

Run-Time Library (RTL) :  
Reference guide.

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Reference guide for RTL units.  
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Michaël Van Canneyt

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# Contents

0.1	Overview . . . . .	50
<b>1</b>	<b>Reference for unit 'BaseUnix'</b>	<b>51</b>
1.1	Used units . . . . .	51
1.2	Overview . . . . .	51
<b>2</b>	<b>Reference for unit 'character'</b>	<b>52</b>
2.1	Used units . . . . .	52
2.2	Overview . . . . .	52
2.3	Constants, types and variables . . . . .	52
2.3.1	Types . . . . .	52
2.4	Procedures and functions . . . . .	54
2.4.1	ConvertFromUtf32 . . . . .	54
2.4.2	ConvertToUtf32 . . . . .	54
2.4.3	GetNumericValue . . . . .	54
2.4.4	GetUnicodeCategory . . . . .	55
2.4.5	IsControl . . . . .	55
2.4.6	IsDigit . . . . .	55
2.4.7	IsHighSurrogate . . . . .	55
2.4.8	IsLetter . . . . .	56
2.4.9	IsLetterOrDigit . . . . .	56
2.4.10	IsLower . . . . .	56
2.4.11	IsLowSurrogate . . . . .	56
2.4.12	IsNumber . . . . .	57
2.4.13	IsPunctuation . . . . .	57
2.4.14	IsSeparator . . . . .	57
2.4.15	IsSurrogate . . . . .	57
2.4.16	IsSurrogatePair . . . . .	58
2.4.17	IsSymbol . . . . .	58
2.4.18	IsUpper . . . . .	58
2.4.19	IsWhiteSpace . . . . .	58
2.4.20	ToLower . . . . .	59

2.4.21	ToUpper	59
2.5	TCharacter	59
2.5.1	Description	59
2.5.2	Method overview	60
2.5.3	TCharacter.Create	60
2.5.4	TCharacter.ConvertFromUtf32	60
2.5.5	TCharacter.ConvertToUtf32	61
2.5.6	TCharacter.GetNumericValue	61
2.5.7	TCharacter.GetUnicodeCategory	62
2.5.8	TCharacter.IsControl	62
2.5.9	TCharacter.IsDigit	62
2.5.10	TCharacter.IsSurrogate	63
2.5.11	TCharacter.IsHighSurrogate	63
2.5.12	TCharacter.IsLowSurrogate	64
2.5.13	TCharacter.IsSurrogatePair	64
2.5.14	TCharacter.IsLetter	64
2.5.15	TCharacter.IsLetterOrDigit	65
2.5.16	TCharacter.IsLower	65
2.5.17	TCharacter.IsNumber	66
2.5.18	TCharacter.IsPunctuation	66
2.5.19	TCharacter.IsSeparator	66
2.5.20	TCharacter.IsSymbol	67
2.5.21	TCharacter.IsUpper	67
2.5.22	TCharacter.IsWhiteSpace	68
2.5.23	TCharacter.ToLower	68
2.5.24	TCharacter.ToUpper	68
<b>3</b>	<b>Reference for unit 'charset'</b>	<b>70</b>
3.1	Overview	70
3.2	Constants, types and variables	70
3.2.1	Constants	70
3.2.2	Types	70
3.3	Procedures and functions	72
3.3.1	getascii	72
3.3.2	getmap	72
3.3.3	getunicode	73
3.3.4	loadbinaryunicodemapping	73
3.3.5	loadunicodemapping	73
3.3.6	mappingavailable	74
3.3.7	registerbinarymapping	74

3.3.8	registermapping	74
<b>4</b>	<b>Reference for unit 'Classes'</b>	<b>75</b>
4.1	Used units	75
4.2	Overview	75
<b>5</b>	<b>Reference for unit 'clocale'</b>	<b>76</b>
5.1	Overview	76
<b>6</b>	<b>Reference for unit 'cmem'</b>	<b>77</b>
6.1	Overview	77
6.2	Constants, types and variables	77
6.2.1	Constants	77
6.3	Procedures and functions	77
6.3.1	CAlloc	77
6.3.2	Free	77
6.3.3	Malloc	78
6.3.4	ReAlloc	78
<b>7</b>	<b>Reference for unit 'collation_de'</b>	<b>79</b>
7.1	Overview	79
<b>8</b>	<b>Reference for unit 'collation_es'</b>	<b>80</b>
8.1	Overview	80
<b>9</b>	<b>Reference for unit 'collation_fr_ca'</b>	<b>81</b>
9.1	Overview	81
<b>10</b>	<b>Reference for unit 'collation_ja'</b>	<b>82</b>
10.1	Overview	82
<b>11</b>	<b>Reference for unit 'collation_ko'</b>	<b>83</b>
11.1	Overview	83
<b>12</b>	<b>Reference for unit 'collation_ru'</b>	<b>84</b>
12.1	Overview	84
<b>13</b>	<b>Reference for unit 'collation_sv'</b>	<b>85</b>
13.1	Overview	85
<b>14</b>	<b>Reference for unit 'collation_zh'</b>	<b>86</b>
14.1	Overview	86
<b>15</b>	<b>Reference for unit 'cp1250'</b>	<b>87</b>

15.1 Overview . . . . .	87
<b>16 Reference for unit 'cp1251'</b>	<b>88</b>
16.1 Overview . . . . .	88
<b>17 Reference for unit 'cp1252'</b>	<b>89</b>
17.1 Overview . . . . .	89
<b>18 Reference for unit 'cp1253'</b>	<b>90</b>
18.1 Overview . . . . .	90
<b>19 Reference for unit 'cp1254'</b>	<b>91</b>
19.1 Overview . . . . .	91
<b>20 Reference for unit 'cp1255'</b>	<b>92</b>
20.1 Overview . . . . .	92
<b>21 Reference for unit 'cp1256'</b>	<b>93</b>
21.1 Overview . . . . .	93
<b>22 Reference for unit 'cp1257'</b>	<b>94</b>
22.1 Overview . . . . .	94
<b>23 Reference for unit 'cp1258'</b>	<b>95</b>
23.1 Overview . . . . .	95
<b>24 Reference for unit 'cp437'</b>	<b>96</b>
24.1 Overview . . . . .	96
<b>25 Reference for unit 'cp646'</b>	<b>97</b>
25.1 Overview . . . . .	97
<b>26 Reference for unit 'cp850'</b>	<b>98</b>
26.1 Overview . . . . .	98
<b>27 Reference for unit 'cp852'</b>	<b>99</b>
27.1 Overview . . . . .	99
<b>28 Reference for unit 'cp856'</b>	<b>100</b>
28.1 Overview . . . . .	100
<b>29 Reference for unit 'cp866'</b>	<b>101</b>
29.1 Overview . . . . .	101
<b>30 Reference for unit 'cp874'</b>	<b>102</b>

30.1	Overview . . . . .	102
<b>31</b>	<b>Reference for unit 'cp8859_1'</b>	<b>103</b>
31.1	Overview . . . . .	103
<b>32</b>	<b>Reference for unit 'cp8859_2'</b>	<b>104</b>
32.1	Overview . . . . .	104
<b>33</b>	<b>Reference for unit 'cp8859_5'</b>	<b>105</b>
33.1	Overview . . . . .	105
<b>34</b>	<b>Reference for unit 'cp895'</b>	<b>106</b>
34.1	Overview . . . . .	106
<b>35</b>	<b>Reference for unit 'cp932'</b>	<b>107</b>
35.1	Overview . . . . .	107
<b>36</b>	<b>Reference for unit 'cp936'</b>	<b>108</b>
36.1	Overview . . . . .	108
<b>37</b>	<b>Reference for unit 'cp949'</b>	<b>109</b>
37.1	Overview . . . . .	109
<b>38</b>	<b>Reference for unit 'cp950'</b>	<b>110</b>
38.1	Overview . . . . .	110
<b>39</b>	<b>Reference for unit 'cpall'</b>	<b>111</b>
39.1	Used units . . . . .	111
39.2	Overview . . . . .	111
<b>40</b>	<b>Reference for unit 'Crt'</b>	<b>112</b>
40.1	Overview . . . . .	112
<b>41</b>	<b>Reference for unit 'cthreads'</b>	<b>113</b>
41.1	Overview . . . . .	113
41.2	Procedures and functions . . . . .	113
41.2.1	SetCThreadManager . . . . .	113
<b>42</b>	<b>Reference for unit 'ctypes'</b>	<b>114</b>
42.1	Used units . . . . .	114
42.2	Overview . . . . .	114
<b>43</b>	<b>Reference for unit 'cwstring'</b>	<b>115</b>
43.1	Overview . . . . .	115
43.2	Procedures and functions . . . . .	115

43.2.1	SetCWidestringManager	115
<b>44</b>	<b>Reference for unit 'dateutils'</b>	<b>116</b>
44.1	Used units	116
44.2	Overview	116
44.3	Constants, types and variables	116
44.3.1	Constants	116
44.4	Procedures and functions	118
44.4.1	CompareDate	118
44.4.2	CompareDateTime	119
44.4.3	CompareTime	120
44.4.4	DateOf	121
44.4.5	DateTimeToDosDateTime	122
44.4.6	DateTimeToJulianDate	122
44.4.7	DateTimeToMac	122
44.4.8	DateTimeToModifiedJulianDate	123
44.4.9	DateTimeToUnix	123
44.4.10	DayOf	123
44.4.11	DayOfTheMonth	123
44.4.12	DayOfTheWeek	124
44.4.13	DayOfTheYear	124
44.4.14	DaysBetween	124
44.4.15	DaysInAMonth	125
44.4.16	DaysInAYear	126
44.4.17	DaysInMonth	126
44.4.18	DaysInYear	127
44.4.19	DaySpan	127
44.4.20	DecodeDateDay	128
44.4.21	DecodeDateMonthWeek	129
44.4.22	DecodeDateTime	129
44.4.23	DecodeDateWeek	130
44.4.24	DecodeDayOfWeekInMonth	131
44.4.25	DosDateTimeToDateTime	131
44.4.26	EncodeDateDay	132
44.4.27	EncodeDateMonthWeek	132
44.4.28	EncodeDateTime	132
44.4.29	EncodeDateWeek	133
44.4.30	EncodeDayOfWeekInMonth	133
44.4.31	EncodeTimeInterval	133
44.4.32	EndOfADay	134

44.4.33	EndOfAMonth	134
44.4.34	EndOfAWeek	135
44.4.35	EndOfAYear	136
44.4.36	EndOfTheDay	136
44.4.37	EndOfTheMonth	137
44.4.38	EndOfTheWeek	137
44.4.39	EndOfTheYear	138
44.4.40	HourOf	138
44.4.41	HourOfTheDay	138
44.4.42	HourOfTheMonth	139
44.4.43	HourOfTheWeek	139
44.4.44	HourOfTheYear	140
44.4.45	HoursBetween	140
44.4.46	HourSpan	141
44.4.47	IncDay	142
44.4.48	IncHour	142
44.4.49	IncMilliSecond	143
44.4.50	IncMinute	143
44.4.51	IncSecond	144
44.4.52	IncWeek	144
44.4.53	IncYear	145
44.4.54	InvalidDateDayError	145
44.4.55	InvalidDateMonthWeekError	145
44.4.56	InvalidDateTimeError	146
44.4.57	InvalidDateWeekError	146
44.4.58	InvalidDayOfWeekInMonthError	147
44.4.59	IsInLeapYear	147
44.4.60	IsPM	147
44.4.61	IsSameDay	148
44.4.62	IsSameMonth	148
44.4.63	IsToday	149
44.4.64	IsValidDate	149
44.4.65	IsValidDateDay	150
44.4.66	IsValidDateMonthWeek	150
44.4.67	IsValidDateTime	151
44.4.68	IsValidDateWeek	152
44.4.69	IsValidTime	153
44.4.70	JulianDateToDateTime	153
44.4.71	LocalTimeToUniversal	153
44.4.72	MacTimeStampToUnix	154



44.4.73	MacToDateTime	154
44.4.74	MilliSecondOf	154
44.4.75	MilliSecondOfTheDay	154
44.4.76	MilliSecondOfTheHour	155
44.4.77	MilliSecondOfTheMinute	155
44.4.78	MilliSecondOfTheMonth	155
44.4.79	MilliSecondOfTheSecond	155
44.4.80	MilliSecondOfTheWeek	156
44.4.81	MilliSecondOfTheYear	156
44.4.82	MilliSecondsBetween	157
44.4.83	MilliSecondSpan	157
44.4.84	MinuteOf	158
44.4.85	MinuteOfTheDay	158
44.4.86	MinuteOfTheHour	159
44.4.87	MinuteOfTheMonth	159
44.4.88	MinuteOfTheWeek	160
44.4.89	MinuteOfTheYear	160
44.4.90	MinutesBetween	160
44.4.91	MinuteSpan	161
44.4.92	ModifiedJulianDateToDateTime	162
44.4.93	MonthOf	162
44.4.94	MonthOfTheYear	162
44.4.95	MonthsBetween	163
44.4.96	MonthSpan	164
44.4.97	NthDayOfWeek	164
44.4.98	PeriodBetween	165
44.4.99	PreviousDayOfWeek	165
44.4.100	RecodeDate	166
44.4.101	RecodeDateTime	166
44.4.102	RecodeDay	167
44.4.103	RecodeHour	168
44.4.104	RecodeMilliSecond	169
44.4.105	RecodeMinute	169
44.4.106	RecodeMonth	170
44.4.107	RecodeSecond	171
44.4.108	RecodeTime	171
44.4.109	RecodeYear	172
44.4.110	SameDate	173
44.4.111	SameDateTime	173
44.4.112	SameTime	174

44.4.113	ScanDateTime	175
44.4.114	SecondOf	175
44.4.115	SecondOfTheDay	176
44.4.116	SecondOfTheHour	176
44.4.117	SecondOfTheMinute	176
44.4.118	SecondOfTheMonth	177
44.4.119	SecondOfTheWeek	177
44.4.120	SecondOfTheYear	177
44.4.121	SecondsBetween	178
44.4.122	SecondSpan	179
44.4.123	StartOfADay	179
44.4.124	StartOfAMonth	180
44.4.125	StartOfAWeek	181
44.4.126	StartOfAYear	181
44.4.127	StartOfTheDay	182
44.4.128	StartOfTheMonth	182
44.4.129	StartOfTheWeek	183
44.4.130	StartOfTheYear	184
44.4.131	TimeOf	184
44.4.132	Today	185
44.4.133	Tomorrow	185
44.4.134	TryEncodeDateDay	185
44.4.135	TryEncodeDateMonthWeek	186
44.4.136	TryEncodeDateTime	187
44.4.137	TryEncodeDateWeek	187
44.4.138	TryEncodeDayOfWeekInMonth	188
44.4.139	TryEncodeTimeInterval	189
44.4.140	TryJulianDateToDateTime	189
44.4.141	TryModifiedJulianDateToDateTime	189
44.4.142	TryRecodeDateTime	190
44.4.143	UniversalTimeToLocal	190
44.4.144	UnixTimeStampToMac	191
44.4.145	UnixToDateTime	191
44.4.146	WeekOf	191
44.4.147	WeekOfTheMonth	192
44.4.148	WeekOfTheYear	192
44.4.149	WeeksBetween	193
44.4.150	WeeksInAYear	194
44.4.151	WeeksInYear	194
44.4.152	WeekSpan	195

