in the Programmers guide.

-oxxx Tells the compiler to use `xxx` as the name of the output file (executable). Only with programs. The output filename can contain a path, and if it does, it will override any previous `-FE` setting. If the output filename does not contain a path, the `-FE` setting is observed.

-pg Generate profiler code for gprof. This will define the symbol `FPC_PROFILE`, which can be used in conditional defines.

-s Tells the compiler not to call the assembler and linker. Instead, the compiler writes a script, PPAS.BAT under DOS, or ppas.sh under LINUX, which can then be executed to produce an executable. This can be used to speed up the compiling process or to debug the compiler's output. This option can take some extra parameter, mainly used for cross-compilation. It can have one of the following values:

    h Generate script to link on host. The generated script can be run on the compilation platform (host platform).

t Generate script to link on target platform. The generated script can be run on the target platform. (where the binary must be run)

r Skip register allocation phase (optimizations will be disabled).

-Txxx Specifies the target operating system. xxx can be one of the following:

- **emx** : OS/2 via EMX (and DOS via EMX extender)
- **freebsd** : FreeBSD.
- **go32v2** : DOS and version 2 of the DJ DELORIE extender.
- **linux** : LINUX.
- **netbsd** : NetBSD.
- **netware** : Novell Netware Module (clib)
- **netwlibc** : Novell Netware Module (libc)
- **openbsd** : OpenBSD.
- **os2** : OS/2 (2.x) using the EMX extender.
- **sunos** : SunOS/Solaris.
- **watcom** : watcom compatible DOS extender
- **wdosx** : WDOSX extender.
- **win32** : WINDOWS 32 bit.
- **wince** : WINDOWS for handhelds (ARM processor) bit.

-uxxx Undefine the symbol xxx. This is the opposite of the -d option.

-Ur Generate release unit files. These files will not be recompiled, even when the sources are available. This is useful when making release distributions. This also overrides the -B option for release mode units.

-W set some WINDOWS or OS/2 attributes of the generated binary. It can be one or more of the following

Bhhh set preferred base address to hhh (a hexadecimal address)

C Generate a console application (+) or a gui application (-).

D Force use of Def file for exports.

F Generate a FS application (+) or a console application (-).

G Generate a GUI application (+) or a console application (-).

N Do not generate relocation section.

R Generate a relocation section.

T Generate a TOOL application (+) or a console application (-).

-Xx executable options. This tells the compiler what kind of executable should be generated. the parameter x can be one of the following:

- **c** : (LINUX only) Link with the C library. You should only use this when you start to port Free Pascal to another operating system.
- **d** don't use the standard library path. This is needed for cross-compilation, to avoid linking with the host platform's libraries.
- **D** : Link with dynamic libraries (defines the FPC_LINK_DYNAMIC symbol)
- **MXXX** : Set the name of the program entry routine The default is 'main'.
- **PXXX** : Prepend binutils names with XXX for cross-compiling.

- **rXXX** : set library path to `XXX`.
- **s** : Strip the symbols from the executable.
- **S** : Link with static units (defines the `FPC_LINK_STATIC` symbol)
- **t** : link static. It passes the `-static` option to the linker.
- **X** : Link with smartlinked units (defines the `FPC_LINK_SMART` symbol)

5.1.5 Options concerning the sources (language options)

for more information on these options, see also Programmers guide

-Mmode set language mode to `mode`, which can be one of the following:

delphi tries to be Delphi compatible. This is more strict than the `objfpc` mode, since some Free Pascal extensions are switched off.

fpc free pascal dialect (default)

gpc tries to be gpc compatible.

macpas tries to be compatible to the macintosh pascal dialects.

objfpc switch some Delphi 2 extensions on. This is different from Delphi mode. because some Free Pascal constructs are still available.

tp tries to be TP/BP 7.0 compatible. This means, no function overloading etc.

-Rxxx Specifies what kind of assembler you use in your `asm` assembler code blocks. Here `xxx` is one of the following:

att `asm` blocks contain AT&T-style assembler. This is the default style.

intel `asm` blocks contain Intel-style assembler.

direct `asm` blocks should be copied as-is in the assembler, only replacing certain variables. file.

-S2 Switch on Delphi 2 extensions (`objfpc` mode). Deprecated, use `-Mobjfpc` instead.

-Sa Include assert statements in compiled code. Omitting this option will cause assert statements to be ignored.

-Sc Support C-style operators, i.e. `*=, +=, /= and -=`.

-Sd Tells the compiler to be Delphi compatible. Deprecated, use `-Mdelphi` instead.

-SeN The compiler stops after the N-th error. Normally, the compiler tries to continue compiling after an error, until 50 errors are reached, or a fatal error is reached, and then it stops. With this switch, the compiler will stop after the N-th error (if N is omitted, a default of 1 is assumed). Instead of a number, one of `n`, `h` or `w` can also be specified, in that case the compiler will consider notes, hints or warnings as errors and stop when one is encountered.

-Sg Support the `label` and `goto` commands. By default these are not supported. You must also specify this option if you use labels in assembler statements. (if you use the `AT&T` style assember)

-Sh Use ansistrings by default for strings. If this keyword is specified, the compiler will interpret the `string` keyword as a ansistring. Otherwise it is supposed to be a short strings (TP style).

-Si Support `C++` style INLINE.

-SIXXX set interfaces style to XXX.

-Sm Support C-style macros.

-So Try to be Borland TP 7.0 compatible. Deprecated, use `-Mtp` instead.

-Sp Try to be gpc (GNU pascal compiler) compatible. Deprecated, use `-Mgpc` instead.

-Ss The name of constructors must be `init`, and the name of destructors should be `done`.

-St Allow the `static` keyword in objects.

-Un Do not check the unit name. Normally, the unit name is the same as the filename. This option allows both to be different.

-Us Compile a system unit. This option causes the compiler to define only some very basic types.

5.2   Using the configuration file

Using the configuration file fpc.cfg is an alternative to command line options. When a configuration file is found, it is read, and the lines in it are treated like you typed them on the command line. They are treated before the options that you type on the command line.

You can specify comments in the configuration file with the # sign. Everything from the # on will be ignored.

The algorithm to determine which file is used as a configuration file is decribed in 3.1.5 on page 18.

When the compiler has finished reading the configuration file, it continues to treat the command line options.

One of the command-line options allows you to specify a second configuration file: Specifying @foo on the command line will open file foo, and read further options from there. When the compiler has finished reading this file, it continues to process the command line.

The configuration file allows some kind of preprocessing. It understands the following directives, which you should place on the first column of a line :

#IFDEF

#IFNDEF

#ELSE

#ENDIF

#DEFINE

#UNDEF

#WRITE

#INCLUDE

#SECTION

They work the same way as their {$...} counterparts in Pascal. All the default defines used to compile source code are also defined while processing the configuration file. For example, if the target compiler is an intel 80x86 compatile linux platform, both `cpu86` and `linux` will be defined while interpreting the configuration file. For the possible default defines when compiling, consult Appendix G of the Programmers guide.

What follows is a description of the different directives.

5.2.1 #IFDEF

Syntax:

```
#IFDEF name
```

Lines following `#IFDEF` are skipped read if the keyword `name` following it is not defined.

They are read until the keywords `#ELSE` or `#ENDIF` are encountered, after which normal processing is resumed.

Example :

```
#IFDEF VER0_99_5
-Fu/usr/lib/fpc/0.99.5/linuxunits
#ENDIF
```

In the above example, /usr/lib/fpc/0.99.5/linuxunits will be added to the path if you're compiling with version 0.99.5 of the compiler.

5.2.2 #IFNDEF

Syntax:

```
#IFNDEF name
```

Lines following `#IFNDEF` are skipped read if the keyword `name` following it is defined.

They are read until the keywords `#ELSE` or `#ENDIF` are encountered, after which normal processing is resumed.

Example :

```
#IFNDEF VER0_99_5
-Fu/usr/lib/fpc/0.99.6/linuxunits
#ENDIF
```

In the above example, /usr/lib/fpc/0.99.6/linuxunits will be added to the path if you're NOT compiling with version 0.99.5 of the compiler.

5.2.3 #ELSE

Syntax:

```
#ELSE
```

`#ELSE` can be specified after a `#IFDEF` or `#IFNDEF` directive as an alternative. Lines following `#ELSE` are skipped read if the preceding `#IFDEF` or `#IFNDEF` was accepted.

They are skipped until the keyword `#ENDIF` is encountered, after which normal processing is resumed.

Example :

```
#IFDEF VER0_99_5
-Fu/usr/lib/fpc/0.99.5/linuxunits
#ELSE
-Fu/usr/lib/fpc/0.99.6/linuxunits
#ENDIF
```

In the above example, /usr/lib/fpc/0.99.5/linuxunits will be added to the path if you're compiling with version 0.99.5 of the compiler, otherwise /usr/lib/fpc/0.99.6/linuxunits will be added to the path.

5.2.4 #ENDIF

Syntax:

```
#ENDIF
```

`#ENDIF` marks the end of a block that started with `#IF(N)DEF`, possibly with an `#ELSE` between it.

5.2.5 #DEFINE

Syntax:

```
#DEFINE name
```

`#DEFINE` defines a new keyword. This has the same effect as a `-dname` command-line option.

5.2.6 #UNDEF

Syntax:

```
#UNDEF name
```

`#UNDEF` un-defines a keyword if it existed. This has the same effect as a `-uname` command-line option.

5.2.7 #WRITE

Syntax:

```
#WRITE Message Text
```

`#WRITE` writes `Message Text` to the screen. This can be useful to display warnings if certain options are set.

Example:

```
#IFDEF DEBUG
#WRITE Setting debugging ON...
-g
#ENDIF
```

if `DEBUG` is defined, this will produce a line

```
Setting debugging ON...
```

and will then switch on debugging information in the compiler.

5.2.8 **#INCLUDE**

Syntax:

```
#INCLUDE filename
```

`#INCLUDE` instructs the compiler to read the contents of filename before continuing to process options in the current file.

This can be useful if you want to have a particular configuration file for a project (or, under LINUX, in your home directory), but still want to have the global options that are set in a global configuration file.

Example:

```
#IFDEF LINUX
  #INCLUDE /etc/fpc.cfg
#ELSE
  #IFDEF GO32V2
    #INCLUDE c:\pp\bin\fpc.cfg
  #ENDIF
#ENDIF
```

This will include /etc/fpc.cfg if you're on a linux machine, and will include `c:\pp\bin\fpc.cfg` on a dos machine.

5.2.9 **#SECTION**

Syntax:

```
#SECTION name
```

The `#SECTION` directive acts as a `#IFDEF` directive, only it doesn't require an `#ENDIF` directive. the special name COMMON always exists, i.e. lines following `#SECTION COMMON` are always read.

5.3 **Variable substitution in paths**

To avoid having to edit your configuration files too often, the compiler allows you to specify the following variables in the paths that you feed to the compiler:

FPCFULLVERSION is replaced by the compiler's version string.

FPCVERSION is replaced by the compiler's version string.

FPCDATE is replaced by the compiler's date.

FPCTARGET is replaced by the compiler's target (combination of CPU-OS)

FPCCPU is also replaced by the compiler's target CPU.

FPCOS is replaced by the compiler's target OS.

To have these variables subsituted, just insert them with a `$` prepended, as follows:

```
-Fu/usr/lib/fpc/$FPCVERSION/rtl/$FPCOS
```

This is equivalent to

`-Fu/usr/lib/fpc/0.99.12a/rtl/linux`

If the compiler version is `0.99.12a` and the target os is `linux`.

These replacemens are valid on the command-line and also in the configuration file.

On the linux command-line, you must be careful to escape the `$` since otherwise the shell will expand the variable for you, which may have undesired effects.

Chapter 6

The IDE

The IDE (**I**ntegrated **D**evelopment **E**nvironment) provides a comfortable user interface to the compiler. It contains an editor with syntax highlighting, a debugger, symbol browser etc. The IDE is a text-mode application which has the same look and feel on all supported operating systems. It is modelled after the IDE of Turbo Pascal, so many people should feel comfortable using it.

Currently, the IDE is available for DOS, WINDOWS and LINUX.

6.1 First steps with the IDE

6.1.1 Starting the IDE

The IDE is started by entering the command:

```
fp
```

at the command line. It can also be started from a graphical user interface such as WINDOWS.

Remark: Under WINDOWS, it is possible to switch between windowed mode and full screen mode by pressing ALT-ENTER).

6.1.2 IDE Command line options

When starting the IDE, command line options can be passed:

```
fp [-option] [-option] ... <file name> ...
```

`Option` is one of the following switches (the option letters are case insensitive):

-N (DOS only) Do not use long file names. WINDOWS 95 and later versions of WINDOWS provide an interface to DOS applications to access long file names. The IDE uses this interface by default to access files. Under certain circumstances, this can lead to problems. This switch tells the IDE not to use the long filenames.

-Cfilename This option, followed by a filename, tells the IDE to read its options from filename. There should be no whitespace between the file name and the `-C`.

-F use alternative graphic characters. This can be used to run the IDE on LINUX in an X-term or through a telnet session.

-R After starting the IDE, it changes automatically to the directory which was active when the IDE exited the last time.

-S Disable the mouse. When this option is used, then the mouse is disabled, even if a mouse is present.

-Tttyname (linux/unix only) Sends program output to tty `ttyname`. This is useful so one doesn't have to switch between program output and ide all the time.

The files given at the command line are loaded into edit windows automatically.

Remark: Under DOS/Win32, the first character of a command-line option can be a / character instead of a - character. So /S is equivalent to -S.

6.1.3 The IDE screen

After start up, the screen of the IDE can look like figure (6.1).

Figure 6.1: The IDE screen immediately after startup
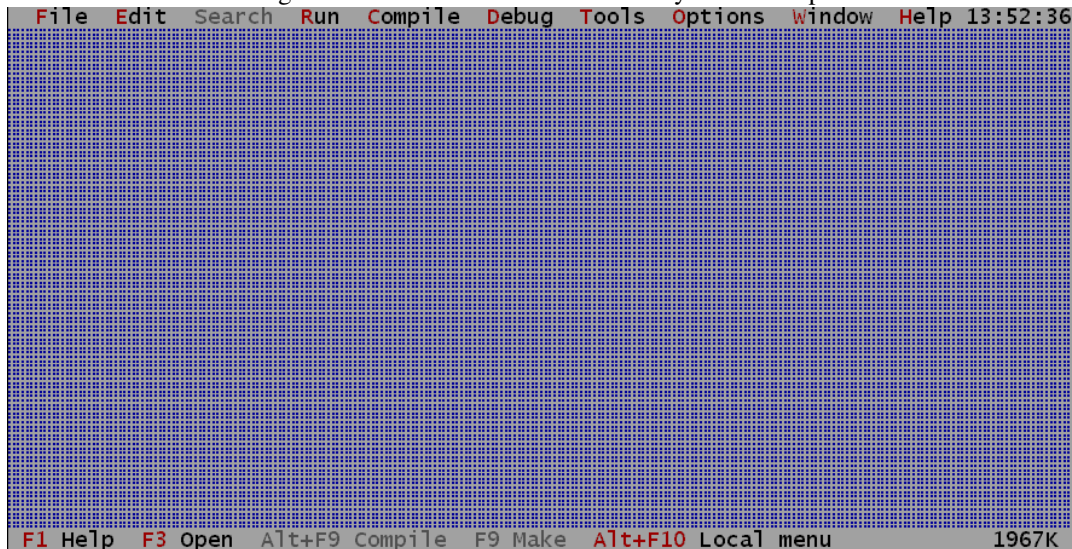
At top of the screen the *menu bar* is visible, at the bottom the *status bar*. The empty space between them is called the *desktop*.

The status bar shows the keyboard shortcuts for frequently used commands, and allows quick access to these commands by clicking them with the mouse. At the right edge of the status bar, the current amount of unused memory is displayed. This is only an indication, since the IDE tries to allocate more memory from the operating system if it runs out of memory.

The menu provides access to all of the IDE's functionality, and at the right edge of the menu, a clock is displayed.

The IDE can be left by selecting **"File|Exit"** in the menu [1] or by pressing ALT-X.

Remark: If a file fp.ans is found in the current directory, then it is loaded and used to paint the background. This file should contain ANSI drawing commands to draw on a screen.

---

[1] **"File|Exit"** means select the item 'Exit' in the menu 'File'.

6.2   Navigating in the IDE

The IDE can be navigated both with the keyboard and with a mouse, if the system is equipped with a mouse.

6.2.1   Using the keyboard

All functionality of the IDE is available through use of the keyboard.

- It is used for typing and navigating through the sources.

- Editing commands such as copying and pasting text.

- Moving and resizing windows.

- It can be used to access the menu, by pressing ALT and the appropriate highlighted menu letter, or by pressing F10 and navigating through the menu with the arrow keys.

  more information on the menu can be found in section 6.4, page 39

- Many commands in the IDE are bound to shortcuts, i.e. typing a special combination of keys will execute a command immediately.

Remark:

- When working in a LINUX X-Term or through a telnet session, the key combination with ALT may not be available. To remedy this, the CTRL-Z combination can be typed first. This means that e.g. ALT-X can be replaced by CTRL-Z X.

- A complete reference of all keyboard shortcuts can be found in section 6.14, page 82.

6.2.2   Using the mouse

If the system is equipped with a mouse, it can be used to work with the IDE. The left button is used to select menu items, press buttons, select text blocks etc.

The right mouse button is used to access the local menu, if available. Holding down the CTRL or ALT key and clicking the right button will execute user defined functions, see section 6.12.4, page 78.

Remark:

1. Occasionally, the manual uses the term "drag the mouse". This means that the mouse is moved while the left mouse button is being pressed.

2. The action of mouse buttons may be reversed, i.e. the actions of the left mouse button can be assigned to the right mouse button and vice versa [2]. Throughout the manual, it is assumed that the actions of the mouse buttons are not reversed.

3. The mouse is not always available, even if a mouse is installed:

   - The IDE is running under LINUX through a telnet connection from a WINDOWS machine.
   - The IDE is running under LINUX in an X-term under X-windows.

4. On Windows, the console has an option 'Quick edit', allowing to copy text to the clipboard by selecting text in the console window. If this mode is enabled, the mouse will not work. The 'Quick edit' option should be disabled in the console window's properties for the IDE to receive mouse events.

---

[2]See section 6.12.4, page 78 for more information on how to reverse the actions of the mouse buttons.

6.2.3 Navigating in dialogs

Dialogs usually have a lot of elements in them such as buttons, edit fields, memo fields, list boxes and so on. To activate one of these fields, it is sufficient to:

1. Click on the element with the mouse.

2. Press the TAB key till the focus reaches the mouse

3. Press the highlighted letter in the element's label. If the focus is currently on an element that allows to edit, then ALT should be pressed simultaneously with the highlighted letter. For a button, the action associated with the button will then be executed.

Inside edit fields, list boxes, memos, navigation is carried out with the usual arrow key commands.

6.3 Windows

Nowadays, working with windowed applications should be no problem for most WINDOWS and LINUX users. Nevertheless, the following section describes how the windows work in the Free Pascal IDE, to allow efficient work with it.

6.3.1 Window basics

A common IDE window is displayed in figure (6.2).

Figure 6.2: A common IDE window

The window is surrounded by a so-called *frame*, the white double line around the window.

At the top of the window 4 things are displayed:

- At the upper left corner of the window, a *close icon* is shown. When clicked, the window will be closed. It can be also closed by pressing ALT-F3 or selecting the menu item **"Window|Close"**. All open windows can be closed by selecting the menu item **"Window|Close all"**.

- In the middle, the title of the window is displayed.

- Almost at the upper right corner, a number is visible. This number identifies the editor window, and pressing ALT-NUMBER will jump to this window. Only the first 9 windows will get such a number.

- At the upper right corner, a small green arrow is visible. Clicking this arrow zooms the window so it covers the whole desktop. Clicking this arrow on a zoomed window will restore old size of the window. Pressing the key F5 has the same effect as clicking that arrow. The same effect can be achieved with the menu item **"Window|Zoom"**. Windows and dialogs which aren't resizeable can't be zoomed, either.

The right edge and bottom edges of a window contain scrollbars. They can be used to scroll the window contents with the mouse. The arrows at the ends of the scrollbars can be clicked to scroll the contents line by line. Clicking on the dotted area between the arrows and the cyan-coloured rectangle will scroll the window's content page by page. By dragging the rectangle the content can be scrolled continuously.

The star and the numbers in the lower left corner of the window display information about the contents of the window. They are explained in the section about the editor, see section 6.5, page 45.

6.3.2 Sizing and moving windows

A window can be moved and sized using the mouse and the keyboard: To move a window:

- using the mouse, click on the title bar and drag the window with the mouse.

- using the keyboard, go into the size/move mode by pressing CTRL-F5 or selecting the menu item **"Window|Size/Move"**. . Using the cursor keys the window can be moved. The size/move mode can be left by pressing ENTER. In this case, the window will keep its size and position. Alternatively, pressing ESC will restore the old position.

To resize a window:

- using the mouse, click on the lower right corner of the window and drag it.

- using the keyboard, go into the size/move mode by pressing CTRL-F5 or selecting the menu item **"Window|Size/Move"**. The window frame will be green to indicate that the IDE is in size/move mode. By pressing shift and the cursor keys simultaneously, the window can be resized. The size/move mode can be left by pressing ENTER. In this case, the window will keep the new size. Pressing ESC will restore the old size.

Not all windows can be resized. This applies, for example, to *dialog windows* (section 6.3.4, page 39).

A window can also be hidden. To hide a window, the CTRL-F6 key combination can be used, or the **"Window|Hide"** menu may be selected. To restore a Hidden window, it is necessary to select it from the window list. More information about the window list can be found in the next section.

6.3.3 Working with multiple windows

When working with larger projects, it is likely that multiple windows will appear on the desktop. However, only one of these windows will be the active window, all other windows will be inactive.

An inactive window is identified by a grey frame. An inactive window can be made active in one of several ways:

- using the mouse, activate a window by clicking on it.

- using the keyboard, pressing F6 will step trough all open windows. To activate the previously activated window, SHIFT-F6 can be used.

- the menu item **"Window|Next"** can be used to activate the next window in the list of windows, while `Window|Previous` will select the previous window.

- If the window has a number in the upper right corner, it can be activated by pressing ALT-<NUMBER>.

- Pressing ALT-0 will pop up a dialog with all available windows which allows a quick activation of windows which don't have a number.

The windows can be ordered and placed on the IDE desktop by zooming and resizing them with the mouse or keyboard. This is a time-consuming task, and particularly difficult with the keyboard. Instead, the menu items **"Window|Tile"** and **"Window|Cascade"** can be used:

Tile will divide whole desktop space evenly between all resizable windows.

Cascade puts all windows in a cascaded position.

In very rare cases the screen of the IDE may be mixed up. In this case the whole IDE screen can be refreshed by selecting the menu item **"Window|Refresh display"**.

6.3.4 Dialog windows

In many cases the IDE displays a dialog window to get user input. The main difference to normal windows is that other windows cannot be activated while a dialog is active. Also the menu is not accessible while in a dialog. This behaviour is called *modal*. To activate another window, the modal window or dialog must be closed first.

A typical dialog window is shown in figure (6.3).

Figure 6.3: A typical dialog window
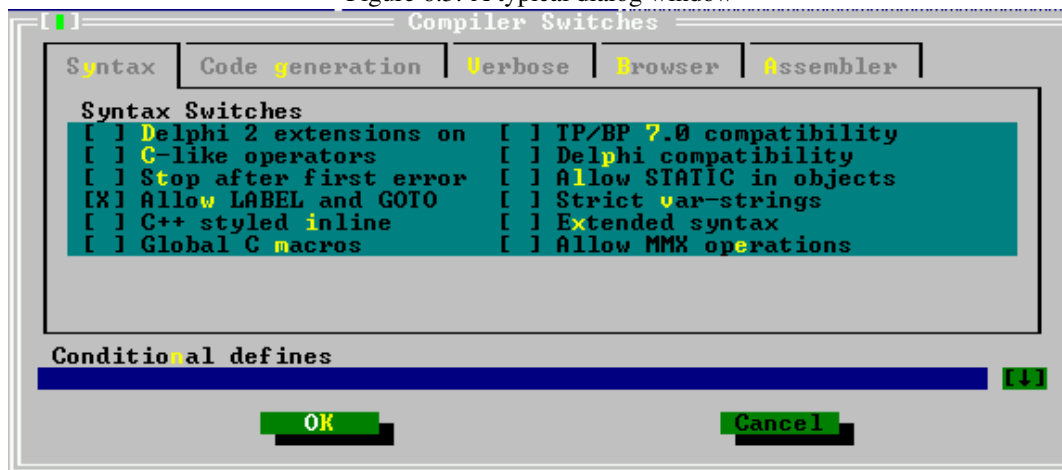
6.4 The Menu

The main menu (the gray bar at the top of the IDE) provides access to all the functionality of the IDE. It also displays a clock, displaying the current time. The menu is always available, except when a dialog is opened. If a dialog is opened, it must be closed first in order to access the menu.

In certain windows, a local menu is also available. The local menu will appear where the cursor is, and provides additional commands that are context-sensitive.

6.4.1 Accessing the menu

The menu can be accessed in a number of ways:

1. By using the mouse to select items. The mouse cursor should be located over the desired menu item, and a left mouse click will then select it.

2. By pressing F10. This will switch the IDE focus to the menu. Use the arrow keys can then be used to navigate in the menu, the ENTER key should be used to select items.

3. To access menu items directly, ALT-<HIGHLIGHTED MENU LETTER> can be used to select a menu item. Afterwards submenu entries can be selected by pressing the highlighted letter, but without ALT. E.g. ALT-S G is a fast way to display the *goto line* dialog.

Every menu item is explained by a short text in the status bar.

When a local menu is available, it can be accessed by pressing the right mouse button or ALT-F10.

In the subsequent, all menu entries and their actions are described.

6.4.2 The File menu

The **"File"** menu contains all menu items that allow to load and save files, as well as to exit the IDE.

New Opens a new, empty editor window.

New from template Prompts for a template to be used, asks to fill in any parameters, and then starts a new editor window with the template.

Open (F3) Presents a file selection dialog, and opens the selected file in a new editor window.

Save (F2) Saves the contents of the current edit window with the current filename. If the current edit window does not yet have a filename, a dialog is presented to enter a filename.

Save as Presents a dialog in which a filename can be entered. The current window's contents are then saved to this new filename, and the filename is stored for further save actions.

Change dir Presents a dialog in which a directory can be selected. The current working directory is then changed to the selected directory.

Command shell Executes a command shell. After the shell exited, the IDE resumes. Which command shell is executed depends on the system.

Exit (ALT-X) Exits the IDE. If any unsaved files are in the editor, the IDE will ask if these files should be saved.

Under the **"Exit"** menu appear some filenames of recently used files. These entries can be used to quickly reload these files in the editor.

6.4.3 The Edit menu

The **"Edit"** menu contains entries for accessing the clipboard, and undoing or redoing editing actions. Most of these functions have shortcut keys associated with them.

Undo (ALT-BKSP) Undo the last editing action. The editing actions are stored in a buffer, selecting this mechanism will move backwards through this buffer, i.e. multiple undo levels are possible. The selection is not preserved, though.

Redo Redo the last action that was previously undone. Redo can redo multiple undone actions.

Cut (SHIFT-DEL) Copy the current selection to the clipboard and delete the selection from the text. Any previous clipboard contents is lost after this action. After this action, the clipboard contents can be pasted elsewhere in the text.

Copy (CTRL-INS) Copy the current selection to the clipboard. Any previous clipboard contents is lost after this action. After this action, the clipboard contents can be pasted elsewhere in the text.

Paste (SHIFT-INS) Insert the current clipboard contents in the text at the cursor position. The clipboard contents remains as it was.

Clear (CTRL-DEL) Clears (i.e. deletes) the current selection.

Show clipboard Opens a window in which the current clipboard contents is shown.

When running an IDE under WINDOWS, the **"Edit"** menu has two additional entries. The IDE maintains a separate clipboard which does not share its contents with the windows clipboard. To access the Windows clipboard, the following two entries are also present:

Copy to Windows this will copy the selection to the Windows clipboard.

Paste from Windows this will insert the content of the windows clipboard (if it contains text) in the edit window at the current cursor position.

6.4.4 The Search menu

The **"Search"** menu provides access to the search and replace dialogs, as well as access to the symbol browser of the IDE.

Find (CTRL-Q F) Presents the search dialog. A search text can be entered, and when the dialog is closed, the entered text is searched in the active window. If the text is found, it will be selected.

Replace (CTRL-Q A) Presents the search and replace dialog. After the dialog is closed, the search text will be replaced by the replace text in the active window.

Search again (CTRL-L) Repeats the last search or search and replace action, using the same parameters.

Go to line number (ALT-G) Prompts for a line number, and then jumps to this line number.

When the program and units are compiled with browse information, then the following menu entries are also enabled:

Find procedure Not yet implemented.

Objects Asks for the name of an object and opens a browse window for this object.

Modules Asks for the name of a module and opens a browse window for this object.

Globals Asks for the name of a global symbol and opens a browse window for this object.

Symbol Opens a window with all known symbols, so a symbol can be selected. After the symbol is selected, a browse window for that symbol is opened.

6.4.5 The Run menu

The **"Run"** menu contains all entries related to running a program,

Run (CTRL-F9) If the sources were modified, compiles the program. If the compile is successful, the program is executed. If the primary file was set, then that is used to determine which program to execute. See section 6.4.6, page 42 for more information on how to set the primary file.

Step over (F8) Run the program till the next source line is reached. If any calls to procedures are made, these will be executed completely as well.

Trace into (F7) Execute the current line. If the current line contains a call to another procedure, the process will stop at the entry point of the called procedure.

Goto cursor (F4) Runs the program till the execution point matches the line where the cursor is.

Until return Runs the current procedure till it exits.

Parameters This menu item allows to enter parameters that will be passed on to the program when it is being executed.

Program reset (CTRL-F2) if the program is being run or debugged, the debug session is aborted, and the running program is killed.

6.4.6 The Compile menu

The **"Compile"** menu contains all entries related to compiling a program or unit.

Compile (ALT-F9) Compiles the contents of the active window, irrespective of the primary file setting.

Make (F9) Compiles the contents of the active window, and any files that the unit or program depends on and that were modified since the last compile. If the primary file was set, the primary file is compiled instead.

Build Compiles the contents of the active window, and any files that the unit or program depends on, whether they were modified or not. If the primary file was set, the primary file is compiled instead.

Target Sets the target operating system for which should be compiled.

Primary file Sets the primary file. If set, any run or compile command will act on the primary file instead of on the active window. The primary file need not be loaded in the IDE for this to have effect.

Clear primary file Clears the primary file. After this command, any run or compile action will act on the active window.

Information Displays some information about the current program.

Compiler messages (F12) Displays the compiler messages window. This window will display the messages generated by the compiler during the last compile.

6.4.7 The Debug menu

The **"Debug"** menu contains menu entries to aid in debugging a program, such as setting breakpoints and watches.

Output

User screen (ALT-F5) Switches to the screen as it was last left by the running program.

Breakpoint (CTRL-F8) Sets a breakpoint at the current line. When debugging, program execution will stop at this breakpoint.

Call stack (CTRL-F3) Shows the call stack. The call stack is the list of addresses (and filenames and line numbers, if this information was compiled in) of procedures that are currently being called by the running program.

Registers Shows the current content of the CPU registers.

Add watch (CTRL-F7) Add a watch. A watch is an expression that can be evaluated by the IDE and will be shown in a special window. Usually this is the content of some variable.

Watches Shows the current list of watches in a separate window.

Breakpoint list Shows the current list of breakpoints in a separate window.

GDB window Shows the GDB debugger console. This can be used to interact with the debugger directly; here arbitrary GDB commands can be typed and the result will be shown in the window.

6.4.8 The Tools menu

The **"Tools"** menu defines some standard tools. If new tools are defined by the user, they are appended to this menu as well.

Messages (F11) Show the messages window. This window contains the output from one of the tools. For more information, see section 6.10.1, page 58.

Goto next (ALT-F8) Goto next message.

Goto previous (ALT-F7) Goto previous message

Grep (SHIFT-F2) Prompts for a regular expression and options to be given to grep, and then executes grep with the given expression and options. For this to work, the grep program must be installed on the system, and be in a directory that is in the PATH. For more information, see section 6.10.2, page 58.

Calculator Displays the calculator. For more information, see section 6.10.4, page 59

Ascii table Displays the ASCII table. For more information, see section 6.10.3, page 59

6.4.9 The Options menu

The **"Options"** menu is the entry point for all dialogs that are used to set options for compiler and IDE, as well as the user preferences.

Mode Presents a dialog to set the current mode of the compiler. The current mode is shown at the right of the menu entry. For more information, see section 6.11.8, page 74.

Compiler Presents a dialog that can be used to set common compiler options. These options will be used when compiling a program or unit.

Memory sizes Presents a dialog where the stack size and the heap size for the program can be set. These options will be used when compiling a program.

Linker Presents a dialog where some linker options can be set. These options will be used when a program or library is compiled.

Debugger Presents a dialog where the debugging options can be stored. These options are used when compiling units or programs. Note that the debugger will not work unless debugging information is generated in the program.

Directories Presents a dialog where the various directories needed by the compiler can be set. These directories will be used when a program or unit is compiled.

Browser Presents a dialog where the browser options can be set. The browser options affect the behaviour of the symbol browser of the IDE.

Tools Presents a dialog to configure the tools menu. For more information, see section 6.10.5, page 60.

Environment Presents a dialog to configure the behaviour of the IDE. A sub menu is presented with the various aspects of the IDE:

   Preferences General preferences, such as whether to save files or not, and which files should be saved. The video mode can also be set here.

   Editor Controls various aspects of the edit windows.