44.4.153	WithinPastDays	196
44.4.154	WithinPastHours	197
44.4.155	WithinPastMilliseconds	198
44.4.156	WithinPastMinutes	199
44.4.157	WithinPastMonths	200
44.4.158	WithinPastSeconds	201
44.4.159	WithinPastWeeks	202
44.4.160	WithinPastYears	203
44.4.161	YearOf	203
44.4.162	YearsBetween	204
44.4.163	YearSpan	205
44.4.164	Yesterday	206
<b>45</b>	<b>Reference for unit 'Dos'</b>	<b>207</b>
45.1	Used units	207
45.2	Overview	207
45.3	System information	207
45.4	Process handling	208
45.5	Directory and disk handling	208
45.6	File handling	209
45.7	File open mode constants.	209
45.8	File attributes	209
45.9	Constants, types and variables	210
45.9.1	Constants	210
45.9.2	Types	210
<b>46</b>	<b>Reference for unit 'dxeLoad'</b>	<b>211</b>
46.1	Overview	211
46.2	Procedures and functions	211
46.2.1	dxe_load	211
<b>47</b>	<b>Reference for unit 'dynlibs'</b>	<b>212</b>
47.1	Overview	212
<b>48</b>	<b>Reference for unit 'emu387'</b>	<b>213</b>
48.1	Overview	213
48.2	Procedures and functions	213
48.2.1	npxsetup	213
<b>49</b>	<b>Reference for unit 'errors'</b>	<b>214</b>
49.1	Used units	214
49.2	Overview	214

<b>50</b>	<b>Reference for unit 'exeinfo'</b>	<b>215</b>
50.1	Overview	215
50.2	Constants, types and variables	215
50.2.1	Types	215
50.3	Procedures and functions	216
50.3.1	CloseExeFile	216
50.3.2	FindExeSection	216
50.3.3	GetModuleByAddr	216
50.3.4	OpenExeFile	216
50.3.5	ReadDebugLink	217
<b>51</b>	<b>Reference for unit 'fgl'</b>	<b>218</b>
51.1	Used units	218
51.2	Overview	218
51.3	Constants, types and variables	218
51.3.1	Constants	218
51.3.2	Types	218
51.4	EListError	219
51.4.1	Description	219
51.5	TFPGInterfacedObjectList	219
51.5.1	Description	219
51.5.2	Method overview	219
51.5.3	Property overview	219
51.5.4	TFPGInterfacedObjectList.Create	220
51.5.5	TFPGInterfacedObjectList.Add	220
51.5.6	TFPGInterfacedObjectList.Extract	220
51.5.7	TFPGInterfacedObjectList.GetEnumerator	220
51.5.8	TFPGInterfacedObjectList.IndexOf	221
51.5.9	TFPGInterfacedObjectList.Insert	221
51.5.10	TFPGInterfacedObjectList.Assign	221
51.5.11	TFPGInterfacedObjectList.Remove	221
51.5.12	TFPGInterfacedObjectList.Sort	222
51.5.13	TFPGInterfacedObjectList.First	222
51.5.14	TFPGInterfacedObjectList.Last	222
51.5.15	TFPGInterfacedObjectList.Items	223
51.5.16	TFPGInterfacedObjectList.List	223
51.6	TFPGList	223
51.6.1	Description	223
51.6.2	Method overview	223
51.6.3	Property overview	224

51.6.4	TFPGList.Create	224
51.6.5	TFPGList.Add	224
51.6.6	TFPGList.Extract	224
51.6.7	TFPGList.GetEnumerator	224
51.6.8	TFPGList.IndexOf	225
51.6.9	TFPGList.Insert	225
51.6.10	TFPGList.Assign	225
51.6.11	TFPGList.Remove	225
51.6.12	TFPGList.Sort	226
51.6.13	TFPGList.First	226
51.6.14	TFPGList.Last	226
51.6.15	TFPGList.Items	226
51.6.16	TFPGList.List	227
51.7	TFPGListEnumerator	227
51.7.1	Description	227
51.7.2	Method overview	227
51.7.3	Property overview	227
51.7.4	TFPGListEnumerator.Create	227
51.7.5	TFPGListEnumerator.MoveNext	228
51.7.6	TFPGListEnumerator.Current	228
51.8	TFPGMap	228
51.8.1	Description	228
51.8.2	Method overview	228
51.8.3	Property overview	229
51.8.4	TFPGMap.Create	229
51.8.5	TFPGMap.Add	229
51.8.6	TFPGMap.Find	229
51.8.7	TFPGMap.IndexOf	230
51.8.8	TFPGMap.IndexOfData	230
51.8.9	TFPGMap.InsertKey	230
51.8.10	TFPGMap.InsertKeyData	230
51.8.11	TFPGMap.Remove	231
51.8.12	TFPGMap.Keys	231
51.8.13	TFPGMap.Data	231
51.8.14	TFPGMap.KeyData	231
51.8.15	TFPGMap.OnCompare	232
51.8.16	TFPGMap.OnKeyCompare	232
51.8.17	TFPGMap.OnDataCompare	232
51.9	TFPGMapInterfacedObjectData	233
51.9.1	Description	233

51.9.2	Method overview	233
51.9.3	Property overview	233
51.9.4	TFPGMapInterfacedObjectData.Create	233
51.9.5	TFPGMapInterfacedObjectData.Add	234
51.9.6	TFPGMapInterfacedObjectData.Find	234
51.9.7	TFPGMapInterfacedObjectData.IndexOf	234
51.9.8	TFPGMapInterfacedObjectData.IndexOfData	235
51.9.9	TFPGMapInterfacedObjectData.InsertKey	235
51.9.10	TFPGMapInterfacedObjectData.InsertKeyData	235
51.9.11	TFPGMapInterfacedObjectData.Remove	235
51.9.12	TFPGMapInterfacedObjectData.Keys	236
51.9.13	TFPGMapInterfacedObjectData.Data	236
51.9.14	TFPGMapInterfacedObjectData.KeyData	236
51.9.15	TFPGMapInterfacedObjectData.OnCompare	237
51.9.16	TFPGMapInterfacedObjectData.OnKeyCompare	237
51.9.17	TFPGMapInterfacedObjectData.OnDataCompare	237
51.10	TFPGObjectList	238
51.10.1	Description	238
51.10.2	Method overview	238
51.10.3	Property overview	238
51.10.4	TFPGObjectList.Create	238
51.10.5	TFPGObjectList.Add	238
51.10.6	TFPGObjectList.Extract	239
51.10.7	TFPGObjectList.GetEnumerator	239
51.10.8	TFPGObjectList.IndexOf	239
51.10.9	TFPGObjectList.Insert	240
51.10.10	TFPGObjectList.Assign	240
51.10.11	TFPGObjectList.Remove	240
51.10.12	TFPGObjectList.Sort	240
51.10.13	TFPGObjectList.First	241
51.10.14	TFPGObjectList.Last	241
51.10.15	TFPGObjectList.Items	241
51.10.16	TFPGObjectList.List	242
51.10.17	TFPGObjectList.FreeObjects	242
51.11	TFPSList	242
51.11.1	Description	242
51.11.2	Method overview	243
51.11.3	Property overview	243
51.11.4	TFPSList.Create	243
51.11.5	TFPSList.Destroy	243

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51.11.6	TFPSList.Add	244
51.11.7	TFPSList.Clear	244
51.11.8	TFPSList.Delete	244
51.11.9	TFPSList.Error	244
51.11.10	TFPSList.Exchange	245
51.11.11	TFPSList.Expand	245
51.11.12	TFPSList.Extract	245
51.11.13	TFPSList.IndexOf	245
51.11.14	TFPSList.Insert	246
51.11.15	TFPSList.Move	246
51.11.16	TFPSList.Assign	246
51.11.17	TFPSList.Remove	247
51.11.18	TFPSList.Pack	247
51.11.19	TFPSList.Sort	247
51.11.20	TFPSList.Capacity	248
51.11.21	TFPSList.Count	248
51.11.22	TFPSList.Items	248
51.11.23	TFPSList.ItemSize	249
51.11.24	TFPSList.List	249
51.11.25	TFPSList.First	249
51.11.26	TFPSList.Last	249
51.12	TFPSMap	250
51.12.1	Description	250
51.12.2	Method overview	250
51.12.3	Property overview	250
51.12.4	TFPSMap.Create	250
51.12.5	TFPSMap.Add	251
51.12.6	TFPSMap.Find	251
51.12.7	TFPSMap.IndexOf	251
51.12.8	TFPSMap.IndexOfData	252
51.12.9	TFPSMap.Insert	252
51.12.10	TFPSMap.InsertKey	252
51.12.11	TFPSMap.InsertKeyData	252
51.12.12	TFPSMap.Remove	253
51.12.13	TFPSMap.Sort	253
51.12.14	TFPSMap.Duplicates	253
51.12.15	TFPSMap.KeySize	254
51.12.16	TFPSMap.DataSize	254
51.12.17	TFPSMap.Keys	254
51.12.18	TFPSMap.Data	254

51.12.19	TFPSMap.KeyData . . . . .	255
51.12.20	TFPSMap.Sorted . . . . .	255
51.12.21	TFPSMap.OnPtrCompare . . . . .	255
51.12.22	TFPSMap.OnKeyPtrCompare . . . . .	255
51.12.23	TFPSMap.OnDataPtrCompare . . . . .	256
<b>52</b>	<b>Reference for unit 'fpwiderstring'</b>	<b>257</b>
52.1	Used units . . . . .	257
52.2	Overview . . . . .	257
<b>53</b>	<b>Reference for unit 'getopts'</b>	<b>258</b>
53.1	Overview . . . . .	258
53.2	Constants, types and variables . . . . .	258
53.2.1	Constants . . . . .	258
53.2.2	Types . . . . .	259
53.2.3	Variables . . . . .	259
53.3	Procedures and functions . . . . .	260
53.3.1	GetLongOpts . . . . .	260
53.3.2	GetOpt . . . . .	260
<b>54</b>	<b>Reference for unit 'go32'</b>	<b>263</b>
54.1	Overview . . . . .	263
54.2	Real mode callbacks . . . . .	263
54.3	Executing software interrupts . . . . .	264
54.4	Software interrupts . . . . .	266
54.5	Hardware interrupts . . . . .	266
54.6	Disabling interrupts . . . . .	268
54.7	Creating your own interrupt handlers . . . . .	268
54.8	Protected mode interrupts vs. Real mode interrupts . . . . .	268
54.9	Handling interrupts with DPMI . . . . .	268
54.10	Interrupt redirection . . . . .	269
54.11	Processor access . . . . .	269
54.12	I/O port access . . . . .	269
54.13	dos memory access . . . . .	269
54.14	FPC specialities . . . . .	269
54.15	Selectors and descriptors . . . . .	270
54.16	What is DPMI . . . . .	270
54.17	Constants, types and variables . . . . .	270
54.17.1	Constants . . . . .	270
54.17.2	Types . . . . .	273
54.17.3	Variables . . . . .	275



---

54.18	Procedures and functions	276
54.18.1	allocate_ldt_descriptors	276
54.18.2	allocate_memory_block	278
54.18.3	copyfromdos	278
54.18.4	copytodos	279
54.18.5	create_code_segment_alias_descriptor	279
54.18.6	disable	279
54.18.7	dpmi_dosmemfillchar	280
54.18.8	dpmi_dosmemfillword	280
54.18.9	dpmi_dosmemget	280
54.18.10	dpmi_dosmemmove	280
54.18.11	dpmi_dosmemput	281
54.18.12	enable	281
54.18.13	free_ldt_descriptor	281
54.18.14	free_linear_addr_mapping	281
54.18.15	free_memory_block	282
54.18.16	free_rm_callback	282
54.18.17	get_cs	282
54.18.18	get_descriptor_access_right	283
54.18.19	get_dpmi_version	283
54.18.20	get_ds	283
54.18.21	get_exception_handler	283
54.18.22	get_linear_addr	284
54.18.23	get_meminfo	284
54.18.24	get_next_selector_increment_value	285
54.18.25	get_page_attributes	286
54.18.26	get_page_size	286
54.18.27	get_pm_exception_handler	286
54.18.28	get_pm_interrupt	286
54.18.29	get_rm_callback	287
54.18.30	get_rm_interrupt	290
54.18.31	get_run_mode	290
54.18.32	get_segment_base_address	291
54.18.33	get_segment_limit	291
54.18.34	get_ss	292
54.18.35	global_dos_alloc	292
54.18.36	global_dos_free	293
54.18.37	inportb	294
54.18.38	inportl	294
54.18.39	inportw	294

54.18.40	lock_code	295
54.18.41	lock_data	295
54.18.42	lock_linear_region	296
54.18.43	map_device_in_memory_block	296
54.18.44	outportb	296
54.18.45	outportl	297
54.18.46	outportw	297
54.18.47	realintr	298
54.18.48	request_linear_region	298
54.18.49	segment_to_descriptor	299
54.18.50	seg_fillchar	299
54.18.51	seg_fillword	300
54.18.52	seg_move	300
54.18.53	set_descriptor_access_right	301
54.18.54	set_exception_handler	301
54.18.55	set_page_attributes	301
54.18.56	set_pm_exception_handler	302
54.18.57	set_pm_interrupt	302
54.18.58	set_rm_interrupt	303
54.18.59	set_segment_base_address	303
54.18.60	set_segment_limit	304
54.18.61	tb_offset	304
54.18.62	tb_segment	304
54.18.63	tb_size	305
54.18.64	transfer_buffer	305
54.18.65	unlock_code	305
54.18.66	unlock_data	306
54.18.67	unlock_linear_region	306
<b>55</b>	<b>Reference for unit 'gpm'</b>	<b>307</b>
55.1	Used units	307
55.2	Overview	307
55.3	Constants, types and variables	307
55.3.1	Constants	307
55.3.2	Types	309
55.3.3	Variables	311
55.4	Procedures and functions	312
55.4.1	Gpm_AnyDouble	312
55.4.2	Gpm_AnySingle	312
55.4.3	Gpm_AnyTriple	312

55.4.4	<a href="#">gpm_close</a>	313
55.4.5	<a href="#">gpm_fitvalues</a>	313
55.4.6	<a href="#">gpm_fitvaluesM</a>	313
55.4.7	<a href="#">gpm_getevent</a>	313
55.4.8	<a href="#">gpm_getsnapshot</a>	315
55.4.9	<a href="#">gpm_lowerroi</a>	315
55.4.10	<a href="#">gpm_open</a>	315
55.4.11	<a href="#">gpm_poproi</a>	316
55.4.12	<a href="#">gpm_pushroi</a>	316
55.4.13	<a href="#">gpm_raiseroi</a>	316
55.4.14	<a href="#">gpm_repeat</a>	316
55.4.15	<a href="#">Gpm_StrictDouble</a>	317
55.4.16	<a href="#">Gpm_StrictSingle</a>	317
55.4.17	<a href="#">Gpm_StrictTriple</a>	317
<b>56</b>	<b>Reference for unit 'Graph'</b>	<b>318</b>
56.1	<a href="#">Overview</a>	318
56.2	<a href="#">Categorized functions: Text and font handling</a>	318
56.3	<a href="#">Categorized functions: Filled drawings</a>	318
56.4	<a href="#">Categorized functions: Drawing primitives</a>	319
56.5	<a href="#">Categorized functions: Color management</a>	319
56.6	<a href="#">Categorized functions: Screen management</a>	320
56.7	<a href="#">Categorized functions: Initialization</a>	320
56.8	<a href="#">Target specific issues: Linux</a>	321
56.9	<a href="#">Target specific issues: DOS</a>	322
56.10	<a href="#">A word about mode selection</a>	322
56.11	<a href="#">Requirements</a>	326
<b>57</b>	<b>Reference for unit 'heaptrc'</b>	<b>327</b>
57.1	<a href="#">Overview</a>	327
57.2	<a href="#">Controlling HeapTrc with environment variables</a>	327
57.3	<a href="#">HeapTrc Usage</a>	328
57.4	<a href="#">Constants, types and variables</a>	329
57.4.1	<a href="#">Constants</a>	329
57.4.2	<a href="#">Types</a>	330
57.5	<a href="#">Procedures and functions</a>	330
57.5.1	<a href="#">CheckPointer</a>	330
57.5.2	<a href="#">DumpHeap</a>	331
57.5.3	<a href="#">SetHeapExtraInfo</a>	331
57.5.4	<a href="#">SetHeapTraceOutput</a>	332

<b>58 Reference for unit 'ipc'</b>	<b>333</b>
58.1 Used units	333
58.2 Overview	333
<b>59 Reference for unit 'keyboard'</b>	<b>334</b>
59.1 Overview	334
59.2 Unix specific notes	334
59.3 Writing a keyboard driver	335
59.4 Keyboard scan codes	338
<b>60 Reference for unit 'lineinfo'</b>	<b>341</b>
60.1 Overview	341
60.2 Procedures and functions	341
60.2.1 CloseStabs	341
60.2.2 GetLineInfo	341
60.2.3 StabBackTraceStr	341
<b>61 Reference for unit 'Linux'</b>	<b>343</b>
61.1 Used units	343
61.2 Overview	343
61.3 Constants, types and variables	343
61.3.1 Constants	343
61.3.2 Types	357
61.4 Procedures and functions	359
61.4.1 capget	359
61.4.2 capset	360
61.4.3 clock_getres	360
61.4.4 clock_gettime	360
61.4.5 clock_settime	360
61.4.6 clone	361
61.4.7 epoll_create	363
61.4.8 epoll_ctl	363
61.4.9 epoll_wait	364
61.4.10 fdatsync	364
61.4.11 futex	364
61.4.12 futex_op	365
61.4.13 inotify_add_watch	365
61.4.14 inotify_init	366
61.4.15 inotify_init1	366
61.4.16 inotify_rm_watch	367
61.4.17 sched_yield	367

61.4.18	setregid	367
61.4.19	setreuid	367
61.4.20	sync_file_range	367
61.4.21	Sysinfo	368
<b>62</b>	<b>Reference for unit 'Infodwrf'</b>	<b>370</b>
62.1	Overview	370
62.2	Procedures and functions	370
62.2.1	GetLineInfo	370
<b>63</b>	<b>Reference for unit 'math'</b>	<b>371</b>
63.1	Used units	371
63.2	Overview	371
63.3	Cash flow functions	371
63.4	Geometrical functions	372
63.5	Statistical functions	372
63.6	Number converting	373
63.7	Exponential and logarithmic functions	373
63.8	Hyperbolic functions	373
63.9	Trigonometric functions	374
63.10	Angle unit conversion	374
63.11	Min/max determination	374
63.12	Constants, types and variables	375
63.12.1	Constants	375
63.12.2	Types	376
63.13	Procedures and functions	377
63.13.1	arccos	377
63.13.2	arccosh	378
63.13.3	arcosh	378
63.13.4	arcsin	379
63.13.5	arcsinh	379
63.13.6	arctan2	380
63.13.7	arctanh	380
63.13.8	arsinh	380
63.13.9	artanh	381
63.13.10	ceil	381
63.13.11	ClearExceptions	382
63.13.12	CompareValue	382
63.13.13	cosecant	383
63.13.14	cosh	383
63.13.15	cot	383

---

63.13.16	cotan	384
63.13.17	csc	384
63.13.18	cycletorad	384
63.13.19	DegNormalize	385
63.13.20	degtograd	385
63.13.21	degtorad	386
63.13.22	DivMod	386
63.13.23	EnsureRange	386
63.13.24	floor	387
63.13.25	Frexp	387
63.13.26	FutureValue	388
63.13.27	GetExceptionMask	388
63.13.28	GetPrecisionMode	388
63.13.29	GetRoundMode	389
63.13.30	gradtodeg	389
63.13.31	gradtorad	389
63.13.32	hypot	390
63.13.33	ifthen	390
63.13.34	InRange	391
63.13.35	InterestRate	391
63.13.36	intpower	391
63.13.37	IsInfinite	392
63.13.38	IsNan	392
63.13.39	IsZero	392
63.13.40	ldexp	393
63.13.41	lnxp1	393
63.13.42	log10	394
63.13.43	log2	394
63.13.44	logn	395
63.13.45	Max	396
63.13.46	MaxIntValue	396
63.13.47	maxvalue	397
63.13.48	mean	398
63.13.49	meanandstddev	399
63.13.50	Min	400
63.13.51	MinIntValue	400
63.13.52	minvalue	401
63.13.53	momentskewkurtosis	402
63.13.54	norm	403
63.13.55	NumberOfPeriods	404

63.13.56	Payment	404
63.13.57	popnstddev	404
63.13.58	popnvariance	405
63.13.59	power	406
63.13.60	power(Float,Float):Float	407
63.13.61	power(Int64,Int64):Int64	407
63.13.62	PresentValue	407
63.13.63	radtocycle	407
63.13.64	radtodeg	408
63.13.65	radtograd	408
63.13.66	randg	409
63.13.67	RandomFrom	409
63.13.68	RandomRange	410
63.13.69	RoundTo	410
63.13.70	SameValue	410
63.13.71	sec	411
63.13.72	secant	411
63.13.73	SetExceptionMask	411
63.13.74	SetPrecisionMode	411
63.13.75	SetRoundMode	411
63.13.76	Sign	412
63.13.77	SimpleRoundTo	412
63.13.78	sincos	412
63.13.79	sinh	413
63.13.80	stddev	413
63.13.81	sum	414
63.13.82	sumInt	415
63.13.83	sumofsquares	415
63.13.84	sumsandsquares	416
63.13.85	tan	417
63.13.86	tanh	418
63.13.87	totalvariance	418
63.13.88	variance	419
63.14	EInvalidArgument	420
63.14.1	Description	420
<b>64</b>	<b>Reference for unit 'matrix'</b>	<b>421</b>
64.1	Overview	421
64.2	Constants, types and variables	422
64.2.1	Types	422

64.3	Procedures and functions	424
64.3.1	add(Tmatrix2_double,Double):Tmatrix2_double	424
64.3.2	add(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double	424
64.3.3	add(Tmatrix2_extended,extended):Tmatrix2_extended	425
64.3.4	add(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended	425
64.3.5	add(Tmatrix2_single,single):Tmatrix2_single	425
64.3.6	add(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single	425
64.3.7	add(Tmatrix3_double,Double):Tmatrix3_double	425
64.3.8	add(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double	426
64.3.9	add(Tmatrix3_extended,extended):Tmatrix3_extended	426
64.3.10	add(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended	426
64.3.11	add(Tmatrix3_single,single):Tmatrix3_single	426
64.3.12	add(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single	426
64.3.13	add(Tmatrix4_double,Double):Tmatrix4_double	427
64.3.14	add(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double	427
64.3.15	add(Tmatrix4_extended,extended):Tmatrix4_extended	427
64.3.16	add(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended	427
64.3.17	add(Tmatrix4_single,single):Tmatrix4_single	427
64.3.18	add(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single	428
64.3.19	add(Tvector2_double,Double):Tvector2_double	428
64.3.20	add(Tvector2_double,Tvector2_double):Tvector2_double	428
64.3.21	add(Tvector2_extended,extended):Tvector2_extended	428
64.3.22	add(Tvector2_extended,Tvector2_extended):Tvector2_extended	428
64.3.23	add(Tvector2_single,single):Tvector2_single	429
64.3.24	add(Tvector2_single,Tvector2_single):Tvector2_single	429
64.3.25	add(Tvector3_double,Double):Tvector3_double	429
64.3.26	add(Tvector3_double,Tvector3_double):Tvector3_double	429
64.3.27	add(Tvector3_extended,extended):Tvector3_extended	429
64.3.28	add(Tvector3_extended,Tvector3_extended):Tvector3_extended	430
64.3.29	add(Tvector3_single,single):Tvector3_single	430
64.3.30	add(Tvector3_single,Tvector3_single):Tvector3_single	430
64.3.31	add(Tvector4_double,Double):Tvector4_double	430
64.3.32	add(Tvector4_double,Tvector4_double):Tvector4_double	430
64.3.33	add(Tvector4_extended,extended):Tvector4_extended	431
64.3.34	add(Tvector4_extended,Tvector4_extended):Tvector4_extended	431
64.3.35	add(Tvector4_single,single):Tvector4_single	431
64.3.36	add(Tvector4_single,Tvector4_single):Tvector4_single	431
64.3.37	assign(Tmatrix2_double):Tmatrix2_extended	431
64.3.38	assign(Tmatrix2_double):Tmatrix2_single	432
64.3.39	assign(Tmatrix2_double):Tmatrix3_double	432



64.3.40	<a href="#">assign(Tmatrix2_double):Tmatrix3_extended</a>	432
64.3.41	<a href="#">assign(Tmatrix2_double):Tmatrix3_single</a>	432
64.3.42	<a href="#">assign(Tmatrix2_double):Tmatrix4_double</a>	432
64.3.43	<a href="#">assign(Tmatrix2_double):Tmatrix4_extended</a>	433
64.3.44	<a href="#">assign(Tmatrix2_double):Tmatrix4_single</a>	433
64.3.45	<a href="#">assign(Tmatrix2_extended):Tmatrix2_double</a>	433
64.3.46	<a href="#">assign(Tmatrix2_extended):Tmatrix2_single</a>	433
64.3.47	<a href="#">assign(Tmatrix2_extended):Tmatrix3_double</a>	434
64.3.48	<a href="#">assign(Tmatrix2_extended):Tmatrix3_extended</a>	434
64.3.49	<a href="#">assign(Tmatrix2_extended):Tmatrix3_single</a>	434
64.3.50	<a href="#">assign(Tmatrix2_extended):Tmatrix4_double</a>	434
64.3.51	<a href="#">assign(Tmatrix2_extended):Tmatrix4_extended</a>	435
64.3.52	<a href="#">assign(Tmatrix2_extended):Tmatrix4_single</a>	435
64.3.53	<a href="#">assign(Tmatrix2_single):Tmatrix2_double</a>	435
64.3.54	<a href="#">assign(Tmatrix2_single):Tmatrix2_extended</a>	435
64.3.55	<a href="#">assign(Tmatrix2_single):Tmatrix3_double</a>	435
64.3.56	<a href="#">assign(Tmatrix2_single):Tmatrix3_extended</a>	436
64.3.57	<a href="#">assign(Tmatrix2_single):Tmatrix3_single</a>	436
64.3.58	<a href="#">assign(Tmatrix2_single):Tmatrix4_double</a>	436
64.3.59	<a href="#">assign(Tmatrix2_single):Tmatrix4_extended</a>	436
64.3.60	<a href="#">assign(Tmatrix2_single):Tmatrix4_single</a>	436
64.3.61	<a href="#">assign(Tmatrix3_double):Tmatrix2_double</a>	437
64.3.62	<a href="#">assign(Tmatrix3_double):Tmatrix2_extended</a>	437
64.3.63	<a href="#">assign(Tmatrix3_double):Tmatrix2_single</a>	437
64.3.64	<a href="#">assign(Tmatrix3_double):Tmatrix3_extended</a>	437
64.3.65	<a href="#">assign(Tmatrix3_double):Tmatrix3_single</a>	437
64.3.66	<a href="#">assign(Tmatrix3_double):Tmatrix4_double</a>	438
64.3.67	<a href="#">assign(Tmatrix3_double):Tmatrix4_extended</a>	438
64.3.68	<a href="#">assign(Tmatrix3_double):Tmatrix4_single</a>	438
64.3.69	<a href="#">assign(Tmatrix3_extended):Tmatrix2_double</a>	438
64.3.70	<a href="#">assign(Tmatrix3_extended):Tmatrix2_extended</a>	439
64.3.71	<a href="#">assign(Tmatrix3_extended):Tmatrix2_single</a>	439
64.3.72	<a href="#">assign(Tmatrix3_extended):Tmatrix3_double</a>	439
64.3.73	<a href="#">assign(Tmatrix3_extended):Tmatrix3_single</a>	439
64.3.74	<a href="#">assign(Tmatrix3_extended):Tmatrix4_double</a>	440
64.3.75	<a href="#">assign(Tmatrix3_extended):Tmatrix4_extended</a>	440
64.3.76	<a href="#">assign(Tmatrix3_extended):Tmatrix4_single</a>	440
64.3.77	<a href="#">assign(Tmatrix3_single):Tmatrix2_double</a>	440
64.3.78	<a href="#">assign(Tmatrix3_single):Tmatrix2_extended</a>	440
64.3.79	<a href="#">assign(Tmatrix3_single):Tmatrix2_single</a>	441

64.3.80	<a href="#">assign(Tmatrix3_single):Tmatrix3_double</a>	441
64.3.81	<a href="#">assign(Tmatrix3_single):Tmatrix3_extended</a>	441
64.3.82	<a href="#">assign(Tmatrix3_single):Tmatrix4_double</a>	441
64.3.83	<a href="#">assign(Tmatrix3_single):Tmatrix4_extended</a>	442
64.3.84	<a href="#">assign(Tmatrix3_single):Tmatrix4_single</a>	442
64.3.85	<a href="#">assign(Tmatrix4_double):Tmatrix2_double</a>	442
64.3.86	<a href="#">assign(Tmatrix4_double):Tmatrix2_extended</a>	442
64.3.87	<a href="#">assign(Tmatrix4_double):Tmatrix2_single</a>	442
64.3.88	<a href="#">assign(Tmatrix4_double):Tmatrix3_double</a>	443
64.3.89	<a href="#">assign(Tmatrix4_double):Tmatrix3_extended</a>	443
64.3.90	<a href="#">assign(Tmatrix4_double):Tmatrix3_single</a>	443
64.3.91	<a href="#">assign(Tmatrix4_double):Tmatrix4_extended</a>	443
64.3.92	<a href="#">assign(Tmatrix4_double):Tmatrix4_single</a>	443
64.3.93	<a href="#">assign(Tmatrix4_extended):Tmatrix2_double</a>	444
64.3.94	<a href="#">assign(Tmatrix4_extended):Tmatrix2_extended</a>	444
64.3.95	<a href="#">assign(Tmatrix4_extended):Tmatrix2_single</a>	444
64.3.96	<a href="#">assign(Tmatrix4_extended):Tmatrix3_double</a>	444
64.3.97	<a href="#">assign(Tmatrix4_extended):Tmatrix3_extended</a>	445
64.3.98	<a href="#">assign(Tmatrix4_extended):Tmatrix3_single</a>	445
64.3.99	<a href="#">assign(Tmatrix4_extended):Tmatrix4_double</a>	445
64.3.100	<a href="#">assign(Tmatrix4_extended):Tmatrix4_single</a>	445
64.3.101	<a href="#">assign(Tmatrix4_single):Tmatrix2_double</a>	445
64.3.102	<a href="#">assign(Tmatrix4_single):Tmatrix2_extended</a>	446
64.3.103	<a href="#">assign(Tmatrix4_single):Tmatrix2_single</a>	446
64.3.104	<a href="#">assign(Tmatrix4_single):Tmatrix3_double</a>	446
64.3.105	<a href="#">assign(Tmatrix4_single):Tmatrix3_extended</a>	446
64.3.106	<a href="#">assign(Tmatrix4_single):Tmatrix3_single</a>	447
64.3.107	<a href="#">assign(Tmatrix4_single):Tmatrix4_double</a>	447
64.3.108	<a href="#">assign(Tmatrix4_single):Tmatrix4_extended</a>	447
64.3.109	<a href="#">assign(Tvector2_double):Tvector2_extended</a>	447
64.3.110	<a href="#">assign(Tvector2_double):Tvector2_single</a>	447
64.3.111	<a href="#">assign(Tvector2_double):Tvector3_double</a>	448
64.3.112	<a href="#">assign(Tvector2_double):Tvector3_extended</a>	448
64.3.113	<a href="#">assign(Tvector2_double):Tvector3_single</a>	448
64.3.114	<a href="#">assign(Tvector2_double):Tvector4_double</a>	448
64.3.115	<a href="#">assign(Tvector2_double):Tvector4_extended</a>	448
64.3.116	<a href="#">assign(Tvector2_double):Tvector4_single</a>	449
64.3.117	<a href="#">assign(Tvector2_extended):Tvector2_double</a>	449
64.3.118	<a href="#">assign(Tvector2_extended):Tvector2_single</a>	449
64.3.119	<a href="#">assign(Tvector2_extended):Tvector3_double</a>	449