   CodeComplete Used to set the words which can be automatically completed when typing in the editor windows.

   Codetemplates Used to define code templates, which can be inserted in an edit window.

   Desktop Used to control the behaviour of the desktop, i.e. several features can be switched on or off.

   Mouse Can be used to control the actions of the mouse, and to assign commands to various mouse actions.

   Startup Not yet implemented.

   Colors Here the various colors used in the IDE and the editor windows can be set.

Open Presents a dialog in which a file with editor preferences can be selected. after the dialog is closed, the preferences file will be read and the preferences will be applied.

Save Save the current options in the default file.

Save as Saves the current options in an alternate file. A file selection dialog box will be presented in which the alternate settings file can be entered.

Please note that options are not saved automatically, they should be saved explicitly with the **"Options|-Save"** command.

6.4.10 The Window menu

The **"Window"** menu provides access to some window functions. More information on all these functions can be found in section 6.3, page 37

Tile Tiles all opened windows on the desktop.

Cascade Cascades all opened windows on the desktop.

Close all Close all opened windows.

Size/move (CTRL-F5) Put the IDE in Size/move modus; after this command the active window can be moved and resized using the arrow keys.

Zoom (F5) Zooms or unzooms the current window.

Next (F6) Activates the next window in the window list.

Previous (SHIFT-F6) Activates the previous window in the window list.

Hide (CTRL-F6) Hides the active window.

Close (ALT-F3) Closes the active window.

List (ALT-0) Shows the list of opened windows. From there a window can be activated, closed, shown and hidden.

Refresh display Redraws the screen.

6.4.11 The Help menu

The **"Help"** menu provides entry points to all the help functionality of the IDE, as well as the entry to customize the help system.

Contents Shows the help table of contents

Index (SHIFT-F1) Jumps to the help Index.

Topic search (CTRL-F1) Jumps to the topic associated with the currently highlighted text.

Previous topic (ALT-F1) Jumps to the previously visited topic.

Using help Displays help on using the help system.

Files Allows to configure the help menu. With this menu item, help files can be added to the help system.

About Displays information about the IDE. See section 6.13.3, page 82 for more information.

6.5 Editing text

In this section, the basics of editing (source) text are explained. The IDE works like many other text editors in this respect, so mainly the distinguishing points of the IDE will be explained.

6.5.1 Insert modes

Standard, the IDE is in insert mode. This means that any text that is typed will be inserted before text that is present after the cursor.

In overwrite mode, any text that is typed will replace existing text.

When in insert mode, the cursor is a flat blinking line. If the IDE is in overwrite, the cursor is a cube with the height of one line. Switching between insert mode or overwrite mode happens with the INSERT key or with the CTRL-V key.

6.5.2 Blocks

The IDE handles selected text just as the Turbo Pascal IDE handles it. This is slightly different from the way e.g. Windows applications handle selected text.

Text can be selected in 3 ways:

1. Using the mouse, dragging the mouse over existing text selects it.

2. Using the keyboard, press CTRL-K B to mark the beginning of the selected text, and CTRL-K K to mark the end of the selected text.

3. Using the keyboard, hold the SHIFT key depressed while navigating with the cursor keys.

There are also some special select commands:

1. The current line can be selected using CTRL-K L.

2. The current word can be selected using CTRL-K T.

In the Free Pascal IDE, selected text is persistent. After selecting a range of text, the cursor can be moved, and the selection will not be destroyed; hence the term 'block' is more appropriate for the selection, and will be used henceforth...

Several commands can be executed on a block:

- Move the block to the cursor location (CTRL-K V).

- Copy the block to the cursor location (CTRL-K C).

- Delete the block (CTRL-K Y).

- Write the block to a file (CTRL-K W).

- Read the contents of a file into a block (CTRL-K R). If there is already a block, this block is not replaced by this command. The file is inserted at the current cursor position, and then the inserted text is selected.

- Indent a block (CTRL-K I).

- Undent a block (CTRL-K U).

- Print the block contents (CTRL-K P).

When searching and replacing, the search can be restricted to the block contents.

6.5.3 Setting bookmarks

The IDE provides a feature which allows to set a bookmark at the current cursor position. Later, the cursor can be returned to this position by pressing a keyboard shortcut.

Up to 9 bookmarks per source file can be set up, they are set by CTRL-K <NUMBER> (where number is the number of the mark). To go to a previously set bookmark, press CTRL-Q <NUMBER>.

Remark: Currently, the bookmarks are not stored if the IDE is left. This may change in future implementations of the IDE.

6.5.4 Jumping to a source line

It is possible to go directly to a specific source line. To do this, open the *goto line* dialog via the **"Search|Goto line"** menu.

In the dialog that appears, the line-number the IDE should jump to can be entered. The goto line dialog is shown in figure (6.4).

Figure 6.4: The goto line dialog.
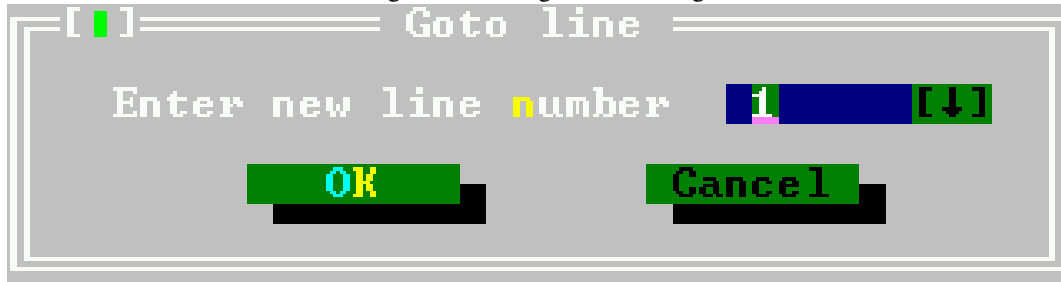
6.5.5 Syntax highlighting

The IDE is capable of syntax highlighting, i.e. the color of certain Pascal elements can be set. As text is entered in an editor window, the IDE will try to recognise the elements, and set the color of the text accordingly.

The syntax highlighting can be customized in the colors preferences dialog, using the menu option **"Options|Environment|Colors"**. In the colors dialog, the group "Syntax" must be selected. The item list will then display the various syntactical elements that can be colored:

Whitespace The empty text between words. Remark that for whitespace, only the background color will be used.

Comments All styles of comments in Free Pascal.

Reserved words All reserved words of Free Pascal. (see also Reference guide).

Strings Constant string expressions.

Numbers Numbers in decimal notation.

Hex numbers Numbers in hexadecimal notation.

Assembler Any assembler blocks.

Symbols Recognised symbols (variables, types)

Directives Compiler directives.

Tabs Tab characters in the source can be given a different color than other whitespace.

The editor uses some default settings, but experimentation is the best way to find a fitting color scheme. A good color scheme helps detecting errors in sources, since errors will result in wrong syntax highlighting.

6.5.6 Code Completion

Code completion means the editor will try to guess the text as it is being typed. It does this by checking what text is typed, and as soon as the typed text can be used to identify a keyword in a list of keywords, the keyword will be presented in a small colored box under the typed text. Pressing the ENTER key will complete the word in the text.

There is no code completion yet for filling in function arguments, choosing object methods as in e.g. Delphi.

Code completion can be customized in the Code completion dialog, reachable through the menu option **"Options|Preferences|Codecompletion"**. The list of keywords that can be completed can be maintained here. The code completion dialog is shown in figure (6.5).

Figure 6.5: The code completion dialog.
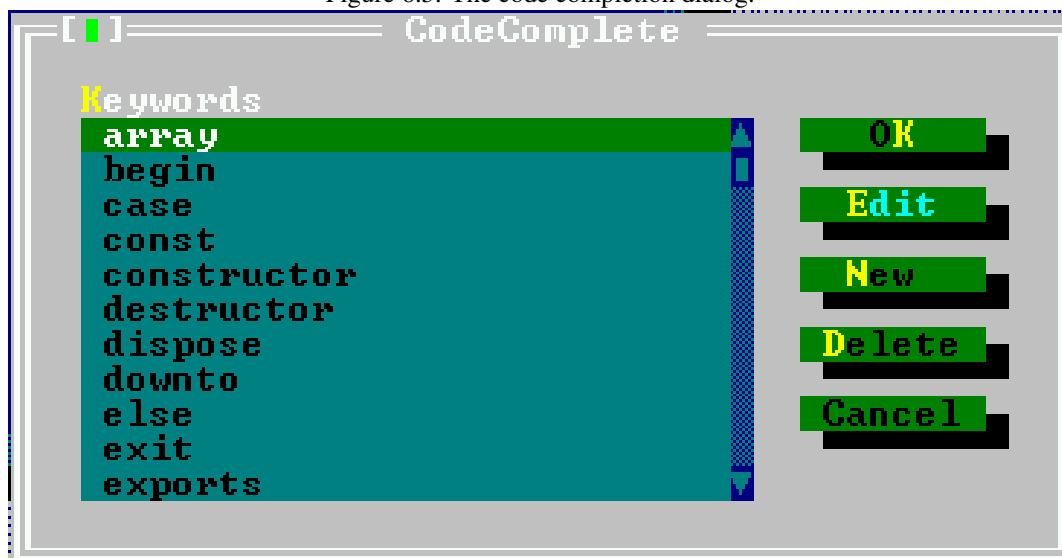
The dialog shows the currently defined keywords that will be completed in alphabetical order. The following buttons are available:

Ok Saves all changes and closes the dialog.

Edit Pops up a dialog that allows to edit the currently highlighted keyword.

New Pops up a dialog that allows to enter a new keyword which will be added to the list.

Delete Deletes the currently highlighted keyword from the list

Cancel Discards all changes and closes the dialog.

All keywords are saved and are available the next time the IDE is started. Duplicate names are not allowed. If an attempt is made to add a duplicate name to the list, an error will follow.

6.5.7 Code Templates

Code templates are a way to insert large pieces of code at once. Each code templates is identified by a unique name. This name can be used to insert the associated piece of code in the text.

For example, the name `ifthen` could be associated to the following piece of code:

```
If | Then
  begin
  end
```

A code template can be inserted by typing its name, and pressing CTRL-J when the cursor is positioned right after the template name.

If there is no template name before the cursor, a dialog will pop up to allow selection of a template.

If a vertical bar (|) is present in the code template, the cursor is positioned on it, and the vertical bar is deleted. In the above example, the cursor would be positioned between the if and then, ready to type an expression.

Code templates can be added and edited in the code templates dialog, reachable via the menu option **"Options|Preferences|Codetemplates"**. The code templates dialog is shown in figure (6.6).

Figure 6.6: The code templates dialog.

The top listbox in the code templates dialog shows the names of all known templates. The bottom half of the dialog shows the text associated with the currently highlighted code template. The following buttons are available:

Ok Saves all changes and closes the dialog.

Edit Pops up a dialog that allows to edit the currently highlighted code template. Both the name and text can be edited.

New Pops up a dialog that allows to enter a new code template which will be added to the list. A name must be entered for the new template.

Delete Deletes the currently highlighted code template from the list

Cancel Discards all changes and closes the dialog.

All templates are saved and are available the next time the IDE is started.

Remark: Duplicates are not allowed. If an attempt is made to add a duplicate name to the list, an error will occur.

6.6 Searching and replacing

The IDE allows to search for text in the active editor window. To search for text, one of the following can be done:

1. Select **"Search|Find"** in the menu.

2. Press CTRL-Q F.

After that, the dialog shown in figure (6.7) will pop up, and the following options can be entered

Figure 6.7: The search dialog.
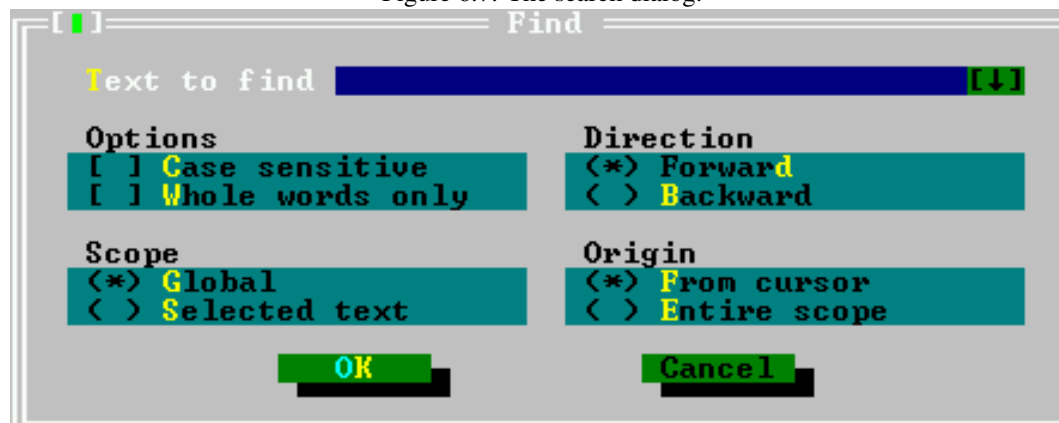
Text to find The text to be searched for. If a block was active when the dialog was started, the first line of this block is proposed.

Case sensitive When checked, the search is case sensitive.

Whole words only When checked, the search text must appear in the text as a complete word.

Direction The direction in which the search must be conducted, starting from the specified origin.

Scope Specifies if the search should be on the whole file, or just the selected text.

Origin Specifies if the search should start from the cursor position or the start of the scope.

After the dialog has closed, the search is performed using the given options.

A search can be repeated (using the same options) in one of 2 ways:

1. Select **"Search|Find again"** from the menu.

2. Press CTRL-L.

It is also possible to replace occurrences of a text with another text. This can be done in a similar manner to searching for a text:

1. Select **"Search|Replace"** from the menu.

2. Press CTRL-Q A.

A dialog, similar to the search dialog will pop up, as shown in figure (6.8).

Figure 6.8: The replace dialog.
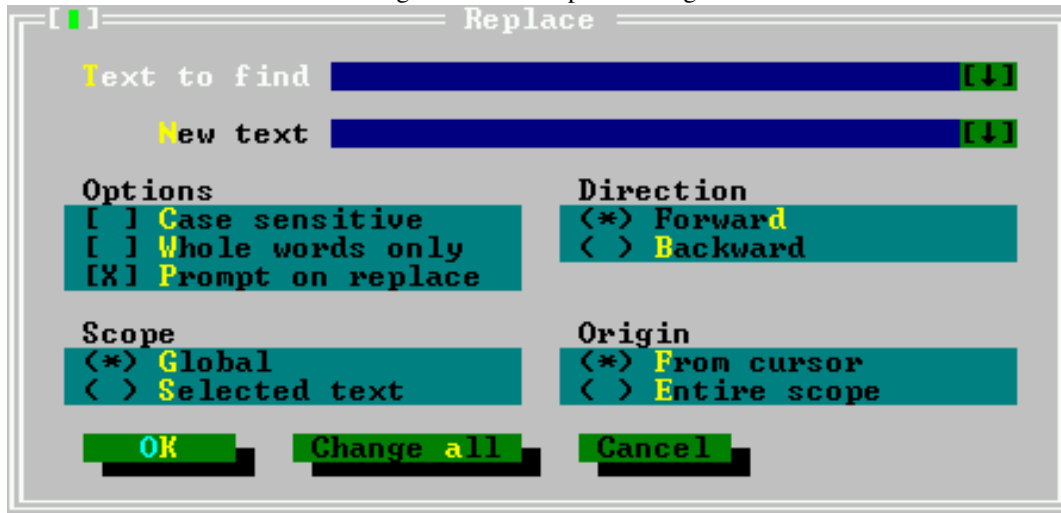
In this dialog, in addition to the things that can be filled in in the search dialog, the following things can be entered:

New text Text by which found text will be replaced.

Prompt on replace Before a replacement is made, the IDE will ask for confirmation.

If the dialog is closed with the 'OK' button, only the next occurrence of the the search text will be replaced. If the dialog is closed with the 'Change All' button, all occurrences of the search text will be replaced.

6.7 The symbol browser

The symbol browser allows to find all occurrences of a symbol. A symbol can be a variable, type, procedure or constant that occurs in the program or unit sources.

To enable the symbol browser, the program or unit must be compiled with browser information. This can be done by setting the browser information options in the compiler options dialog.

The IDE allows to browse several types of symbols:

procedures Allows to quickly jump to a procedure definition or implementation.

Objects Allows to quickly browse an object.

Modules Allows to browse a module.

Globals Allows to browse any global symbol.

Arbitrary symbol Allows to browse an arbitrary symbol.

In all cases, first a symbol to be browsed must be selected. After that, a browse window appears. In the browse window, all locations where the symbol was encountered are shown. Selecting a location and pressing the space bar will cause the editor to jump to that location; the line containing the symbol will be highlighted.

If the location is in a source file that is not yet displayed, a new window will be opened with the source file loaded.

After the desired location was reached, the browser window can be closed with the usual commands.

The behaviour of the browser can be customized with the browser options dialog, using the **"Options|Browser"** menu. The browser options dialog looks like figure (6.9).

Figure 6.9: The browser options dialog.

The following options can be set in the browser options dialog:

Symbols Here the types of symbols displayed in the browser can be selected:

> **Labels** labels are shown.
>
> **Constants** Constants are shown.
>
> **Types** Types are shown.
>
> **Variables** Variables are shown.
>
> **Procedures** Procedures are shown.
>
> **Inherited**

Sub-browsing Specifies what the browser should do when displaying the members of a complex symbol such as a record or class:

> **New browser** The members are shown in a new browser window.
>
> **Replace current** The contents of the current window are replaced with the members of the selected complex symbol.

Preferred pane Specifies what pane is shown in the browser when it is initially opened:

> **scope**
>
> **Reference**

Display Determines how the browser should display the symbols:

> **Qualified symbols**
>
> **Sort always** sorts the symbols in the browser window.

6.8 Running programs

A compiled program can be run straight from the IDE. This can be done in one of several ways:

1. select the **"Run|Run"** menu, or

2. press CTRL-F9.

If command-line parameters should be passed to the program, then these can be set through the **"Run|Parameters"** menu. The program parameters dialog looks like figure (6.10).

Figure 6.10: The program parameters dialog.
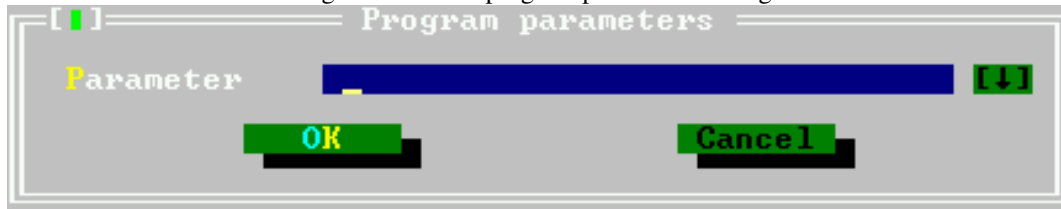
Once the program started, it will continue to run, until

1. the program quits normally,

2. an error happens,

3. a breakpoint is encountered or

4. the program is reset by the user.

The last alternative is only possible if the program is compiled with debug information.

Alternatively, it is possible to position the cursor somewhere in a source file, and run the program till the execution reaches the source-line where the cursor is located. This can be done by

1. selecting **"Run|Goto Cursor"** in the menu,

2. pressing F4.

Again, this is only possible if the program was compiled with debug information.

The program can also executed line by line. Pressing F8 will execute the next line of the program. If the program wasn't started yet, it is started. Repeatedly pressing F8 will execute line by line of the program, and the IDE will show the line to be executed in an editor window. If somewhere in the code a call occurs to a subroutine, then pressing F8 will cause the whole routine to be executed before control returns to the IDE. If the code of the subroutine should be stepped through as well, then F7 should be used instead. Using F7 will cause the IDE to execute line by line of any subroutine that is encountered.

If a subroutine is being stepped through, then the **"Run|Until return"** menu will execute the program till the current subroutine ends.

If the program should be stopped before it quits by itself, then this can be done by

1. selecting **"Run|Program reset"** from the menu, or

2. pressing CTRL-F2.

The running program will then be aborted.

6.9 Debugging programs

To debug a program, it must be compiled with debug information. Compiling a program with debug information allows to:

1. Execute the program line by line.

2. Run the program till a certain point (a breakpoint)

3. Inspect the contents of variables or memory locations while the program is running.

6.9.1 Using breakpoints

Breakpoints will cause a running program to stop when the execution reaches the line where the breakpoint was set. At that moment, control is returned to the IDE, and it is possible to continue execution.

To set a breakpoint on the current source line, use the **"Debug|Breakpoint"** menu entry, or press CTRL-F8.

A list of current breakpoints can be obtained through the **"Debug|Breakpoint list"** menu. The breakpoint list window is shown in figure (6.11).

Figure 6.11: The breakpoint list window
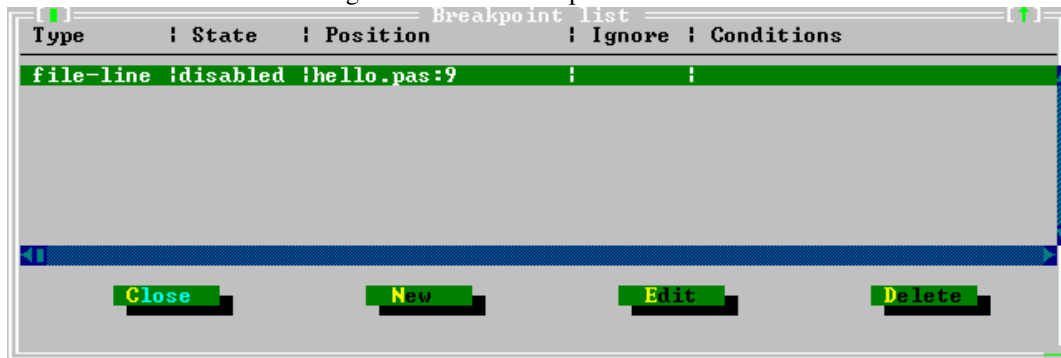
In the breakpoint list window, the following things can be done:

New Shows the breakpoint property dialog where the properties for a new breakpoint can be entered.

Edit Shows the breakpoint property dialog where the properties of the highlighted breakpoint can be changed.

Delete Deletes the highlighted breakpoint.

The dialog can be closed with the 'Close' button. The breakpoint properties dialog is shown in figure (6.12)

The following properties can be set:

Figure 6.12: The breakpoint properties dialog

type function function breakpoint. The program will stop when the function with the given name is reached.

file-line Source line breakpoint. The program will stop when the source file with given name and line is reached;

watch Expression breakpoint. An expression may be entered, and the program will stop as soon as the expression changes.

awatch (access watch) Expression breakpoint. An expression that references a memory location may be entered, and the program will stop as soon as the memory indicated by the expression is accessed.

rwatch (read watch) Expression breakpoint. An expression that references a memory location may be entered, and the program will stop as soon as the memory indicated by the expression is read.

name Name of the function or file where to stop.

line Line number in the file where to stop. Only for breakpoints of type file-line.

Conditions Here an expression can be entered which must evaluate `True` for the program to stop at the breakpoint. The expressions that can be entered must be valid GDB expressions.

Ignore count The number of times the breakpoint will be ignored before the program stops;

Remark:

1. Because the IDE uses GDB to do its debugging, it is necessary to enter all expressions in *uppercase* on FREEBSD.

2. Expressions that reference memory locations should be no longer than 16 bytes on LINUX or go32v2 on an Intel processor, since the Intel processor's debug registers are used to monitor these locations.

3. Memory location watches will not function on Win32 unless a special patch is applied.

6.9.2 Using watches

When debugging information is compiled in the program, watches can be used. Watches are expressions which can be evaluated by the IDE and shown in a separate window. When program execution stops (e.g. at a breakpoint) all watches will be evaluated and their current values will be shown.

Setting a new watch can be done with the **"Debug|Add watch"** menu command or by pressing CTRL-F7. When this is done, the watch property dialog appears, and a new expression can be entered. The watch property dialog is shown in figure (6.13).

Figure 6.13: The watch property dialog

In the dialog, the expression can be entered, any possible previous value and current value are shown.

Remark: Because the IDE uses GDB to do it's debugging, it is necessary to enter all expressions in *uppercase* in FREEBSD.

A list of watches and their present value is available in the watches window, which can be opened with the **"Debug|Watches"** menu. The watch list window is shown in figure (6.11).

Figure 6.14: The watch list window.

Pressing ENTER or the space bar will show the watch property dialog for the currently highlighted watch in the watches window.

The list of watches is updated whenever the IDE resumes control when debugging a program.

6.9.3 The call stack

The call stack helps in showing the program flow. It shows the list of procedures that are being called at this moment, in reverse order. The call stack window can be shown using the **"Debug|Call Stack"**

It will show the address or procedure name of all currently active procedures with their filename and addresses. If parameters were passed they will be shown as well. The call stack is shown in figure (6.15).

Figure 6.15: The call stack window.
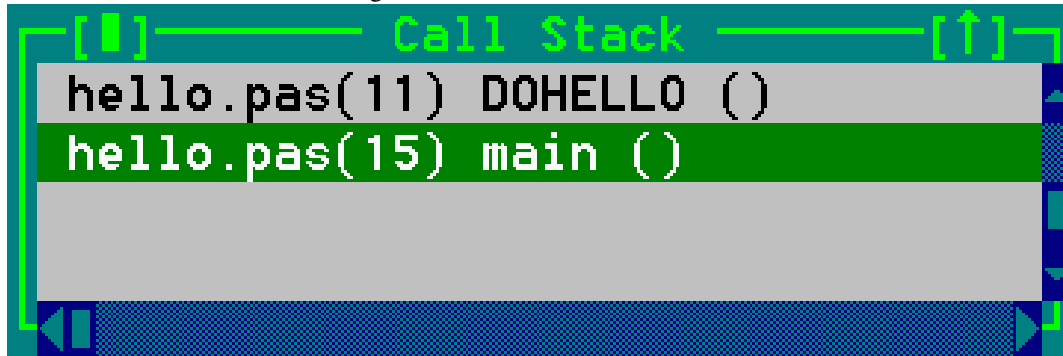
By pressing the space bar in the call stack window, the line corresponding to the call will be highlighted in the edit window.

6.9.4 The GDB window

The GDB window provides direct interaction with the GDB debugger. In it, GDB commands can be typed as they would be typed in GDB. The response of GDB will be shown in the window.

Some more information on using GDB can be found in section 10.2, page 111, but the final reference is of course the GDB manual itself [3]. The GDB window is shown in figure (6.16).

Figure 6.16: The GDB window

_____
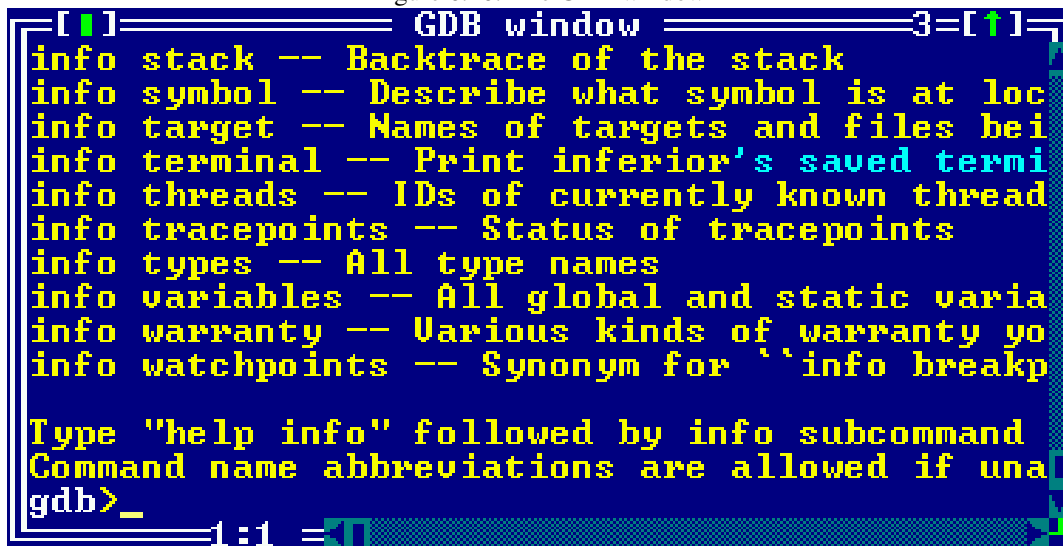
[3] Available from the Free Software Foundation website.

6.10 Using Tools

The tools menu provides easy access to external tools. It also has three pre-defined tools for programmers: an ASCII table, a grep tool and a calculator. The output of the external tools can be accessed through this menu as well.

6.10.1 The messages window

The output of the external utilities is redirected by the IDE and it will be displayed in the messages window. The messages window is displayed automatically, if an external tool was run. The messages window can be also displayed manually by the selecting the menu item **"Tools|Messages"** or by pressing the key F11. The messages window is shown in figure (6.17).

Figure 6.17: The messages window
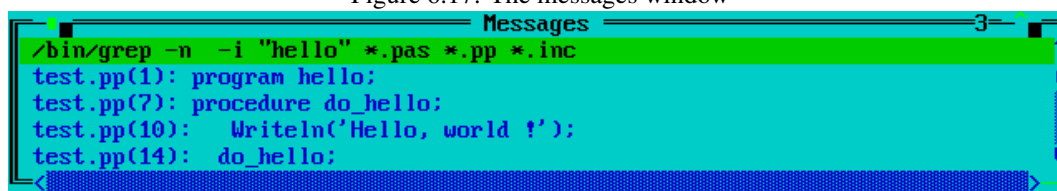
If the output of the tool contains filenames and line numbers, the messages window can be used to navigate the source as in a browse window:

1. Pressing ENTER or double clicking the output line will jump to the specified source line and close the messages window.

2. Pressing the space bar will jump to the specified source line, but will leave the messages window open, with the focus on it. This allows to quickly select another message line with the arrow keys and jump to another location in the sources.

The algorithm which extracts the file names and line numbers from the tool output is quite sophisticated, but in some cases it may fail[4].

6.10.2 Grep

One external tool in the Tools menu is already predefined: a menu item to call the grep utility (**"Tools|Grep"** or SHIFT-F2). Grep searches for a given string in files and returns the lines which contain the string. The search string can be even a regular expression. For this menu item to work, the grep program must be installed, since it does not come with Free Pascal.

The messages window displayed in figure (6.17) in the previous section shows the output of a typical grep session. The messages window can be used in combination with grep to find special occurrences in the text.

Grep supports regular expressions. A regular expression is a string with special characters which describe a whole class of expressions. The command line in DOS or LINUX have limited support for regular expressions: entering ls *.pas (or dir *.pas) to get a list of all Pascal files in a directory. *.pas is something similar to a regular expression. It uses a wildcard to describe a whole class of strings: those which end on ".pas". Regular expressions offer much more: for example [A-Z][0-9]+ describes all strings which begin with a upper case letter followed by one or more digits.

---

[4]Suggestions for improvement, or better yet, patches that improve the algorithm, are always welcome.

It is outside the scope of this manual to describe regular expressions in great detail. Users of a LINUX system can get more information on grep using `man grep` on the command-line.

6.10.3 The ASCII table

The tools menu provides also an ASCII table (**"Tools|Ascii table"**), The ASCII table can be used to look up ASCII codes as well as inserting characters into the window which was active when invoking the table. To get the ASCII code of a char move the cursor on this char or click with the mouse on it. To insert a char into an editor window either:

1. using the mouse, double click it,

2. using the keyboard, press ENTER while the cursor is on it.

This is especially useful for pasting graphical characters in a constant string.

The ASCII table remains active till another window is explicitly activated, thus multiple characters can be inserted at once. The ASCII table is shown in figure (6.18).

Figure 6.18: The ASCII table

6.10.4 The calculator

The calculator allows to do some quick calculations. It is a simple calculator, since it does not take care of operator precedence, and bracketing of operations is not (yet) supported.

The result of the calculations can be pasted into the text using the CTRL-ENTER keystroke. The calculator dialog is shown in figure (6.19).

The calculator supports all basic mathematical operations such as addition, subtraction, division and multiplication. They are summarised in table (6.1).

But also more sophisticated mathematical operations such as exponentiation and logarithms are supported. The available mathematical calculations are shown in table (6.2).

Figure 6.19: The calculator dialog

Table 6.1: Advanced calculator commands

Operation	Button	Key
Add two numbers	+	+
Subtract two numbers		
Multiply two numbers	⋆	*
Divide two numbers	/	/
Delete the last typed digit	<−	BACKSPACE
Delete the display	C	C
Change the sign	+	
Do per cent calculation	%	%
Get result of operation	=	ENTER

Like many calculators, the calculator in the IDE also supports storing a single value in memory, and several operations can be done on this memory value. The available operations are listed in table (6.3)

6.10.5 Adding new tools

The tools menu can be extended with any external program which is command-line oriented. The output of such a program will be caught and displayed in the messages window.

Adding a tool to the tools menu can be done using the **"Options|Tools"** menu. This will display the tools dialog. The tools dialog is shown in figure (6.20).

In the tools dialog, the following actions are available:

New Shows the tool properties dialog where the properties of a new tool can be entered.

Edit Shows the tool properties dialog where the properties of the highlighted tool can be edited.

Table 6.2: Advanced calculator commands

Operation	Button	Key
Calculate power	x^y	
Calculate the inverse value	1/x	
Calculate the square root	sqr	
Calculate the natural logarithm	log	
Square the display contents	x^2	

.

Table 6.3: Advanced calculator commands

Operation	Button	Key
Add the displayed number to the memory	M+	
Subtract the displayed number from the memory	M−	
Move the memory contents to the display	M−>	
Move the display contents to the memory	M<−	
Exchange display and memory contents	M<−>	

Delete Removes the currently highlighted tool.