64.3.120	assign(Tvector2_extended):Tvector3_extended . . . . .	450
64.3.121	assign(Tvector2_extended):Tvector3_single . . . . .	450
64.3.122	assign(Tvector2_extended):Tvector4_double . . . . .	450
64.3.123	assign(Tvector2_extended):Tvector4_extended . . . . .	450
64.3.124	assign(Tvector2_extended):Tvector4_single . . . . .	451
64.3.125	assign(Tvector2_single):Tvector2_double . . . . .	451
64.3.126	assign(Tvector2_single):Tvector2_extended . . . . .	451
64.3.127	assign(Tvector2_single):Tvector3_double . . . . .	451
64.3.128	assign(Tvector2_single):Tvector3_extended . . . . .	451
64.3.129	assign(Tvector2_single):Tvector3_single . . . . .	452
64.3.130	assign(Tvector2_single):Tvector4_double . . . . .	452
64.3.131	assign(Tvector2_single):Tvector4_extended . . . . .	452
64.3.132	assign(Tvector2_single):Tvector4_single . . . . .	452
64.3.133	assign(Tvector3_double):Tvector2_double . . . . .	453
64.3.134	assign(Tvector3_double):Tvector2_extended . . . . .	453
64.3.135	assign(Tvector3_double):Tvector2_single . . . . .	453
64.3.136	assign(Tvector3_double):Tvector3_extended . . . . .	453
64.3.137	assign(Tvector3_double):Tvector3_single . . . . .	453
64.3.138	assign(Tvector3_double):Tvector4_double . . . . .	454
64.3.139	assign(Tvector3_double):Tvector4_extended . . . . .	454
64.3.140	assign(Tvector3_double):Tvector4_single . . . . .	454
64.3.141	assign(Tvector3_extended):Tvector2_double . . . . .	454
64.3.142	assign(Tvector3_extended):Tvector2_extended . . . . .	455
64.3.143	assign(Tvector3_extended):Tvector2_single . . . . .	455
64.3.144	assign(Tvector3_extended):Tvector3_double . . . . .	455
64.3.145	assign(Tvector3_extended):Tvector3_single . . . . .	455
64.3.146	assign(Tvector3_extended):Tvector4_double . . . . .	456
64.3.147	assign(Tvector3_extended):Tvector4_extended . . . . .	456
64.3.148	assign(Tvector3_extended):Tvector4_single . . . . .	456
64.3.149	assign(Tvector3_single):Tvector2_double . . . . .	456
64.3.150	assign(Tvector3_single):Tvector2_extended . . . . .	456
64.3.151	assign(Tvector3_single):Tvector2_single . . . . .	457
64.3.152	assign(Tvector3_single):Tvector3_double . . . . .	457
64.3.153	assign(Tvector3_single):Tvector3_extended . . . . .	457
64.3.154	assign(Tvector3_single):Tvector4_double . . . . .	457
64.3.155	assign(Tvector3_single):Tvector4_extended . . . . .	458
64.3.156	assign(Tvector3_single):Tvector4_single . . . . .	458
64.3.157	assign(Tvector4_double):Tvector2_double . . . . .	458
64.3.158	assign(Tvector4_double):Tvector2_extended . . . . .	458
64.3.159	assign(Tvector4_double):Tvector2_single . . . . .	458

64.3.160	<code>assign(Tvector4_double):Tvector3_double</code>	459
64.3.161	<code>assign(Tvector4_double):Tvector3_extended</code>	459
64.3.162	<code>assign(Tvector4_double):Tvector3_single</code>	459
64.3.163	<code>assign(Tvector4_double):Tvector4_extended</code>	459
64.3.164	<code>assign(Tvector4_double):Tvector4_single</code>	460
64.3.165	<code>assign(Tvector4_extended):Tvector2_double</code>	460
64.3.166	<code>assign(Tvector4_extended):Tvector2_extended</code>	460
64.3.167	<code>assign(Tvector4_extended):Tvector2_single</code>	460
64.3.168	<code>assign(Tvector4_extended):Tvector3_double</code>	461
64.3.169	<code>assign(Tvector4_extended):Tvector3_extended</code>	461
64.3.170	<code>assign(Tvector4_extended):Tvector3_single</code>	461
64.3.171	<code>assign(Tvector4_extended):Tvector4_double</code>	461
64.3.172	<code>assign(Tvector4_extended):Tvector4_single</code>	462
64.3.173	<code>assign(Tvector4_single):Tvector2_double</code>	462
64.3.174	<code>assign(Tvector4_single):Tvector2_extended</code>	462
64.3.175	<code>assign(Tvector4_single):Tvector2_single</code>	462
64.3.176	<code>assign(Tvector4_single):Tvector3_double</code>	463
64.3.177	<code>assign(Tvector4_single):Tvector3_extended</code>	463
64.3.178	<code>assign(Tvector4_single):Tvector3_single</code>	463
64.3.179	<code>assign(Tvector4_single):Tvector4_double</code>	463
64.3.180	<code>assign(Tvector4_single):Tvector4_extended</code>	463
64.3.181	<code>divide(Tmatrix2_double,Double):Tmatrix2_double</code>	464
64.3.182	<code>divide(Tmatrix2_extended,extended):Tmatrix2_extended</code>	464
64.3.183	<code>divide(Tmatrix2_single,single):Tmatrix2_single</code>	464
64.3.184	<code>divide(Tmatrix3_double,Double):Tmatrix3_double</code>	464
64.3.185	<code>divide(Tmatrix3_extended,extended):Tmatrix3_extended</code>	464
64.3.186	<code>divide(Tmatrix3_single,single):Tmatrix3_single</code>	465
64.3.187	<code>divide(Tmatrix4_double,Double):Tmatrix4_double</code>	465
64.3.188	<code>divide(Tmatrix4_extended,extended):Tmatrix4_extended</code>	465
64.3.189	<code>divide(Tmatrix4_single,single):Tmatrix4_single</code>	465
64.3.190	<code>divide(Tvector2_double,Double):Tvector2_double</code>	465
64.3.191	<code>divide(Tvector2_extended,extended):Tvector2_extended</code>	466
64.3.192	<code>divide(Tvector2_single,single):Tvector2_single</code>	466
64.3.193	<code>divide(Tvector3_double,Double):Tvector3_double</code>	466
64.3.194	<code>divide(Tvector3_extended,extended):Tvector3_extended</code>	466
64.3.195	<code>divide(Tvector3_single,single):Tvector3_single</code>	466
64.3.196	<code>divide(Tvector4_double,Double):Tvector4_double</code>	467
64.3.197	<code>divide(Tvector4_extended,extended):Tvector4_extended</code>	467
64.3.198	<code>divide(Tvector4_single,single):Tvector4_single</code>	467
64.3.199	<code>multiply(Tmatrix2_double,Double):Tmatrix2_double</code>	467

64.3.200	<code>multiply(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double</code>	467
64.3.201	<code>multiply(Tmatrix2_double,Tvector2_double):Tvector2_double</code>	468
64.3.202	<code>multiply(Tmatrix2_extended,extended):Tmatrix2_extended</code>	468
64.3.203	<code>multiply(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended</code>	468
64.3.204	<code>multiply(Tmatrix2_extended,Tvector2_extended):Tvector2_extended</code>	468
64.3.205	<code>multiply(Tmatrix2_single,single):Tmatrix2_single</code>	469
64.3.206	<code>multiply(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single</code>	469
64.3.207	<code>multiply(Tmatrix2_single,Tvector2_single):Tvector2_single</code>	469
64.3.208	<code>multiply(Tmatrix3_double,Double):Tmatrix3_double</code>	469
64.3.209	<code>multiply(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double</code>	469
64.3.210	<code>multiply(Tmatrix3_double,Tvector3_double):Tvector3_double</code>	470
64.3.211	<code>multiply(Tmatrix3_extended,extended):Tmatrix3_extended</code>	470
64.3.212	<code>multiply(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended</code>	470
64.3.213	<code>multiply(Tmatrix3_extended,Tvector3_extended):Tvector3_extended</code>	470
64.3.214	<code>multiply(Tmatrix3_single,single):Tmatrix3_single</code>	471
64.3.215	<code>multiply(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single</code>	471
64.3.216	<code>multiply(Tmatrix3_single,Tvector3_single):Tvector3_single</code>	471
64.3.217	<code>multiply(Tmatrix4_double,Double):Tmatrix4_double</code>	471
64.3.218	<code>multiply(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double</code>	471
64.3.219	<code>multiply(Tmatrix4_double,Tvector4_double):Tvector4_double</code>	472
64.3.220	<code>multiply(Tmatrix4_extended,extended):Tmatrix4_extended</code>	472
64.3.221	<code>multiply(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended</code>	472
64.3.222	<code>multiply(Tmatrix4_extended,Tvector4_extended):Tvector4_extended</code>	472
64.3.223	<code>multiply(Tmatrix4_single,single):Tmatrix4_single</code>	473
64.3.224	<code>multiply(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single</code>	473
64.3.225	<code>multiply(Tmatrix4_single,Tvector4_single):Tvector4_single</code>	473
64.3.226	<code>multiply(Tvector2_double,Double):Tvector2_double</code>	473
64.3.227	<code>multiply(Tvector2_double,Tvector2_double):Tvector2_double</code>	473
64.3.228	<code>multiply(Tvector2_extended,extended):Tvector2_extended</code>	474
64.3.229	<code>multiply(Tvector2_extended,Tvector2_extended):Tvector2_extended</code>	474
64.3.230	<code>multiply(Tvector2_single,single):Tvector2_single</code>	474
64.3.231	<code>multiply(Tvector2_single,Tvector2_single):Tvector2_single</code>	474
64.3.232	<code>multiply(Tvector3_double,Double):Tvector3_double</code>	474
64.3.233	<code>multiply(Tvector3_double,Tvector3_double):Tvector3_double</code>	475
64.3.234	<code>multiply(Tvector3_extended,extended):Tvector3_extended</code>	475
64.3.235	<code>multiply(Tvector3_extended,Tvector3_extended):Tvector3_extended</code>	475
64.3.236	<code>multiply(Tvector3_single,single):Tvector3_single</code>	475
64.3.237	<code>multiply(Tvector3_single,Tvector3_single):Tvector3_single</code>	475
64.3.238	<code>multiply(Tvector4_double,Double):Tvector4_double</code>	476
64.3.239	<code>multiply(Tvector4_double,Tvector4_double):Tvector4_double</code>	476

64.3.240	<a href="#">multiply(Tvector4_extended,extended):Tvector4_extended</a>	476
64.3.241	<a href="#">multiply(Tvector4_extended,Tvector4_extended):Tvector4_extended</a>	476
64.3.242	<a href="#">multiply(Tvector4_single,single):Tvector4_single</a>	476
64.3.243	<a href="#">multiply(Tvector4_single,Tvector4_single):Tvector4_single</a>	477
64.3.244	<a href="#">negative(Tmatrix2_double):Tmatrix2_double</a>	477
64.3.245	<a href="#">negative(Tmatrix2_extended):Tmatrix2_extended</a>	477
64.3.246	<a href="#">negative(Tmatrix2_single):Tmatrix2_single</a>	477
64.3.247	<a href="#">negative(Tmatrix3_double):Tmatrix3_double</a>	477
64.3.248	<a href="#">negative(Tmatrix3_extended):Tmatrix3_extended</a>	477
64.3.249	<a href="#">negative(Tmatrix3_single):Tmatrix3_single</a>	478
64.3.250	<a href="#">negative(Tmatrix4_double):Tmatrix4_double</a>	478
64.3.251	<a href="#">negative(Tmatrix4_extended):Tmatrix4_extended</a>	478
64.3.252	<a href="#">negative(Tmatrix4_single):Tmatrix4_single</a>	478
64.3.253	<a href="#">negative(Tvector2_double):Tvector2_double</a>	478
64.3.254	<a href="#">negative(Tvector2_extended):Tvector2_extended</a>	478
64.3.255	<a href="#">negative(Tvector2_single):Tvector2_single</a>	479
64.3.256	<a href="#">negative(Tvector3_double):Tvector3_double</a>	479
64.3.257	<a href="#">negative(Tvector3_extended):Tvector3_extended</a>	479
64.3.258	<a href="#">negative(Tvector3_single):Tvector3_single</a>	479
64.3.259	<a href="#">negative(Tvector4_double):Tvector4_double</a>	479
64.3.260	<a href="#">negative(Tvector4_extended):Tvector4_extended</a>	480
64.3.261	<a href="#">negative(Tvector4_single):Tvector4_single</a>	480
64.3.262	<a href="#">power(Tvector2_double,Tvector2_double):Double</a>	480
64.3.263	<a href="#">power(Tvector2_extended,Tvector2_extended):extended</a>	480
64.3.264	<a href="#">power(Tvector2_single,Tvector2_single):single</a>	480
64.3.265	<a href="#">power(Tvector3_double,Tvector3_double):Double</a>	481
64.3.266	<a href="#">power(Tvector3_extended,Tvector3_extended):extended</a>	481
64.3.267	<a href="#">power(Tvector3_single,Tvector3_single):single</a>	481
64.3.268	<a href="#">power(Tvector4_double,Tvector4_double):Double</a>	481
64.3.269	<a href="#">power(Tvector4_extended,Tvector4_extended):extended</a>	481
64.3.270	<a href="#">power(Tvector4_single,Tvector4_single):single</a>	482
64.3.271	<a href="#">subtract(Tmatrix2_double,Double):Tmatrix2_double</a>	482
64.3.272	<a href="#">subtract(Tmatrix2_double,Tmatrix2_double):Tmatrix2_double</a>	482
64.3.273	<a href="#">subtract(Tmatrix2_extended,extended):Tmatrix2_extended</a>	482
64.3.274	<a href="#">subtract(Tmatrix2_extended,Tmatrix2_extended):Tmatrix2_extended</a>	482
64.3.275	<a href="#">subtract(Tmatrix2_single,single):Tmatrix2_single</a>	483
64.3.276	<a href="#">subtract(Tmatrix2_single,Tmatrix2_single):Tmatrix2_single</a>	483
64.3.277	<a href="#">subtract(Tmatrix3_double,Double):Tmatrix3_double</a>	483
64.3.278	<a href="#">subtract(Tmatrix3_double,Tmatrix3_double):Tmatrix3_double</a>	483
64.3.279	<a href="#">subtract(Tmatrix3_extended,extended):Tmatrix3_extended</a>	483