Cancel Discards all changes and closes the dialog.

OK Saves all changes and closes the dialog.

The definitions of the tools are written in the desktop configuration file, so unless auto-saving of the desktop file is enabled, the desktop file should be saved explicitly after the dialog is closed.

6.10.6   Meta parameters

When specifying the command line for the called tool, meta parameters can be used. Meta parameters are variables and and they are replaced by their contents before passing the command line to the tool.

$CAP Captures the output of the tool.

$CAP_MSG() Captures the output of the tool and puts it in the messages window.

$CAP_EDIT() Captures the output of the tool and puts it in a separate editor window.

$COL Replaced by the column of the cursor in the active editor window. If there is no active window or the active window is a dialog, then it is replaced by 0.

$CONFIG Replaced by the complete filename of the current configuration file.

$DIR() Replaced by the full directory of the filename argument, including trailing directory separator. e.g.

```
$DIR('d:\data\myfile.pas')
```

would return d:\data\.

$DRIVE() Replaced by the drive letter of the filename argument. e.g.

Figure 6.20: The tools configuration dialog
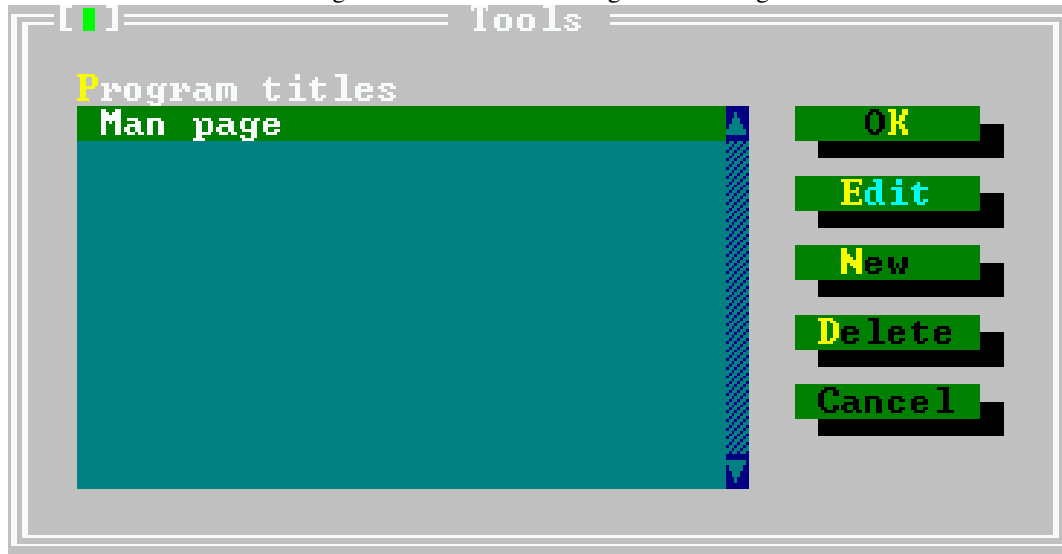

```
$DRIVE('d:\data\myfile.pas')
```

would return d:.

$EDNAME Replaced by the complete file name of the file in the active edit window. If there is no active edit window, this is an empty string.

$EXENAME Replaced by the executable name that would be created if the make command was used. (i.e. from the 'Primary File' setting or the active edit window).

$EXT() Replaced by the extension of the filename argument. The extension includes the dot. e.g.

```
$EXT('d:\data\myfile.pas')
```

would return .pas.

$LINE Replaced by the line number of the cursor in the active edit window. If no edit window is present or active, this is 0.

$NAME() Replaced by the name part (excluding extension and dot) of the filename argument. e.g.

```
$NAME('d:\data\myfile.pas')
```

would return myfile.

$NAMEEXT() Replaced by the name and extension part of the filename argument. e.g.

```
$NAMEEXT('d:\data\myfile.pas')
```

would return myfile.pas.

$NOSWAP Does nothing in the IDE, it is provided for compatibility with Turbo Pascal only.

$PROMPT() Prompt displays a dialog bow that allows editing of all arguments that come after it. Arguments that appear before the $PROMPT keyword are not presented for editing.

If a (optional) filename argument is present, $PROMPT() will load a dialog description from the filename argument, e.g.

```
$PROMPT(cvsco.tdf)
```

would parse the file **cvsco.tdf**, construct a dialog with it and display it. After the dialog closed, the information entered by the user is used to construct the tool command line.

See section 6.10.7, page 63 for more information on how to create a dialog description.

$SAVE Before executing the command, the active editor window is saved, even if it is not modified.

$SAVE_ALL Before executing the command, all unsaved editor files are saved without prompting.

$SAVE_CUR Before executing the command the contents of the active editor window are saved without prompting if they are modified.

$SAVE_PROMPT Before executing the command, a dialog is displayed asking whether any unsaved files should be saved before executing the command.

$WRITEMSG() Writes the parsed tool output information to a file with name as in the argument.

6.10.7   Building a command line dialog box

When defining a tool, it is possible to show a dialog to the user, asking for additional arguments, using the `$PROMPT(filename)` command-macro. Free Pascal comes with some dialogs, such as a 'grep' dialog, a 'cvs checkout' dialog and a 'cvs check in' dialog. The files for these dialogs are in the binary directory and have an extension .**tdf**.

In this section, the file format for the dialog description file is explained. The format of this file resembles a windows .**INI** file, where each section in the file describes an element (or control) in the dialog. An `OK` and an `Cancel` button will be added to the bottom of the dialog, so these should not be specified in the dialog definition.

A special section is the `Main` section. It describes how the result of the dialog will be passed on the command-line, and the total size of the dialog.

Remark: Keywords that contain a string value, should have the string value enclosed in double quotes as in

```
Title="Dialog title"
```

The `Main` section should contain the following keywords:

Title The title of the dialog. This will appear in the frame title of the dialog. The string should be enclosed in quotes.

Size The size of the dialog, this is formatted as `(Cols,Rows)`, so

```
Size=(59,9)
```

means the dialog is 59 characters wide, and 9 lines high. This size does not include the border of the dialog.

CommandLine specifies how the command-line will be passed to the program, based on the entries made in the dialog. The text typed here will be passed on after replacing some control placeholders with their values.

A control placeholder is the name of some control in the dialog, enclosed in percent (`%`) characters. The name of the control will be replaced with the text, associated with the control. Consider the following example:

```
CommandLine="-n %l% %v% %i% %w% %searchstr% %filemask%"
```

Here the values associated with the controls named `l, i, v, w` and `searchstr` and `filemask` will be inserted in the command-line string.

Default The name of the control that is the default control, i.e. the control that has the focus when the dialog is opened.

The following is an example of a valid main section:

```
[Main]
Title="GNU Grep"
Size=(56,9)
CommandLine="-n %l% %v% %i% %w% %searchstr% %filemask%"
Default="searchstr"
```

After the `Main` section, a section must be specified for each control that should appear on the dialog. Each section has the name of the control it describes, as in the following example:

```
[CaseSensitive]
Type=CheckBox
Name="~C~ase sensitive"
Origin=(2,6)
Size=(25,1)
Default=On
On="-i"
```

Each control section must have at least the following keywords associated with it:

Type The type of control. Possible values are:

Label A plain text label which will be shown on the dialog. A control can be linked to this label, so it will be focused when the user presses the highlighted letter in the label caption (if any).

InputLine An edit field where a text can be entered.

CheckBox A Checkbox which can be in a on or off state.

Origin Specifies where the control should be located in the dialog. The origin is specified as `(left,Top)` and the top-left corned of the dialog has coordinate `(1,1)` (not counting the frame).

Size Specifies the size of the control, which should be specified as `(Cols,Rows)`.

Each control has some specific keywords associated with it; they will be described below.

A label (`Type=Label`) has the following extra keywords associated with it:

Text the text displayed in the label. If one of the letters should be highlighted so it can be used as a shortcut, then it should be enclosed in tilde characters (˜), e.g. in

```
Text="~T~ext to find"
```

The `T` will be highlighted.

Link here the name of a control in the dialog may be specified. If specified, pressing the label's highlighted letter in combination with the ALT key will put the focus on the control specified here.

A label does not contribute to the text of the command-line, it is for informational and navigational purposes only. The following is an example of a label description section:

```
[label2]
Type=Label
Origin=(2,3)
Size=(22,1)
Text="File ~m~ask"
Link="filemask"
```

An edit control (`Type=InputLine`) allows to enter arbitrary text. The text of the edit control will be pasted in the command-line if it is referenced there. The following keyword can be specified in a inputline control section:

Value here a standard value (text) for the edit control can be specified. This value will be filled in when the dialog appears.

The following is an example of a input line section:

```
[filemask]
Type=InputLine
Origin=(2,4)
Size=(22,1)
Value="*.pas *.pp *.inc"
```

A combo-box control (`Type=CheckBox`) presents a checkbox which can be in one of two states, `on` or `off`. With each of these states, a value can be associated which will be passed on to the command-line. The following keywords can appear in a checkbox type section:

Name the text that appears after the checkbox. If there is a highlighted letter in it, this letter can be used to set or unset the checkbox using the ALT-letter combination.

Default specifies whether the checkbox is checked or not when the dialog appears (values `on` or `off`)

On the text associated with this checkbox if it is in the checked state.

Off the text associated with this checkbox if it is in the unchecked state.

The following is a example of a valid checkbox description:

```
[i]
Type=CheckBox
Name="~C~ase sensitive"
Origin=(2,6)
Size=(25,1)
Default=On
On="-i"
```

If the checkbox is checked, then the value `-i` will be added on the command-line of the tool. If it is unchecked, no value will be added.

6.11   Project management and compiler options

Project management in Pascal is much easier than with C. The compiler knows from the source which units, sources etc. it needs. So the Free Pascal IDE does not need a full featured project manager like some C development environments offer, nevertheless there are some settings in the IDE which apply to projects.

6.11.1   The primary file

Without a primary file the IDE compiles/runs the source of the active window when a program is started. If a primary file is specified, the IDE compiles/runs always this source, even if another source window is active. With the menu item **"Compile|Primary file..."** a file dialog can be opened where the primary file can be selected. Only the menu item **"Compile|Compile"** compiles still the active window, this is useful if a large project is being edited, and only the syntax of the current source should be checked.

The menu item **"Compiler|Clear primary file"** restores the default behaviour of the IDE, i.e. the 'compile' and 'run' commands apply to the active window.

6.11.2   The directory dialog

In the directory dialog, the directories can be specified where the compiler should look for units, libraries, object files. It also says where the output files should be stored. Multiple directories (except for the output directory) can be entered, separated by semicolons. The directories dialog is shown in figure (6.21).

Figure 6.21: The directories configuration dialog
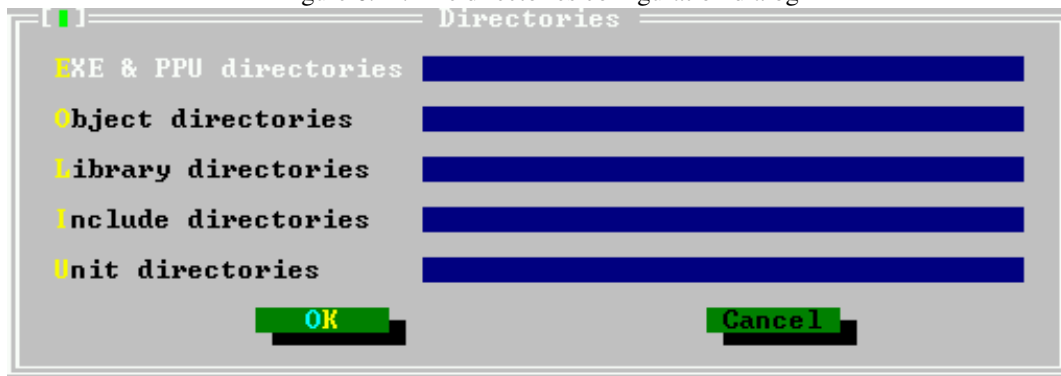
The following directories can be specified:

EXE & PPU directories   Specifies where the compiled units and executables will go. (-FE (see page 5.1.3) on the command line.)

Object directories   Specifies where the compiler looks for external object files. (-Fo (see page 5.1.3) on the command line.)

Library directories   Specifies where the compiler (more exactly, the linker) looks for external libraries. (-Fl (see page 5.1.3) on the command line.)

Include directories   Specifies where the compiler will look for include files, included with the {$i } directive. (-Fi (see page 5.1.3) or -I (see page 5.1.3) on the command line.)

Unit directories Specifies where the compiler will look for compiled units. The compiler always looks first in the current directory, and also in some standard directories. (-Fu (see page 5.1.3) on the command line.)

6.11.3 The target operating system

The menu item **"Compile|Target"** allows to specify the target operating system for which the sources will be compiled. Changing the target doesn't affect any compiler switches or directories. It does affect some defines defined by the compiler. The settings here correspond to the option -T (see page 5.1.4) on the command-line. The compilation target dialog is shown in figure (6.22).

Figure 6.22: The compilation target dialog
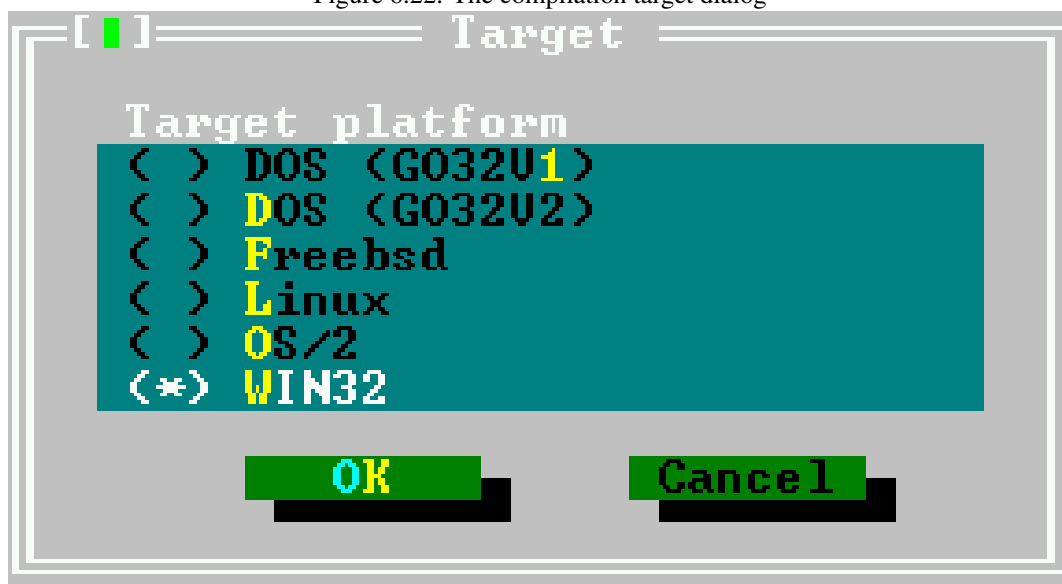
The following targets can be set:

Dos (go32v1) This switch will dissapear in time as this target is no longer being maintained.

Dos (go32v2) Compile for DOS, using version 2 of the Go32 extender.

FreeBSD Compile for FREEBSD.

Linux Compile for LINUX.

OS/2 Compile for OS/2 (using the EMX extender)

Win32 Compile for windows 32 bit.

The currently selected target operating system is shown in the menu item in the **"Compile"** menu. Standard this should be the operating system for which the IDE was compiled.

6.11.4 Compiler options

The menu **"Options|Compiler"** allows to set other options that affect the compilers behaviour. When this menu item is chosen, a dialog pops up that displays several tabs.

There are 5 tabs:

Syntax Here options can be set that affect the various syntax aspects of the code. They correspond mostly to the `-S` option on the command line (section 5.1.5, page 28).

Code generation These options control the generated code; they are mostly concerned with the `-C` and `-X` command-line options.

Verbose These set the verbosity of the compiler when compiling. The messages of the compiler are shown in the compiler messages window (can be called with F12).

Browser options concerning the generated browser information. Browser information needs to be generated for the symbol browser to work.

Assembler Options concerning the reading of assembler blocks (-R on the command line) and the generated assembler (`-A` on the command line)

Under the tab pages, the *Conditional defines* entry box is visible; here symbols to define can be entered. The symbols should be separated with semicolons. The syntax tab of the compiler options dialog is shown in figure (6.23).

Figure 6.23: The syntax options tab

In this dialog, the following options can be set:

Delphi 2 extensions on Enables the use of classes and exceptions (`-Sd` (see page 5.1.5) on the command-line).

C-like operators Allows the use of some extended operators such as `+=`, `-=` etc. (`-Sc` (see page 5.1.5) on the command-line).

Stop after first error when checked, the compiler stops after the first error. Normally the compiler continues compiling till a fatal error is reached. (`-Se` (see page 5.1.5) on the command-line)

Allow label and goto Allow the use of label declarations and goto statements (`-Sg` (see page 5.1.5) on the command line).

C++ styled inline allows the use of inlined functions (`-Sc` (see page 5.1.5) on the command-line).

TP/BP 7.0 compatibility Try to be more Turbo Pascal compatible (`-So` (see page 5.1.5) on the command-line).

Delphi compatibility try to be more Delphicompatible (`-Sd` (see page 5.1.5) on the command-line).

Allow STATIC in objects Allow the `Static` modifier for object methods (`-St` (see page 5.1.5) on the command-line)

Strict var-strings Not used.

Extended syntax Not used.

Allow MMX operations Allow MMX operations.

The code generation tab of the compiler options dialog is shown in figure (6.24).

Figure 6.24: The code generation options tab
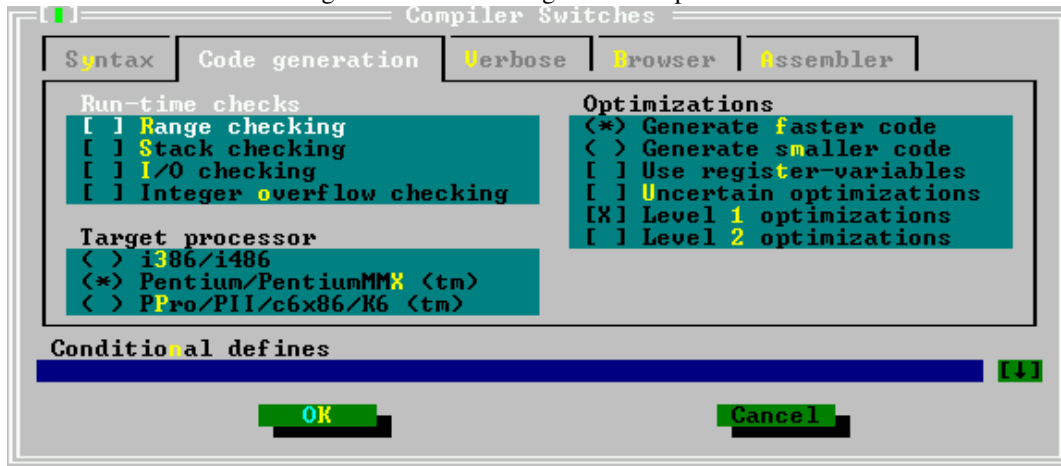
In this dialog, the following options can be set:

Run-time checks Controls what run-time checking code is generated. If such a check fails, a run-time error is generated. the following checking code can be generated:

Range checking Code that checks the results of enumeration and subset type operations is generated (`-Cr` (see page 5.1.4) command-line option)

Stack checking Code that checks whether the stack limit is not reached is generated (`-Cs` (see page 5.1.4) command-line option)

I/O checking Code that checks the result of IO operations is generated. (`-Ci` (see page 5.1.4) command-line option).

Integer overflow checking The result of integer operations is checked (`-Co` (see page 5.1.4) command-line option)

Target processor Set the target process for optimizations. The compiler can use different optimizations for different processors. This corresponds to the `Op` option.

i386/i486 Code is optimized for less than Pentium processors.

Pentium/pentiumMMX Code is optimized for Pentium processors.

PPro/PII/c6x86/K6 Code is optimized for Pentium pro and higher processors.

Optimizations What optimizations should be used when compiling:

Generate faster code Corresponds to the `-OG` command-line option.

Generate smaller code Corresponds to the `-Og` command-line option.

Use register variables Corresponds to the `-Or` command-line option.

Uncertain optimizations Corresponds to the `-Ou` command-line option.

Level 1 optimizations Corresponds to the `O1` command-line option.

Level 2 optimizations Corresponds to the `O1` command-line option.

More information on these switches can be found in section 5.1.4, page 24. The verbose tab of the compiler options dialog is shown in figure (6.25).

Figure 6.25: The verbosity options tab
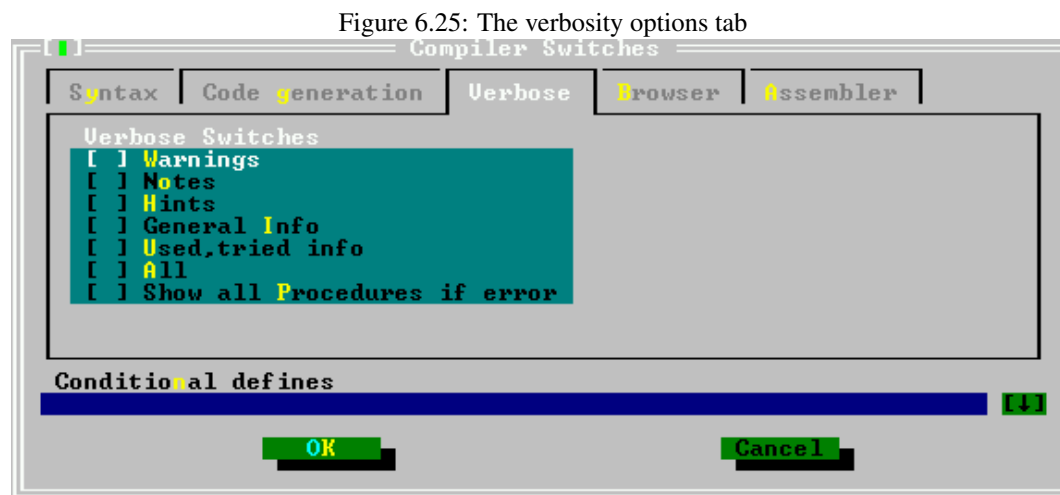
In this dialog, the following verbosity options (`-v` (see page 5.1.2) on the command-line) can be set:

Warnings Generate warnings, corresponds to `-vw` on the command-line.

Notes Generate notes, corresponds to `-vn` on the command-line.

Hints Generate hints, corresponds to `-vh` on the command-line.

General info Generate general information, corresponds to `-vi` on the command-line.

User,tried info Generate information on used and tried files. Corresponds to `-vut` on the command-line.

All Switch on full verbosity. Corresponds to `-va` on the command-line.

Show all procedure if error If an error using overloaded procedure occurs, show all procedures. Corresponds to `-vb` on the command-line.

The browser tab of the compiler options dialog is shown in figure (6.26).

In this dialog, the browser options can be set:

No browser (default) no browser information is generated by the compiler.

Only global browser Browser information is generated for global symbols only, i.e. symbols defined not in a procedure or function (`-b` on the command-line)

Local and global browser Browser information is generated for all symbols, i.e. also for symbols that are defined in procedures or functions (`-bl` on the command-line)

Figure 6.26: The browser options tab
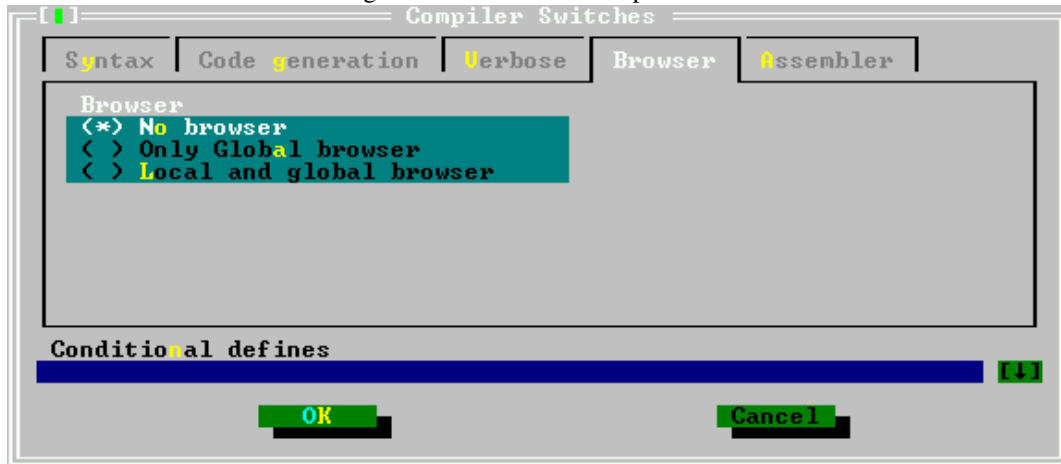
Figure 6.27: The assembler options tab

Remark: If no browser information is generated, the symbol browser of the IDE will not work.

The assembler tab of the compiler options dialog is shown in figure (6.27).

In this dialog, the assembler reader and writer options can be set:

Assembler reader This allows to set the style of the assembler blocks in the sources:

Direct assembler The assembler blocks are copied as-is to the output (-Rdirect on the command-line).

AT&T assembler The assembler is written in AT&T style assembler (-Ratt on the command-line).

Intel style assembler The assembler is written in Intel style assembler blocks (-Rintel on the command-line).

remark that this option is global, but locally the assembler style can be changed with compiler directives.

Assembler info When writing assembler files, this option decides which extra information is written to the assembler file in comments:

List source The source lines are written to the assembler files together with the generated assembler (`-al` on the command line).

List register allocation The compilers internal register allocation/deallocation information is written to the assembler file (`-ar` on the command-line).

List temp allocation The temporary register allocation/deallocation is written to the assembler file. (`-at` on the command-line).

The latter two of these options are mainly useful for debugging the compiler itself, it should be rarely necessary to use these.

Assembler output This option tells the compiler what assembler output should be generated.

Use default output This depends on the target.

Use GNU as assemble using GNU as (`-Aas` on the command-line).

Use NASM coff produce NASM coff assembler (go32v2, `-Anasmcoff` on the command-line)

Use NASM elf produce NASM elf assembler (LINUX, `-Anasmelf` on the command-line).

Use NASM obj produce NASM obj assembler (`-Anasmobj` on the command-line).

Use MASM produce MASM (Microsoft assembler) assembler (`-Amasm` on the command-line).

Use TASM produce TASM (Turbo Assembler) assembler (`-Atasm` on the command-line).

Use coff Write binary coff files directly using the internal assembler (go32v2, `-Acoff` on the command-line).

Use pecoff Write binary pecoff files files directly using the internal writer. (Win32)

6.11.5 Linker options

The linker options can be set in the menu **"Options|Linker"**. It allows to determine how libraries and units are linked, and how the linker should be called. The linker options dialog is shown in figure (6.28).

Figure 6.28: The linker options dialog
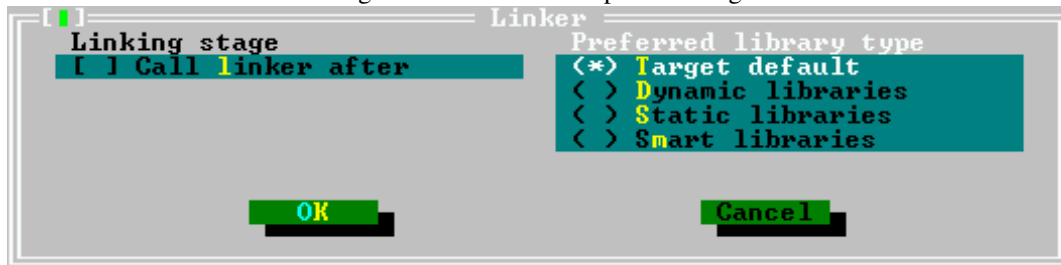
The following options can be set:

Call linker after If this option is set then a script is written which calls the linker. This corresponds to the `-s` (see page 5.1.4) on the command-line.

Preferred library type With this option, the type of library to be linked in can be set:

Target default This depends on the platform.

Dynamic libraries Tries to link in units in dynamical libraries. (option -XD on the command-line)

Static libraries Tries to link in units in statical libraries. (option -XS on the command-line)

Smart libraries Tries to link in units in smartlinked libraries. (option -XX on the command-line)

6.11.6 Memory sizes

The memory sizes dialog (reachable via **"options|Memory sizes"**) allows to enter the memory sizes for the project. The memory sizes dialog is shown in figure (6.29).

Figure 6.29: The memory sizes dialog
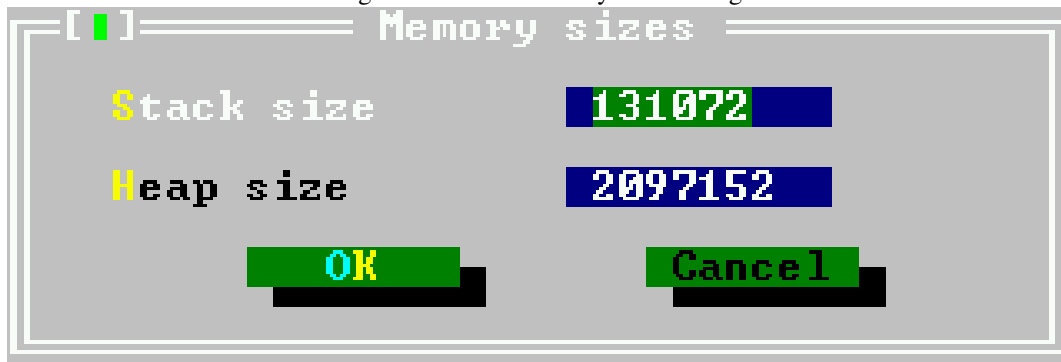
The following sizes can be entered:

Stack size Sets the size of the stack in bytes; (option -Cs on the command line). This size may be ignored on some systems.

Heap size Sets the size of the heap in bytes; (option -Ch on the command-line). Note that the heap grows dynamically as much as the OS allows.

6.11.7 Debug options

In the debug options dialog some options for inclusion of debug information in the binary can be set; it is also possible to add additional compiler options in this dialog. The debug options dialog is shown in figure (6.30).

The following options can be set:

Debugging information tells the compiler which debug information should be compiled in. One of following options can be chosen:

   Strip all debug symbols from executable Will strip all debug nd symbol information from the binary. (option -Xs on the command-line).

   Generate debug symbol information include debug information in the binary (option -g on the command-line). Please note that no debug information for units in the Run-Time Library will be included, unless a version of the RTL compiled with debug information is available. Only units specific to the current project will have debug information included.

Figure 6.30: The debug options dialog
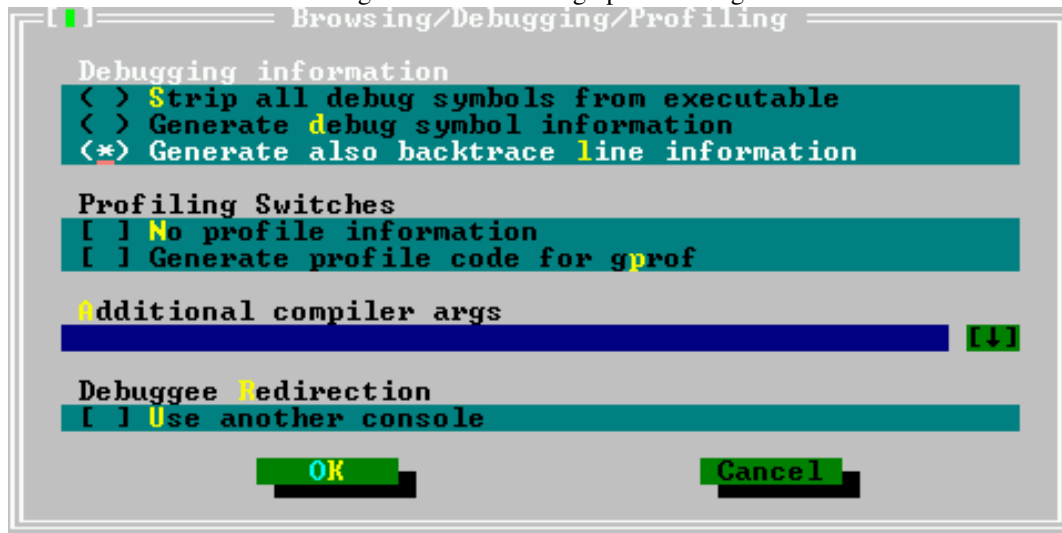
Generate also backtrace lines information Will compile with debug information, and will additionally include the lineinfo unit in the binary, so in case of an error the backtrace will contain the filenames and linenumbers of procedures in the call-stack. (Option -gl on the command-line)

Profiling switches Tells the compiler whether or not profile code should be included in the binary.

> **No profile information** Has no effect, as it is the default.
>
> **Generate Profile code for gprof** If checked, profiling code is included in the binary (option -p on the command-line).

Addition compiler args Here arbitrary options can be entered as they would be entered on the command-line, they will be passed on to the compiler as typed here.

Debuggee redirection If checked, an attempt will be made to redirect the output of the program being debugged to another window (terminal).

6.11.8 The switches mode

The IDE allows to save a set of compiler settings under a common name; it provides 3 names under which the switches can be saved:

Normal For normal (fast) compilation.

Debug For debugging; intended to set most debug switches on. Also useful for setting conditional defines that e.g. allow to include some debug code.

release For a compile of the program as it should be released, debug information should be off, the binary should be stripped, and optimizations should be used.

Selecting one of these modes will load the compiler options as they were saved the last time the selected mode was active, i.e. it doesn't specifically set or unset options.

When setting and saving compiler options, be sure to select the correct switch mode first; it makes little sense to set debug options while the release switch is active. The switches mode dialog is shown in figure (6.31).

Figure 6.31: The switches mode dialog
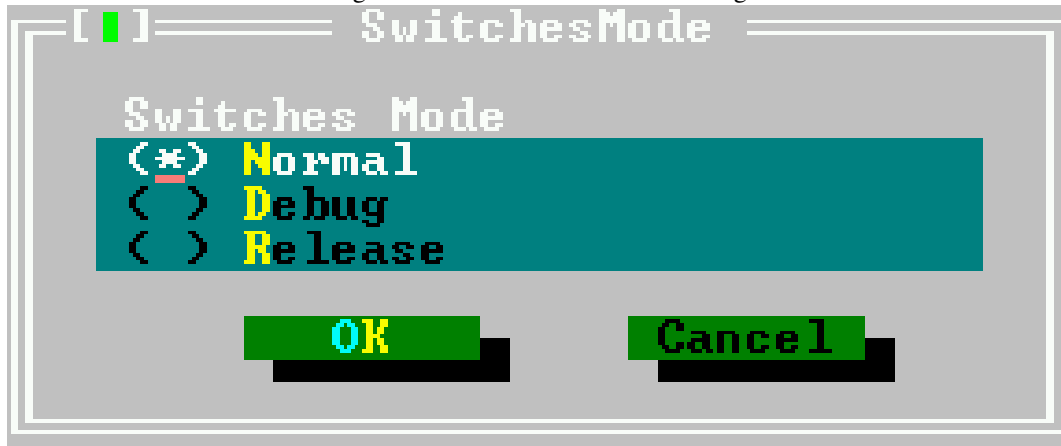
6.12 Customizing the IDE

The IDE is configurable in a wide range: Colors can be changed, screen resolution. The configuration setting can reached via the sub-menu `Environment` in the `Options` menu.

6.12.1 Preferences

The *preferences dialog* is called by the menu item **"Options|Environment|Preferences"**. The preferences dialog is shown in figure (6.32).

Figure 6.32: The preferences dialog
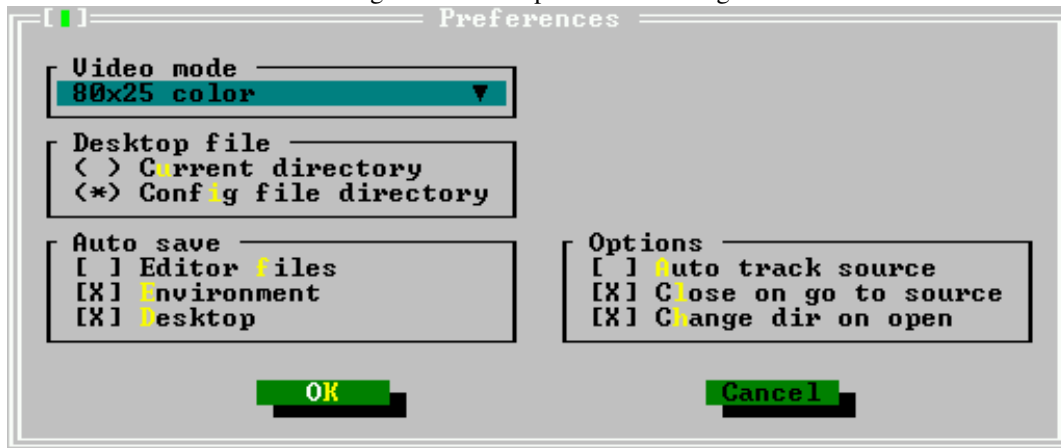
Video modes The drop down list at the top of the dialog allows to select a video mode. The available video modes depend on the system on which the IDE is running.

Remark:

1. The video mode must be selected by pressing space or clicking on it. If the drop down list is opened while leaving the dialog, the new video mode will not be applied.

2. For the DOS version of the IDE, the following should be noted: When using VESA modes, the display refresh rate may be very low. On older graphics card (1998 and before), it is possible to use the *UniVBE* driver of *SciTech*[5]

Desktop File Specifies where the desktop file is saved: the current directory, or the directory where the config file was found;

Auto save Here it is possible to set which files are saved when a program is run or when the IDE is exited:

Editor files The contents of all open edit windows will be saved.

Environment The current environment settings will be saved

Desktop The desktop file with all desktop settings (open windows, history lists, breakpoints etc.) will be saved.

Options Some special behaviour of the IDE can be specified here:

Auto track source

Close on go to source When checked, the messages window is closed when the 'go to source line' action is executed.

Change dir on open When a file is opened, the directory of that file is made the current working directory.

6.12.2 The desktop

The desktop preferences dialog allows to specify what elements of the desktop are saved across sessions, i.e. they are saved when the IDE is left, and they are again restored when the IDE is started the next time. They are saved in a file **fp.dsk**. The desktop preferences dialog is shown in figure (6.33).

Figure 6.33: The desktop preferences dialog
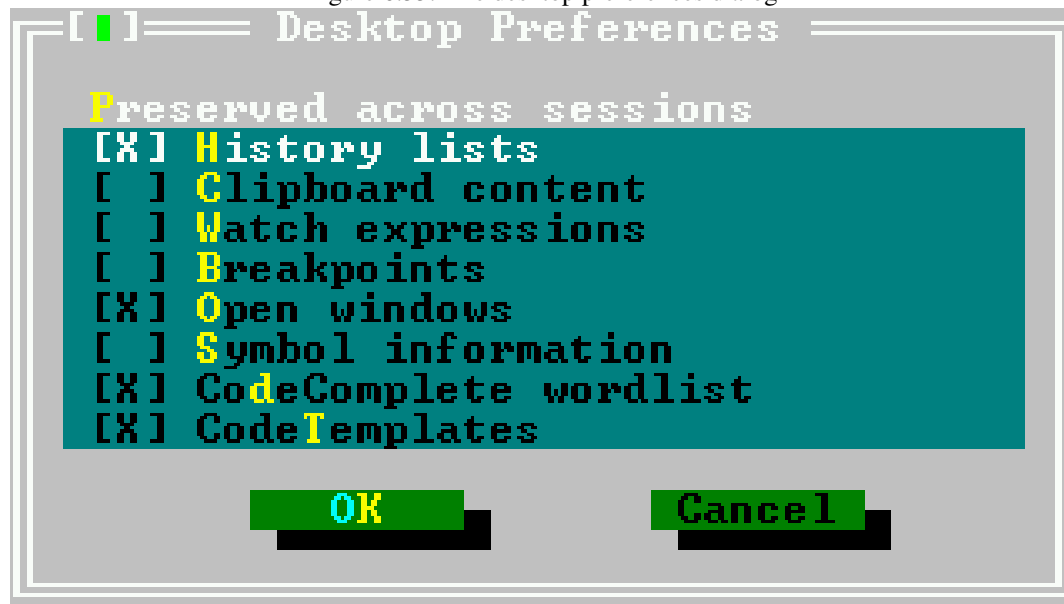
The following elements can be saved and restored across IDE sessions:

---

[5]It can be downloaded from http://www.informatik.fh-muenchen.de/ ifw98223/vbehz.htm

History lists Most entry boxes have a history list where previous entries are saved and can be selected. When this option is saved, these entries are saved in the desktop file. On by default.

Clipboard content When checked, the contents of the clipboard is also saved to disk. Off by default.

Watch expressions When checked, all watch expressions are saved in the desktop file. Off by default.

Breakpoints When checked, all break points with their properties are saved in the desktop file. Off by default.

Open windows When checked, the list of files in open editor windows is saved in the desktop file, and the windows will be restored the next time the IDE is run. On by default.

Symbol information When checked, the information for the symbol browser is saved in the desktop file. Off by default.

CodeComplete wordlist When checked, the list of code-completion words is saved. On by default.

CodeTemplates When checked, the defined code-templates are saved. On by default.

Remark: The format of the desktop file changes between editor versions, so when installing a new version, it may be necessary to delete the fp.dsk files wherever the IDE searches for them.

6.12.3 The Editor

Several aspects of the editor window behaviour can be set in this dialog. The editor preferences dialog is shown in figure (6.34).

Figure 6.34: The editor preferences dialog
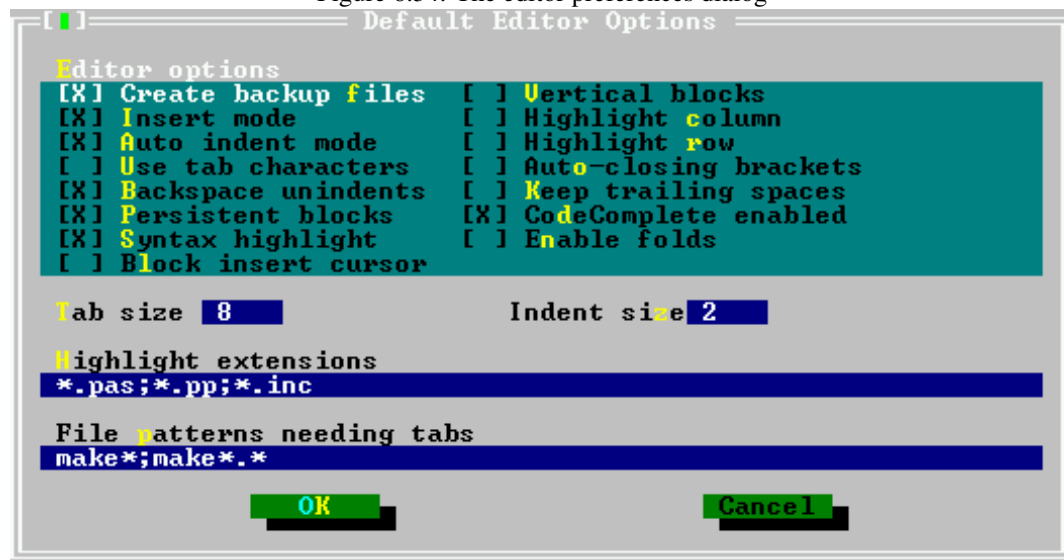
The following elements can be set in the editor preferences dialog:

Create backup files Whenever an editor file is saved, a backup is made of the old file. On by default.

Auto indent mode Smart indenting is on. This means that pressing ENTER will position the cursor on the next line in the same column where text starts on the current line. On by default.

Use tab characters When the tab key is pressed, use a tab character. Normally, when the tab key is pressed, spaces are inserted. When this option is checked, tab characters will be inserted instead. Off by default.

Backspace unindents Pressing the BKSP key will unindent if the beginning of the text on the current line is reached, instead of deleting just the previous character. On by default.

Persistent blocks When a selection is made, and the cursor is moved, the selection is not destroyed, i.e. the selected block stays selected. On by default.

Syntax highlight Use syntax highlighting on the files that have an extension which appears in the list of highlight extensions. On by default.

Block insert cursor The insert cursor is a block instead of an underscore character. By default the overwrite cursor is a block. This option reverses that behaviour. Off by default.

Vertical blocks When selecting blocks over several lines, the block doesn't select the whole lines in the block, it selects the lines till the column on which the cursor is located. Off by default.

Highlight column When checked, the current column (i.e. the column where the cursor is) is high-lighted. Off by default.

Highlight row When checked, the current row (i.e. the row where the cursor is) is highlighted. Off by default.

Auto closing brackets When an opening bracket character is typed, the closing bracket is also in-serted at once. Off by default.

Keep trailing spaces When saving a file, the spaces at the end of lines are stripped off. This be-haviour disables that behaviour, i.e. any trailing spaces are also saved to file. Off by default.

Codecomplete enabled Enable code completion. On by default.

enable folds ???. Off by default.

Tab size The number of spaces that are inserted when the TAB key is pressed. The default value is 8.

Indent size The number of spaces a block is indented when calling the block indent function. The default value is 2.

Highlight extensions When syntax highlighting is on, the list of file masks entered here will be used to determine which files are highlighted. File masks should be separated with semicolon (;) characters. The default is *.pas;*.pp;*.inc.

File patterns needing tabs Some files (such as makefiles) need actual tab characters instead of spaces. Here a series of file masks can be entered for which tab characters will always be used. Default is make*;make*.*.

Remark: These options will not be applied to already opened windows, only newly opened windows will have these options.

6.12.4 Mouse

The mouse options dialog is called by the menu item **"Options|Environment|Mouse"**. It allows to adjust the behaviour of the mouse as well as the sensitivity of the mouse. The mouse options dialog is shown in figure (6.35).

Figure 6.35: The mouse options dialog

Mouse double click The slider can be used to adjust the double click speed. Fast means that the time between two clicks is very short, slow means that the time between two mouse clicks can be quite long.

Reverse mouse buttons the behaviour of the left and right mouse buttons can be changed by by checking the checkbox; this is especially useful for left-handed people.

Ctrl+Right mouse button Assigns an action to a right mouse button click while holding the CTRL key pressed.

Ctrl+Left mouse button Assigns an action to a left mouse button click while holding the CTRL key pressed.

The following actions can be assigned to CTRL-right mouse button or ALT-right mouse button:

Topic search The keyword at the mouse cursor is searched in the help index.

Go to cursor The program is executed until the line where the mouse cursor is located.

Breakpoint Set a breakpoint at the mouse cursor position.

Evaluate Evaluate the value of the variable at the mouse cursor.

Add watch Add the variable at the mouse cursor to the watch list.

Browse symbol The symbol at the mouse cursor is displayed in the browser.

6.12.5 Colors

Almost all elements of the IDE such as borders input fields, buttons and so on can have their color set in this dialog. The dialog sets the colors for all elements at once, i.e. it is not so that the color of one particular button can be set.

The syntax highlighting colors for the editor windows of the IDE can also be set in this dialog. The colors dialog is shown in figure (6.36).

The following elements are visible in the color dialog:

Figure 6.36: The colors dialog
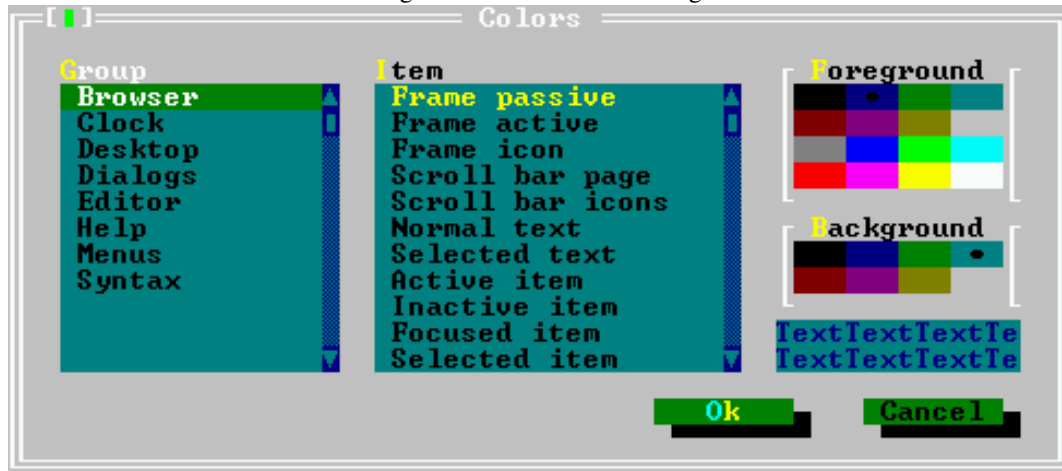
Group Here the group to be customized is displayed; A group is a specific window or series of windows in the editor. A special group is *Syntax* which sets the colors for syntax highlighting.

    Browser Sets the colors for the symbol browser window.

    Clock Sets the colors for the clock in the menu.

    Desktop Sets the colors for the desktop.

    Dialogs Sets the colors for the dialog windows.

    Editor Sets the colors for the editor windows.

    Help Sets the colors for the help windows.

    Menus Sets the colors used in the menus.

    Syntax Sets the colors used when performing syntax highlighting in the editor windows.

item Here the item for the current group can be selected. The foreground and background of this item can be set using the color selectors on the right of the dialog.

Foreground Sets the foreground color of the selected item.

background Sets the background color of the selected item.

Sample text This shows the colors of the selected item in a sample text.

Setting a good color scheme is important especially for syntax highlighting; a good syntax highlighting scheme helps in eliminating errors when typing, without needing to compile the sources.

6.13 The help system

More information on how to handle the IDE, or about the use of various calls in the RTL, explanations regarding the syntax of a Pascal statement, can be found in the *help system*. The help system is activated by pressing F1.

6.13.1 Navigating in the help system

The help system contains hyperlinks; these are sensitive locations that lead to another topic in the help system. They are marked by a different color. The hyperlinks can be activated in 2 ways:

1. by clicking them with the mouse,

2. by using the TAB and SHIFT-TAB keys to move between the different hyperlinks of a page and the ENTER key can be used to activate them.

The contents of the help system is displayed, if SHIFT-F1 is pressed. To go back to the previous help topic, press ALT-F1. This also works if the help window isn't displayed on the desktop; the help window will then be activated.

6.13.2 Working with help files

The IDE contains a help system which can display the following file formats:

TPH The help format for the Turbo Pascal help viewer.

INF The OS/2 help format.

NG The Norton Guide Help format.

HTML HTML files.

In future some more formats may be added. However, the above formats should cover already a wide spectrum of help files available.

Remark: Concerning the support for HTML files the following should be noted:

1. The HTML viewer of the help system is limited, it can only handle the most basic HTML files (graphics excluded), since it is only designed to display the Free Pascal help files. [6].

2. When the HTML help viewer encounters a graphics file, it will try and find a file with the same name but an extension of .ans; If this file is found, this will be interpreted as a file with ANSI escape sequences, and these will be used to display a text image. The displays of the IDE dialogs in the IDE help files are made in this way.

The menu item **"Help|Files"** permits to add and delete help files to the list of files in the help table of contents. The help files dialog is displayed in figure (6.37).

The dialogs lists the files that will be presented in the table of contents window of the help system. Each entry has a small descriptive title and a filename next to it. The following actions are available when adding help files:

New Adds a new file. IDE will display a prompt, in which the location of the help file should be entered.

If the added file is an HTML file, a dialog box will be displayed which asks for a title. This title will then be included in the contents of help.

Delete Deletes the currently highlighted file from the help system. It is *not* deleted from the hard disk, only the help system entry is removed.

Cancel Discards all changes and closes the dialog.

---

[6]...but feel free to improve it and send patches to the Free Pascal development team...

Figure 6.37: The help files dialog
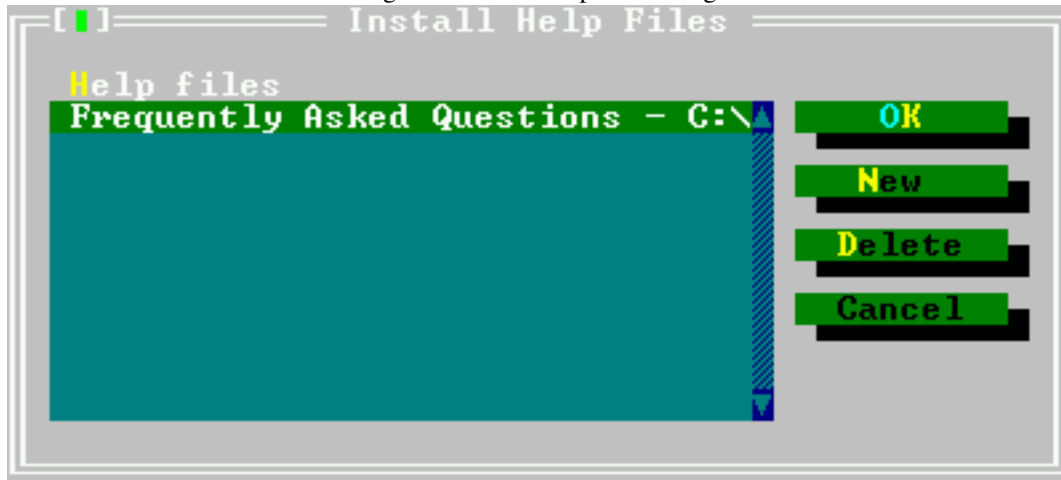
OK Saves the changes and closes the dialog.

The Free Pascal documentation in HTML format can be added to the IDE's help system, this way the documentation can be viewed from within the IDE. If Free Pascal has been installed using the installer, the installer should have added the FPC documentation to the list of help files, if the documentation was installed as well.

6.13.3 The about dialog

The *about dialog*, reachable through (**"Help|About..."**) shows some information about the IDE, such as the version number, the date it was built, what compiler and debugger it uses. When reporting bugs about the IDE, please use the information given by this dialog to identify the version of the IDE that was used.

It also displays some copyright information.

6.14 Keyboard shortcuts

A lot of keyboard shortcuts used by the IDE are compatible with WordStar and should be well known to Turbo Pascal users.

Below are the following tables:

1. In table (6.4) some shortcuts for handling the IDE windows and Help are listed.

2. In table (6.5) the shortcuts for compiling, running and debugging a program are presented.

3. In table (6.6) the navigation keys are described.

4. In table (6.7) the editing keys are listed.

5. In table (6.8) lists all block command shortcuts.

6. In table (6.9) all selection-changing shortcuts are presented.

7. In table (6.10) some general shortcuts are presented, which do not fit in the previous categories.

Table 6.4: General

Command	Key shortcut	Alternative
Help	F1	
Goto last help topic	ALT-F1	
Search word at cursor position in help	CTRL-F1	
Help index	SHIFT-F1	
Close active window	ALT-F3	
Zoom/Unzoom window	F5	
Move/Zoom active window	CTRL-F5	
Switch to next window	F6	
Switch to last window	SHIFT-F6	
Menu	F10	
Local menu	ALT-F10	
List of windows	ALT-0	
Active another window	ALT-<DIGIT>	
Call grep utility	SHIFT-F2	
Exit IDE	ALT-X	

Table 6.5: Compiler

Command	Key shortcut	Alternative
Reset debugger/program	CTRL-F2	
Display call stack	CTRL-F3	
Run til cursor	F4	
Switch to user screen	ALT-F5	
Trace into	F7	
Add watch	CTRL-F7	
Step over	F8	
Set breakpoint at current line	CTRL-F8	
Make	F9	
Run	CTRL-F9	
Compile the active source file	ALT-F9	
Message	F11	
Compiler messages	F12	

Table 6.6: Text navigation

Command	Key shortcut	Alternative
Char left	ARROW LEFT	CTRL-S
Char right	ARROW RIGHT	CTRL-D
Line up	ARROW UP	CTRL-E
Line down	ARROW DOWN	CTRL-X
Word left	CTRL-ARROW LEFT	CTRL-A
Word right	CTRL-ARROW RIGHT	CTRL-F
Scroll one line up	CTRL-W	
Scroll one line down	CTRL-Z	
Page up	PAGEUP	CTRL-R
Page down	PAGEDOWN	
Beginning of Line	POS1	CTRL-Q-S
End of Line	END	CTRL-Q-D
First line of window	CTRL-POS1	CTRL-Q-E
Last line of window	CTRL-END	CTRL-Q-X
First line of file	CTRL-PAGEUP	CTRL-Q-R
Last line of file	CTRL-PAGEDOWN	CTRL-Q-C
Last cursor position	CTRL-Q-P	
Find matching block delimiter	CTRL-Q-[	
Find last matching block delimiter	CTRL-Q-]	

Table 6.7: Edit

Command	Key shortcut	Alternative
Delete char	DEL	CTRL-G
Delete left char	BACKSPACE	CTRL-H
Delete line	CTRL-Y	
Delete til end of line	CTRL-Q-Y	
Delete word	CTRL-T	
Insert line	CTRL-N	
Toggle insert mode	INSERT	CTRL-V

Table 6.8: Block commands

Command	Key shortcut	Alternative
Goto Beginning of selected text	CTRL-Q-B	
Goto end of selected text	CTRL-Q-K	
Select current line	CTRL-K-L	
Print selected text	CTRL-K-P	
Select current word	CTRL-K-T	
Delete selected text	CTRL-DEL	CTRL-K-Y
Copy selected text to cursor position	CTRL-K-C	
Move selected text to cursor position	CTRL-K-V	
Copy selected text to clipboard	CTRL-INS	
Move selected text to the clipboard	SHIFT-DEL	
Indent block one column	CTRL-K-I	
Unindent block one column	CTRL-K-U	
Insert text from clipboard	SHIFT-INSERT	
Insert file	CTRL-K-R	
Write selected text to file	CTRL-K-W	
Uppercase current block	CTRL-K-N	
Lowercase current block	CTRL-K-O	
Uppercase word	CTRL-K-E	
Lowercase word	CTRL-K-F	

Table 6.9: Change selection

Command	Key shortcut	Alternative
Mark beginning of selected text	CTRL-K-B	
Mark end of selected text	CTRL-K-K	
Remove selection	CTRL-K-Y	
Extend selection one char to the left	SHIFT-ARROW LEFT	
Extend selection one char to the right	SHIFT-ARROW RIGHT	
Extend selection to the beginning of the line	SHIFT-POS1	
Extend selection to the end of the line	SHIFT-END	
Extend selection to the same column in the last row	SHIFT-ARROW UP	
Extend selection to the same column in the next row	SHIFT-ARROW DOWN	
Extend selection to the end of the line	SHIFT-END	
Extend selection one word to the left	CTRL-SHIFT-ARROW LEFT	
Extend selection one word to the right	CTRL-SHIFT-ARROW RIGHT	
Extend selection one page up	SHIFT-PAGEUP	
Extend selection one page down	SHIFT-PAGEDOWN	
Extend selection to the beginning of the file	CTRL-SHIFT-POS1	CTRL-SHIFT-PAGEUP
Extend selection to the end of the file	CTRL-SHIFT-END	CTRL-SHIFT-PAGEUP

Table 6.10: Misc. commands

Command	Key shortcut	Alternative
Save file	F2	CTRL-K-S
Open file	F3	
Search	CTRL-Q-F	
Search again	CTRL-L	
Search and replace	CTRL-Q-A	
Set mark	CTRL-K-N (where n can be 0..9)	
Goto mark	CTRL-Q-N (where n can be 0..9)	
Undo	ALT-BACKSPACE	

Chapter 7

Porting and Portable code

7.1 Turbo Pascal

Free Pascal was originally designed to resemble Turbo Pascal as closely as possible. There are, of course, restrictions. Some of these are due to the fact that Free Pascal is a 32-bit compiler. Other restrictions result from the fact that Free Pascal works on more than one operating system.

In general we can say that if you keep your program code close to ANSI Pascal, you will have no problems porting from Turbo Pascal, or even Delphi, to Free Pascal. To a large extent, the constructs defined by Turbo Pascal are supported. This is even more so if you use the `-So` or `-S2` switches.

In the following sections we will list the Turbo Pascal and Delphi constructs which are not supported in Free Pascal, and we will list in what ways Free Pascal extends the Turbo Pascal.

7.1.1 Things that will not work

Here we give a list of things which are defined/allowed in Turbo Pascal, but which are not supported by Free Pascal. Where possible, we indicate the reason.

1. Duplicate case labels are not allowed. This is a bug in Turbo Pascal and will not be changed.

2. Parameter lists of previously defined functions and procedures must match exactly. The reason for this is the function overloading mechanism of Free Pascal. (however, the `-M` (see page 5.1.5) option solves this.)

3. The `MEM`, `MEMW`, `MEML` and `PORT` variables for memory and port access are not available in the system unit. This is due to the operating system. Under DOS, the extender unit (GO32.PPU) implements the mem constuct. under LINUX, the **ports** unit implements such a construct.

4. There are more reserved words. `PROTECTED, PUBLIC, PUBLISHED, TRY, FINALLY, EXCEPT, RAISE` are reserved words. This means you cannot create procedures or variables with the same name. While they are not reserved words in Turbo Pascal, they are in Delphi. Using the `-Mtp` switch will solve this problem if you want to compile Turbo Pascal code that uses these words (chapter 12, page 119 for a list of all reserved words).

5. The reserved words `FAR, NEAR` are ignored. This is because Free Pascal is a 32 bit compiler, so they're obsolete.

6. `INTERRUPT` will work only on the DOS target.

7. By default the compiler uses `AT&T` assembler syntax. This is mainly because Free Pascal uses `GNU as`. However, other assembler forms are available. For more information, see Programmers guide.

8. Turbo Vision is available under the name of FreeVision, which should be almost 100% compatible with Turbo Vision.

9. The 'overlay' unit is not available. It also isn't necessary, since Free Pascal is a 32 bit compiler, so program size shouldn't be a point.

10. There are more reserved words. (see appendix 12 for a list of all reserved words.)

11. The command-line parameters of the compiler are different.

12. Compiler switches and directives are mostly the same, but some extra exist.

13. Units are not binary compatible.

14. The `TextRec` structure (for internal description of files) is not binary compatible to TP or Delphi.

15. Sets are always 4 bytes in Free Pascal; this means that some typecasts which were possible in Turbo Pascal are no longer possible in Free Pascal.

16. A file is opened for output only (using `fmOutput`) when it is opened with `Rewrite`. In order to be able to read from it, it should be reset with `Reset`.

17. Destructors cannot have parameters. This restriction can be solved by using the `-So` switch.

18. There can be only one destructor. This restriction can also be solved by using the `-So` switch.

19. The order in which expressions are evaluated is not necessarily the same. In the following expression:

    ```
    a := g(2) + f(3);
    ```

    it is not guaranteed that `g(2)` will be evaluated before `f(3)`.

7.1.2 Things which are extra

Here we give a list of things which are possible in Free Pascal, but which didn't exist in Turbo Pascal or Delphi.

1. Functions can also return complex types, such as records and arrays.

2. You can handle function results in the function itself, as a variable. Example

    ```
    function a : longint;

    begin
       a:=12;
       while a>4 do
         begin
             {...}
         end;
    end;
    ```

    The example above would work with TP, but the compiler would assume that the `a>4` is a recursive call. To do a recursive call in this you must append `()` behind the function name:

```
function a : longint;

begin
   a:=12;
   { this is the recursive call }
   if a()>4 then
     begin
         {...}
     end;
end;
```

3. There is partial support of Delphi constructs. (see the Programmers guide for more information on this).

4. The `exit` call accepts a return value for functions.

```
function a : longint;

begin
   a:=12;
   if a>4 then
     begin
         exit(a*67); {function result upon exit is a*67 }
     end;
end;
```

5. Free Pascal supports function overloading. That is, you can define many functions with the same name, but with different arguments. For example:

```
procedure DoSomething (a : longint);
begin
{...}
end;

procedure DoSomething (a : real);
begin
{...}
end;
```

You can then call procedure `DoSomething` with an argument of type `Longint` or `Real`. This feature has the consequence that a previously declared function must always be defined with the header completely the same:

```
procedure x (v : longint); forward;

{...}

procedure x;{ This will overload the previously declared x}
begin
{...}
end;
```

This construction will generate a compiler error, because the compiler didn't find a definition of `procedure x (v : longint);`. Instead you should define your procedure x as:

```
procedure x (v : longint);
{ This correctly defines the previously declared x}
begin
{...}
end;
```

(The `-So` (see page 5.1.5) switch disables overloading. When you use it, the above will compile, as in Turbo Pascal.

6. Operator overloading. Free Pascal allows to overload operators, i.e. you can define e.g. the '+' operator for matrices.

7. On FAT16 and FAT32 systems, long file names are supported.

7.1.3 Turbo Pascal compatibility mode

When you compile a program with the `-Mtp` switch, the compiler will attempt to mimic the Turbo Pascal compiler in the following ways:

- Assigning a procedural variable doesn't require a @ operator. One of the differences between Turbo Pascal and Free Pascal is that the latter requires you to specify an address operator when assigning a value to a procedural variable. In Turbo Pascal compatibility mode, this is not required.

- Procedure overloading is disabled. If procedure overloading is disabled, the function header doesn't need to repeat the function header.

- Forward defined procedures don't need the full parameter list when they are defined. Due to the procedure overloading feature of Free Pascal, you must always specify the parameter list of a function when you define it, even when it was declared earlier with `Forward`. In Turbo Pascal compatibility mode, there is no function overloading, hence you can omit the parameter list:

```
Procedure a (L : Longint); Forward;

...

Procedure a ; { No need to repeat the (L : Longint) }

begin
 ...
end;
```

- recursive function calls are handled differently. Consider the following example :

```
Function expr : Longint;

begin
  ...
  Expr:=L:
  Writeln (Expr);
  ...
end;
```

In Turbo Pascal compatibility mode, the function will be called recursively when the `writeln` statement is processed. In Free Pascal, the function result will be printed. In order to call the function recusively under Free Pascal, you need to implement it as follows :

```
Function expr : Longint;

begin
  ...
  Expr:=L:
  Writeln (Expr());
  ...
end;
```

- Any text after the final `End.` statement is ignored. Normally, this text is processed too.

- You cannot assign procedural variables to untyped pointers; so the following is invalid:

```
 a: Procedure;
 b: Pointer;
begin
 b := a; // Error will be generated.
```

- The @ operator is typed when applied on procedures.

- You cannot nest comments.

Remark: The `MemAvail` and `MaxAvail` functions are no longer available in Free Pascal as of version 2.0. The reason for this incompatibility is below:

On modern operating systems, [1] the idea of "Available Free Memory" is not valid for an application. The reasons are:

1. One processor cycle after an application asked the OS how much memory is free, another application may have allocated everything.

2. It is not clear what "free memory" means: does it include swap memory, does it include disk cache memory (the disk cache can grow and shrink on modern OS'es), does it include memory allocated to other applications but which can be swapped out, etc.

Therefore, programs using `MemAvail` and `MaxAvail` functions should be rewritten so they no longer use these functions, because it does not make sense anymore on modern OS'es. There are 3 possibilities:

1. Use exceptions to catch out-of-memory errors.

2. Set the global variable "ReturnNilIfGrowHeapFails" to `True` and check after each allocation whether the pointer is different from `Nil`.

3. Don't care and declare a dummy function called `MaxAvail` which always returns `High(LongInt)` (or some other constant).