64.3.280	<a href="#">subtract(Tmatrix3_extended,Tmatrix3_extended):Tmatrix3_extended</a>	484
64.3.281	<a href="#">subtract(Tmatrix3_single,single):Tmatrix3_single</a>	484
64.3.282	<a href="#">subtract(Tmatrix3_single,Tmatrix3_single):Tmatrix3_single</a>	484
64.3.283	<a href="#">subtract(Tmatrix4_double,Double):Tmatrix4_double</a>	484
64.3.284	<a href="#">subtract(Tmatrix4_double,Tmatrix4_double):Tmatrix4_double</a>	484
64.3.285	<a href="#">subtract(Tmatrix4_extended,extended):Tmatrix4_extended</a>	485
64.3.286	<a href="#">subtract(Tmatrix4_extended,Tmatrix4_extended):Tmatrix4_extended</a>	485
64.3.287	<a href="#">subtract(Tmatrix4_single,single):Tmatrix4_single</a>	485
64.3.288	<a href="#">subtract(Tmatrix4_single,Tmatrix4_single):Tmatrix4_single</a>	485
64.3.289	<a href="#">subtract(Tvector2_double,Double):Tvector2_double</a>	485
64.3.290	<a href="#">subtract(Tvector2_double,Tvector2_double):Tvector2_double</a>	486
64.3.291	<a href="#">subtract(Tvector2_extended,extended):Tvector2_extended</a>	486
64.3.292	<a href="#">subtract(Tvector2_extended,Tvector2_extended):Tvector2_extended</a>	486
64.3.293	<a href="#">subtract(Tvector2_single,single):Tvector2_single</a>	486
64.3.294	<a href="#">subtract(Tvector2_single,Tvector2_single):Tvector2_single</a>	486
64.3.295	<a href="#">subtract(Tvector3_double,Double):Tvector3_double</a>	487
64.3.296	<a href="#">subtract(Tvector3_double,Tvector3_double):Tvector3_double</a>	487
64.3.297	<a href="#">subtract(Tvector3_extended,extended):Tvector3_extended</a>	487
64.3.298	<a href="#">subtract(Tvector3_extended,Tvector3_extended):Tvector3_extended</a>	487
64.3.299	<a href="#">subtract(Tvector3_single,single):Tvector3_single</a>	487
64.3.300	<a href="#">subtract(Tvector3_single,Tvector3_single):Tvector3_single</a>	488
64.3.301	<a href="#">subtract(Tvector4_double,Double):Tvector4_double</a>	488
64.3.302	<a href="#">subtract(Tvector4_double,Tvector4_double):Tvector4_double</a>	488
64.3.303	<a href="#">subtract(Tvector4_extended,extended):Tvector4_extended</a>	488
64.3.304	<a href="#">subtract(Tvector4_extended,Tvector4_extended):Tvector4_extended</a>	488
64.3.305	<a href="#">subtract(Tvector4_single,single):Tvector4_single</a>	489
64.3.306	<a href="#">subtract(Tvector4_single,Tvector4_single):Tvector4_single</a>	489
64.3.307	<a href="#">symmetricaldifference(Tvector3_double,Tvector3_double):Tvector3_double</a>	489
64.3.308	<a href="#">symmetricaldifference(Tvector3_extended,Tvector3_extended):Tvector3_extended</a>	489
64.3.309	<a href="#">symmetricaldifference(Tvector3_single,Tvector3_single):Tvector3_single</a>	490
64.4	<a href="#">Tmatrix2_double</a>	490
64.4.1	<a href="#">Description</a>	490
64.4.2	<a href="#">Method overview</a>	490
64.4.3	<a href="#">Tmatrix2_double.init_zero</a>	490
64.4.4	<a href="#">Tmatrix2_double.init_identity</a>	490
64.4.5	<a href="#">Tmatrix2_double.init</a>	491
64.4.6	<a href="#">Tmatrix2_double.get_column</a>	491
64.4.7	<a href="#">Tmatrix2_double.get_row</a>	491
64.4.8	<a href="#">Tmatrix2_double.set_column</a>	491
64.4.9	<a href="#">Tmatrix2_double.set_row</a>	491

64.4.10	<a href="#">Tmatrix2_double.determinant</a>	491
64.4.11	<a href="#">Tmatrix2_double.inverse</a>	492
64.4.12	<a href="#">Tmatrix2_double.transpose</a>	492
64.5	<a href="#">Tmatrix2_extended</a>	492
64.5.1	<a href="#">Description</a>	492
64.5.2	<a href="#">Method overview</a>	492
64.5.3	<a href="#">Tmatrix2_extended.init_zero</a>	492
64.5.4	<a href="#">Tmatrix2_extended.init_identity</a>	493
64.5.5	<a href="#">Tmatrix2_extended.init</a>	493
64.5.6	<a href="#">Tmatrix2_extended.get_column</a>	493
64.5.7	<a href="#">Tmatrix2_extended.get_row</a>	493
64.5.8	<a href="#">Tmatrix2_extended.set_column</a>	493
64.5.9	<a href="#">Tmatrix2_extended.set_row</a>	493
64.5.10	<a href="#">Tmatrix2_extended.determinant</a>	494
64.5.11	<a href="#">Tmatrix2_extended.inverse</a>	494
64.5.12	<a href="#">Tmatrix2_extended.transpose</a>	494
64.6	<a href="#">Tmatrix2_single</a>	494
64.6.1	<a href="#">Description</a>	494
64.6.2	<a href="#">Method overview</a>	494
64.6.3	<a href="#">Tmatrix2_single.init_zero</a>	495
64.6.4	<a href="#">Tmatrix2_single.init_identity</a>	495
64.6.5	<a href="#">Tmatrix2_single.init</a>	495
64.6.6	<a href="#">Tmatrix2_single.get_column</a>	495
64.6.7	<a href="#">Tmatrix2_single.get_row</a>	495
64.6.8	<a href="#">Tmatrix2_single.set_column</a>	495
64.6.9	<a href="#">Tmatrix2_single.set_row</a>	496
64.6.10	<a href="#">Tmatrix2_single.determinant</a>	496
64.6.11	<a href="#">Tmatrix2_single.inverse</a>	496
64.6.12	<a href="#">Tmatrix2_single.transpose</a>	496
64.7	<a href="#">Tmatrix3_double</a>	496
64.7.1	<a href="#">Description</a>	496
64.7.2	<a href="#">Method overview</a>	497
64.7.3	<a href="#">Tmatrix3_double.init_zero</a>	497
64.7.4	<a href="#">Tmatrix3_double.init_identity</a>	497
64.7.5	<a href="#">Tmatrix3_double.init</a>	497
64.7.6	<a href="#">Tmatrix3_double.get_column</a>	497
64.7.7	<a href="#">Tmatrix3_double.get_row</a>	498
64.7.8	<a href="#">Tmatrix3_double.set_column</a>	498
64.7.9	<a href="#">Tmatrix3_double.set_row</a>	498
64.7.10	<a href="#">Tmatrix3_double.determinant</a>	498



64.7.11	Tmatrix3_double.inverse	498
64.7.12	Tmatrix3_double.transpose	498
64.8	Tmatrix3_extended	499
64.8.1	Description	499
64.8.2	Method overview	499
64.8.3	Tmatrix3_extended.init_zero	499
64.8.4	Tmatrix3_extended.init_identity	499
64.8.5	Tmatrix3_extended.init	499
64.8.6	Tmatrix3_extended.get_column	500
64.8.7	Tmatrix3_extended.get_row	500
64.8.8	Tmatrix3_extended.set_column	500
64.8.9	Tmatrix3_extended.set_row	500
64.8.10	Tmatrix3_extended.determinant	500
64.8.11	Tmatrix3_extended.inverse	500
64.8.12	Tmatrix3_extended.transpose	501
64.9	Tmatrix3_single	501
64.9.1	Description	501
64.9.2	Method overview	501
64.9.3	Tmatrix3_single.init_zero	501
64.9.4	Tmatrix3_single.init_identity	501
64.9.5	Tmatrix3_single.init	502
64.9.6	Tmatrix3_single.get_column	502
64.9.7	Tmatrix3_single.get_row	502
64.9.8	Tmatrix3_single.set_column	502
64.9.9	Tmatrix3_single.set_row	502
64.9.10	Tmatrix3_single.determinant	502
64.9.11	Tmatrix3_single.inverse	503
64.9.12	Tmatrix3_single.transpose	503
64.10	Tmatrix4_double	503
64.10.1	Description	503
64.10.2	Method overview	503
64.10.3	Tmatrix4_double.init_zero	503
64.10.4	Tmatrix4_double.init_identity	504
64.10.5	Tmatrix4_double.init	504
64.10.6	Tmatrix4_double.get_column	504
64.10.7	Tmatrix4_double.get_row	504
64.10.8	Tmatrix4_double.set_column	504
64.10.9	Tmatrix4_double.set_row	505
64.10.10	Tmatrix4_double.determinant	505
64.10.11	Tmatrix4_double.inverse	505

64.10.12	Tmatrix4_double.transpose	505
64.11	Tmatrix4_extended	505
64.11.1	Description	505
64.11.2	Method overview	506
64.11.3	Tmatrix4_extended.init_zero	506
64.11.4	Tmatrix4_extended.init_identity	506
64.11.5	Tmatrix4_extended.init	506
64.11.6	Tmatrix4_extended.get_column	506
64.11.7	Tmatrix4_extended.get_row	507
64.11.8	Tmatrix4_extended.set_column	507
64.11.9	Tmatrix4_extended.set_row	507
64.11.10	Tmatrix4_extended.determinant	507
64.11.11	Tmatrix4_extended.inverse	507
64.11.12	Tmatrix4_extended.transpose	508
64.12	Tmatrix4_single	508
64.12.1	Description	508
64.12.2	Method overview	508
64.12.3	Tmatrix4_single.init_zero	508
64.12.4	Tmatrix4_single.init_identity	508
64.12.5	Tmatrix4_single.init	509
64.12.6	Tmatrix4_single.get_column	509
64.12.7	Tmatrix4_single.get_row	509
64.12.8	Tmatrix4_single.set_column	509
64.12.9	Tmatrix4_single.set_row	509
64.12.10	Tmatrix4_single.determinant	510
64.12.11	Tmatrix4_single.inverse	510
64.12.12	Tmatrix4_single.transpose	510
64.13	Tvector2_double	510
64.13.1	Description	510
64.13.2	Method overview	510
64.13.3	Tvector2_double.init_zero	510
64.13.4	Tvector2_double.init_one	511
64.13.5	Tvector2_double.init	511
64.13.6	Tvector2_double.length	511
64.13.7	Tvector2_double.squared_length	511
64.14	Tvector2_extended	511
64.14.1	Description	511
64.14.2	Method overview	511
64.14.3	Tvector2_extended.init_zero	512
64.14.4	Tvector2_extended.init_one	512

---

64.14.5	Tvector2_extended.init	512
64.14.6	Tvector2_extended.length	512
64.14.7	Tvector2_extended.squared_length	512
64.15	Tvector2_single	512
64.15.1	Description	512
64.15.2	Method overview	513
64.15.3	Tvector2_single.init_zero	513
64.15.4	Tvector2_single.init_one	513
64.15.5	Tvector2_single.init	513
64.15.6	Tvector2_single.length	513
64.15.7	Tvector2_single.squared_length	513
64.16	Tvector3_double	514
64.16.1	Description	514
64.16.2	Method overview	514
64.16.3	Tvector3_double.init_zero	514
64.16.4	Tvector3_double.init_one	514
64.16.5	Tvector3_double.init	514
64.16.6	Tvector3_double.length	514
64.16.7	Tvector3_double.squared_length	515
64.17	Tvector3_extended	515
64.17.1	Description	515
64.17.2	Method overview	515
64.17.3	Tvector3_extended.init_zero	515
64.17.4	Tvector3_extended.init_one	515
64.17.5	Tvector3_extended.init	515
64.17.6	Tvector3_extended.length	516
64.17.7	Tvector3_extended.squared_length	516
64.18	Tvector3_single	516
64.18.1	Description	516
64.18.2	Method overview	516
64.18.3	Tvector3_single.init_zero	516
64.18.4	Tvector3_single.init_one	516
64.18.5	Tvector3_single.init	517
64.18.6	Tvector3_single.length	517
64.18.7	Tvector3_single.squared_length	517
64.19	Tvector4_double	517
64.19.1	Description	517
64.19.2	Method overview	517
64.19.3	Tvector4_double.init_zero	517
64.19.4	Tvector4_double.init_one	518

64.19.5	Tvector4_double.init . . . . .	518
64.19.6	Tvector4_double.length . . . . .	518
64.19.7	Tvector4_double.squared_length . . . . .	518
64.20	Tvector4_extended . . . . .	518
64.20.1	Description . . . . .	518
64.20.2	Method overview . . . . .	518
64.20.3	Tvector4_extended.init_zero . . . . .	519
64.20.4	Tvector4_extended.init_one . . . . .	519
64.20.5	Tvector4_extended.init . . . . .	519
64.20.6	Tvector4_extended.length . . . . .	519
64.20.7	Tvector4_extended.squared_length . . . . .	519
64.21	Tvector4_single . . . . .	519
64.21.1	Description . . . . .	519
64.21.2	Method overview . . . . .	520
64.21.3	Tvector4_single.init_zero . . . . .	520
64.21.4	Tvector4_single.init_one . . . . .	520
64.21.5	Tvector4_single.init . . . . .	520
64.21.6	Tvector4_single.length . . . . .	520
64.21.7	Tvector4_single.squared_length . . . . .	520
<b>65</b>	<b>Reference for unit 'mmx'</b>	<b>521</b>
65.1	Overview . . . . .	521
65.2	Constants, types and variables . . . . .	521
65.2.1	Constants . . . . .	521
65.2.2	Types . . . . .	522
65.3	Procedures and functions . . . . .	523
65.3.1	emms . . . . .	523
65.3.2	femms . . . . .	523
<b>66</b>	<b>Reference for unit 'Mouse'</b>	<b>524</b>
66.1	Overview . . . . .	524
66.2	Writing a custom mouse driver . . . . .	524
<b>67</b>	<b>Reference for unit 'Objects'</b>	<b>527</b>
67.1	Overview . . . . .	527
67.2	Constants, types and variables . . . . .	527
67.2.1	Constants . . . . .	527
67.2.2	Types . . . . .	529
67.2.3	Variables . . . . .	533
67.3	Procedures and functions . . . . .	533
67.3.1	Abstract . . . . .	533

67.3.2	CallPointerConstructor	533
67.3.3	CallPointerLocal	534
67.3.4	CallPointerMethod	534
67.3.5	CallPointerMethodLocal	534
67.3.6	CallVoidConstructor	535
67.3.7	CallVoidLocal	535
67.3.8	CallVoidMethod	535
67.3.9	CallVoidMethodLocal	536
67.3.10	DisposeStr	536
67.3.11	LongDiv	536
67.3.12	LongMul	536
67.3.13	NewStr	537
67.3.14	RegisterObjects	537
67.3.15	RegisterType	538
67.3.16	SetStr	539
67.4	TBufStream	540
67.4.1	Description	540
67.4.2	Method overview	540
67.4.3	TBufStream.Init	540
67.4.4	TBufStream.Done	541
67.4.5	TBufStream.Close	541
67.4.6	TBufStream.Flush	541
67.4.7	TBufStream.Truncate	542
67.4.8	TBufStream.Seek	542
67.4.9	TBufStream.Open	543
67.4.10	TBufStream.Read	543
67.4.11	TBufStream.Write	543
67.5	TCollection	544
67.5.1	Description	544
67.5.2	Method overview	544
67.5.3	TCollection.Init	544
67.5.4	TCollection.Load	545
67.5.5	TCollection.Done	545
67.5.6	TCollection.At	546
67.5.7	TCollection.IndexOf	546
67.5.8	TCollection.GetItem	547
67.5.9	TCollection.LastThat	548
67.5.10	TCollection.FirstThat	548
67.5.11	TCollection.Pack	549
67.5.12	TCollection.FreeAll	550

67.5.13	TCollection.DeleteAll	551
67.5.14	TCollection.Free	552
67.5.15	TCollection.Insert	552
67.5.16	TCollection.Delete	553
67.5.17	TCollection.AtFree	553
67.5.18	TCollection.FreeItem	554
67.5.19	TCollection.AtDelete	554
67.5.20	TCollection.ForEach	555
67.5.21	TCollection.SetLimit	556
67.5.22	TCollection.Error	556
67.5.23	TCollection.AtPut	557
67.5.24	TCollection.AtInsert	557
67.5.25	TCollection.Store	558
67.5.26	TCollection.PutItem	558
67.6	TDosStream	558
67.6.1	Description	558
67.6.2	Method overview	559
67.6.3	TDosStream.Init	559
67.6.4	TDosStream.Done	559
67.6.5	TDosStream.Close	560
67.6.6	TDosStream.Truncate	560
67.6.7	TDosStream.Seek	561
67.6.8	TDosStream.Open	562
67.6.9	TDosStream.Read	562
67.6.10	TDosStream.Write	563
67.7	TMemoryStream	563
67.7.1	Description	563
67.7.2	Method overview	563
67.7.3	TMemoryStream.Init	563
67.7.4	TMemoryStream.Done	564
67.7.5	TMemoryStream.Truncate	564
67.7.6	TMemoryStream.Read	565
67.7.7	TMemoryStream.Write	565
67.8	TObject	565
67.8.1	Description	565
67.8.2	Method overview	565
67.8.3	TObject.Init	565
67.8.4	TObject.Free	566
67.8.5	TObject.Is_Object	566
67.8.6	TObject.Done	567

67.9	TPoint	567
67.9.1	Description	567
67.10	TRect	567
67.10.1	Description	567
67.10.2	Method overview	567
67.10.3	TRect.Empty	568
67.10.4	TRect.Equals	569
67.10.5	TRect.Contains	569
67.10.6	TRect.Copy	569
67.10.7	TRect.Union	570
67.10.8	TRect.Intersect	570
67.10.9	TRect.Move	571
67.10.10	TRect.Grow	572
67.10.11	TRect.Assign	572
67.11	TResourceCollection	573
67.11.1	Description	573
67.11.2	Method overview	573
67.11.3	TResourceCollection.KeyOf	573
67.11.4	TResourceCollection.GetItem	574
67.11.5	TResourceCollection.FreeItem	574
67.11.6	TResourceCollection.PutItem	574
67.12	TResourceFile	574
67.12.1	Description	574
67.12.2	Method overview	575
67.12.3	TResourceFile.Init	575
67.12.4	TResourceFile.Done	575
67.12.5	TResourceFile.Count	575
67.12.6	TResourceFile.KeyAt	576
67.12.7	TResourceFile.Get	576
67.12.8	TResourceFile.SwitchTo	576
67.12.9	TResourceFile.Flush	576
67.12.10	TResourceFile.Delete	577
67.12.11	TResourceFile.Put	577
67.13	TSortedCollection	577
67.13.1	Description	577
67.13.2	Method overview	578
67.13.3	TSortedCollection.Init	578
67.13.4	TSortedCollection.Load	578
67.13.5	TSortedCollection.KeyOf	578
67.13.6	TSortedCollection.IndexOf	579

---

67.13.7	<a href="#">TSortedCollection.Compare</a>	579
67.13.8	<a href="#">TSortedCollection.Search</a>	580
67.13.9	<a href="#">TSortedCollection.Insert</a>	581
67.13.10	<a href="#">TSortedCollection.Store</a>	582
67.14	<a href="#">TStrCollection</a>	583
67.14.1	<a href="#">Description</a>	583
67.14.2	<a href="#">Method overview</a>	583
67.14.3	<a href="#">TStrCollection.Compare</a>	583
67.14.4	<a href="#">TStrCollection.GetItem</a>	584
67.14.5	<a href="#">TStrCollection.FreeItem</a>	584
67.14.6	<a href="#">TStrCollection.PutItem</a>	584
67.15	<a href="#">TStream</a>	585
67.15.1	<a href="#">Description</a>	585
67.15.2	<a href="#">Method overview</a>	585
67.15.3	<a href="#">TStream.Init</a>	585
67.15.4	<a href="#">TStream.Get</a>	585
67.15.5	<a href="#">TStream.StrRead</a>	586
67.15.6	<a href="#">TStream.GetPos</a>	587
67.15.7	<a href="#">TStream.GetSize</a>	587
67.15.8	<a href="#">TStream.ReadStr</a>	588
67.15.9	<a href="#">TStream.Open</a>	589
67.15.10	<a href="#">TStream.Close</a>	589
67.15.11	<a href="#">TStream.Reset</a>	589
67.15.12	<a href="#">TStream.Flush</a>	590
67.15.13	<a href="#">TStream.Truncate</a>	590
67.15.14	<a href="#">TStream.Put</a>	590
67.15.15	<a href="#">TStream.StrWrite</a>	591
67.15.16	<a href="#">TStream.WriteStr</a>	591
67.15.17	<a href="#">TStream.Seek</a>	591
67.15.18	<a href="#">TStream.Error</a>	591
67.15.19	<a href="#">TStream.Read</a>	592
67.15.20	<a href="#">TStream.Write</a>	592
67.15.21	<a href="#">TStream.CopyFrom</a>	593
67.16	<a href="#">TStringCollection</a>	593
67.16.1	<a href="#">Description</a>	593
67.16.2	<a href="#">Method overview</a>	594
67.16.3	<a href="#">TStringCollection.GetItem</a>	594
67.16.4	<a href="#">TStringCollection.Compare</a>	594
67.16.5	<a href="#">TStringCollection.FreeItem</a>	595
67.16.6	<a href="#">TStringCollection.PutItem</a>	595



67.17	TStringList	595
67.17.1	Description	595
67.17.2	Method overview	596
67.17.3	TStringList.Load	596
67.17.4	TStringList.Done	596
67.17.5	TStringList.Get	596
67.18	TStrListMaker	597
67.18.1	Description	597
67.18.2	Method overview	597
67.18.3	TStrListMaker.Init	597
67.18.4	TStrListMaker.Done	597
67.18.5	TStrListMaker.Put	597
67.18.6	TStrListMaker.Store	598
67.19	TUnSortedStrCollection	598
67.19.1	Description	598
67.19.2	Method overview	598
67.19.3	TUnSortedStrCollection.Insert	598
<b>68</b>	<b>Reference for unit 'objpas'</b>	<b>600</b>
68.1	Overview	600
68.2	Constants, types and variables	600
68.2.1	Constants	600
68.2.2	Types	600
<b>69</b>	<b>Reference for unit 'ports'</b>	<b>602</b>
69.1	Overview	602
69.2	Constants, types and variables	602
69.2.1	Variables	602
69.3	tport	603
69.3.1	Description	603
69.3.2	Property overview	603
69.3.3	tport.pp	603
69.4	tportl	604
69.4.1	Description	604
69.4.2	Property overview	604
69.4.3	tportl.pp	604
69.5	tportw	604
69.5.1	Description	604
69.5.2	Property overview	604
69.5.3	tportw.pp	604

---

<b>70 Reference for unit 'printer'</b>	<b>605</b>
70.1 Overview . . . . .	605
<b>71 Reference for unit 'sharemem'</b>	<b>606</b>
71.1 Overview . . . . .	606
<b>72 Reference for unit 'Sockets'</b>	<b>607</b>
72.1 Used units . . . . .	607
72.2 Overview . . . . .	607
<b>73 Reference for unit 'strings'</b>	<b>608</b>
73.1 Overview . . . . .	608
73.2 Procedures and functions . . . . .	608
73.2.1 stralloc . . . . .	608
73.2.2 strcat . . . . .	608
73.2.3 strcmp . . . . .	609
73.2.4 strcpy . . . . .	609
73.2.5 strdispose . . . . .	610
73.2.6 strecopy . . . . .	610
73.2.7 strend . . . . .	611
73.2.8 stricmp . . . . .	612
73.2.9 stripos . . . . .	612
73.2.10 striscan . . . . .	613
73.2.11 strlcat . . . . .	613
73.2.12 strlcomp . . . . .	614
73.2.13 strlcopy . . . . .	614
73.2.14 strlen . . . . .	615
73.2.15 strlicomp . . . . .	615
73.2.16 strlower . . . . .	616
73.2.17 strmove . . . . .	616
73.2.18 strnew . . . . .	617
73.2.19 strpas . . . . .	618
73.2.20 strpcopy . . . . .	618
73.2.21 strpos . . . . .	619
73.2.22 strriscan . . . . .	619
73.2.23 strrscan . . . . .	620
73.2.24 strscan . . . . .	620
73.2.25 strupper . . . . .	620
<b>74 Reference for unit 'strutils'</b>	<b>621</b>
74.1 Used units . . . . .	621

<b>75 Reference for unit 'System'</b>	<b>622</b>
75.1 Overview . . . . .	622
75.2 Unicode and codepage support . . . . .	622
75.3 Miscellaneous functions . . . . .	623
75.4 Operating System functions . . . . .	624
75.5 String handling . . . . .	624
75.6 Mathematical routines . . . . .	625
75.7 Memory management functions . . . . .	626
75.8 File handling functions . . . . .	626
75.9 Run-Time Error behaviour . . . . .	627
<b>76 Reference for unit 'sysutils'</b>	<b>628</b>
76.1 Used units . . . . .	628
76.2 Overview . . . . .	628
76.3 Localization support . . . . .	628
76.4 Unicode and codepage awareness . . . . .	628
76.5 Miscellaneous conversion routines . . . . .	630
76.6 Date/time routines . . . . .	631
76.7 FileName handling routines . . . . .	631
76.8 File input/output routines . . . . .	632
76.9 PChar related functions . . . . .	633
76.10 Date and time formatting characters . . . . .	634
76.11 Formatting strings . . . . .	635
76.12 String functions . . . . .	635
<b>77 Reference for unit 'Types'</b>	<b>637</b>
77.1 Overview . . . . .	637
77.2 Constants, types and variables . . . . .	637
77.2.1 Constants . . . . .	637
77.2.2 Types . . . . .	642
77.3 Procedures and functions . . . . .	648
77.3.1 Bounds . . . . .	648
77.3.2 CenterPoint . . . . .	648
77.3.3 EqualRect . . . . .	649
77.3.4 InflateRect . . . . .	649
77.3.5 IntersectRect . . . . .	649
77.3.6 IsRectEmpty . . . . .	649
77.3.7 OffsetRect . . . . .	650
77.3.8 Point . . . . .	650
77.3.9 PtInRect . . . . .	650
77.3.10 Rect . . . . .	650

77.3.11	Size	651
77.3.12	UnionRect	651
77.4	IClassFactory	651
77.4.1	Description	651
77.4.2	Method overview	651
77.4.3	IClassFactory.CreateInstance	651
77.4.4	IClassFactory.LockServer	652
77.5	ISequentialStream	652
77.5.1	Description	652
77.5.2	Method overview	652
77.5.3	ISequentialStream.Read	652
77.5.4	ISequentialStream.Write	652
77.6	IStream	652
77.6.1	Description	652
77.6.2	Method overview	653
77.6.3	IStream.Seek	653
77.6.4	IStream.SetSize	653
77.6.5	IStream.CopyTo	653
77.6.6	IStream.Commit	654
77.6.7	IStream.Revert	654
77.6.8	IStream.LockRegion	654
77.6.9	IStream.UnlockRegion	654
77.6.10	IStream.Stat	655
77.6.11	IStream.Clone	655
<b>78</b>	<b>Reference for unit 'typinfo'</b>	<b>656</b>
78.1	Used units	656
78.2	Overview	656
78.3	Auxiliary functions	656
78.4	Getting or setting property values	657
78.5	Examining published property information	657
78.6	Constants, types and variables	658
78.6.1	Constants	658
78.6.2	Types	659
78.7	Procedures and functions	673
78.7.1	FindPropInfo	673
78.7.2	GetEnumName	674
78.7.3	GetEnumNameCount	675
78.7.4	GetEnumProp	675
78.7.5	GetEnumValue	676

78.7.6	GetFloatProp	676
78.7.7	GetInt64Prop	677
78.7.8	GetInterfaceProp	678
78.7.9	GetMethodProp	678
78.7.10	GetObjectProp	680
78.7.11	GetObjectPropClass	681
78.7.12	GetOrdProp	682
78.7.13	GetPropInfo	683
78.7.14	GetPropInfos	683
78.7.15	GetPropList	684
78.7.16	GetPropValue	685
78.7.17	GetRawInterfaceProp	686
78.7.18	GetSetProp	686
78.7.19	GetStrProp	687
78.7.20	GetTypeData	688
78.7.21	GetUnicodeStrProp	689
78.7.22	GetVariantProp	689
78.7.23	GetWideStrProp	689
78.7.24	IsPublishedProp	690
78.7.25	IsStoredProp	690
78.7.26	PropIsType	691
78.7.27	PropType	692
78.7.28	SetEnumProp	693
78.7.29	SetFloatProp	693
78.7.30	SetInt64Prop	694
78.7.31	SetInterfaceProp	694
78.7.32	SetMethodProp	695
78.7.33	SetObjectProp	695
78.7.34	SetOrdProp	695
78.7.35	SetPropValue	696
78.7.36	SetRawInterfaceProp	696
78.7.37	SetSetProp	697
78.7.38	SetStrProp	697
78.7.39	SetToString	697
78.7.40	SetUnicodeStrProp	698
78.7.41	SetVariantProp	699
78.7.42	SetWideStrProp	699
78.7.43	StringToSet	699
78.8	TProcedureSignature	700
78.8.1	Method overview	700