---

[1]The DOS extender GO32V2 falls under this definition of "modern" because it can use paged memory and run in multi-tasked environments

7.1.4   A note on long file names under DOS

Under WINDOWS 95 and higher, long filenames are supported. Compiling for the win32 target ensures that long filenames are supported in all functions that do file or disk access in any way.

Moreover, Free Pascal supports the use of long filenames in the system unit and the dos unit also for go32v2 executables. The system unit contains the boolean variable `LFNsupport`. If it is set to `True` then all system unit functions and DOS unit functions will use long file names if they are available. This should be so on WINDOWS 95 and 98, but not on WINDOWS NT or WINDOWS 2000. The system unit will check this by calling DOS function `71A0h` and checking whether long filenames are supported on the C: drive.

It is possible to disable the long filename support by setting the `LFNSupport` variable to `False`; but in general it is recommended to compile programs that need long filenames as native Win32 applications;

7.2   Porting Delphi Code

Porting Delphi code should be quite painless. The `Delphi` mode of the compiler tries to mimic Delphi as closely as possible. This mode can be enabled using the `-Mdelphi` command line switch, or by inserting the following code in the sources before the `unit` or `program` clause

```
{$IFDEF FPC}
{$MODE DELPHI}
{$ENDIF FPC}
```

This ensures that the code will still compile with both Delphi and FPC.

Nevertheless, there are some things that will not work. Delphi compatibility is relatively complete up to Delphi 7. New constructs in higher versions of Delphi (notably, the versions that work with .NET) are not supported.

7.2.1   Missing language constructs

At the level of language compatibility, FPC is very compatible with Delphi: it can compile most of FreeCLX, the free Widget library that was shipped with Delphi 6,7 and Kylix.

Currently, the only missing language constructs are

1. The `Dispinterface` interface.

2. Delegation of interfaces is not supported.

3. `Dynamic` methods are actually the same as `virtual`.

4. `Reintroduce` is not supported.

5. `Const` for a parameter to a procedure does not necessarily mean that the variable or value is passed by reference.

6. Packages are not supported.

There are some inline assembler constructs which are not supported, but since Free Pascal is designed to be platform independent, it is quite unlikely that these constructs will be supported in the future.

Note that the `-Mobjfpc` mode switch is to a large degree Delphi compatible, but is more strict than Delphi. The most notable differences are:

1. Parameters or local variables of methods cannot have the same names as properties of the class in which they are implemented.

2. The address operator is needed when assigning procedural variables (or event handlers).

3. AnsiStrings are not switched on by default.

7.2.2 Missing calls/API incompatibilities

Delphi is heavily bound to Windows. Because of this, it has introduces a lot of Windows-isms in the API (e.g. file searching and opening, loading libraries).

Free Pascal was designed to be portable, so things that are very Windows specific are missing, although the Free Pascal team tries to minimize this. The following are the main points that should be considered:

- By default, Free Pascal generates console applications. This means that you must explicitly enable the GUI application type for windows:

  ```
  {$APPTYPE GUI}
  ```

- The Windows unit provides access to most of the core Win32 API. Some calls may have different parameter lists: instead of declaring a parameter as passed by reference (var), a pointer is used (as in C). For most cases, Free Pascal provides overloaded versions of such calls.

- Widestrings. Widestring management is not automatic in Free Pascal, since various platforms have different ways of dealing with widestring encodings and Multi-Byte Character Sets. FPC supports Widestrings, but may not use the same encoding as on Windows.

- Threads: At this moment, Free Pascal does not offer native thread management on all platforms; on Unix, linking to the C library is needed to provide thread management in an FPC application. This means that a cthreads unit must be included to enable threads.

- a much-quoted example is the SetLastOSError call. This is not supported, and will never be supported.

- Filename Case sensitivity: Pascal is a case-insensitive language, so the uses clause should also be case insensitive. Free Pascal ensures case insensitive filenames by also searching for a lowercase version of the file. Kylix does not do this, so this could create problems if 2 differently cased versions of the same filename are in the path.

- RTTI is NOT stored in the same way as for Delphi. The format is mostly compatible, but may differ. This should not be a problem if the API of the TypeInfo unit is used and no direct access to the RTTI information is attempted.

- Sets are of different size than in Delphi.

- Enumerateds are of different size than in Delphi.

- In general, one should not make assumptions about the internal structure of complex types such as records, objects, classes and their associated structure: For example the VMT table layout is different, the alignment of fields in a record may be different, etc.

- The same is true for basic types: on other processors the high and low bytes of a word or integer may not be on the same location as on an Intel processor (the endianness is different).

7.2.3 Best practices for porting

When encountering differences in Delphi/FPC calls, the best thing to do is not to insert IFDEF statements whenever a difference is encountered, but to create a separate unit which is only used when compiling with FPC. The missing/incompatible calls can then be implemented in that unit. This will keep the code more readable and easier to maintain.

If a language construct difference is found, then the Free Pascal team should be contacted and a bug should be reported.

7.3 Writing portable code

Free Pascal is designed to be cross-platform. This means that the basic RTL units are usable on all platforms, and the compiler behaves the same on all platforms (as far as possible). The Object Pascal langauge is the same on all platforms. Nevertheless, FPC comes with a lot of units that are not portable, but provide access to all possibilities that a platform provides.

The following are some guidelines to consider when writing portable code:

- Avoid system-specific units. The system unit, the objects and classes units and the SysUtils unit are guaranteed to work on all systems. So is the DOS unit, but that is deprecated.

- Avoid direct hardware access. Limited, console-like Hardware access is available for most platforms in the Video, Mouse and Keyboard units.

- Do not use hard-coded filename conventions. See below for more information on this.

- Make no assumptions on the internal representation of types. Various processors store information in different ways ('endianness').

- If system-specific functionality is needed, it is best to separate this out in a single unit. Porting efforts will then be limited to re-implementing this unit for the new platform.

- Don't use assembler, unless you have to. Assembler is processor specific. Some instructions will not work even on the same processor family.

- Do not assume that pointers and integers have the same size. They do on an intel 32-bit processor, but not necesarily on other processors. The `PtrInt` type is an alias for the integer type that has the same size as a pointer. `SizeInt` is used for all size-related issues.

The system unit contains some constants which describe file access on a system:

LineEnding A character or string which describes the end-of-line marker used on the current platform. Commonly, this is one of #10, #13#10 or #13.

LFNSupport A boolean that indicates whether the system supports long filenames (i.e. is not limited to MS-DOS 8.3 filenames).

DirectorySeparator is the character which acts as a separator between directory parts of a path.

DriveSeparator for systems that supports driveletters, this is the character that is used to separate the drive indication from the path..

PathSeparator the character used to separate items in a list (notably, a PATH).

maxExitCode The maximum value for a process exitcode.

MaxPathLen The maximum length of a filename, including a path.

FileNameCaseSensitive a boolean that indicates whether filenames are handled case sensitively.

UnusedHandle a value used to indicate an unused/invalid file handle.

StdInputHandle the value of the standard input file handle. This is not always zero, as is commonly the case on Unices.

StdOutputHandle the value of the standard input file handle. This is not always 1, as is commonly the case on Unices.

StdErrorHandle the value of the standard input file handle. This is not always 2, as is commonly the case on Unices.

CtrlZMarksEOF a boolean that indicates whether the #26 character marks the end of a file. (an old MS-DOS convention)

Chapter 8

Utilities that come with Free Pascal

Besides the compiler and the Run-Time Library, Free Pascal comes with some utility programs and units. Here we list these programs and units.

8.1 Demo programs and examples

Also distributed with Free Pascal comes a series of demonstration programs. These programs have no other purpose than demonstrating the capabilities of Free Pascal. They are located in the demo directory of the sources.

All example programs of the documentation are available. Check out the directories that end on ex in the documentation sources. There you will find all example sources.

8.2 fpcmake

fpcmake is the Free Pascal makefile constructor program.

It reads a Makefile.fpc configuration file and converts it to a Makefile suitable for reading by GNU make to compile your projects. It is similar in functionality to GNU autoconf or lmake for making X projects.

fpcmake accepts filenames of makefile description files as its command-line arguments. For each of these files it will create a Makefile in the same directory where the file is located, overwriting any other existing file.

If no options are given, it just attempts to read the file Makefile.fpc in the current directory and tries to construct a makefile from it. any previously existing Makefile will be erased.

The format of the fpcmake configuration file is described in great detail in the appendices of the Programmers guide.

8.3 fpdoc - Pascal Unit documenter

fpdoc is a program which generates fully cross-referenced documentation for a unit. It generates documentation for each identifier found in the unit's interface section. The generated documentation can be in many formats for instance HTML and LaTeX. Unlike other documentation tools, the documentation can be in a separate file (in XML format), so the sources aren't cluttered with documentation. It's companion program makeskel creates an empty XML file with entries for all identifiers.

fpdoc and makeskel are described in FPDoc reference guide.

8.4 h2pas - C header to Pascal Unit converter

h2pas attempts to convert a C header file to a pascal unit. it can handle most C constructs that one finds in a C header file, and attempts to translate them to their pascal counterparts. see below (constructs) for a full description of what the translator can handle. The unit with pascal declarations can then be used to access code written in C.

The output of the h2pas program is written to a file with the same name as the C header file that was used as input, but with the extension .pp The output file that h2pas creates can be customized in a number of ways by means of many options.

8.4.1 Options

The output of h2pas can be controlled with the following options:

-d use external; for all procedure and function declarations.

-D use external libname name 'func_name' for function and procedure declarations.

-e Emit a series of constants instead of an enumeration type for the C enum construct.

-i create an include file instead of a unit (omits the unit header).

-l libname specify the library name for external function declarations.

-o outfile Specify the output file name. Default is the input file name with the extension replaced by .pp

-p use the letter P in front of pointer type parameters instead of ^.

-s Strip comments from the input file. By default comments are converted to comments, but they may be displaced, since a comment is handled by the scanner.

-t prepend typedef type names with the letter T (used to follow Borland's convention that all types should be defined with T).

-v replace pointer parameters by call by reference parameters. Use with care because some calls can expect a Nil pointer.

-w Header file is a win32 header file (adds support for some special macros).

-x handle SYS_TRAP of the PalmOS header files.

8.4.2 Constructs

The following C declarations and statements are recognized:

defines defines are changed into pascal constants if they are simple defines. macros are changed - wherever possible to functions; however the arguments are all integers, so these must be changed manually. Simple expressions in define staments are recognized, as are most arithmetic operators: addition, substraction, multiplication, division, logical operators, comparision operators, shift operators. The C construct (A ? B : C) is also recognized and translated to a pascal construct with an IF statement (this is buggy, however).

preprocessor statements the conditional preprocessing commands are recognized and translated into equivalent pascal compiler directives. The special

```
#ifdef __cplusplus
```

is also recognized and removed.

typedef A typedef statement is changed into a pascal type statement. The following basic types are recognized:

- `char` changed to `char`.
- `float` changed to `real` (=double in Free Pascal).
- `int` changed to `longint`.
- `long` changed to `longint`.
- `long int` changed to `longint`.
- `short` changed to `integer`.
- `unsigned` changed to `cardinal`.
- `unsigned char` changed to `byte`.
- `unsigned int` changed to `cardinal`.
- `unsigned long int` changed to `cardinal`.
- `unsigned short` changed to `word`.
- `void` ignored.

These types are also changed if they appear in the arguments of a function or procedure.

functions and procedures functions and procedures are translated as well; pointer types may be changed to call by reference arguments (using the `var` argument) by using the `-p` command line argument. functions that have a variable number of arguments are changed to a function with an `array of const` argument.

specifiers The `extern` specifier is recognized; however it is ignored. the `packed` specifier is also recognised and changed with the `PACKRECORDS` directive. The `const` specifier is also recognized, but is ignored.

modifiers If the `-w` option is specified, then the following modifiers are recognized:

```
STDCALL
CDECL
CALLBACK
PASCAL
WINAPI
APIENTRY
WINGDIAPI
```

as defined in the win32 headers. If additionally the `-x` option is specified then the

```
SYS_TRAP
```

specifier is also recognized.

enums enum constructs are changed into enumeration types; bear in mind that in C enumeration types can have values assigned to them; Free Pascal also allows this to a certain degree. If you know that values are assigned to enums, it is best to use the `-e` option to change the enus to a series of integer constants.

unions unions are changed to variant records.

structs are changed to pascal records, with C packing.

8.5   h2paspp - preprocessor for h2pas

`h2paspp` can be used as a simple preprocessor for h2pas. It removes some of the constructs that h2pas has difficulties with. h2paspp reads one or more C header files and preprocesses them, writing the result to files with the same name as the originals as it goes along. It does not accept all preprocesser tokens of C, but takes care of the following preprocessor directives:

#define symbol Defines the new symbol `symbol`. Note that macros are not supported.

#if symbol The text following this directive is included if `symbol` is defined.

#ifdef symbol The text following this directive is included if `symbol` is defined.

#ifndef symbol The text following this directive is included if `symbol` is not defined.

#include filename Include directives are removed, unless the `-I` option was given, in which case the include file is included and written to the output file.

#undef symbol The symbol `symbol` is undefined.

8.5.1   Usage

h2paspp accepts one or more filenames and preprocesses them. It will read the input, and write output to a file with the same name unless the `-o` option is given, in which case the file is written to the specified file. Note that only one output filename can be given.

8.5.2   Options

h2paspp has a small number of options to control its behaviour:

-dsymbol Define the symbol `symbol` before processing is started.

-h emit a small helptext.

-I include include files instead of dropping the include statement.

-ooutfile If this option is given, the output will be written to a file named outfile. Note that only one output file can be given.

8.6   ppudump program

ppudump is a program which shows the contents of a Free Pascal unit. It is distributed with the compiler. You can just issue the following command

```
ppudump [options] foo.ppu
```

to display the contents of the foo.ppu unit. You can specify multiple files on the command line.

The options can be used to change the verbosity of the display. By default, all available information is displayed. You can set the verbosity level using the `-Vxxx` option. Here, `xxx` is a combination of the following letters:

h: show header info.

i: show interface information.

m: show implementation information.

d: show only (interface) definitions.

s: show only (interface) symbols.

b: show browser info.

a: show everything (default if no -V option is present).

8.7   ppumove program

ppumove is a program to make shared or static libraries from multiple units. It can be compared with the tpumove program that comes with Turbo Pascal.

It should be distributed in binary form along with the compiler.

Its usage is very simple:

```
ppumove [options] unit1.ppu unit2.ppu ... unitn.ppu
```

Where `options` is a combination of

-b: If specified, ppumve will generate a batch file that will contain the external linking and archiving commands that must be executed. The name of this batch file is pmove.sh on LINUX, and pmove.bat otherwise.

-d xxx: If specified, the output files will put in the directory xxx

-e xxx: Sets the extension of the moved unit files to xxx. By default, this is .ppl. You don't have to specify the dot.

-o xxx: sets the name of the output file, i.e. the name of the file containing all the units. This parameter is mandatory when you use multiple files. On LINUX, ppumove will prepend this name with lib if it isn't already there, and will add an extension appropriate to the type of library.

-q: Causes ppumove to operate silently.

-s: Tells ppumove to make a static library instead of a dynamic one; By default a dynamic library is made on LINUX.

-w: Tells ppumove that it is working under WINDOWS NT. This will change the names of te linker and archiving program to ldw and arw, respectively.

-h or -?: will display a short help.

The action of the ppumve program is as follows: It takes each of the unit files, and modifies it so that the compile will know that it should look for the unit code in the library. The new unit files will have an extension .ppu, this can be changed with the −e option. It will then put together all the object files of the units into one library, static or dynamic, depending on the presence of the −s option.

The name of this library must be set with the −o option. If needed, the prefix lib will be prepended under LINUX.. The extension will be set to .a for static libraries, for shared libraries the extensions are .so on linux, and .dll under WINDOWS NT and OS/2.

As an example, the following command

```
./ppumove -o both -e ppl ppu.ppu timer.ppu
```

under linux, will generate the following output:

```
PPU-Mover Version 0.99.7
Copyright (c) 1998 by the Free Pascal Development Team

Processing ppu.ppu... Done.
Processing timer.ppu... Done.
Linking timer.o ppu.o
Done.
```

And it will produce the following files:

1. libboth.so : The shared library containing the code from ppu.o and timer.o. Under WINDOWS
   NT, this file would be called both.dll.

2. timer.ppl : The unit file that tells the Free Pascal compiler to look for the timer code in the
   library.

3. ppu.ppl : The unit file that tells the Free Pascal compiler to look for the timer code in the
   library.

You could then use or distribute the files libboth.so, timer.ppl and ppu.ppl.

8.8   ptop - Pascal source beautifier

8.8.1   ptop program

ptop is a source beautifier written by Peter Grogono based on the ancient pretty-printer by Ledgard,
Hueras, and Singer, modernized by the Free Pascal team (objects, streams, configurability etc)

This configurability, and the thorough bottom-up design are the advantages of this program over the
diverse TurboPascal sourcebeautifiers on e.g. SIMTEL.

The program is quite simple to operate:

ptop "[-v] [-i indent] [-b bufsize][-c optsfile] infile outfile"

The Infile parameter is the pascal file to be processed, and will be written to outfile, overwriting an
existing outfile if it exists.

Some options modify the behaviour of ptop:

-h Writes an overview of the possible parameters and commandline syntax.

-c ptop.cfg Read some configuration data from configuration file instead of using the internal de-
faults then. A config file is not required, the program can operate without one. See also -g.

-i ident Sets the number of indent spaces used for BEGIN END; and other blocks.

-b bufsize Sets the streaming buffersize to bufsize. Default 255, 0 is considered non-valid and ig-
nored.

-v be verbose. Currently only outputs the number of lines read/written and some error messages.

-g ptop.cfg Writes a default configuration file to be edited to the file "ptop.cfg"

8.8.2   The ptop configuration file

Creating and distributing a configuration file for ptop is not necesarry, unless you want to modify the standard behaviour of **ptop**. The configuration file is never preloaded, so if you want to use it you should always specify it with a `-c ptop.cfg` parameter.

The structure of a ptop configuration file is a simple buildingblock repeated several (20-30) times, for each pascal keyword known to the **ptop** program. (see the default configuration file or **ptopu.pp** source to find out which keywords are known)

The basic building block of the configuration file consists out of one or two lines, describing how **ptop** should react on a certain keyword. First a line without square brackets with the following format:

keyword=option1,option2,option3,...

If one of the options is "dindonkey" (see further below), a second line (with square brackets) is needed like this:

[keyword]=otherkeyword1,otherkeyword2,otherkeyword3,...

As you can see the block contains two types of identifiers, keywords(keyword and otherkeyword1..3 in above example) and options, (option1..3 above).

`Keywords` are the built-in valid Pascal structure-identifiers like BEGIN, END, CASE, IF, THEN, ELSE, IMPLEMENTATION. The default configuration file lists most of these.

Besides the real Pascal keywords, some other codewords are used for operators and comment expressions. table (8.1)

Table 8.1: keywords for operators

Name of codeword	operator
casevar	: in a case label (unequal 'colon')
becomes	:=
delphicomment	//
opencomment	{ or (*
closecomment	} or *)
semicolon	;
colon	:
equals	=
openparen	[
closeparen	]
period	.

The **Options** codewords define actions to be taken when the keyword before the equal sign is found, table (8.2)

The option "dindonkey" requires some extra parameters, which are set by a second line for that option (the one with the square brackets), which is therefore is only needed if the options contain "dinkdonkey" (contraction of de-indent on assiociated keyword).

"dinkdonkey" deindents if any of the keywords specified by the extra options of the square-bracket line is found.

Example: The lines

```
else=crbefore,dindonkey,inbytab,upper
[else]=if,then,else
```

mean the following:

Table 8.2: Possible options

Option	does what
crsupp	suppress CR before the keyword.
crbefore	force CR before keyword
	(doesn't go with crsupp :))
blinbefore	blank line before keyword.
dindonkey	de-indent on associated keywords
	(see below)
dindent	deindent (always)
spbef	space before
spaft	space after
gobsym	Print symbols which follow a
	keyword but which do not
	affect layout. prints until
	terminators occur.
	(terminators are hard-coded in pptop,
	still needs changing)
inbytab	indent by tab.
crafter	force CR after keyword.
upper	prints keyword all uppercase
lower	prints keyword all lowercase
capital	capitalizes keyword: 1st letter
	uppercase, rest lowercase.

- The keyword this block is about is **else** because it's on the LEFT side of both equal signs.

- The option `crbefore` signals not to allow other code (so just spaces) before the ELSE keyword on the same line.

- The option `dindonkey` de-indents if the parser finds any of the keywords in the square brackets line (if,then,else)

- The option `inbytab` means indent by a tab.

- The option `upper` uppercase the keyword (else or Else becomes ELSE)

Try to play with the configfile step by step until you find the effect you desire. The configurability and possibilities of ptop are quite large. E.g. I like all keywords uppercased instead of capitalized, so I replaced all capital keywords in the default file by upper.

ptop is still development software, so it is wise to visually check the generated source and try to compile it, to see if ptop hasn't made any errors.

8.8.3 ptopu unit

The source of the PtoP program is conveniently split in two files: One is a unit containing an object that does the actual beautifying of the source, the other is a shell built around this object so it can be used from the command line. This design makes it possible to include the object in some program (e.g. an IDE) and use its features to format code.

The object resided in the PtoPU unit, and is declared as follows

```
TPrettyPrinter=Object(TObject)
```

```
    Indent : Integer;      { How many characters to indent ? }
    InS    : PStream;
    OutS   : PStream;
    DiagS  : PStream;
    CfgS : PStream;
    Constructor Create;
    Function PrettyPrint : Boolean;
  end;
```

Using this object is very simple. The procedure is as follows:

1. Create the object, using its constructor.

2. Set the `Ins` stream. This is an open stream, from which pascal source will be read. This is a mandatory step.

3. Set the `OutS` stream. This is an open stream, to which the beautified pascal source will be written. This is a mandatory step.

4. Set the `DiagS` stream. Any diagnostics will be written to this stream. This step is optional. If you don't set this, no diagnostics are written.

5. Set the `Cfgs` stream. A configuration is read from this stream. (see the previous section for more information about configuration). This step is optional. If you don't set this, a default configuration is used.

6. Set the `Indent` variable. This is the number of spaces to use when indenting. Tab characters are not used in the program. This step is optional. The indent variable is initialized to 2.

7. Call `PrettyPrint`. This will pretty-print the source in `Ins` and write the result to `OutS`. The function returns `True` if no errors occurred, `False` otherwise.

So, a minimal procedure would be:

```
Procedure CleanUpCode;

var
  Ins,OutS : PBufStream;
  PPRinter : TPrettyPrinter;

begin
  Ins:=New(PBufStream,Init('ugly.pp',StopenRead,TheBufSize));
  OutS:=New(PBufStream,Init('beauty.pp',StCreate,TheBufSize));
  PPrinter.Create;
  PPrinter.Ins:=Ins;
  PPrinter.outS:=OutS;
  PPrinter.PrettyPrint;
end;
```

Using memory streams allows very fast formatting of code, and is perfectly suitable for editors.

8.9   rstconv program

The rstconv program converts the resource string files generates by the compiler (when you use resource string sections) to .po files that can be understood by the GNU msgfmt program.

Its usage is very easy; it accepts the following options:

-i file Use the specified file instead of stdin as input file. This option is optional.

-o file write output to the specified file. This option is required.

-f format Specifies the output format. At the moment, only one output format is supported: *po* for GNU gettext .po format. It is the default format.

As an example:

```
rstconv -i resdemo.rst -o resdemo.po
```

will convert the resdemo.rst file to resdemo.po.

More information on the rstconv utility can be found in the Programmers guide, under the chapter about resource strings.

8.10 unitdiff program

8.10.1 Synopsis

unitdiff shows differences between 2 unit interface sections.

```
unitdiff [--disable-arguments] [--disable-private] [--disable-protected]
[--help] [--lang=language] [--list] [--output=filename] [--sparse]
file1 file2
```

8.10.2 Description and usage

Unitdiff scans one or two Free Pascal unit source files and either lists all available identifiers, or describes the differences in identifiers between the two units.

You can invoke unitdiff with as the only required argument a input filename. It will then simply list all available identifiers.

The regular use is to invoke unitdiff with 2 arguments:

```
unitdiff input1 input2
```

It will then show the difference in interface between the two units, or list the available identifiers in both units. The output of unitdiff will go to standard output by default.

8.10.3 Options

unitdiff has some options, most of them optional, defaults will be used in most cases.

–disable-arguments If this option is specified, unitdiff will not check the arguments of functions and procedures. By default, these are checked as well.

–disable-private By default, private methods of classes are checked. if this option is specified, private fields or methods are not checked.

–disable-protected By default, protected methods of classes are checked. if this option is specified, protected and private fields or methods are not checked.

–help Emit a short help text and exit.

–lang=language Sets the language for the output file. This will mainly set the strings used for the headers in various parts of the documentation files (by default they're in english). Currently, valid options are

–list If this option is specified, only the list of available identifiers will be specified for the unit or units. If only 1 unit is specified, this option is automatically assumed.

–output=filename This option tells unitdiff where the output should go. If this option is not specified, the output is sent to standard output (the screen).

–sparse Turns on sparse mode. In this mode, the output will not contain the types of the identifiers. Only the names of the identifiers are written to the output. By default, also type descriptions are written.

Chapter 9

Units that come with Free Pascal

Here we list the units that come with the Free Pascal distribution. Since there is a difference in the supplied units per operating system, we first describe the generic ones, then describe those which are operating specific.

9.1   Standard units

The following units are standard and are meant to be ported to all supported platforms by Free Pascal. A brief description of each unit is also given.

charset a unit to provide mapping of character sets.

cmem Using this unit replaces the Free Pascal memory manager with the memory manager of the C library.

crt This unit is similar to the unit of the same name of Turbo Pascal. It implements writing to the console in color, moving the text cursor around and reading from the keyboard.

dos This unit provides basic routines for accessing the operating system. This includes file searching, environment variables access, getting the operating system version, getting and setting the system time. It is to note that some of these routines are duplicated in functionality in the `sysutils` unit.

dynlibs provides cross-platform access to loading dynamical libraries.

errors returns

getopts This unit gives you the `GNU` `getopts` command-line arguments handling mechanism. It also supports long options.

graph *This unit is deprecated.* This unit provides basic graphics handling, with routines to draw lines on the screen, display texts etc. It provides the same functions as the Turbo Pascal unit.

heaptrc a unit which debugs the heap usage. When the program exits, it outputs a summary of the used memory, and dumps a summary of unreleased memory blocks (if any).

keyboard provides basic keyboard handling routines in a platform independent way, and supports writing custom drivers.

macpas this unit implements several functions available only in macpas mode. This units hould not be included, it's automatically included when the MACPAS mode is used.

math This unit contains common mathematical routines (trigonometric functions, logarithms, etc.) as well as more complex ones (summations of arrays, normalization functions, etc.).

matrix a unit providing matrix manipulation routines.

mmx This unit provides support for `mmx` extensions in your code.

mouse provides basic mouse handling routines in a platform independent way, and supports writing custom drivers.

objects This unit provides the base object for standard Turbo Pascal objects. It also implements File and Memory stream objects, as well as sorted and non-sorted collections, and string streams.

objpas is used for Delphi compatibility; you should never load this unit explicitly; it is automatically loaded if you request Delphi mode.

printer This unit provides all you need for rudimentary access to the printer using standard I/O routines.

sockets This gives the programmer access to sockets and TCP/IP programming.

strings This unit provides basic string handling routines for the `pchar` type, comparable to similar routines in standard `C` libraries.

system This unit is available for all supported platforms. It includes among others, basic file I/O routines, memory management routines, all compiler helper routines, and directory services routines.

strutils offers a lot of extended string handling routines.

dateutils offers a lot of extended date/time handling routines for almost any date and time math.

sysutils is an alternative implementation of the sysutils unit of Delphi. It includes file I/O access routines which takes care of file locking, date and string handling routines, file search, date and string conversion routines.

typinfo Provides functions to acces Run-Time Type Information, just like Delphi.

variants provides basic variant handling.

video provides basic screen handling in a platform independent way, and supports writing custom drivers.

9.2   Under DOS

emu387 This unit provides support for the coprocessor emulator.

go32 This unit provides access to possibilities of the `GO32` DOS extender.

9.3   Under Windows

wincrt This implements a console in a standard GUI window, contrary to the `crt` unit which is for the Windows console only.

Windows This unit provides access to al Win32 API calls. Effort has been taken to make sure that it is compatible to the Delphi version of this unit, so code for Delphi is easily ported to Free Pascal.

opengl provides access to the low-level opengl functions in WINDOWS.

winmouse provides access to the mouse in WINDOWS.

ole2 provides access to the OLE capabilities of WINDOWS.

winsock provides acces to the WINDOWS sockets API Winsock.

9.4 Under Linux and BSD-like platforms

baseunix basic unix operations, basically a subset of the POSIX specification. Using this unit should ensure portability across most unix systems.

errors returns a string describing an operating system error code.

oldlinux *This unit is deprecated.* This unit provides access to the LINUX operating system. It provides most file and I/O handling routines that you may need. It implements most of the standard C library constructs that you will find on a Unix system. If you do a lot of disk/file operations, the use of this unit is recommended over the one you use under Dos.

ports This implements the various `port[]` constructs. These are provided for compatibility only, and it is not recommended to use them extensively. Programs using this construct must be run as ruit or setuid root, and are a serious security risk on your system.

unix extende unix operations.

unixtype all types used commonly on unix platforms.

9.5 Under OS/2

doscalls interface to doscalls.dll.

dive interface to dive.dll

emx provides access to the EMX extender.

pm* interface units for the program manager functions.

viocalls interface to viocalls.dll screen handling library.

moucalls interface to moucalls.dll mouse handling library.

kbdcalls interface to kbdcalls.dll keyboard handling library.

moncalls interface to moncalls.dll monitoring handling library.

9.6 Unit availability

Standard unit availability for each of the supported platforms is given in the FAQ / Knowledge base.

Chapter 10

Debugging your Programs

Free Pascal supports debug information for the GNU debugger gdb, or its derivatives Insight on win32 or ddd on LINUX.

This chapter describes shortly how to use this feature. It doesn't attempt to describe completely the GNU debugger, however. For more information on the workings of the GNU debugger, see the gdb users' guide.

Free Pascal also suports gprof, the GNU profiler, see section 10.4 for more information on profiling.

10.1   Compiling your program with debugger support

First of all, you must be sure that the compiler is compiled with debugging support. Unfortunately, there is no way to check this at run time, except by trying to compile a program with debugging support.

To compile a program with debugging support, just specify the -g option on the command-line, as follows:

```
fpc -g hello.pp
```

This will generate debugging information in the executable from your program. You will notice that the size of the executable increases substantially because of this[1].

Note that the above will only generate debug information *for the code that has been generated* when compiling hello.pp. This means that if you used some units (the system unit, for instance) which were not compiled with debugging support, no debugging support will be available for the code in these units.

There are 2 solutions for this problem.

1. Recompile all units manually with the -g option.

2. Specify the 'build' option (-B) when compiling with debugging support. This will recompile all units, and insert debugging information in each of the units.

The second option may have undesirable side effects. It may be that some units aren't found, or compile incorrectly due to missing conditionals, etc..

If all went well, the executable now contains the necessary information with which you can debug it using GNU gdb.

---

[1]A good reason not to include debug information in an executable you plan to distribute.

10.2   Using **gdb** to debug your program

To use gdb to debug your program, you can start the debugger, and give it as an option the *full* name of your program:

```
gdb hello
```

Or, under DOS:

```
gdb hello.exe
```

This starts the debugger, and the debugger immediately loads your program into memory, but it does not run the program yet. Instead, you are presented with the following (more or less) message, followed by the `gdb` prompt ′(gdb)′:

```
GDB is free software and you are welcome to distribute copies of it
 under certain conditions; type "show copying" to see the conditions.
There is absolutely no warranty for GDB; type "show warranty" for details.
GDB 4.15.1 (i486-slackware-linux),
Copyright 1995 Free Software Foundation, Inc...
(gdb)
```

To start the program you can use the `run` command. You can optionally specify command-line parameters, which will then be fed to your program, for example:

```
(gdb) run -option -anotheroption needed_argument
```

If your program runs without problems, `gdb` will inform you of this, and return the exit code of your program. If the exit code was zero, then the message ′`Program exited normally`′ is displayed.

If something went wrong (a segmentation fault or so), `gdb` will stop the execution of your program, and inform you of this with an appropriate message. You can then use the other `gdb` commands to see what happened. Alternatively, you can instruct `gdb` to stop at a certain point in your program, with the `break` command.

Here is a short list of `gdb` commands, which you are likely to need when debugging your program:

quit   Exits the debugger.

kill   Stops a running program.

help   Gives help on all `gdb` commands.

file   Loads a new program into the debugger.

directory   Add a new directory to the search path for source files.

Remark: My copy of gdb needs '.' to be added explicitly to the search path, otherwise it doesn't find the sources.

list   Lists the program sources per 10 lines. As an option you can specify a line number or function name.

break   Sets a breakpoint at a specified line or function

awatch   Sets a watch-point for an expression. A watch-point stops execution of your program whenever the value of an expression is either read or written.

for more information, see the `gdb` users' guide, or use the `'help'` function in `gdb`.

The appendix 15 contains a sample init file for `gdb`, which produces good results when debugging Free Pascal programs.

It is also possible to use RHIDE, a text-based IDE that uses gdb. There is a version of RHIDE available that can work together with FPC.

10.3   Caveats when debugging with `gdb`

There are some peculiarities of Free Pascal which you should be aware of when using `gdb`. We list the main ones here:

1. Free Pascal generates information for GDB in uppercare letters. This is a consequence of the fact that pascal is a case insensitive language. So, when referring to a variable or function, you need to make its name all uppercase.

   As an example, of you want to watch the value of a loop variable `count`, you should type

   ```
   watch COUNT
   ```

   Or if you want stop when a certain function (e.g `MyFunction`) is called, type

   ```
   break MYFUNCTION
   ```

2. `gdb` does not know sets.

3. `gdb` doesn't know strings. Strings are represented in `gdb` as records with a length field and an array of char contaning the string.

   You can also use the following user function to print strings:

   ```
   define pst
   set $pos=&$arg0
   set $strlen = {byte}$pos
   print {char}&$arg0.st@($strlen+1)
   end

   document pst
     Print out a Pascal string
   end
   ```

   If you insert it in your gdb.ini file, you can look at a string with this function. There is a sample gdb.ini in appendix 15.

4. Objects are difficult to handle, mainly because `gdb` is oriented towards C and C++. The workaround implemented in Free Pascal is that object methods are represented as functions, with an extra parameter `this` (all lowercase !) The name of this function is a concatenation of the object type and the function name, separated by two underscore characters.

   For example, the method `TPoint.Draw` would be converted to `TPOINT__DRAW`, and could be stopped at with

   ```
   break TPOINT__DRAW
   ```

5. Global overloaded functions confuse `gdb` because they have the same name. Thus you cannot set a breakpoint at an overloaded function, unless you know its line number, in which case you can set a breakpoint at the starting linenumber of the function.

10.4   Support for `gprof`, the GNU profiler

You can compile your programs with profiling support. for this, you just have to use the compiler switch -pg. The compiler wil insert the necessary stuff for profiling.

When you have done this, you can run your program as you normally would run it.

```
yourexe
```

Where yourexe is the name of your executable.

When your program finishes a file called gmon.out is generated. Then you can start the profiler to see the output. You can better redirect the output to a file, becuase it could be quite a lot:

```
gprof yourexe > profile.log
```

Hint: you can use the –flat option to reduce the amount of output of gprof. It will then only output the information about the timings

For more information on the GNU profiler `gprof`, see its manual.

10.5   Detecting heap memory leaks

Free Pascal has a built in mechanism to detect memory leaks. There is a plug-in unit for the memory manager that analyses the memory allocation/deallocation and which prints a memory usage report after the program exits.

The unit that does this is called heaptrc. If you want to use it, you should include it as the first unit in you uses clause. Alternatively, you can supply the -gh switch to the compiler, and it will include the unit automatically for you.

After the program exits, you will get a report looking like this:

```
Marked memory at 0040FA50 invalid
Wrong size : 128 allocated 64 freed
  0x00408708
  0x0040CB49
  0x0040C481
Call trace for block 0x0040FA50 size 128
  0x0040CB3D
  0x0040C481
```

The output of the heaptrc unit is customizable by setting some variables. Output can also be customized using environment variables.

You can find more information about the usage of the heaptrc unit in the Unit reference.

10.6   Line numbers in run-time error backtraces

Normally, when a run-time error occurs, you are presented with a list of addresses that represent the call stack backtrace, i.e. the addresses of all procedures that were invoked when the run-time error occurred.

This list is not very informative, so there exists a unit that generates the file names and line numbers of the called procedures using the addresses of the stack backtrace. This unit is called lineinfo.

You can use this unit by giving the `-gl` option to the compiler. The unit will be automatically included. It is also possible to use the unit explicitly in your `uses` clause, but you must make sure that you compile your program with debug info.

Here is an example program:

```
program testline;

procedure generateerror255;

begin
  runerror(255);
end;

procedure generateanerror;

begin
  generateerror255;
end;

begin
  generateanerror;
end.
```

When compiled with `-gl`, the following output is generated:

```
Runtime error 255 at 0x0040BDE5
  0x0040BDE5  GENERATEERROR255,  line 6 of testline.pp
  0x0040BDF0  GENERATEANERROR,  line 13 of testline.pp
  0x0040BE0C  main,  line 17 of testline.pp
  0x0040B7B1
```

Which is more understandable than the normal message. Make sure that all units you use are compiled with debug info, because if they are not, no line number and filename can be found.

10.7   Combining **heaptrc** and **lineinfo**

If you combine the lineinfo and the heaptrc information, then the output of the **heaptrc** unit will contain the names of the files and line numbers of the procedures that occur in the stack backtrace.

In such a case, the output will look something like this:

```
Marked memory at 00410DA0 invalid
Wrong size : 128 allocated 64 freed
  0x004094B8
  0x0040D8F9  main,  line 25 of heapex.pp
  0x0040D231
Call trace for block 0x00410DA0 size 128
  0x0040D8ED  main,  line 23 of heapex.pp
  0x0040D231
```

If lines without filename/line-number occur, this means there is a unit which has no debug info included. (in the above case, the getmem call itself)

Chapter 11

Alphabetical listing of command-line options

The following is alphabetical listing of all command-line options, as generated by the compiler:

```
Free Pascal Compiler version 2.0.2 [2006/03/13] for i386
Copyright (c) 1993-2005 by Florian Klaempfl
/usr/lib/fpc/2.0.2/ppc386 [options] <inputfile> [options]
put + after a boolean switch option to enable it, - to disable it
  -a     the compiler doesn't delete the generated assembler file
      -al        list sourcecode lines in assembler file
      -an        list node info in assembler file
      -ap        use pipes instead of creating temporary assembler files
      -ar        list register allocation/release info in assembler file
      -at        list temp allocation/release info in assembler file
  -A<x>  output format:
      -Adefault  use default assembler
      -Aas       assemble using GNU AS
      -Anasmcoff coff (Go32v2) file using Nasm
      -Anasmelf  elf32 (Linux) file using Nasm
      -Anasmwin32Win32 object file using Nasm
      -AnasmwdosxWin32/WDOSX object file using Nasm
      -Awasm     obj file using Wasm (Watcom)
      -Anasmobj  obj file using Nasm
      -Amasm     obj file using Masm (Microsoft)
      -Atasm     obj file using Tasm (Borland)
      -Aelf      elf32 (Linux) using internal writer
      -Acoff     coff (Go32v2) using internal writer
      -Apecoff   pecoff (Win32) using internal writer
  -b     generate browser info
      -bl        generate local symbol info
  -B     build all modules
  -C<x>  code generation options:
      -Cc<x>     set default calling convention to <x>
      -CD        create also dynamic library (not supported)
      -Ce        Compilation with emulated floating point opcodes
      -Cf<x>     Select fpu instruction set to use, see fpc -i for possible values
      -Cg        Generate PIC code
      -Ch<n>     <n> bytes heap (between 1023 and 67107840)
```

```
    -Ci       IO-checking
    -Cn       omit linking stage
    -Co       check overflow of integer operations
    -Cp<x>    select instruction set, see fpc -i for possible values
    -Cr       range checking
    -CR       verify object method call validity
    -Cs<n>    set stack size to <n>
    -Ct       stack checking
    -CX       create also smartlinked library
-d<x>  defines the symbol <x>
-D     generate a DEF file
    -Dd<x>    set description to <x>
    -Dv<x>    set DLL version to <x>
-e<x>  set path to executable
-E     same as -Cn
-F<x>  set file names and paths:
    -Fa<x>[,y] for a program load first units <x> and [y] before uses is parsed
    -Fc<x>    sets input codepage to <x>
    -FD<x>    sets the directory where to search for compiler utilities
    -Fe<x>    redirect error output to <x>
    -FE<x>    set exe/unit output path to <x>
    -Fi<x>    adds <x> to include path
    -Fl<x>    adds <x> to library path
    -FL<x>    uses <x> as dynamic linker
    -Fo<x>    adds <x> to object path
    -Fr<x>    load error message file <x>
    -Fu<x>    adds <x> to unit path
    -FU<x>    set unit output path to <x>, overrides -FE
-g     generate debugger information:
    -gc       generate checks for pointers
    -gd       use dbx
    -gg       use gsym
    -gh       use heap trace unit (for memory leak debugging)
    -gl       use line info unit to show more info for backtraces
    -gv       generates programs traceable with valgrind
    -gw       generate dwarf debugging info
-i     information
    -iD       return compiler date
    -iV       return compiler version
    -iSO      return compiler OS
    -iSP      return compiler processor
    -iTO      return target OS
    -iTP      return target processor
-I<x>  adds <x> to include path
-k<x>  Pass <x> to the linker
-l     write logo
-M<x>  set language mode to <x>
    -Mfpc     free pascal dialect (default)
    -Mobjfpc  switch some Delphi 2 extensions on
    -Mdelphi  tries to be Delphi compatible
    -Mtp      tries to be TP/BP 7.0 compatible
    -Mgpc     tries to be gpc compatible
    -Mmacpas  tries to be compatible to the macintosh pascal dialects
-n     don't read the default config file
```

```
-o<x>   change the name of the executable produced to <x>
-O<x>   optimizations:
    -Oa         <type>=<values> set alignment
    -Og         generate smaller code
    -OG         generate faster code (default)
    -Or         keep certain variables in registers
    -Ou         enable uncertain optimizations (see docs)
    -O1         level 1 optimizations (quick optimizations)
    -O2         level 2 optimizations (-O1 + slower optimizations)
    -O3         level 3 optimizations (-O2 repeatedly, max 5 times)
    -Op<x>      target processor:
       -Op1        set target processor to 386/486
       -Op2        set target processor to Pentium/PentiumMMX (tm)
       -Op3        set target processor to PPro/PII/c6x86/K6 (tm)
-pg    generate profile code for gprof (defines FPC_PROFILE)
-R<x>  assembler reading style:
    -Rdefault  use default assembler
    -Ratt      read AT&T style assembler
    -Rintel    read Intel style assembler
-S<x>  syntax options:
    -S2         same as -Mobjfpc
    -Sc         supports operators like C (*=,+=,/= and -=)
    -Sa         include assertion code.
    -Sd         same as -Mdelphi
    -Se<x>      error options. <x> is a combination of the following:
       <n> : compiler stops after the <n> errors (default is 1)
       w : compiler stops also after warnings
       n : compiler stops also after notes
       h : compiler stops also after hints
    -Sg         allow LABEL and GOTO
    -Sh         Use ansistrings
    -Si         support C++ styled INLINE
    -Sk         load fpcylix unit
    -SI<x>      set interface style to <x>
       -SIcom     COM compatible interface (default)
       -SIcorba   CORBA compatible interface
    -Sm         support macros like C (global)
    -So         same as -Mtp
    -Sp         same as -Mgpc
    -Ss         constructor name must be init (destructor must be done)
    -St         allow static keyword in objects
-s     don't call assembler and linker
    -sh         Generate script to link on host
    -st         Generate script to link on target
    -sr         Skip register allocation phase (use with -alr)
-T<x>  Target operating system:
    -Temx      OS/2 via EMX (including EMX/RSX extender)
    -Tfreebsd  FreeBSD
    -Tgo32v2   Version 2 of DJ Delorie DOS extender
    -Tlinux    Linux
    -Tnetbsd   NetBSD
    -Tnetware  Novell Netware Module (clib)
    -Tnetwlibc Novell Netware Module (libc)
    -Topenbsd  OpenBSD
```

```
    -Tos2      OS/2 / eComStation
    -Tsunos    SunOS/Solaris
    -Twatcom   Watcom compatible DOS extender
    -Twdosx    WDOSX DOS extender
    -Twin32    Windows 32 Bit
-u<x>  undefines the symbol <x>
-U     unit options:
    -Un        don't check the unit name
    -Ur        generate release unit files
    -Us        compile a system unit
-v<x>  Be verbose. <x> is a combination of the following letters:
    e : Show errors (default)        0 : Show nothing (except errors)
    w : Show warnings                u : Show unit info
    n : Show notes                   t : Show tried/used files
    h : Show hints                   c : Show conditionals
    i : Show general info            d : Show debug info
    l : Show linenumbers             r : Rhide/GCC compatibility mode
    a : Show everything              x : Executable info (Win32 only)
    b : Write file names messages with full path
    v : write fpcdebug.txt with      p : Write tree.log with parse tree
        lots of debugging info
-W<x>  Win32-like target options
    -WB        Create a relocatable image
    -WB<x>     Set Image base to Hexadecimal <x> value
    -WC        Specify console type application
    -WD        Use DEFFILE to export functions of DLL or EXE
    -WF        Specify full-screen type application (OS/2 only)
    -WG        Specify graphic type application
    -WN        Do not generate relocation code (necessary for debugging)
    -WR        Generate relocation code
-X     executable options:
    -Xc        pass --shared to the linker (Unix only)
    -Xd        don't use standard library search path (needed for cross compile)
    -XD        try to link units dynamic        (defines FPC_LINK_DYNAMIC)
    -Xm        generate link map
    -XM<x>     set the name of the 'main' program routine (default is 'main')
    -XP<x>     prepend the binutils names with the prefix <x>
    -Xr<x>     set library search path to <x> (needed for cross compile)
    -Xs        strip all symbols from executable
    -XS        try to link units static (default) (defines FPC_LINK_STATIC)
    -Xt        link with static libraries (-static is passed to linker)
    -XX        try to link units smart          (defines FPC_LINK_SMART)

-?     shows this help
-h     shows this help without waiting
```

Chapter 12

Alphabetical list of reserved words

absolute	file	private
abstract	finally	procedure
and	for	program
array	forward	property
as	function	protected
asm	goto	public
assembler	if	raise
begin	implementation	record
break	in	reintroduce
case	index	repeat
cdecl	inherited	self
class	initialization	set
const	inline	shl
constructor	interface	shr
continue	interrupt	stdcall
cppclass	is	string
deprecated	label	then
destructor	library	to
div	mod	true
do	name	try
downto	near	type
else	nil	unimplemented
end	not	unit
except	object	until
exit	of	uses
export	on	var
exports	operator	virtual
external	or	while
fail	otherwise	with
false	packed	xor
far	popstack	

Chapter 13

Compiler messages

This appendix is meant to list all the compiler messages. The list of messages is generated from he compiler source itself, and should be faitly complete. At this point, only assembler errors are not in the list.

13.1 General compiler messages

This section gives the compiler messages which are not fatal, but which display useful information. The number of such messages can be controlled with the various verbosity level `-v` switches.

Compiler: arg1 When the `-vt` switch is used, this line tells you what compiler is used.

Compiler OS: arg1 When the `-vd` switch is used, this line tells you what the source operating system is.

Info: Target OS: arg1 When the `-vd` switch is used, this line tells you what the target operating system is.

Using executable path: arg1 When the `-vt` switch is used, this line tells you where the compiler looks for its binaries.

Using unit path: arg1 When the `-vt` switch is used, this line tells you where the compiler looks for compiled units. You can set this path with the `-Fu`

Using include path: arg1 When the `-vt` switch is used, this line tells you where the compiler looks for its include files (files used in `{$I xxx}` statements). You can set this path with the `-I` option.

Using library path: arg1 When the `-vt` switch is used, this line tells you where the compiler looks for the libraries. You can set this path with the `-Fl` option.

Using object path: arg1 When the `-vt` switch is used, this line tells you where the compiler looks for object files you link in (files used in `{$L xxx}` statements). You can set this path with the `-Fo` option.

Info: arg1 Lines compiled, arg2 sec When the `-vi` switch is used, the compiler reports the number of lines compiled, and the time it took to compile them (real time, not program time).

Fatal: No memory left The compiler doesn't have enough memory to compile your program. There are several remedies for this:

- If you're using the build option of the compiler, try compiling the different units manually.

- If you're compiling a huge program, split it up in units, and compile these separately.

- If the previous two don't work, recompile the compiler with a bigger heap (you can use the -Ch option for this, -Ch (see page 5.1.4))

Info: Writing Resource String Table file: arg1 This message is shown when the compiler writes the Resource String Table file containing all the resource strings for a program.

Error: Writing Resource String Table file: arg1 This message is shown when the compiler encountered an error when writing the Resource String Table file

Info: Fatal: Prefix for Fatal Errors

Info: Error: Prefix for Errors

Info: Warning: Prefix for Warnings

Info: Note: Prefix for Notes

Info: Hint: Prefix for Hints

Error: Path "arg1" does not exist The specified path does not exist.

Fatal: Compilation aborted Compilation was aborted.

13.2 Scanner messages.

This section lists the messages that the scanner emits. The scanner takes care of the lexical structure of the pascal file, i.e. it tries to find reserved words, strings, etc. It also takes care of directives and conditional compiling handling.

Fatal: Unexpected end of file this typically happens in one of the following cases :

- The source file ends before the final `end.` statement. This happens mostly when the `begin` and `end` statements aren't balanced;

- An include file ends in the middle of a statement.

- A comment was not closed

Fatal: String exceeds line There is a missing closing ' in a string, so it occupies multiple lines.

Fatal: illegal character "arg1" (arg2) An illegal character was encountered in the input file.

Fatal: Syntax error, "arg1" expected but "arg2" found This indicates that the compiler expected a different token than the one you typed. It can occur almost everywhere where you make a mistake against the pascal language.

Start reading includefile arg1 When you provide the -vt switch, the compiler tells you when it starts reading an included file.

Warning: Comment level arg1 found When the -vw switch is used, then the compiler warns you if it finds nested comments. Nested comments are not allowed in Turbo Pascal and can be a possible source of errors.

Note: Ignored compiler switch "arg1" With -vn on, the compiler warns if it ignores a switch

Warning: Illegal compiler switch "arg1" You included a compiler switch (i.e. `{$...   }`) which the compiler does not recognise

Warning: Misplaced global compiler switch The compiler switch is misplaced, and should be located at the start of the unit or program.

Error: Illegal char constant This happens when you specify a character with its ASCII code, as in `#96`, but the number is either illegal, or out of range.

Fatal: Can't open file "arg1" Free Pascal cannot find the program or unit source file you specified on the command line.

Fatal: Can't open include file "arg1" Free Pascal cannot find the source file you specified in a `{$include ..}` statement.

Error: Illegal record alignment specifier "arg1" You are specifying the `{$PACKRECORDS n}` or `{$ALIGN n}` with an illegal value for `n`. For $PACKRECORDS valid alignments are 1, 2, 4, 8, 16, 32, C, NORMAL, DEFAULT, and for $ALIGN valid alignment are 1, 2, 4, 8, 16, 32, ON, OFF. Under mode MacPas $ALIGN also supports MAC68K, POWER and RESET.

Error: Illegal enum minimum-size specifier "arg1" You are specifying the `{$PACKENUM n}` with an illegal value for `n`. Only 1,2,4, NORMAL or DEFAULT are valid here.

Error: $ENDIF expected for arg1 arg2 defined in arg3 line arg4 Your conditional compilation statements are unbalanced.

Error: Syntax error while parsing a conditional compiling expression There is an error in the expression following the `{$if ..}`, *ifc* or *setc* compiler directives.

Error: Evaluating a conditional compiling expression There is an error in the expression following the `{$if ..}`, *ifc* or *setc* compiler directives.

Warning: Macro contents are limited to 255 characters in length The contents of macros cannot be longer than 255 characters.

Error: ENDIF without IF(N)DEF Your `{$IFDEF ..}` and `{$ENDIF}` statements aren't balanced.

Fatal: User defined: arg1 A user defined fatal error occurred. see also the Programmers guide

Error: User defined: arg1 A user defined error occurred. see also the Programmers guide

Warning: User defined: arg1 A user defined warning occurred. see also the Programmers guide

Note: User defined: arg1 A user defined note was encountered. see also the Programmers guide

Hint: User defined: arg1 A user defined hint was encountered. see also the Programmers guide

Info: User defined: arg1 User defined information was encountered. see also the Programmers guide

Error: Keyword redefined as macro has no effect You cannot redefine keywords with macros.

Fatal: Macro buffer overflow while reading or expanding a macro Your macro or its result was too long for the compiler.

Warning: Expanding of macros exceeds a depth of 16. When expanding a macro, macros have been nested to a level of 16. The compiler will expand no further, since this may be a sign that recursion is used.

Warning: compiler switches aren't supported in // styled comments Compiler switches should be in normal pascal style comments.

Handling switch "arg1" When you set debugging info on (-vd) the compiler tells you when it is evaluating conditional compile statements.

ENDIF arg1 found When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements.

IFDEF arg1 found, arg2 When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements.

IFOPT arg1 found, arg2 When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements.

IF arg1 found, arg2 When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements.

IFNDEF arg1 found, arg2 When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements.

ELSE arg1 found, arg2 When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements.

Skipping until... When you turn on conditional messages(-vc), the compiler tells you where it encounters conditional statements, and whether it is skipping or compiling parts.

Info: Press <return> to continue When the -vi switch is used, the compiler stops compilation and waits for the Enter key to be pressed when it encounters a {$STOP} directive.

Warning: Unsupported switch "arg1" When warnings are turned on (-vw) the compiler warns you about unsupported switches. This means that the switch is used in Delphi or Turbo Pascal, but not in Free Pascal

Warning: Illegal compiler directive "arg1" When warings are turned on (-vw) the compiler warns you about unrecognised switches. For a list of recognised switches, Programmers guide

Back in arg1 When you use (-vt) the compiler tells you when it has finished reading an include file.

Warning: Unsupported application type: "arg1" You get this warning, if you specify an unknown application type with the directive {$APPTYPE}

Warning: APPTYPE is not supported by the target OS The {$APPTYPE} directive is supported by certain operating systems only.

Warning: DESCRIPTION is not supported by the target OS The {$DESCRIPTION} directive is not supported on this target OS

Note: VERSION is not supported by target OS The {$VERSION} directive is not supported on this target OS

Note: VERSION only for exes or DLLs The {$VERSION} directive is only used for executable or DLL sources.

Warning: Wrong format for VERSION directive "arg1" The {$VERSION} directive format is majorversion.minorversion where majorversion and minorversion are words.

Error: Illegal assembler style specified "arg1" When you specify an assembler mode with the {$ASMMODE xxx} the compiler didn't recognize the mode you specified.

Warning: ASM reader switch is not possible inside asm statement, "arg1" will be effective only for next It is not possible to switch from one assembler reader to another inside an assembler block. The new reader will be used for next assembler statements only.

Error: Wrong switch toggle, use ON/OFF or +/- You need to use ON or OFF or a + or - to toggle the switch

Error: Resource files are not supported for this target The target you are compiling for doesn't support resource files.

Warning: Include environment "arg1" not found in environment The included environment variable can't be found in the environment, it will be replaced by an empty string instead.

Error: Illegal value for FPU register limit Valid values for this directive are 0..8 and NORMAL/DE-FAULT

Warning: Only one resource file is supported for this target The target you are compiling for supports only one resource file. The first resource file found is used, the others are discarded.

Warning: Macro support has been turned off A macro declaration has been found, but macro support is currently off, so the declaration will be ignored. To turn macro support on compile with -Sm on the commandline or add {$MACRO ON} in the source

Error: Illegal interface type specified. Valids are COM, CORBA or DEFAULT. The interface type that was specified is not supported

Warning: APPID is only supported for PalmOS The {$APPID} directive is only supported for the PalmOS target.

Warning: APPNAME is only supported for PalmOS The {$APPNAME} directive is only supported for the PalmOS target.

Error: Constant strings can't be longer than 255 chars A single string constant can contain at most 255 chars. Try splitting up the string in multiple smaller parts and concatenate them with a + operator.

Fatal: Including include files exceeds a depth of 16. When including include files the files have been nested to a level of 16. The compiler will expand no further, since this may be a sign that recursion is used.

Fatal: Too many levels of PUSH A maximum of 20 levels is allowed. This error occurs only in mode MacPas.

Error: A POP without a preceding PUSH This error occurs only in mode MacPas.

Error: Macro or compile time variable "arg1" does not have any value Thus the conditional compile time expression cannot be evaluated.

Error: Wrong switch toggle, use ON/OFF/DEFAULT or +/-/* You need to use ON or OFF or DEFAULT or a + or - or * to toggle the switch

Error: Mode switch "arg1" not allowed here A mode switch has already been encountered, or, in case of option -Mmacpas, a mode switch occur after UNIT.

Error: Compile time variable or macro "arg1" is not defined. Thus the conditional compile time expression cannot be evaluated. Only in mode MacPas.

Error: UTF-8 code greater than 65535 found Free Pascal handles utf-8 strings internally as widestrings e.g. the char codes are limited to 65535

Error: Malformed UTF-8 string The given string isn't a valid UTF-8 string

UTF-8 signature found, using UTF-8 encoding The compiler found an UTF-8 encoding signature ($ef, $bb, $bf) at the beginning of a file, so it interprets it as an UTF-8 file

Error: Compile time expression: Wanted arg1 but got arg2 at arg3 Type check of a compile time expression failed.

Note: APPTYPE is not supported by the target OS The `{$APPTYPE}` directive is supported by certain operating systems only.

13.3 Parser messages

This section lists all parser messages. The parser takes care of the semantics of you language, i.e. it determines if your pascal constructs are correct.

Error: Parser - Syntax Error An error against the Turbo Pascal language was encountered. This happens typically when an illegal character is found in the sources file.

Error: INTERRUPT procedure can't be nested An `INTERRUPT` procedure must be global.

Warning: Procedure type "arg1" ignored The specified procedure directive is ignored by FPC programs.

Error: Not all declarations of "arg1" are declared with OVERLOAD When you want to use overloading using the `OVERLOAD` directive, then all declarations need to have `OVERLOAD` specified.

Error: Duplicate exported function name "arg1" Exported function names inside a specific DLL must all be different

Error: Duplicate exported function index arg1 Exported function names inside a specific DLL must all be different

Error: Invalid index for exported function DLL function index must be in the range `1..$FFFF`

Warning: Relocatable DLL or executable arg1 debug info does not work, disabled.

Warning: To allow debugging for win32 code you need to disable relocation with -WN option Stabs info is wrong for relocatable DLL or EXES use -WN if you want to debug win32 executables.

Error: Constructor name must be INIT You are declaring an object constructor with a name which is not `init`, and the `-Ss` switch is in effect. See the `-Ss` switch (`-Ss` (see page 5.1.5)).

Error: Destructor name must be DONE You are declaring an object destructor with a name which is not `done`, and the `-Ss` switch is in effect. See the `-Ss` switch (`-Ss` (see page 5.1.5)).

Error: Procedure type INLINE not supported You tried to compile a program with C++ style inlining, and forgot to specify the `-Si` option (`-Si` (see page 5.1.5)). The compiler doesn't support C++ styled inlining by default.

Warning: Constructor should be public Constructors must be in the 'public' part of an object (class) declaration.

Warning: Destructor should be public Destructors must be in the 'public' part of an object (class) declaration.

Note: Class should have one destructor only You can declare only one destructor for a class.

Error: Local class definitions are not allowed Classes must be defined globally. They cannot be defined inside a procedure or function

Fatal: Anonym class definitions are not allowed An invalid object (class) declaration was encountered, i.e. an object or class without methods that isn't derived from another object or class. For example:

```
Type o = object
         a : longint;
         end;
```

will trigger this error.

Note: The object "arg1" has no VMT This is a note indicating that the declared object has no virtual method table.

Error: Illegal parameter list You are calling a function with parameters that are of a different type than the declared parameters of the function.

Error: Wrong number of parameters specified There is an error in the parameter list of the function or procedure, the number of parameters is not correct.

Error: overloaded identifier "arg1" isn't a function The compiler encountered a symbol with the same name as an overloaded function, but it is not a function it can overload.

Error: overloaded functions have the same parameter list You're declaring overloaded functions, but with the same parameter list. Overloaded function must have at least 1 different parameter in their declaration.

Error: function header doesn't match the forward declaration "arg1" You declared a function with same parameters but different result type or function modifiers.

Error: function header "arg1" doesn't match forward : var name changes arg2 => arg3 You declared the function in the `interface` part, or with the `forward` directive, but define it with a different parameter list.

Note: Values in enumeration types have to be ascending Free Pascal allows enumeration constructions as in C. Given the following declaration two declarations:

```
type a = (A_A,A_B,A_E:=6,A_UAS:=200);
type a = (A_A,A_B,A_E:=6,A_UAS:=4);
```

The second declaration would produce an error. `A_UAS` needs to have a value higher than `A_E`, i.e. at least 7.

Error: With can not be used for variables in a different segment With stores a variable locally on the stack, but this is not possible if the variable belongs to another segment.

Error: function nesting > 31 You can nest function definitions only 31 times.

Error: range check error while evaluating constants The constants are out of their allowed range.

Warning: range check error while evaluating constants The constants are out of their allowed range.

Error: duplicate case label You are specifying the same label 2 times in a `case` statement.

Error: Upper bound of case range is less than lower bound The upper bound of a `case` label is less than the lower bound and this is useless

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Error: typed constants of classes are not allowed You cannot declare a constant of type class or object.

Error: functions variables of overloaded functions are not allowed You are trying to assign an overloaded function to a procedural variable. This is not allowed

Error: string length must be a value from 1 to 255 The length of a shortstring in Pascal is limited to 255 characters. You are trying to declare a string with length lower than 1 or greater than 255

Warning: use extended syntax of NEW and DISPOSE for instances of objects If you have a pointer `a` to a class type, then the statement `new(a)` will not initialize the class (i.e. the constructor isn't called), although space will be allocated. you should issue the `new(a,init)` statement. This will allocate space, and call the constructor of the object

Warning: use of NEW or DISPOSE for untyped pointers is meaningless

Error: use of NEW or DISPOSE is not possible for untyped pointers You cannot use `new(p)` or `dispose(p)` if `p` is an untyped pointer because no size is associated to an untyped pointer. Accepted for compatibility in `tp` and `delphi` modes.

Error: class identifier expected This happens when the compiler scans a procedure declaration that contains a dot, i.e., a object or class method, but the type in front of the dot is not a known type.

Error: type identifier not allowed here You cannot use a type inside an expression.

Error: method identifier expected This identifier is not a method. This happens when the compiler scans a procedure declaration that contains a dot, i.e., a object or class method, but the procedure name is not a procedure of this type.

Error: function header doesn't match any method of this class "arg1" This identifier is not a method. This happens when the compiler scans a procedure declaration that contains a dot, i.e., a object or class method, but the procedure name is not a procedure of this type.

procedure/function arg1 When using the `-vd` switch, the compiler tells you when it starts processing a procedure or function implementation.

Error: Illegal floating point constant The compiler expects a floating point expression, and gets something else.

Error: FAIL can be used in constructors only You are using the `fail` keyword outside a constructor method.

Error: Destructors can't have parameters You are declaring a destructor with a parameter list. Destructor methods cannot have parameters.

Error: Only class methods can be referred with class references This error occurs in a situation like the following:

```
Type :
    Tclass = Class of Tobject;

Var C : TClass;

begin
...
C.free
```

`Free` is not a class method and hence cannot be called with a class reference.

Error: Only class methods can be accessed in class methods This is related to the previous error. You cannot call a method of an object from a inside a class method. The following code would produce this error:

```
class procedure tobject.x;

begin
  free
```

Because free is a normal method of a class it cannot be called from a class method.

Error: Constant and CASE types do not match One of the labels is not of the same type as the case variable.

Error: The symbol can't be exported from a library You can only export procedures and functions when you write a library. You cannot export variables or constants.

Warning: An inherited method is hidden by "arg1" A method that is declared `virtual` in a parent class, should be overridden in the descendent class with the `override` directive. If you don't specify the `override` directive, you will hide the parent method; you will not override it.

Error: There is no method in an ancestor class to be overridden: "arg1" You are trying to `override` a virtual method of a parent class that does not exist.

Error: No member is provided to access property You specified no `read` directive for a property.

Warning: Stored property directive is not yet implemented The `stored` directive is not yet implemented

Error: Illegal symbol for property access There is an error in the `read` or `write` directives for an array property. When you declare an array property, you can only access it with procedures and functions. The following code would cause such an error.

```
tmyobject = class
  i : integer;
  property x [i : integer]: integer read I write i;
```

Error: Cannot access a protected field of an object here Fields that are declared in a `protected` section of an object or class declaration cannot be accessed outside the module where the object is defined, or outside descendent object methods.

Error: Cannot access a private field of an object here Fields that are declared in a `private` section of an object or class declaration cannot be accessed outside the module where the class is defined.

Error: Overridden methods must have the same return type: "arg2" is overriden by "arg1" which has another return If you declare overridden methods in a class definition, they must have the same return type.

Error: EXPORT declared functions can't be nested You cannot declare a function or procedure within a function or procedure that was declared as an export procedure.

Error: Methods can't be EXPORTed You cannot declare a procedure that is a method for an object as `export`ed.

Error: Call by var parameters have to match exactly: Got "arg1" expected "arg2" When calling a function declared with `var` parameters, the variables in the function call must be of exactly the same type. There is no automatic type conversion.

Error: Class isn't a parent class of the current class When calling inherited methods, you are trying to call a method of a non-related class. You can only call an inherited method of a parent class.

Error: SELF is only allowed in methods You are trying to use the `self` parameter outside an object's method. Only methods get passed the `self` parameters.

Error: Methods can be only in other methods called direct with type identifier of the class A construction like `sometype.somemethod` is only allowed in a method.

Error: Illegal use of ':' You are using the format `:` (colon) 2 times on an expression that is not a real expression.

Error: range check error in set constructor or duplicate set element The declaration of a set contains an error. Either one of the elements is outside the range of the set type, either two of the elements are in fact the same.

Error: Pointer to object expected You specified an illegal type in a `new` statement. The extended syntax of `new` needs an object as a parameter.

Error: Expression must be constructor call When using the extended syntax of `new`, you must specify the constructor method of the object you are trying to create. The procedure you specified is not a constructor.

Error: Expression must be destructor call When using the extended syntax of `dispose`, you must specify the destructor method of the object you are trying to dispose of. The procedure you specified is not a destructor.

Error: Illegal order of record elements When declaring a constant record, you specified the fields in the wrong order.