78.8.2	TProcedureSignature.GetParam . . . . .	700
78.9	EPropertyConvertError . . . . .	700
78.9.1	Description . . . . .	700
78.10	EPropertyError . . . . .	701
78.10.1	Description . . . . .	701
<b>79</b>	<b>Reference for unit 'unicodedata'</b>	<b>702</b>
79.1	Overview . . . . .	702
79.2	Constants, types and variables . . . . .	703
79.2.1	Resource strings . . . . .	703
79.2.2	Constants . . . . .	703
79.2.3	Types . . . . .	706
79.3	Procedures and functions . . . . .	708
79.3.1	CanonicalOrder . . . . .	708
79.3.2	CompareSortKey . . . . .	709
79.3.3	ComputeSortKey . . . . .	709
79.3.4	FindCollation . . . . .	709
79.3.5	FreeCollation . . . . .	710
79.3.6	FromUCS4 . . . . .	710
79.3.7	GetCollationCount . . . . .	710
79.3.8	GetProps . . . . .	710
79.3.9	GetPropUCA . . . . .	711
79.3.10	IncrementalCompareString . . . . .	711
79.3.11	LoadCollation . . . . .	711
79.3.12	NormalizeNFD . . . . .	712
79.3.13	PrepareCollation . . . . .	712
79.3.14	RegisterCollation . . . . .	712
79.3.15	ToUCS4 . . . . .	713
79.3.16	UnicodeIsHighSurrogate . . . . .	713
79.3.17	UnicodeIsLowSurrogate . . . . .	713
79.3.18	UnicodeIsSurrogatePair . . . . .	714
79.3.19	UnicodeToLower . . . . .	714
79.3.20	UnicodeToUpper . . . . .	714
79.3.21	UnregisterCollation . . . . .	715
79.3.22	UnregisterCollations . . . . .	715
79.4	TUCA_DataBook . . . . .	715
79.4.1	Method overview . . . . .	716
79.4.2	TUCA_DataBook.IsVariable . . . . .	716
79.5	TUCA_PropItemContextRec . . . . .	716
79.5.1	Method overview . . . . .	716

79.5.2	TUCA_PropItemContextRec.GetCodePoints	716
79.5.3	TUCA_PropItemContextRec.GetWeights	716
79.6	TUCA_PropItemContextTreeNodeRec	717
79.6.1	Method overview	717
79.6.2	TUCA_PropItemContextTreeNodeRec.GetLeftNode	717
79.6.3	TUCA_PropItemContextTreeNodeRec.GetRightNode	717
79.7	TUCA_PropItemContextTreeRec	717
79.7.1	Method overview	718
79.7.2	Property overview	718
79.7.3	TUCA_PropItemContextTreeRec.GetData	718
79.7.4	TUCA_PropItemContextTreeRec.Find	718
79.7.5	TUCA_PropItemContextTreeRec.Data	718
79.8	TUCA_PropItemRec	718
79.8.1	Method overview	719
79.8.2	Property overview	719
79.8.3	TUCA_PropItemRec.HasCodePoint	719
79.8.4	TUCA_PropItemRec.IsValid	720
79.8.5	TUCA_PropItemRec.GetWeightArray	720
79.8.6	TUCA_PropItemRec.GetSelfOnlySize	720
79.8.7	TUCA_PropItemRec.GetContextual	720
79.8.8	TUCA_PropItemRec.GetContext	720
79.8.9	TUCA_PropItemRec.IsDeleted	720
79.8.10	TUCA_PropItemRec.IsWeightCompress_1	721
79.8.11	TUCA_PropItemRec.IsWeightCompress_2	721
79.8.12	TUCA_PropItemRec.CodePoint	721
79.8.13	TUCA_PropItemRec.Contextual	721
79.9	TUC_Prop	721
79.9.1	Property overview	722
79.9.2	TUC_Prop.Category	722
79.9.3	TUC_Prop.WhiteSpace	722
79.9.4	TUC_Prop.HangulSyllable	722
79.9.5	TUC_Prop.NumericValue	723
79.10	TUInt24Rec	723
79.10.1	Method overview	726
79.10.2	TUInt24Rec.implicit(TUInt24Rec):Cardinal	727
79.10.3	TUInt24Rec.implicit(TUInt24Rec):LongInt	727
79.10.4	TUInt24Rec.implicit(TUInt24Rec):Word	727
79.10.5	TUInt24Rec.implicit(TUInt24Rec):Byte	727
79.10.6	TUInt24Rec.implicit(Cardinal):TUInt24Rec	728
79.10.7	TUInt24Rec.equal(TUInt24Rec,TUInt24Rec):Boolean	728

79.10.8	TUInt24Rec.equal(TUInt24Rec, Cardinal):Boolean	728
79.10.9	TUInt24Rec.equal(Cardinal, TUInt24Rec):Boolean	728
79.10.10	TUInt24Rec.equal(TUInt24Rec, LongInt):Boolean	728
79.10.11	TUInt24Rec.equal(LongInt, TUInt24Rec):Boolean	729
79.10.12	TUInt24Rec.equal(TUInt24Rec, Word):Boolean	729
79.10.13	TUInt24Rec.equal(Word, TUInt24Rec):Boolean	729
79.10.14	TUInt24Rec.equal(TUInt24Rec, Byte):Boolean	729
79.10.15	TUInt24Rec.equal(Byte, TUInt24Rec):Boolean	729
79.10.16	TUInt24Rec.notequal(TUInt24Rec, TUInt24Rec):Boolean	729
79.10.17	TUInt24Rec.notequal(TUInt24Rec, Cardinal):Boolean	730
79.10.18	TUInt24Rec.notequal(Cardinal, TUInt24Rec):Boolean	730
79.10.19	TUInt24Rec.greaterthan(TUInt24Rec, TUInt24Rec):Boolean	730
79.10.20	TUInt24Rec.greaterthan(TUInt24Rec, Cardinal):Boolean	730
79.10.21	TUInt24Rec.greaterthan(Cardinal, TUInt24Rec):Boolean	730
79.10.22	TUInt24Rec.greaterthanorequal(TUInt24Rec, TUInt24Rec):Boolean	731
79.10.23	TUInt24Rec.greaterthanorequal(TUInt24Rec, Cardinal):Boolean	731
79.10.24	TUInt24Rec.greaterthanorequal(Cardinal, TUInt24Rec):Boolean	731
79.10.25	TUInt24Rec.less than(TUInt24Rec, TUInt24Rec):Boolean	731
79.10.26	TUInt24Rec.less than(TUInt24Rec, Cardinal):Boolean	731
79.10.27	TUInt24Rec.less than(Cardinal, TUInt24Rec):Boolean	732
79.10.28	TUInt24Rec.less thanorequal(TUInt24Rec, TUInt24Rec):Boolean	732
79.10.29	TUInt24Rec.less thanorequal(TUInt24Rec, Cardinal):Boolean	732
79.10.30	TUInt24Rec.less thanorequal(Cardinal, TUInt24Rec):Boolean	732
<b>80</b>	<b>Reference for unit 'unicodeducet'</b>	<b>733</b>
80.1	Overview	733
<b>81</b>	<b>Reference for unit 'Unix'</b>	<b>734</b>
81.1	Used units	734
81.2	Constants, types and variables	734
81.2.1	Constants	734
81.2.2	Types	735
<b>82</b>	<b>Reference for unit 'unixcp'</b>	<b>744</b>
82.1	Used units	744
82.2	Overview	744
82.3	Constants, types and variables	744
82.3.1	Constants	744
82.3.2	Types	745
82.4	Procedures and functions	745
82.4.1	GetCodepageByName	745



82.4.2	GetCodepageData . . . . .	745
82.4.3	GetSystemCodepage . . . . .	745
<b>83</b>	<b>Reference for unit 'unixtype'</b>	<b>747</b>
83.1	Overview . . . . .	747
<b>84</b>	<b>Reference for unit 'unixutil'</b>	<b>748</b>
84.1	Overview . . . . .	748
84.2	Constants, types and variables . . . . .	748
84.2.1	Types . . . . .	748
84.2.2	Variables . . . . .	748
84.3	Procedures and functions . . . . .	749
84.3.1	ArrayStringToPPchar . . . . .	749
84.3.2	EpochToLocal . . . . .	749
84.3.3	GetFS . . . . .	750
84.3.4	GregorianToJulian . . . . .	750
84.3.5	JulianToGregorian . . . . .	751
84.3.6	LocalToEpoch . . . . .	751
84.3.7	StringToPPChar . . . . .	751
<b>85</b>	<b>Reference for unit 'video'</b>	<b>753</b>
85.1	Overview . . . . .	753
85.2	Examples utility unit . . . . .	754
85.3	Writing a custom video driver . . . . .	754
<b>86</b>	<b>Reference for unit 'winCRT'</b>	<b>759</b>
86.1	Overview . . . . .	759
86.2	Constants, types and variables . . . . .	759
86.2.1	Variables . . . . .	759
86.3	Procedures and functions . . . . .	759
86.3.1	delay . . . . .	759
86.3.2	keypressed . . . . .	759
86.3.3	nosound . . . . .	760
86.3.4	readkey . . . . .	760
86.3.5	sound . . . . .	760
86.3.6	textmode . . . . .	760
<b>87</b>	<b>Reference for unit 'windirs'</b>	<b>761</b>
87.1	Used units . . . . .	761
87.2	Overview . . . . .	761
87.3	Constants, types and variables . . . . .	761
87.3.1	Constants . . . . .	761

87.4	Procedures and functions	764
87.4.1	GetWindowsSpecialDir	764
<b>88</b>	<b>Reference for unit 'x86'</b>	<b>765</b>
88.1	Used units	765
88.2	Overview	765
88.3	Procedures and functions	765
88.3.1	fpIOperm	765
88.3.2	fpIoPL	766
88.3.3	ReadPort	766
88.3.4	ReadPortB	766
88.3.5	ReadPortL	767
88.3.6	ReadPortW	767
88.3.7	WritePort	767
88.3.8	WritePortB	768
88.3.9	WritePortl	768
88.3.10	WritePortW	768

## About this guide

This document describes all constants, types, variables, functions and procedures as they are declared in the units that come standard with the Free Pascal Run-Time library (RTL).

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

**Declaration** The exact declaration of the function.

**Description** What does the procedure exactly do ?

**Errors** What errors can occur.

**See Also** Cross references to other related functions/commands.

## 0.1 Overview

The Run-Time Library is the basis of all Free Pascal programs. It contains the basic units that most programs will use, and are made available on all platforms supported by Free pascal (well, more or less).

There are units for compatibility with the Turbo Pascal Run-Time library, and there are units for compatibility with Delphi.

On top of these two sets, there are also a series of units to handle keyboard/mouse and text screens in a cross-platform way.

Other units include platform specific units that implement the specifics of a platform, these are usually needed to support the Turbo Pascal or Delphi units.

Units that fall outside the above outline do not belong in the RTL, but should be included in the packages, or in the FCL.

# Chapter 1

## Reference for unit 'BaseUnix'

### 1.1 Used units

Table 1.1: Used units by unit 'BaseUnix'

Name	Page
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 1.2 Overview

The `BaseUnix` unit was implemented by Marco Van de Voort. It contains basic unix functionality. It supersedes the Linux unit of version 1.0.X of the compiler, but only implements a cleaned up, portable subset of that unit.

For porting FPC to new unix-like platforms, it should be sufficient to implement the functionality in this unit for the new platform.

## Chapter 2

# Reference for unit 'character'

### 2.1 Used units

Table 2.1: Used units by unit 'character'

Name	Page
System	<a href="#">622</a>
unicodedata	<a href="#">702</a>

### 2.2 Overview

The character unit contains the TCharacter ([59](#)) class, which consists mainly of class functions. It should not be constructed, but its class methods can be used. All class methods also exist as regular methods.

Many routines depend on unicode collation data to be present in the binary (or distributed on disc with the application. This data can be loaded using the routines in the unicodedata ([702](#)) unit.. The FPC project distributes some unicode collation data in .bco files which can be loaded using the LoadCollation ([711](#)) routine from that unit.

### 2.3 Constants, types and variables

#### 2.3.1 Types

TCharacterOption = (coIgnoreInvalidSequence)

Table 2.2: Enumeration values for type TCharacterOption

Value	Explanation
coIgnoreInvalidSequence	Ignore invalid unicodecode sequences

TCharacterOption is used in the toUpper ([59](#)) and toLower ([59](#)) functions to control the behaviour of the function.

TCharacterOptions = Set of TCharacterOption

TCharacterOptions is the set of TCharacterOption, used in toUpper (59) and toLower (59) functions to control the behaviour of the function.

```
TUnicodeCategory = (ucUppercaseLetter, ucLowercaseLetter,
                    ucTitlecaseLetter, ucModifierLetter, ucOtherLetter,
                    ucNonSpacingMark, ucCombiningMark, ucEnclosingMark,
                    ucDecimalNumber, ucLetterNumber, ucOtherNumber,
                    ucConnectPunctuation, ucDashPunctuation,
                    ucOpenPunctuation, ucClosePunctuation,
                    ucInitialPunctuation, ucFinalPunctuation,
                    ucOtherPunctuation, ucMathSymbol, ucCurrencySymbol,
                    ucModifierSymbol, ucOtherSymbol, ucSpaceSeparator,
                    ucLineSeparator, ucParagraphSeparator, ucControl,
                    ucFormat, ucSurrogate, ucPrivateUse, ucUnassigned)
```

Table 2.3: Enumeration values for type TUnicodeCategory

Value	Explanation
ucClosePunctuation	Punctuation, close (Pe)
ucCombiningMark	Mark, spacing combining (Mc)
ucConnectPunctuation	Punctuation, connector (Pc)
ucControl	Other, control (Cc)
ucCurrencySymbol	Symbol, currency (Sc)
ucDashPunctuation	Punctuation, dash (Pd)
ucDecimalNumber	Number, decimal digit (Nd)
ucEnclosingMark	Mark, enclosing (Me)
ucFinalPunctuation	Punctuation, final quote (Pf, may behave like Ps or Pe depending on usage)
ucFormat	Other, format (Cf)
ucInitialPunctuation	Punctuation, initial quote (Pi, may behave like Ps or Pe depending on usage)
ucLetterNumber	Number, letter (NI)
ucLineSeparator	Separator, line (Zl)
ucLowercaseLetter	Letter, lowercase (Ll)
ucMathSymbol	Symbol, math (Sm)
ucModifierLetter	Letter, modifier (Lm)
ucModifierSymbol	Symbol, modifier (Sk)
ucNonSpacingMark	Mark, nonspacing (Mn)
ucOpenPunctuation	Punctuation, open (Ps)
ucOtherLetter	Letter, other (Lo)
ucOtherNumber	Number, other (No)
ucOtherPunctuation	Punctuation, other (Po)
ucOtherSymbol	Symbol, other (So)
ucParagraphSeparator	Separator, paragraph (Zp)
ucPrivateUse	Other, private use (Co)
ucSpaceSeparator	Separator, space (Zs)
ucSurrogate	Other, surrogate (Cs)
ucTitlecaseLetter	Letter, titlecase (Lt)
ucUnassigned	Other, not assigned (including noncharacters) (Cn)
ucUppercaseLetter	Letter, uppercase (Lu)

This enumeration type contains the characterization of all possible unicode characters. It is used in the `GetUnicodeCategory` (55) and `TCharacter.GetUnicodeCategory` (62) functions.

`TUnicodeCategorySet` = Set of `TUnicodeCategory`

`TUnicodeCategorySet` is the set of `TUnicodeCategory` (53). It is used internally in the `TCharacter` (59) class.

## 2.4 Procedures and functions

### 2.4.1 ConvertFromUtf32

Synopsis: alias for `TCharacter.ConvertFromUtf32`

Declaration: `function ConvertFromUtf32(AChar: UCS4Char) : UnicodeString`

Visibility: default

Description: `ConvertFromUtf32` is a shortcut for `TCharacter.ConvertFromUtf32` (60).

See also: `TCharacter.ConvertFromUtf32` (60)

### 2.4.2 ConvertToUtf32

Synopsis: alias for `TCharacter.ConvertToUtf32`

Declaration: `function ConvertToUtf32(const AString: UnicodeString; AIndex: Integer) : UCS4Char; Overload`  
`function ConvertToUtf32(const AString: UnicodeString; AIndex: Integer; out ACharLength: Integer) : UCS4Char; Overload`  
`function ConvertToUtf32(const AHighSurrogate: UnicodeChar; const ALowSurrogate: UnicodeChar) : UCS4Char; Overload`

Visibility: default

Description: `ConvertToUtf32` is a shortcut for `TCharacter.ConvertToUtf32` (61).