Error: Expression type must be class or record type A `with` statement needs an argument that is of the type `record` or `class`. You are using `with` on an expression that is not of this type.

Error: Procedures can't return a value In Free Pascal, you can specify a return value for a function when using the `exit` statement. This error occurs when you try to do this with a procedure. Procedures cannot return a value.

Error: constructors and destructors must be methods You're declaring a procedure as destructor or constructor, when the procedure isn't a class method.

Error: Operator is not overloaded You're trying to use an overloaded operator when it is not overloaded for this type.

Error: Impossible to overload assignment for equal types You can not overload assignment for types that the compiler considers as equal.

Error: Impossible operator overload The combination of operator, arguments and return type are incompatible.

Error: Re-raise isn't possible there You are trying to raise an exception where it is not allowed. You can only raise exceptions in an `except` block.

Error: The extended syntax of new or dispose isn't allowed for a class You cannot generate an instance of a class with the extended syntax of `new`. The constructor must be used for that. For the same reason, you cannot call `dispose` to de-allocate an instance of a class, the destructor must be used for that.

Error: Procedure overloading is switched off When using the `-So` switch, procedure overloading is switched off. Turbo Pascal does not support function overloading.

Error: It is not possible to overload this operator (overload = instead) You are trying to overload an operator which cannot be overloaded. The following operators can be overloaded :

```
+, -, *, /, =, >, <, <=, >=, is, as, in, **, :=
```

Error: Comparative operator must return a boolean value When overloading the = operator, the function must return a boolean value.

Error: Only virtual methods can be abstract You are declaring a method as abstract, when it is not declared to be virtual.

Fatal: Use of unsupported feature! You're trying to force the compiler into doing something it cannot do yet.

Error: The mix of different kind of objects (class, object, interface, etc) isn't allowed You cannot derive `objects`, `classes`, `cppclasses` and `interfaces` interttwined . E.g. a class cannot have an object as parent and vice versa.

Warning: Unknown procedure directive had to be ignored: "arg1" The procedure directive you specified is unknown.

Error: absolute can only be associated to one variable You cannot specify more than one variable before the `absolute` directive. Thus, the following construct will provide this error:

```
Var Z : Longint;
    X,Y : Longint absolute Z;
```

absolute can only be associated a var or const The address of a `absolute` directive can only point to a variable or a typed constant. Therefore, the following code will produce this error:

```
 Procedure X;

var p : longint absolute x;
```

Error: absolute can only be associated with a var or const The address of a `absolute` directive can only point to a variable or constant. Therefore, the following code will produce this error:

```
 Procedure X;

var p : longint absolute x;
```

Error: Only one variable can be initialized You cannot specify more than one variable with a initial value in Delphi mode.

Error: Abstract methods shouldn't have any definition (with function body) Abstract methods can only be declared, you cannot implement them. They should be overridden by a descendant class.

Error: This overloaded function can't be local (must be exported) You are defining a overloaded function in the implementation part of a unit, but there is no corresponding declaration in the interface part of the unit.

Warning: Virtual methods are used without a constructor in "arg1" If you declare objects or classes that contain virtual methods, you need to have a constructor and destructor to initialize them. The compiler encountered an object or class with virtual methods that doesn't have a constructor/destructor pair.

Macro defined: arg1 When `-vc` is used, the compiler tells you when it defines macros.

Macro undefined: arg1 When `-vc` is used, the compiler tells you when it undefines macros.

Macro arg1 set to arg2 When `-vc` is used, the compiler tells you what values macros get.

Info: Compiling arg1 When you turn on information messages (`-vi`), the compiler tells you what units it is recompiling.

Parsing interface of unit arg1 This tells you that the reading of the interface of the current unit starts

Parsing implementation of arg1 This tells you that the code reading of the implementation of the current unit, library or program starts

Compiling arg1 for the second time When you request debug messages (`-vd`) the compiler tells you what units it recompiles for the second time.

Error: No property found to override You want to override a property of a parent class, when there is, in fact, no such property in the parent class.

Error: Only one default property is allowed You specified a property as `Default`, but the class already has a default property, and a class can have only one default property.

Error: The default property must be an array property Only array properties of classes can be made `default` properties.

Error: Virtual constructors are only supported in class object model You cannot have virtual constructors in objects. You can only have them in classes.

Error: No default property available You are trying to access a default property of a class, but this class (or one of its ancestors) doesn't have a default property.

Error: The class can't have a published section, use the $M+ switch If you want a `published` section in a class definition, you must use the `{$M+}` switch, whch turns on generation of type information.

Error: Forward declaration of class "arg1" must be resolved here to use the class as ancestor To be able to use an object as an ancestor object, it must be defined first. This error occurs in the following situation:

```
Type ParentClas = Class;
     ChildClass = Class(ParentClass)
       ...
     end;
```

Where `ParentClass` is declared but not defined.

Error: Local operators not supported You cannot overload locally, i.e. inside procedures or function definitions.

Error: Procedure directive "arg1" not allowed in interface section This procedure directive is not allowed in the `interface` section of a unit. You can only use it in the `implementation` section.

Error: Procedure directive "arg1" not allowed in implementation section This procedure directive is not defined in the `implementation` section of a unit. You can only use it in the `interface` section.

Error: Procedure directive "arg1" not allowed in procvar declaration This procedure directive cannot be part of a procedural or function type declaration.

Error: Function is already declared Public/Forward "arg1" You will get this error if a function is defined as `forward` twice. Or it is once in the `interface` section, and once as a `forward` declaration in the `implmentation` section.

Error: Can't use both EXPORT and EXTERNAL These two procedure directives are mutually exclusive

Warning: "arg1" not yet supported inside inline procedure/function Inline procedures don't support this declaration.

Warning: Inlining disabled Inlining of procedures is disabled.

Info: Writing Browser log arg1 When information messages are on, the compiler warns you when it writes the browser log (generated with the `{$Y+ }` switch).

Hint: may be pointer dereference is missing The compiler thinks that a pointer may need a dereference.

Fatal: Selected assembler reader not supported The selected assembler reader (with `{$ASMMODE xxx}` is not supported. The compiler can be compiled with or without support for a particular assembler reader.

Error: Procedure directive "arg1" has conflicts with other directives You specified a procedure directive that conflicts with other directives. for instance `cdecl` and `pascal` are mutually exclusive.

Error: Calling convention doesn't match forward This error happens when you declare a function or procedure with e.g. `cdecl;` but omit this directive in the implementation, or vice versa. The calling convention is part of the function declaration, and must be repeated in the function definition.

Error: Property can't have a default value Set properties or indexed properties cannot have a default value.

Error: The default value of a property must be constant The value of a `default` declared property must be known at compile time. The value you specified is only known at run time. This happens .e.g. if you specify a variable name as a default value.

Error: Symbol can't be published, can be only a class Only class type variables can be in a `published` section of a class if they are not declared as a property.

Error: This kind of property can't be published Properties in a `published` section cannot be array properties. they must be moved to public sections. Properties in a `published` section must be an ordinal type, a real type, strings or sets.

Error: An import name is required Some targets need a name for the imported procedure or a `cdecl` specifier

Error: Division by zero There is a division by zero encounted

Error: Invalid floating point operation An operation on two real type values produced an overflow or a division by zero.

Error: Upper bound of range is less than lower bound The upper bound of a an array declaration is less than the lower bound and this is not possible

Warning: string "arg1" is longer than "arg2" The size of the constant string is larger than the size you specified in string type definition

Error: string length is larger than array of char length The size of the constant string is larger than the size you specified in the array[x..y] of char definition

Error: Illegal expression after message directive Free Pascal supports only integer or string values as message constants

Error: Message handlers can take only one call by ref. parameter A method declared with the `message`-directive as message handler can take only one parameter which must be declared as call by reference Parameters are declared as call by reference using the `var`-directive

Error: Duplicate message label: "arg1" A label for a message is used twice in one object/class

Error: Self can only be an explicit parameter in methods which are message handlers The self parameter can only be passed explicitly to a method which is declared as message handler.

Error: Threadvars can be only static or global Threadvars must be static or global, you can't declare a thread local to a procedure. Local variables are always local to a thread, because every thread has its own stack and local variables are stored on the stack

Fatal: Direct assembler not supported for binary output format You can't use direct assembler when using a binary writer, choose an other outputformat or use an other assembler reader

Warning: Don't load OBJPAS unit manually, use {$modeobjfpc$}or{mode delphi} instead You are trying to load the ObjPas unit manually from a uses clause. This is not a good idea. Use the `{$mode objfpc}` or `{$mode delphi}` directives which load the unit automatically

Error: OVERRIDE can't be used in objects Override is not supported for objects, use `virtual` instead to override a method of a parent object

Error: Data types which require initialization/finalization can't be used in variant records Some data type (e.g. `ansistring`) needs initialization/finalization code which is implicitly generated by the compiler. Such data types can't be used in the variant part of a record.

Error: Resourcestrings can be only static or global Resourcestring can not be declared local, only global or using the static directive.

Error: Exit with argument can't be used here an exit statement with an argument for the return value can't be used here, this can happen e.g. in `try..except` or `try..finally` blocks

Error: The type of the storage symbol must be boolean If you specify a storage symbol in a property declaration, it must be of the type boolean

Error: This symbol isn't allowed as storage symbol You can't use this type of symbol as storage specifier in property declaration. You can use only methods with the result type boolean, boolean class fields or boolean constants

**Error: Only class which are compiled in $M+ mode can be published** In the published section of a class can be only class as fields used which are compiled in {$M+} or which are derived from such a class. Normally such a class should be derived from TPersitent

Error: Procedure directive expected This error is triggered when you have a {$Calling} directive without a calling convention specified. It also happens when declaring a procedure in a const block and you used a ; after a procedure declaration which must be followed by a procedure directive. Correct declarations are:

```
const
  p : procedure;stdcall=nil;
  p : procedure stdcall=nil;
```

Error: The value for a property index must be of an ordinal type The value you use to index a property must be of an ordinal type, for example an integer or enumerated type.

Error: Procedure name too short to be exported The length of the procedure/function name must be at least 2 characters long. This is because of a bug in dlltool which doesn't parse the .def file correct with a name of length 1.

Error: No DEFFILE entry can be generated for unit global vars

Error: Compile without -WD option You need to compile this file without the -WD switch on the commandline

Fatal: You need ObjFpc (-S2) or Delphi (-Sd) mode to compile this module You need to use {$mode objfpc} or {$mode delphi} to compile this file. Or use the equivalent commandline switches -S2 or -Sd.

Error: Can't export with index under arg1 Exporting of functions or procedures with a specified index is not supported on this target.

Error: Exporting of variables is not supported under arg1 Exporting of variables is not supported on this target.

Error: Improper GUID syntax The GUID indication does not have the proper syntax. It should be of the form

```
{XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX}
```

Where each X represents a hexadecimal digit.

Warning: Procedure named "arg1" not found that is suitable for implementing the arg2.arg3 The compiler cannot find a suitable procedure which implements the given method of an interface. A procedure with the same name is found, but the arguments do not match.

Error: interface identifier expected This happens when the compiler scans a class declaration that contains interface function name mapping code like this:

```
type
  TMyObject = class(TObject, IDispatch)
    function IUnknown.QueryInterface=MyQueryInterface;
    ....
```

and the interface before the dot not listed in the inheritance list.

Error: Type "arg1" can't be used as array index type Types like `qword` or `int64` aren't allowed as array index type

Error: Con- and destructors aren't allowed in interfaces Constructor and destructor declarations aren't allowed in interface In the most cases the method `QueryInterface` of `IUnknown` can be used to create a new interface.

Error: Access specifiers can't be used in INTERFACES The access specifiers `public`, `private`, `protected` and `pusblished` can't be used in interfaces because all methods of an interfaces must be public.

Error: An interface can't contain fields Declarations of fields aren't allowed in interfaces. An interface can contain only methods

Error: Can't declare local procedure as EXTERNAL Declaring local procedures as external is not possible. Local procedures get hidden parameters that will make the chance of errors very high

Warning: Some fields coming before "arg1" weren't initialized In Delphi mode, not all fields of a typed constant record have to be initialized, but the compiler warns you when it detects such situations.

Error: Some fields coming before "arg1" weren't initialized In all syntax modes but Delphi mode, you can't leave some fields uninitialized in the middle of a typed constant record

Warning: Some fields coming after "arg1" weren't initialized You can leave some fields at the end of a type constant record uninitialized (the compiler will initialize them to zero automatically). This may be the cause of subtle problems.

Error: VarArgs directive without CDecl and External The varargs directive can only be used with procedures or functions that are declared with `cdecl` and `external` directives. The varargs directive is only meant to provide a compatible interface to C functions like printf.

Error: Self must be a normal (call-by-value) parameter You can't declare self as a const or var parameter, it must always be a call-by-value parameter

Error: Interface "arg1" has no interface identification When you want to assign an interface to a constant, then the interface must have a GUID value set.

Error: Unknown class field or method identifier "arg1" Properties must refer to a field or method in the same class.

Warning: Overriding calling convention "arg1" with "arg2" There are two directives in the procedure declaration that specify a calling convention. Only the last directive will be used

Error: Typed constants of the type "procedure of object" can only be initialized with NIL You can't assign the address of a method to a typed constant which has a 'procedure of object' type, because such a constant requires two addresses: that of the method (which is known at compile time) and that of the object or class instance it operates on (which can not be known at compile time).

Error: Default value can only be assigned to one parameter It is not possible to specify a default value for several parameters at once. The following is invalid:

```
Procedure MyProcedure (A,B : Integer = 0);
```

Instead, this should be declared as

```
Procedure MyProcedure (A : Integer = 0; B : Integer = 0);
```

Error: Default parameter required for "arg1" The specified parameter requires a default value.

Warning: Use of unsupported feature! You're trying to force the compiler into doing something it cannot do yet.

Hint: C arrays are passed by reference Any array passed to a C functions is passed by a pointer (i.e. by reference).

Error: C array of const must be the last argument You can not add any other argument after an `array of const` for `cdecl` functions, as the size pushed on stack for this argument is not known.

Hint: Type "arg1" redefinition This is an indicator that a previously declared type is being redefined as something else. This may, or may not be, a cause for errors.

Warning: cdecl'ared functions have no high parameter Functions declared with cdecl modifier do not pass an extra implicit parameter.

Warning: cdecl'ared functions do not support open strings Openstring is not supported for cdecl'ared functions.

Error: Cannot initialize variables declared as threadvar Variables declared as threadvar can not be initialized with a default value. The variables will always be filled with zero at the start of a new thread.

Error: Message directive is only allowed in Classes The message directive is only supported for Class types.

Error: Procedure or Function expected A class method can only be specified for procedures and functions.

Warning: Calling convention directive ignored: "arg1" Some calling conventions are supported only by certain CPUs. I.e. most non-i386 ports support only the standard ABI calling convention of the CPU.

Error: REINTRODUCE can't be used in objects `reintroduce` is not supported for objects.

Error: Each argument must have its own location If locations for arguments are specified explicitly as it is required by some syscall conventions, each argument must have it's only location, things like `procedure p(i,j : longint 'r1');` aren't allowed

Error: Each argument must have an explicit location If one argument has an explicit argument location, all arguments of a procedure must have one.

Error: Unknown argument location The location specified for an argument isn't recognized by the compiler

Error: 32 Bit-Integer or pointer variable expected The libbase for MorphOS/AmigaOS can be give only as `longint`, `dword` or any pointer variable.

Error: Goto statements aren't allowed between different procedures It isn't allowed to use the `goto` statements referencing labels outside the current procedure. The following example shows the problem:

```
...
  procedure p1;
  label
    l1;

    procedure p2;
    begin
      goto l1; // This goto ISN'T allowed
    end;

  begin
    p2
  l1:
  end;
...
```

Fatal: Procedure too complex, it requires too much registers Your procedure body is too long for the compiler. You should split the procedure into multiple smaller procedures.

Error: Illegal expression This can occur under many circumstances. Mostly when trying to evaluate constant expressions.

Error: Invalid integer expression You made an expression which isn't an integer, and the compiler expects the result to be an integer.

Error: Illegal qualifier One of the following is happening :

- You're trying to access a field of a variable that is not a record.
- You're indexing a variable that is not an array.
- You're dereferencing a variable that is not a pointer.

Error: High range limit < low range limit You are declaring a subrange, and the lower limit is higher than the high limit of the range.

Error: Exit's parameter must be the name of the procedure it is used in Non local exit is not allowed. This error occurs only in mode MacPas.

Error: Illegal assignment to for-loop variable "arg1" The type of a `for` loop variable must be an ordinal type. Loop variables cannot be reals or strings. You can also not assign values to loop variables inside the loop (except in Delphi and TP modes). Use a while or repeat loop instead if you need to do something like that, since those constructs were built for that.

Error: Can't declare local variable as EXTERNAL Declaring local variables as external is not allowed. Only global variables can reference to external variables.

Error: Procedure is already declared EXTERNAL The procedure is already declared with the EXTERNAL directive in an interface or forward declaration.

Warning: Implicit uses of Variants unit The Variant type is used in the unit without any used unit using the Variants unit. The compiler has implicitly added the Variants unit to the uses list. To remove this warning the Variants unit needs to be added to the uses statement.

Error: Class and static methods can't be used in INTERFACES The specifier `class` and directive `static` can't be used in interfaces because all methods of an interfaces must be public.

Error: Overflow in arithmetic operation An operation on two integers values produced an overflow

Error: Protected or private expected `strict` can be only used together with `protected` or `private`.

Error: SLICE can't be used outside of parameter list `slice` can be used only for arguments accepting an open array parameter

Error: A DISPINTERFACE can't have a parent class A DISPINMTERFACE is a special type of interface which can't have a parent class

Error: A DISPINTERFACE needs a guid A DISPINMTERFACE always needs an interface identification

Warning: Overridden methods must have a related return type. This code may crash, it depends on a Delphi parser bu
If you declare overridden methods in a class definition, they must have the same return type.
Some versions of Delphi allow you to change the return type of interface methods, and even
to change procedures into functions, but the resulting code may crash depending on the types
used and the way the methods are called.

13.4 Type checking errors

This section lists all errors that can occur when type checking is performed.

Error: Type mismatch This can happen in many cases:

- The variable you're assigning to is of a different type than the expression in the assignment.
- You are calling a function or procedure with parameters that are incompatible with the parameters in the function or procedure definition.

Error: Incompatible types: got "arg1" expected "arg2" There is no conversion possible between the two types Another possiblity is that they are declared in different declarations:

```
Var
   A1 : Array[1..10] Of Integer;
   A2 : Array[1..10] Of Integer;

Begin
   A1:=A2; { This statement gives also this error, it
            is due the strict type checking of pascal }
End.
```

Error: Type mismatch between "arg1" and "arg2" The types are not equal

Error: Type identifier expected The identifier is not a type, or you forgot to supply a type identifier.

Error: Variable identifier expected This happens when you pass a constant to a routine (such as `Inc` var or `Dec`) when it expects a variable. You can only pass variables as arguments to these functions.

Error: Integer expression expected, but got "arg1" The compiler expects an expression of type integer, but gets a different type.

Error: Boolean expression expected, but got "arg1" The expression must be a boolean type, it should be return true or false.

Error: Ordinal expression expected The expression must be of ordinal type, i.e., maximum a `Longint`. This happens, for instance, when you specify a second argument to `Inc` or `Dec` that doesn't evaluate to an ordinal value.

Error: pointer type expected, but got "arg1" The variable or expression isn't of the type `pointer`. This happens when you pass a variable that isn't a pointer to `New` or `Dispose`.

Error: class type expected, but got "arg1" The variable of expression isn't of the type `class`. This happens typically when

1. The parent class in a class declaration isn't a class.
2. An exception handler (`On`) contains a type identifier that isn't a class.

Error: Can't evaluate constant expression This error can occur when the bounds of an array you declared does not evaluate to ordinal constants

Error: Set elements are not compatible You are trying to make an operation on two sets, when the set element types are not the same. The base type of a set must be the same when taking the union

Error: Operation not implemented for sets several binary operations are not defined for sets like div mod ** (also >= <= for now)

Warning: Automatic type conversion from floating type to COMP which is an integer type An implicit type conversion from a real type to a `comp` is encountered. Since `comp` is a 64 bit integer type, this may indicate an error.

Hint: use DIV instead to get an integer result When hints are on, then an integer division with the '/' operator will procuce this message, because the result will then be of type real

Error: string types doesn't match, because of $V+ mode When compiling in `{$V+}` mode, the string you pass as a parameter should be of the exact same type as the declared parameter of the procedure.

Error: succ or pred on enums with assignments not possible When you declared an enumeration type which has assignments in it, as in C, like in the following:

```
Tenum = (a,b,e:=5);
```

you cannot use the `Succ` or `Pred` functions on them.

Error: Can't read or write variables of this type You are trying to `read` or `write` a variable from or to a file of type text, which doesn't support that. Only integer types, reals, pchars and strings can be read from/written to a text file. Booleans can only be written to text files.

Error: Can't use readln or writeln on typed file `readln` and `writeln` are only allowed for text files.

Error: Can't use read or write on untyped file. `read` and `write` are only allowed for text or typed files.

Error: Type conflict between set elements There is at least one set element which is of the wrong type, i.e. not of the set type.

Warning: lo/hi(dword/qword) returns the upper/lower word/dword Free Pascal supports an over-loaded version of `lo/hi` for `longint/dword/int64/qword` which returns the low-er/upper word/dword of the argument. TP always uses a 16 bit `lo/hi` which returns always bits 0..7 for `lo` and the bits 8..15 for `hi`. If you want the TP behavior you have to type cast the argument to `word/integer`

Error: Integer or real expression expected The first argument to `str` must a real or integer type.

Error: Wrong type "arg1" in array constructor You are trying to use a type in an array construc-tor which is not allowed.

Error: Incompatible type for arg no. arg1: Got "arg2", expected "arg3" You are trying to pass an invalid type for the specified parameter.

Error: Method (variable) and Procedure (variable) are not compatible You can't assign a method to a procedure variable or a procedure to a method pointer.

Error: Illegal constant passed to internal math function The constant argument passed to a ln or sqrt function is out of the definition range of these functions.

Error: Can't get the address of constants It is not possible to get the address of a constant, be-cause they aren't stored in memory, you can try making it a typed constant.

Error: Argument can't be assigned to Only expressions which can be on the left side of an as-signment can be passed as call by reference argument Remark: Properties can be only used on the left side of an assignment, but they cannot be used as arguments

Error: Can't assign local procedure/function to procedure variable It's not allowed to assign a local procedure/function to a procedure variable, because the calling of local procedure/func-tion is different. You can only assign local procedure/function to a void pointer.

Error: Can't assign values to an address It is not allowed to assign a value to an address of a variable,constant, procedure or function. You can try compiling with -So if the identifier is a procedure variable.

Error: Can't assign values to const variable It's not allowed to assign a value to a variable which is declared as a const. This is normally a parameter declared as const, to allow changing the value make the parameter as a value parameter or a var.

Error: Array type required If you are accessing a variable using an index '[<x>]' then the type must be an array. In FPC mode also a pointer is allowed.

Error: interface type expected, but got "arg1" The compiler expected to encounter an interface type name, but got something else. The following code would provoke this error:

```
Type
  TMyStream = Class(TStream,Integer)
```

Warning: Mixing signed expressions and longwords gives a 64bit result If you divide (or calcu-late the modulus of) a signed expression by a longword (or vice versa), or if you have overflow and/or range checking turned on and use an arithmetic expression (+, -, *, div, mod) in which both signed numbers and longwords appear, then everything has to be evaluated in 64bit which is slower than normal 32bit arithmetic. You can avoid this by typecasting one operand so it matches the result type of the other one.

Warning: Mixing signed expressions and cardinals here may cause a range check error If you use a binary operator (and, or, xor) and one of the operands is a longword while the other one is a signed expression, then, if range checking is turned on, you may get a range check error because in such a case both operands are converted to longword before the operation is carried out. You can avoid this by typecasting one operand so it matches the result type of the other one.

Error: Typecast has different size (arg1 -> arg2) in assignment Type casting to a type with a different size is not allowed when the variable is used for assigning.

Error: enums with assignments can't be used as array index When you declared an enumeration type which has assignments in it, as in C, like in the following:

```
Tenum = (a,b,e:=5);
```

you cannot use it as index of an array.

Error: Class or Object types "arg1" and "arg2" are not related There is a typecast from one class or object to another while the class/object are not related. This will probably lead to errors

Warning: Class types "arg1" and "arg2" are not related There is a typecast from one class or object to another while the class/object are not related. This will probably lead to errors

Error: Class or interface type expected, but got "arg1" The compiler expected a class or interface name, but got another type or identifier.

Error: Type "arg1" is not completely defined This error occurs when a type is not complete: i.e. a pointer type which points to an undefined type.

Warning: String literal has more characters than short string length The size of the constant string, which is assigned to a shortstring, is longer than the maximum size of the shortstring

Warning: Comparison is always false due to range of values There is a comparison between an unsigned value and a signed constant which is less than zero. Because of type promotion, the statement will always evaluate to false. Exlicitly typecast the constant to the correct range to avoid this problem.

Warning: Comparison is always true due to range of values There is a comparison between an unsigned value and a signed constant which is less than zero. Because of type promotion, the statement will always evaluate to true. Exlicitly typecast the constant to the correct range to avoid this problem.

Warning: Constructing a class "arg1" with abstract methods An instance of a class is created which contains non-implemented abstract methods. This will probably lead to a runtime error 211 in the code if that routine is ever called. All abstract methods should be overriden.

Hint: The left operand of the IN operator should be byte sized The left operand of the `in` operator is not an ordinal or enumeration which fits within 8-bits, this may lead to range check errors. The `in` operator currently only supports a left operand which fits within a byte. In the case of enumerations, the size of an element of an enumeration can be controlled with the `{$PACKENUM}` or `{$Zn}` switches.

Warning: Type size mismatch, possible loss of data / range check error There is an assignment to a smaller type than the source type. This means that this may cause a range-check error, or may lead to possible loss of data.

Hint: Type size mismatch, possible loss of data / range check error There is an assignment to a smaller type than the source type. This means that this may cause a range-check error, or may lead to possible loss of data.

Error: The address of an abstract method can't be taken An abstract method has no body, so the address of an abstract method can't be taken.

Error: The operator is not applicable for the operand type You are trying an operator that is not available for the type of the operands

Error: Constant Expression expected The compiler expects an constant expression, but gets a variable expression.

Error: Operation "arg1" not supported for types "arg2" and "arg3" The operation is not allowed for the supplied types

Error: Illegal type conversion: "arg1" to "arg2" When doing a type-cast, you must take care that the sizes of the variable and the destination type are the same.

Hint: Conversion between ordinals and pointers is not portable If you typecast a pointer to a longint (or vice-versa), this code will not compile on a machine using 64-bit for pointer storage.

Warning: Conversion between ordinals and pointers is not portable If you typecast a pointer to a ordinal type of a different size (or vice-versa), this can cause problems. This is a warning to help finding the 32bit specific code where cardinal/longint is used to typecast pointers to ordinals. A solution is to use the ptrint/ptruint types instead.

Error: Can't determine which overloaded function to call You're calling overloaded functions with a parameter that doesn't correspond to any of the declared function parameter lists. e.g. when you have declared a function with parameters `word` and `longint`, and then you call it with a parameter which is of type `integer`.

Error: Illegal counter variable The type of a `for` loop variable must be an ordinal type. Loop variables cannot be reals or strings.

Warning: Converting constant real value to double for C variable argument, add explicit typecast to prevent this. In C, constant real values are double by default. For this reason, if you pass a constant real value to a variable argument part of a C function, FPC by default converts this constant to double as well. If you want to prevent this from happening, add an explicit typecast around the constant.

Error: Class or COM interface type expected, but got "arg1" Some operators like the AS operator are only appliable to classes or COM interfaces.

13.5 Symbol handling

This section lists all the messages that concern the handling of symbols. This means all things that have to do with procedure and variable names.

Error: Identifier not found "arg1" The compiler doesn't know this symbol. Usually happens when you misspel the name of a variable or procedure, or when you forgot to declare a variable.

Fatal: Internal Error in SymTableStack() An internal error occurred in the compiler; If you encounter such an error, please contact the developers and try to provide an exact description of the circumstances in which the error occurs.

Error: Duplicate identifier "arg1" The identifier was already declared in the current scope.

Hint: Identifier already defined in arg1 at line arg2 The identifier was already declared in a previous scope.

Error: Unknown identifier "arg1" The identifier encountered has not been declared, or is used outside the scope where it is defined.

Error: Forward declaration not solved "arg1" This can happen in two cases:

- This happens when you declare a function (in the `interface` part, or with a `forward` directive, but do not implement it.
- You reference a type which isn't declared in the current `type` block.

Error: Error in type definition There is an error in your definition of a new array type:

  One of the range delimiters in an array declaration is erroneous. For example, `Array [1..1.25]` will trigger this error.

Error: Forward type not resolved "arg1" A symbol was forward defined, but no declaration was encountered.

Error: Only static variables can be used in static methods or outside methods A static method of an object can only access static variables.

Fatal: record or class type expected The variable or expression isn't of the type `record` or `class`.

Error: Instances of classes or objects with an abstract method are not allowed You are trying to generate an instance of a class which has an abstract method that wasn't overridden.

Warning: Label not defined "arg1" A label was declared, but not defined.

Error: Label used but not defined "arg1" A label was declared and used, but not defined.

Error: Illegal label declaration This error should never happen; it occurs if a label is defined outside a procedure or function.

Error: GOTO and LABEL are not supported (use switch -Sg) You must compile a program which has `labels` and `goto` statements with the `-Sg` switch. By default, `label` and `goto` aren't supported.

Error: Label not found A `goto label` was encountered, but the label isn't declared.

Error: identifier isn't a label The identifier specified after the `goto` isn't of type label.

Error: label already defined You are defining a label twice. You can define a label only once.

Error: illegal type declaration of set elements The declaration of a set contains an invalid type definition.

Error: Forward class definition not resolved "arg1" You declared a class, but you did not implement it.

Hint: Unit "arg1" not used in arg2 The unit referenced in the `uses` clause is not used.

Hint: Parameter "arg1" not used The identifier was declared (locally or globally) but was not used (locally or globally).

Note: Local variable "arg1" not used You have declared, but not used a variable in a procedure or function implementation.

Hint: Value parameter "arg1" is assigned but never used The identifier was declared (locally or globally) set but not used (locally or globally).

Note: Local variable "arg1" is assigned but never used The variable in a procedure or function implementation is declared, set but never used.

Hint: Local arg1 "arg2" is not used A local symbol is never used.

Note: Private field "arg1.arg2" is never used The indicated private field is defined, but is never used in the code.

Note: Private field "arg1.arg2" is assigned but never used The indicated private field is declared, assigned but never read.

Note: Private method "arg1.arg2" never used The indicated private method is declared but is never used in the code.

Error: Set type expected The variable or expression is not of type `set`. This happens in an `in` statement.

Warning: Function result does not seem to be set You can get this warning if the compiler thinks that a function return value is not set. This will not be displayed for assembler procedures, or procedures that contain assembler blocks.

Warning: Type "arg1" is not aligned correctly in current record for C Arrays with sizes not multiples of 4 will be wrongly aligned for C structures.

Error: Unknown record field identifier "arg1" The field doesn't exist in the record/object definition.

Warning: Local variable "arg1" does not seem to be initialized This message is displayed if the compiler thinks that a variable will be used (i.e. appears in the right-hand-side of an expression) when it was not initialized first (i.e. appeared in the left-hand side of an assigment)

Warning: Variable "arg1" does not seem to be initialized This message is displayed if the compiler thinks that a variable will be used (i.e. appears in the right-hand-side of an expression) when it was not initialized first (i.e. appeared in the left-hand side of an assigment)

Error: identifier idents no member "arg1" This error is generated when an identifier of a record, field, or method is accessed while it is not defined.

Hint: Found declaration: arg1 You get this when you use the `-vh` switch. In case an overloaded procedure is not found, then all candidate overloaded procedures are listed, with their parameter lists.

Error: Data element too large You get this when you declare a data element whose size exceeds the prescribed limit (2 Gb on 80386+/68020+ processors)

Error: No matching implementation for interface method "arg1" found There was no matching method found which could implement the interface method. Check argument types and result type of the methods.

Warning: Symbol "arg1" is deprecated This means that a symbol (a variable, routine, etc...) which is declared as `deprecated` is used. Deprecated symbols may no longer be available in newer versions of the unit / library. Usage of this symbol should be avoided as much as possible.

Warning: Symbol "arg1" is not portable This means that a symbol (a variable, routine, etc...) which is declared as `platform` is used. This symbol's value, usage and availability is platform specific and should not be used if the source code must be portable.

Warning: Symbol "arg1" is not implemented This means that a symbol (a variable, routine, etc...) which is declared as `unimplemented` is used. This symbol is defined, but is not yet implemented on this specific platform.

Error: Can't create unique type from this type Only simple types like ordinal, float and string types are supported when redefining a type with `type newtype = type oldtype;`.

Hint: Local variable "arg1" does not seem to be initialized This message is displayed if the compiler thinks that a variable will be used (i.e. appears in the right-hand-side of an expression) when it was not initialized first (i.e. appeared in the left-hand side of an assigment)

Hint: Variable "arg1" does not seem to be initialized This message is displayed if the compiler thinks that a variable will be used (i.e. appears in the right-hand-side of an expression) when it was not initialized first (i.e. appeared in the left-hand side of an assigment)

Warning: Function result variable does not seem to initialized This message is displayed if the compiler thinks that the function result variable will be used (i.e. appears in the right-hand-side of an expression) before it is initialized (i.e. appeared in the left-hand side of an assigment)

Hint: Function result variable does not seem to be initialized This message is displayed if the compiler thinks that the function result variable will be used (i.e. appears in the right-hand-side of an expression) before it is initialized (i.e. appeared in the left-hand side of an assigment)

Warning: Variable "arg1" read but nowhere assigned You have read the value of a variable, but nowhere assigned a value to it.

13.6 Code generator messages

This section lists all messages that can be displayed if the code generator encounters an error condition.

Error: Parameter list size exceeds 65535 bytes The I386 processor limits the parameter list to 65535 bytes (the `RET` instruction causes this)

Error: File types must be var parameters You cannot specify files as value parameters, i.e. they must always be declared `var` parameters.

Error: The use of a far pointer isn't allowed there Free Pascal doesn't support far pointers, so you cannot take the address of an expression which has a far reference as a result. The `mem` construct has a far reference as a result, so the following code will produce this error:

```
var p : pointer;
...
p:=@mem[a000:000];
```

Error: EXPORT declared functions can't be called No longer in use.

Warning: Possible illegal call of constructor or destructor The compiler detected that a constructor or destructor is called within a a method. This will probably lead to problems, since constructors / destructors require parameters on entry.

Note: Inefficient code Your statement seems dubious to the compiler.

Warning: unreachable code You specified a construct which will never be executed. Example:

```
while false do
  begin
  {.. code ...}
  end;
```

Error: Abstract methods can't be called directly You cannot call an abstract method directy, instead you must call a overriding child method, because an abstract method isn't implemented.

Register arg1 weight arg2 arg3 Debugging message. Shown when the compiler considers a variable for keeping in the registers.

Stack frame is omitted Some procedure/functions do not need a complete stack-frame, so it is omitted. This message will be displayed when the -vd switch is used.

Error: Object or class methods can't be inline. You cannot have inlined object methods.

Error: Procvar calls cannot be inline. A procedure with a procedural variable call cannot be inlined.

Error: No code for inline procedure stored The compiler couldn't store code for the inline procedure.

Error: Element zero of an ansi/wide- or longstring can't be accessed, use (set)length instead You should use `setlength` to set the length of an ansi/wide/longstring and `length` to get the length of such a string types

Error: Constructors or destructors can not be called inside a 'with' clause Inside a `with` clause you cannot call a constructor or destructor for the object you have in the `with` clause.

Error: Cannot call message handler methods directly A message method handler method cannot be called directly if it contains an explicit self argument

Error: Jump in or outside of an exception block It is not allowed to jump in or outside of an exception block like `try..finally..end;`:

```
label 1;

...

try
   if not(final) then
      goto 1;   // this line will cause an error
finally
   ...
end;
1:
...
```

Error: Control flow statements aren't allowed in a finally block It isn't allowed to use the control flow statements `break`, `continue` and `exit` inside a finally statement. The following example shows the problem:

```
...
  try
     p;
  finally
     ...
     exit;  // This exit ISN'T allowed
  end;
...
```

If the procedure p raises an exception the finally block is executed. If the execution reaches the exit, it's unclear what to do: exiting the procedure or searching for another exception handler

Warning: Parameters size exceeds limit for certain cpu's This indicates that you are declaring more than 64K of parameters, which might not be supported on other processor targets.

Warning: Local variable size exceed limit for certain cpu's This indicates that you are declaring more than 32K of local variables, which might not be supported on other processor targets.

Error: Local variables size exceeds supported limit This indicates that you are declaring more than 32K of local variables, which is not supported by this processor.

Error: BREAK not allowed You're trying to use break outside a loop construction.

Error: CONTINUE not allowed You're trying to use continue outside a loop construction.

Fatal: Unknown compilerproc "arg1". Check if you use the correct run time library. The compiler expects that the runtime library contains some subroutines. If you see this error and you didn't mess with the runtime library, it's very likely that the runtime library you're using doesn't match the used compiler. If you changed the runtime library this error means that you removed a subroutine which the compiler needs for internal use.

13.7 Errors of assembling/linking stage

This section lists errors that occur when the compiler is processing the command line or handling the configuration files.

Warning: Source operating system redefined The source operating system is redefined.

Info: Assembling (pipe) arg1 Assembling using a pipe to an external assembler.

Error: Can't create assembler file: arg1 The mentioned file can't be created. Check if you have got access permissions to create this file

Error: Can't create object file: arg1 The mentioned file can't be created. Check if you've got access permissions to create this file

Error: Can't create archive file: arg1 The mentioned file can't be created. Check if you've access permissions to create this file

Error: Assembler arg1 not found, switching to external assembling The assembler program was not found. The compiler will produce a script that can be used to assemble and link the program.

Using assembler: arg1 Information message saying which assembler is being used.

Error: Error while assembling exitcode arg1 There was an error while assembling the file using an external assembler. Consult the documentation of the assembler tool to find out more information on this error.

Error: Can't call the assembler, error arg1 switching to external assembling An error occurred when calling an external assembler, The compiler will produce a script that can be used to assemble and link the program.

Info: Assembling arg1 An informational message stating which file is being assembled.

Info: Assembling with smartlinking arg1 An informational message stating which file is being assembled using smartlinking.

Warning: Object arg1 not found, Linking may fail ! One of the object file is missing, and linking will probably fail. Check your paths.

Warning: Library arg1 not found, Linking may fail ! One of the library file is missing, and linking will probably fail. Check your paths.

Error: Error while linking Generic error while linking.

Error: Can't call the linker, switching to external linking An error occurred when calling an external linker, The compiler will produce a script that can be used to assemble and link the program.

Info: Linking arg1 An informational message, showing which program or library is being linked.

Error: Util arg1 not found, switching to external linking An external tool was not found, the compiler will produce a script that can be used to assemble and link or postprocess the program.

Using util arg1 An informational message, showing which external program (usually a postprocessor) is being used.

Error: Creation of Executables not supported Creating executable programs is not supported for this platform, because it was not yet implemented in the compiler.

Error: Creation of Dynamic/Shared Libraries not supported Creating dynamically loadable libraries is not supported for this platform, because it was not yet implemented in the compiler.

Info: Closing script arg1 Informational message showing when the external assembling an linking script is finished.

Error: resource compiler not found, switching to external mode An external resource compiler was not found, the compiler will produce a script that can be used to assemble, compile resources and link or postprocess the program.

Info: Compiling resource arg1 An informational message, showing which resource is being compiled.

unit arg1 can't be statically linked, switching to smart linking Statical linking was requested, but a unit which is not statically linkable was used.

unit arg1 can't be smart linked, switching to static linking Smart linking was requested, but a unit which is not smart-linkable was used.

unit arg1 can't be shared linked, switching to static linking Shared linking was requested, but a unit which is not shared-linkable was used.

Error: unit arg1 can't be smart or static linked Smart or static linking was requested, but a unit which cannot be used for either was used.

Error: unit arg1 can't be shared or static linked Shared or static linking was requested, but a unit which cannot be used for either was used.

Calling resource compiler "arg1" with "arg2" as command line An informational message showing which command-line is used for the resource compiler.

13.8 Executable information messages.

This section lists all messages that the compiler emits when an executable program is produced, and only when the internal linker is used.

Fatal: Can't post process executable arg1 Fatal error when the compiler is unable to post-process an executable.

Fatal: Can't open executable arg1 Fatal error when the compiler cannot open the file for the executable.

Size of Code: arg1 bytes Informational message showing the size of the produced code section.

Size of initialized data: arg1 bytes Informational message showing the size of the initialized data section.

Size of uninitialized data: arg1 bytes Informational message showing the size of the uninitialized data section.

Stack space reserved: arg1 bytes Informational message showing the stack size that the compiler reserved for the executable.

Stack space committed: arg1 bytes Informational message showing the stack size that the compiler committed for the executable.

13.9 Unit loading messages.

This section lists all messages that can occur when the compiler is loading a unit from disk into memory. Many of these messages are informational messages.

Unitsearch: arg1 When you use the $-vt$, the compiler tells you where it tries to find unit files.

PPU Loading arg1 When the $-vt$ switch is used, the compiler tells you what units it loads.

PPU Name: arg1 When you use the $-vu$ flag, the unit name is shown.

PPU Flags: arg1 When you use the $-vu$ flag, the unit flags are shown.

PPU Crc: arg1 When you use the $-vu$ flag, the unit CRC check is shown.

PPU Time: arg1 When you use the $-vu$ flag, the time the unit was compiled is shown.

PPU File too short The ppufile is too short, not all declarations are present.

PPU Invalid Header (no PPU at the begin) A unit file contains as the first three bytes the ascii codes of `PPU`

PPU Invalid Version arg1 This unit file was compiled with a different version of the compiler, and cannot be read.

PPU is compiled for another processor This unit file was compiled for a different processor type, and cannot be read

PPU is compiled for an other target This unit file was compiled for a different target, and cannot be read

PPU Source: arg1 When you use the $-vu$ flag, the unit source file name is shown.

Writing arg1 When you specify the -vu switch, the compiler will tell you where it writes the unit file.

Fatal: Can't Write PPU-File An error occurred when writing the unit file.

Fatal: Error reading PPU-File This means that the unit file was corrupted, and contains invalid information. Recompilation will be necessary.

Fatal: unexpected end of PPU-File Unexpected end of file. This may mean that the PPU file is corrupted.

Fatal: Invalid PPU-File entry: arg1 The unit the compiler is trying to read is corrupted, or generated with a newer version of the compiler.

Fatal: PPU Dbx count problem There is an inconsistency in the debugging information of the unit.

Error: Illegal unit name: arg1 The name of the unit does not match the file name.

Fatal: Too much units Free Pascal has a limit of 1024 units in a program. You can change this behavior by changing the maxunits constant in the **fmodule.pas** file of the compiler, and recompiling the compiler.

Fatal: Circular unit reference between arg1 and arg2 Two units are using each other in the interface part. This is only allowed in the implementation part. At least one unit must contain the other one in the implementation section.

Fatal: Can't compile unit arg1, no sources available A unit was found that needs to be recompiled, but no sources are available.

Fatal: Can't find unit arg1 You tried to use a unit of which the PPU file isn't found by the compiler. Check your configuration file for the unit paths

Warning: Unit arg1 was not found but arg2 exists This error message is no longer used.

Fatal: Unit arg1 searched but arg2 found Dos truncation of 8 letters for unit PPU files may lead to problems when unit name is longer than 8 letters.

Warning: Compiling the system unit requires the -Us switch When recompiling the system unit (it needs special treatment), the -Us must be specified.

Fatal: There were arg1 errors compiling module, stopping When the compiler encounters a fatal error or too many errors in a module then it stops with this message.

Load from arg1 (arg2) unit arg3 When you use the -vu flag, which unit is loaded from which unit is shown.

Recompiling arg1, checksum changed for arg2 The unit is recompiled because the checksum of a unit it depends on has changed.

Recompiling arg1, source found only When you use the -vu flag, these messages tell you why the current unit is recompiled.

Recompiling unit, static lib is older than ppufile When you use the -vu flag, the compiler warns if the static library of the unit are older than the unit file itself.

Recompiling unit, shared lib is older than ppufile When you use the -vu flag, the compiler warns if the shared library of the unit are older than the unit file itself.

Recompiling unit, obj and asm are older than ppufile When you use the -vu flag, the compiler warns if the assembler or object file of the unit are older than the unit file itself.

Recompiling unit, obj is older than asm When you use the −vu flag, the compiler warns if the assembler file of the unit is older than the object file of the unit.

Parsing interface of arg1 When you use the −vu flag, the compiler warns that it starts parsing the interface part of the unit

Parsing implementation of arg1 When you use the −vu flag, the compiler warns that it starts parsing the implementation part of the unit

Second load for unit arg1 When you use the −vu flag, the compiler warns that it starts recompiling a unit for the second time. This can happend with interdepend units.

PPU Check file arg1 time arg2 When you use the −vu flag, the compiler show the filename and date and time of the file which a recompile depends on

Warning: Can't recompile unit arg1, but found modifed include files A unit was found to have modified include files, but some source files were not found, so recompilation is impossible.

Hint: File arg1 is newer than Release PPU file arg2 A modified source file for a unit was found that was compiled with the release flag (-Ur). The unit will not implicitly be recompiled because this release flag is set.

Using a unit which was not compiled with correct FPU mode Trying to compile code while using units which were not compiled with the same floating point format mode. Either all code should be compiled with FPU emulation on, or with FPU emulation off.

Loading interface units from arg1 When you use the −vu flag, the compiler warns that it starts loading the units defined in the interface part of the unit.

Loading implementation units from arg1 When you use the −vu flag, the compiler warns that it starts loading the units defined in the implementation part of the unit.

Interface CRC changed for unit arg1 When you use the −vu flag, the compiler warns that it the CRC calculated for the interface has been changed after the implementation has been parsed.

Implementation CRC changed for unit arg1 When you use the −vu flag, the compiler warns that it the CRC calculated has been changed after the implementation has been parsed.

Finished compiling unit arg1 When you use the −vu flag, the compiler warns that it has finished compiling the unit.

Add dependency of arg1 to arg2 When you use the −vu flag, the compiler warns that it has added a dependency between the two units.

No reload, is caller: arg1 When you use the −vu flag, the compiler warns that it has will not reload the unit because it is the unit that wants to load this unit

No reload, already in second compile: arg1 When you use the −vu flag, the compiler warns that it has will not reload the unit because it is already in a second recompile

Flag for reload: arg1 When you use the −vu flag, the compiler warns that it has to reload the unit

Forced reloading When you use the −vu flag, the compiler warns that it has is reloading the unit because it was required

Previous state of arg1: arg2 When you use the −vu flag, the compiler shows the previous state of the unit

Already compiling arg1, setting second compile When you use the −vu flag, the compiler warns that it starts recompiling a unit for the second time. This can happend with interdepend units.

Loading unit arg1 When you use the `-vu` flag, the compiler warns that it starts loading the unit.

Finished loading unit arg1 When you use the `-vu` flag, the compiler warns that it finished loading the unit.

Registering new unit arg1 When you use the `-vu` flag, the compiler warns that it has found a new unit and registers it in the internal lists.

Re-resolving unit arg1 When you use the `-vu` flag, the compiler warns that it has to recalculate the internal data of the unit

Skipping re-resolving unit arg1, still loading used units When you use the `-vu` flag, the compiler warns that it skips to recalculate the internal data of the unit because there is no data to recalculate

13.10   Command-line handling errors

This section lists errors that occur when the compiler is processing the command line or handling the configuration files.

Warning: Only one source file supported You can specify only one source file on the command line. The first one will be compiled, others will be ignored. This may indicate that you forgot a '`-`' sign.

Warning: DEF file can be created only for OS/2 This option can only be specified when you're compiling for OS/2

Error: nested response files are not supported you cannot nest response files with the `@file` command-line option.

Fatal: No source file name in command line The compiler expects a source file name on the command line.

Note: No option inside arg1 config file The compiler didn't find any option in that config file.

Error: Illegal parameter: arg1 You specified an unknown option.

Hint: -? writes help pages When an unknown option is given, this message is diplayed.

Fatal: Too many config files nested You can only nest up to 16 config files.

Fatal: Unable to open file arg1 The option file cannot be found.

Reading further options from arg1 Displayed when you have notes turned on, and the compiler switches to another options file.

Warning: Target is already set to: arg1 Displayed if more than one `-T` option is specified.

Warning: Shared libs not supported on DOS platform, reverting to static If you specify `-CD` for the DOS platform, this message is displayed. The compiler supports only static libraries under DOS

Fatal: too many IF(N)DEFs the `#IF(N)DEF` statements in the options file are not balanced with the `#ENDIF` statements.

Fatal: too many ENDIFs the `#IF(N)DEF` statements in the options file are not balanced with the `#ENDIF` statements.

Fatal: open conditional at the end of the file the `#IF(N)DEF` statements in the options file are not balanced with the `#ENDIF` statements.

Warning: Debug information generation is not supported by this executable It is possible to have a compiler executable that doesn't support the generation of debugging info. If you use such an executable with the `-g` switch, this warning will be displayed.

Hint: Try recompiling with -dGDB It is possible to have a compiler executable that doesn't support the generation of debugging info. If you use such an executable with the `-g` switch, this warning will be displayed.

Error: You are using the obsolete switch arg1 this warns you when you use a switch that is not needed/supported anymore. It is recommended that you remove the switch to overcome problems in the future, when the switch meaning may change.

Error: You are using the obsolete switch arg1, please use arg2 this warns you when you use a switch that is not supported anymore. You must now use the second switch instead. It is recommended that you change the switch to overcome problems in the future, when the switch meaning may change.

Note: Switching assembler to default source writing assembler this notifies you that the assembler has been changed because you used the -a switch which can't be used with a binary assembler writer.

Warning: Assembler output selected "arg1" is not compatible with "arg2"

Warning: "arg1" assembler use forced The assembler output selected can not generate object files with the correct format. Therefore, the default assembler for this target is used instead.

Reading options from file arg1 Options are also read from this file

Reading options from environment arg1 Options are also read from this environment string

Handling option "arg1" Debug info that an option is found and will be handled

*** press enter ***

Hint: Start of reading config file arg1 Starting of config file parsing.

Hint: End of reading config file arg1 End of config file parsing.

interpreting option "arg1"

interpreting firstpass option "arg1"

interpreting file option "arg1"

Reading config file "arg1"

found source file name "arg1" Additional infos about options, displayed when you have debug option turned on.

Error: Unknown code page

Fatal: Config file arg1 is a directory Directories can not be used as configuration files.

13.11   Assembler reader errors.

This section lists the errors that are generated by the inline assembler reader. They are *not* the messages of the assembler itself.

13.11.1   General assembler errors

Divide by zero in asm evaluator This fatal error is reported when a constant assembler expressions does a division by zero.

Evaluator stack overflow, Evaluator stack underflow These fatal errors are reported when a constant assembler expression is too big to evaluate by the constant parser. Try reducing the number of terms.

Invalid numeric format in asm evaluator This fatal error is reported when a non-numeric value is detected by the constant parser. Normally this error should never occur.

Invalid Operator in asm evaluator This fatal error is reported when a mathematical operator is detected by the constant parser. Normally this error should never occur.

Unknown error in asm evaluator This fatal error is reported when an internal error is detected by the constant parser. Normally this error should never occur.

Invalid numeric value This warning is emitted when a conversion from octal,binary or hexadecimal to decimal is outside of the supported range.

Escape sequence ignored This error is emitted when a non ANSI C escape sequence is detected in a C string.

Asm syntax error - Prefix not found This occurs when trying to use a non-valid prefix instruction

Asm syntax error - Trying to add more than one prefix This occurs when you try to add more than one prefix instruction

Asm syntax error - Opcode not found You have tried to use an unsupported or unknown opcode

Constant value out of bounds This error is reported when the constant parser determines that the value you are using is out of bounds, either with the opcode or with the constant declaration used.

Non-label pattern contains @ This only applied to the m68k and Intel styled assembler, this is reported when you try to use a non-label identifier with a '@' prefix.

Internal error in Findtype()

Internal Error in ConcatOpcode()

Internal Errror converting binary

Internal Errror converting hexadecimal

Internal Errror converting octal

Internal Error in BuildScaling()

Internal Error in BuildConstant()

internal error in BuildReference()

internal error in HandleExtend()

Internal error in ConcatLabeledInstr() These errors should never occur, if they do then you have found a new bug in the assembler parsers. Please contact one of the developers.

Opcode not in table, operands not checked This warning only occurs when compiling the system unit, or related files. No checking is performed on the operands of the opcodes.

@CODE and @DATA not supported This Turbo Pascal construct is not supported.

SEG and OFFSET not supported This Turbo Pascal construct is not supported.

Modulo not supported Modulo constant operation is not supported.

Floating point binary representation ignored

Floating point hexadecimal representation ignored

Floating point octal representation ignored These warnings occur when a floating point constant are declared in a base other then decimal. No conversion can be done on these formats. You should use a decimal representation instead.

Identifier supposed external This warning occurs when a symbol is not found in the symolb table, it is therefore considered external.

Functions with void return value can't return any value in asm code Only routines with a return value can have a return value set.

Error in binary constant

Error in octal constant

Error in hexadecimal constant

Error in integer constant These errors are reported when you tried using an invalid constant expression, or that the value is out of range.

Invalid labeled opcode

Asm syntax error - error in reference

Invalid Opcode

Invalid combination of opcode and operands

Invalid size in reference

Invalid middle sized operand

Invalid three operand opcode

Assembler syntax error

Invalid operand type You tried using an invalid combination of opcode and operands, check the syntax and if you are sure it is correct, please contact one of the developers.

Unknown identifier The identifier you are trying to access does not exist, or is not within the current scope.

Trying to define an index register more than once

Trying to define a segment register twice

Trying to define a base register twice You are trying to define an index/segment register more then once.

Invalid field specifier The record or object field you are trying to access does not exist, or is incorrect.

Invalid scaling factor

Invalid scaling value

Scaling value only allowed with index Allowed scaling values are 1,2,4 or 8.

Cannot use SELF outside a method You are trying to access the SELF identifier for objects outside a method.

Invalid combination of prefix and opcode This opcode cannot be prefixed by this instruction

Invalid combination of override and opcode This opcode cannot be overriden by this combination

Too many operands on line At most three operand instructions exist on the m68k, and i386, you are probably trying to use an invalid syntax for this opcode.

Duplicate local symbol You are trying to redefine a local symbol, such as a local label.

Unknown label identifer

Undefined local symbol

local symbol not found inside asm statement This label does not seem to have been defined in the current scope

Assemble node syntax error

Not a directive or local symbol The assembler statement is invalid, or you are not using a recognized directive.

13.11.2 I386 specific errors

repeat prefix and a segment override on <= i386 ... A problem with interrupts and a prefix instruction may occur and may cause false results on 386 and earlier computers.

Fwait can cause emulation problems with emu387 This warning is reported when using the FWAIT instruction, it can cause emulation problems on systems which use the em387.dxe emulator.

You need GNU as version >= 2.81 to compile this MMX code MMX assembler code can only be compiled using GAS v2.8.1 or later.

NEAR ignored

FAR ignored `NEAR` and `FAR` are ignored in the intel assemblers, but are still accepted for compatiblity with the 16-bit code model.

Invalid size for MOVSX/MOVZX

16-bit base in 32-bit segment

16-bit index in 32-bit segment 16-bit addressing is not supported, you must use 32-bit addressing.

Constant reference not allowed It is not allowed to try to address a constant memory address in protected mode.

Segment overrides not supported Intel style (eg: rep ds stosb) segment overrides are not support by the assembler parser.

Expressions of the form [sreg:reg... are currently not supported] To access a memory operand in a different segment, you should use the sreg:[reg...] snytax instead of [sreg:reg...]

Size suffix and destination register do not match In intel AT&T syntax, you are using a register size which does not concord with the operand size specified.

Invalid assembler syntax. No ref with brackets

Trying to use a negative index register

Local symbols not allowed as references

Invalid operand in bracket expression

Invalid symbol name:

Invalid Reference syntax

Invalid string as opcode operand:

Null label references are not allowed

Using a defined name as a local label

Invalid constant symbol

Invalid constant expression

/ at beginning of line not allowed

NOR not supported

Invalid floating point register name

Invalid floating point constant:

Asm syntax error - Should start with bracket

Asm syntax error - register:

Asm syntax error - in opcode operand

Invalid String expression

Constant expression out of bounds

Invalid or missing opcode

Invalid real constant expression

Parenthesis are not allowed

Invalid Reference

Cannot use __SELF outside a method

Cannot use __OLDEBP outside a nested procedure

Invalid segment override expression

Strings not allowed as constants

Switching sections is not allowed in an assembler block

Invalid global definition

Line separator expected

Invalid local common definition

Invalid global common definition

assembler code not returned to text

invalid opcode size

Invalid character: <

Invalid character: >

Unsupported opcode

Invalid suffix for intel assembler

Extended not supported in this mode

Comp not supported in this mode

Invalid Operand:

Override operator not supported

13.11.3 m68k specific errors.

Increment and Decrement mode not allowed together You are trying to use dec/inc mode together.

Invalid Register list in movem/fmovem The register list is invalid, normally a range of registers should be separated by - and individual registers should be separated by a slash.

Invalid Register list for opcode

68020+ mode required to assemble

Chapter 14

Run-time errors

Applications generated by Free Pascal might generate Run-time error when certain abnormal conditions are detected in the application. This appendix lists the possible run-time errors and gives information on why they might be produced.

1 Invalid function number An invalid operating system call was attempted.

2 File not found Reported when trying to erase, rename or open a non-existent file.

3 Path not found Reported by the directory handling routines when a path does not exist or is invalid. Also reported when trying to access a non-existent file.

4 Too many open files The maximum number of currently opened files by your process has been reached. Certain operating systems limit the number of files which can be opened concurrently, and this error can occur when this limit has been reached.

5 File access denied Permission accessing the file is denied. This error might be caused by several reasons:

- Trying to open for writing a file which is read only, or which is actually a directory.
- File is currently locked or used by another process.
- Trying to create a new file, or directory while a file or directory of the same name already exists.
- Trying to read from a file which was opened in write only mode.
- Trying to write from a file which was opened in read only mode.
- Trying to remove a directory or file while it is not possible.
- No permission to access the file or directory.

6 Invalid file handle If this happens, the file variable you are using is trashed; it indicates that your memory is corrupted.

12 Invalid file access code Reported when a reset or rewrite is called with an invalid `FileMode` value.

15 Invalid drive number The number given to the `Getdir` or `ChDir` function specifies a non-existent disk.

16 Cannot remove current directory Reported when trying to remove the currently active directory.

17 Cannot rename across drives You cannot rename a file such that it would end up on another disk or partition.

100 Disk read error An error occurred when reading from disk. Typically when you try to read past the end of a file.

101 Disk write error Reported when the disk is full, and you're trying to write to it.

102 File not assigned This is reported by `Reset`, `Rewrite`, `Append`, `Rename` and `Erase`, if you call them with an unassigned file as a parameter.

103 File not open Reported by the following functions : `Close`, `Read`, `Write`, `Seek`, `EOf`, `FilePos`, `FileSize`, `Flush`, `BlockRead`, and `BlockWrite` if the file is not open.

104 File not open for input Reported by `Read`, `BlockRead`, `Eof`, `Eoln`, `SeekEof` or `SeekEoln` if the file is not opened with `Reset`.

105 File not open for output Reported by write if a text file isn't opened with `Rewrite`.

106 Invalid numeric format Reported when a non-numeric value is read from a text file, when a numeric value was expected.

150 Disk is write-protected (Critical error)

151 Bad drive request struct length (Critical error)

152 Drive not ready (Critical error)

154 CRC error in data (Critical error)

156 Disk seek error (Critical error)

157 Unknown media type (Critical error)

158 Sector Not Found (Critical error)

159 Printer out of paper (Critical error)

160 Device write fault (Critical error)

161 Device read fault (Critical error)

162 Hardware failure (Critical error)

200 Division by zero The application attempted to divide a number by zero.

201 Range check error If you compiled your program with range checking on, then you can get this error in the following cases:

1. An array was accessed with an index outside its declared range.
2. Trying to assign a value to a variable outside its range (for instance an enumerated type).

202 Stack overflow error The stack has grown beyond its maximum size (in which case the size of local variables should be reduced to avoid this error), or the stack has become corrupt. This error is only reported when stack checking is enabled.

203 Heap overflow error The heap has grown beyond its boundaries. This is caused when trying to allocate memory exlicitly with `New`, `GetMem` or `ReallocMem`, or when a class or object instance is created and no memory is left. Please note that, by default, Free Pascal provides a growing heap, i.e. the heap will try to allocate more memory if needed. However, if the heap has reached the maximum size allowed by the operating system or hardware, then you will get this error.

204 Invalid pointer operation This you will get if you call `Dispose` or `Freemem` with an invalid pointer (notably, `Nil`)

205 Floating point overflow You are trying to use or produce too large real numbers.

206 Floating point underflow You are trying to use or produce too small real numbers.

207 Invalid floating point operation Can occur if you try to calculate the square root or logarithm of a negative number.

210 Object not initialized When compiled with range checking on, a program will report this error if you call a virtual method without having called istr constructor.

211 Call to abstract method Your program tried to execute an abstract virtual method. Abstract methods should be overridden, and the overriding method should be called.

212 Stream registration error This occurs when an invalid type is registered in the objects unit.

213 Collection index out of range You are trying to access a collection item with an invalid index (`objects` unit).

214 Collection overflow error The collection has reached its maximal size, and you are trying to add another element (`objects` unit).

215 Arithmetic overflow error This error is reported when the result of an arithmetic operation is outside of its supported range. Contrary to Turbo Pascal, this error is only reported for 32-bit or 64-bit arithmetic overflows. This is due to the fact that everything is converted to 32-bit or 64-bit before doing the actual arithmetic operation.

216 General Protection fault The application tried to access invalid memory space. This can be caused by several problems:

1. Deferencing a `nil` pointer
2. Trying to access memory which is out of bounds (for example, calling `move` with an invalid length).

217 Unhandled exception occurred An exception occurred, and there was no exception handler present. The `sysutils` unit installs a default exception handler which catches all excpetions and exits gracefully.

219 Invalid typecast Thrown when an invalid typecast is attempted on a class using the `as` operator. This error is also thrown when an object or class is typecast to an invalid class or object and a virtual method of that class or object is called. This last error is only detected if the `-CR` compiler option is used.

227 Assertion failed error An assertion failed, and no `AssertErrorProc` procedural variable was installed.

Chapter 15

A sample **gdb.ini** file

Here you have a sample **gdb.ini** file listing, which gives better results when using gdb. Under LINUX you should put this in a .**gdbinit** file in your home directory or the current directory..

```
set print demangle off
set gnutarget auto
set verbose on
set complaints 1000
dir ./rtl/dosv2
set language c++
set print vtbl on
set print object on
set print sym on
set print pretty on
disp /i $eip

define pst
set $pos=&$arg0
set $strlen = {byte}$pos
print {char}&$arg0.st@($strlen+1)
end

document pst
  Print out a pascal string
end
```

Chapter 16

Options and settings

In table (16.1) a summary of available boolean compiler directives and the corresponding command-line options are listed. Other directives and the corresponding options are shown in table (16.2). For more information about the command-line options, chapter 5, page 22. For more information about the directives, see the Programmers guide.

Table 16.1: Boolean Options and directves

Short	long	Opt	Explanation
`$A[+/-]`	`$ALIGN[ON/OFF]`		Data alignment
`$B[+/-]`	`$BOOLEVAL[ON/OFF]`		Boolean evaluation mode
`$C[+/-]`	`$ASSERTIONS[ON/OFF]`	`-Sa`	Include assertions
`$D[+/-]`	`$DEBUGINFO[ON/OFF]`	`-g`	Include debug info
`$E[+/-]`			Coprocessor emulation
`$F[+/-]`			Far or near function (ignored)
`$G[+/-]`			generate 80286 code (ignored)
	`$GOTO[ON/OFF]`	`-Sg`	Support GOTO and Label
	`$HINTS[ON/OFF]`	`-vh`	Show hints
`$H[+/-]`	`$LONGSTRINGS[ON/OFF]`	`-Sh`	Use ansistrings
`$I[+/-]`	`$IOCHECKS[ON/OFF]`	`-Ci`	Check I/O operation result
	`$INLINE[ON/OFF]`	`-Si`	Allow inline code
`$L[+/-]`	`$LOCALSYMBOLS[ON/OFF]`		Local symbol information
`$M[+/-]`	`$TYPEINFO[ON/OFF]`		Generate RTTI for classes
	`$MMX[ON/OFF]`		Intel MMX support
`$N[+/-]`			Floating point sypport
	`$NOTES[ON/OFF]`	`-vn`	Emit notes
`$O[+/-]`			Support overlays (ignored)
`$P[+/-]`	`$OPENSTRINGS[ON/OFF]`		Support open strings
`$Q[+/-]`	`$OVERFLOWCHECKS[ON/OFF]`	`-Co`	Overflow checking
`$R[+/-]`	`$RANGECHEKS[ON/OFF]`	`-Cr`	Range checks
`$S[+/-]`		`-Ct`	Stack checks
	`$SMARTLINK[ON/OFF]`	`-CX`	Use smartlinking
	`$STATIC[ON/OFF]`	`-St`	Allow use of static
`$T[+/-]`	`$TYPEDADDRESS[ON/OFF]`		Types addresses

Table 16.2: Options and directives

Short	long	Opt	Explanation
	`$APPTYPE`	`-W`	Application type (Win32/OS2)
	`$ASMMODE`	`-R`	Assembler reader modus
	`$DEFINE`	`-d`	Define symbol
	`$DESCRIPTION`		Set program description
	`$ELSE`		Conditional compilation switch
	`$ENDIF`		Conditional compilation end
	`$FATAL`		report fatal error
	`$HINT`		Emit hint message
`$I file`	`$INCLUDE`		Include file or literal text
	`$IF`		Conditional compilation start
	`$IFDEF NAME`		Conditional compilation start
	`$IFNDEF`		Conditional compilation start
	`$IFOPT`		Conditional compilation start
	`$INCLUDEPATH`	`-Fi`	set include path
	`$INFO`		Emit information message
`$L file`	`$LINK`		Link object file
	`$LIBRARYPATH`	`-Fl`	Set library path
	`$LINKLIB name`		link library
`$M MIN,MAX`	`$MEMORY`		Set memory sizes
	`$MACRO`	`-Sm`	Allow use of macros
	`$MESSAGE`		Emit message
	`$MODE`		Set compatibility mode
	`$NOTE`		Emite note message
	`$OBJECTPATH`	`-Fo`	Set object path
	`$OUTPUT`	`-A`	Set output format
	`$PACKENUM`		Enumeration type size
	`$PACKRECORDS`		Record element alignment
	`$SATURATION`		Saturation (ignored)
	`$STOP`		Stop compilation
	`$UNDEF`	`-u`	Undefine symbol