See also: `TCharacter.ConvertToUtf32` (61)

### 2.4.3 GetNumericValue

Synopsis: Alias for `TCharacter.GetNumericValue`

Declaration: `function GetNumericValue(AChar: UnicodeChar) : Double; Overload`  
`function GetNumericValue(const AString: UnicodeString; AIndex: Integer) : Double; Overload`

Visibility: default

Description: `GetNumericValue` is a shortcut for `TCharacter.GetNumericValue` (61).

See also: `TCharacter.GetNumericValue` (61)





### 2.4.8 IsLetter

Synopsis: Alias for `TCharacter.IsLetter`

Declaration: `function IsLetter(AChar: UnicodeChar) : Boolean; Overload`  
`function IsLetter(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsLetter` is a shortcut for `TCharacter.IsLetter` ([64](#))

See also: `TCharacter.IsLetter` ([64](#))

### 2.4.9 IsLetterOrDigit

Synopsis: Alias for `TCharacter.IsLetterOrDigit`

Declaration: `function IsLetterOrDigit(AChar: UnicodeChar) : Boolean; Overload`  
`function IsLetterOrDigit(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsLetterOrDigit` is a shortcut for `TCharacter.IsLetterOrDigit` ([65](#)).

See also: `TCharacter.IsLetterOrDigit` ([65](#))

### 2.4.10 IsLower

Synopsis: Alias for `TCharacter.IsLower`

Declaration: `function IsLower(AChar: UnicodeChar) : Boolean; Overload`  
`function IsLower(const AString: UnicodeString; AIndex: Integer) : Boolean`  
`; Overload`

Visibility: default

Description: `IsLower` is a shortcut for `TCharacter.IsLower` ([65](#))

See also: `TCharacter.IsLower` ([65](#))

### 2.4.11 IsLowSurrogate

Synopsis: Alias for `TCharacter.IsLowSurrogate`

Declaration: `function IsLowSurrogate(AChar: UnicodeChar) : Boolean; Overload`  
`function IsLowSurrogate(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsLowSurrogate` is a shortcut for `TCharacter.IsLowSurrogate` ([64](#))

See also: `TCharacter.IsLowSurrogate` ([64](#))

### 2.4.12 IsNumber

Synopsis: Alias for `TCharacter.IsNumber`

Declaration: `function IsNumber(AChar: UnicodeChar) : Boolean; Overload`  
`function IsNumber(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsNumber` is a shortcut for `TCharacter.IsNumber` (66)

See also: `TCharacter.IsNumber` (66)

### 2.4.13 IsPunctuation

Synopsis: Alias for `TCharacter.IsPunctuation`

Declaration: `function IsPunctuation(AChar: UnicodeChar) : Boolean; Overload`  
`function IsPunctuation(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsPunctuation` is a shortcut for `TCharacter.IsPunctuation` (66)

See also: `TCharacter.IsPunctuation` (66)

### 2.4.14 IsSeparator

Synopsis: Alias for `TCharacter.IsSeparator`

Declaration: `function IsSeparator(AChar: UnicodeChar) : Boolean; Overload`  
`function IsSeparator(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsSeparator` is a shortcut for `TCharacter.IsSeparator` (66)

See also: `TCharacter.IsSeparator` (66)

### 2.4.15 IsSurrogate

Synopsis: Alias for `TCharacter.IsSurrogate`

Declaration: `function IsSurrogate(AChar: UnicodeChar) : Boolean; Overload`  
`function IsSurrogate(const AString: UnicodeString; AIndex: Integer)`  
`: Boolean; Overload`

Visibility: default

Description: `IsSurrogate` is a shortcut for `TCharacter.IsSurrogate` (63).

See also: `TCharacter.IsSurrogate` (63)

### 2.4.16 IsSurrogatePair

Synopsis: Alias for `TCharacter.IsSurrogatePair`

Declaration: `function IsSurrogatePair(const AHighSurrogate: UnicodeChar;  
const ALowSurrogate: UnicodeChar) : Boolean  
; Overload  
function IsSurrogatePair(const AString: UnicodeString; AIndex: Integer)  
: Boolean; Overload`

Visibility: default

Description: `IsSurrogatePair` is a shortcut for `TCharacter.IsSurrogatePair` ([64](#))

See also: `TCharacter.IsSurrogatePair` ([64](#))

### 2.4.17 IsSymbol

Synopsis: Alias for `TCharacter.IsSymbol`

Declaration: `function IsSymbol(AChar: UnicodeChar) : Boolean; Overload  
function IsSymbol(const AString: UnicodeString; AIndex: Integer)  
: Boolean; Overload`

Visibility: default

Description: `IsSymbol` is a shortcut for `TCharacter.IsSymbol` ([67](#))

See also: `TCharacter.IsSymbol` ([67](#))

### 2.4.18 IsUpper

Synopsis: Alias for `TCharacter.IsUpper`

Declaration: `function IsUpper(AChar: UnicodeChar) : Boolean; Overload  
function IsUpper(const AString: UnicodeString; AIndex: Integer) : Boolean  
; Overload`

Visibility: default

Description: `IsUpper` is a shortcut for `TCharacter.IsUpper` ([67](#))

See also: `TCharacter.IsUpper` ([67](#))

### 2.4.19 IsWhiteSpace

Synopsis: Alias for `TCharacter.IsWhiteSpace`

Declaration: `function IsWhiteSpace(AChar: UnicodeChar) : Boolean; Overload  
function IsWhiteSpace(const AString: UnicodeString; AIndex: Integer)  
: Boolean; Overload`

Visibility: default

Description: `IsWhiteSpace` is a shortcut for `TCharacter.IsWhiteSpace` ([68](#))

See also: `TCharacter.IsWhiteSpace` ([68](#))

### 2.4.20 ToLower

Synopsis: Alias for `TCharacter.ToLower`

Declaration: `function ToLower(AChar: UnicodeChar) : UnicodeChar; Overload`  
`function ToLower(const AString: UnicodeString) : UnicodeString`  
`; Overload`

Visibility: default

Description: `ToLower` is a shortcut for `TCharacter.ToLower` ([68](#))

See also: `TCharacter.ToLower` ([68](#))

### 2.4.21 ToUpper

Synopsis: Alias for `TCharacter.ToUpper`

Declaration: `function ToUpper(AChar: UnicodeChar) : UnicodeChar; Overload`  
`function ToUpper(const AString: UnicodeString) : UnicodeString`  
`; Overload`

Visibility: default

Description: `ToUpper` is a shortcut for `TCharacter.ToUpper` ([68](#))

See also: `TCharacter.ToUpper` ([68](#))

## 2.5 TCharacter

### 2.5.1 Description

`TCharacter` is provided for Delphi compatibility. All it's class functions and methods are also available as regular functions.

### 2.5.2 Method overview

Page	Method	Description
<a href="#">60</a>	<code>ConvertFromUtf32</code>	Convert a UTF32 character to <code>UnicodeString</code>
<a href="#">61</a>	<code>ConvertToUtf32</code>	Convert a UTF16 character to a UTF32 character
<a href="#">60</a>	<code>Create</code>	Constructor (do not call)
<a href="#">61</a>	<code>GetNumericValue</code>	Get the numeric value of the character
<a href="#">62</a>	<code>GetUnicodeCategory</code>	Get the unicode category of a character
<a href="#">62</a>	<code>IsControl</code>	Check whether a unicode character is a unicode control character
<a href="#">62</a>	<code>IsDigit</code>	Check whether a unicode character is a digit
<a href="#">63</a>	<code>IsHighSurrogate</code>	Check whether a unicode character is a surrogate in the high range
<a href="#">64</a>	<code>IsLetter</code>	Check if a unicode character is a letter.
<a href="#">65</a>	<code>IsLetterOrDigit</code>	Check if a unicode character is a letter or digit
<a href="#">65</a>	<code>IsLower</code>	Check if a unicode character is a lowercase letter
<a href="#">64</a>	<code>IsLowSurrogate</code>	Check whether a unicode character is a surrogate in the low range
<a href="#">66</a>	<code>IsNumber</code>	Check if a unicode character is a number
<a href="#">66</a>	<code>IsPunctuation</code>	Check if a unicode character is a punctuation character
<a href="#">66</a>	<code>IsSeparator</code>	Check if a unicode character is a separator character
<a href="#">63</a>	<code>IsSurrogate</code>	Check whether a unicode character is a surrogate
<a href="#">64</a>	<code>IsSurrogatePair</code>	Check if a pair of characters is a set of high/low surrogate characters
<a href="#">67</a>	<code>IsSymbol</code>	Check if a unicode character is a symbol character
<a href="#">67</a>	<code>IsUpper</code>	Check whether a unicode character is an uppercase letter
<a href="#">68</a>	<code>IsWhiteSpace</code>	Check whether a unicode character is a whitespace character
<a href="#">68</a>	<code>ToLower</code>	Convert a character or string to lowercase
<a href="#">68</a>	<code>ToUpper</code>	Convert a character or string to uppercase

### 2.5.3 TCharacter.Create

Synopsis: Constructor (do not call)

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` is provided for completeness and Delphi compatibility, but should not be called in FPC code, it will raise an exception.

Errors: Any attempt to call `Create` will result in an exception being raised.

### 2.5.4 TCharacter.ConvertFromUtf32

Synopsis: Convert a UTF32 character to `UnicodeString`

Declaration: `class function ConvertFromUtf32(AChar: UCS4Char); Static`

Visibility: `public`

Description: `TCharacter.ConvertFromUtf32` converts a single UTF32 character `AChar` to a UTF16 string. This is the opposite of `TCharacter.ConvertToUtf32` ([61](#)).

The result is a string, since multiple UTF16 characters can be needed to encode a single UTF32 character.

Errors: If `AChar` is not in the valid range of UTF32 characters, an `EArgumentOutOfRangeException` ([52](#)) exception is raised.

See also: `EArgumentOutOfRangeException` ([52](#)), `TCharacter.ConvertToUtf32` ([61](#))

## 2.5.5 TCharacter.ConvertToUtf32

Synopsis: Convert a UTF16 character to a UTF32 character

Declaration: `class function ConvertToUtf32(const AString: UnicodeString;  
 AIndex: Integer); Overload; Static`  
`class function ConvertToUtf32(const AString: UnicodeString;  
 AIndex: Integer; out ACharLength: Integer)  
 ; Overload; Static`  
`class function ConvertToUtf32(const AHighSurrogate: UnicodeChar;  
 const ALowSurrogate: UnicodeChar)  
 ; Overload; Static`

Visibility: public

Description: `TCharacter.ConvertToUtf32` converts a UTF16-encoded unicode character to a Unicode32 character. This is the opposite of `TCharacter.ConvertFromUtf32` (60). The function exists in several overloaded versions, to be able to present the unicode character in one of 2 ways:

1. As a position `AIndex` (in unicodechar units) in a string `AString` to a Unicode32 character. The source is a string, since multiple UTF16 characters can be needed to encode a single UTF32 character. In this form, Optionally, the character length (1 or 2) can be returned in `ACharLength`.
2. As 2 UTF16 unicode characters, representing the high and low surrogate pairs: `AHighSurrogate` and `ALowSurrogate`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `TCharacter.ConvertFromUtf32` (60), `EArgumentOutOfRangeException` (52), `EArgumentOutOfRangeException` (52)

## 2.5.6 TCharacter.GetNumericValue

Synopsis: Get the numeric value of the character

Declaration: `class function GetNumericValue(AChar: UnicodeChar); Overload; Static`  
`class function GetNumericValue(const AString: UnicodeString;  
 AIndex: Integer); Overload; Static`

Visibility: public

Description: `TCharacter.GetNumericValue` returns the numerical value (ID) of the unicode character. The character can be presented in 2 ways: `AChar`, a UTF16 unicode character, or a surrogate pair in a unicode string `AString` starting at position `AIndex`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `TCharacter.GetUnicodeCategory` (62)

## 2.5.7 TCharacter.GetUnicodeCategory

Synopsis: Get the unicode category of a character

Declaration: `class function GetUnicodeCategory(AChar: UnicodeChar); Overload  
; Static  
class function GetUnicodeCategory(const AString: UnicodeString;  
AIndex: Integer); Overload; Static`

Visibility: public

Description: `TCharacter.GetUnicodeCategory` returns the unicode category of a character. The character can be presented in 2 ways: `AChar`, a UTF16 unicode character, or a surrogate pair in a unicode string `AString` starting at position `AIndex`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `TUnicodeCategory` (53)

## 2.5.8 TCharacter.IsControl

Synopsis: Check whether a unicode character is a unicode control character

Declaration: `class function IsControl(AChar: UnicodeChar); Overload; Static  
class function IsControl(const AString: UnicodeString; AIndex: Integer)  
; Overload; Static`

Visibility: public

Description: `IsControl` returns `True` if a unicode character has category `ucControl`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `GetUnicodeCategory` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSeparator` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

## 2.5.9 TCharacter.IsDigit

Synopsis: Check whether a unicode character is a digit

Declaration: `class function IsDigit(AChar: UnicodeChar); Overload; Static  
class function IsDigit(const AString: UnicodeString; AIndex: Integer)  
; Overload; Static`

Visibility: public

Description: `IsDigit` returns `True` if a unicode character has category `ucDecimalNumber`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSeparator` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.10 TCharacter.IsSurrogate

**Synopsis:** Check whether a unicode character is a surrogate

**Declaration:** `class function IsSurrogate(AChar: UnicodeChar); Overload; Static`  
`class function IsSurrogate(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

**Visibility:** public

**Description:** `IsSurrogate` returns `True` if a unicode character has category `ucSurrogate`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `EArgumentException` (52), `IsControl` (62), `IsDigit` (62), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.11 TCharacter.IsHighSurrogate

**Synopsis:** Check whether a unicode character is a surrogate in the high range

**Declaration:** `class function IsHighSurrogate(AChar: UnicodeChar); Overload; Static`  
`class function IsHighSurrogate(const AString: UnicodeString;`  
`AIndex: Integer); Overload; Static`

**Visibility:** public

**Description:** `IsHighSurrogate` returns `True` if a unicode character has category `ucSurrogate` and is in the high range of the surrogate characters (between `HIGH_SURROGATE_BEGIN` and `HIGH_SURROGATE_END`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `EArgumentException` (52), `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsLowSurrogate` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)



### 2.5.12 TCharacter.IsLowSurrogate

Synopsis: Check whether a unicode character is a surrogate in the low range

Declaration: `class function IsLowSurrogate(AChar: UnicodeChar); Overload; Static`  
`class function IsLowSurrogate(const AString: UnicodeString;`  
`AIndex: Integer); Overload; Static`

Visibility: public

Description: `IsLowSurrogate` returns `True` if a unicode character has category `ucSurrogate` and is in the low range of the surrogate characters (between `LOW_SURROGATE_BEGIN` and `LOW_SURROGATE_END`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `EArgumentOutOfRangeException` (52), `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.13 TCharacter.IsSurrogatePair

Synopsis: Check if a pair of characters is a set of high/low surrogate characters

Declaration: `class function IsSurrogatePair(const AHighSurrogate: UnicodeChar;`  
`const ALowSurrogate: UnicodeChar)`  
`; Overload; Static`  
`class function IsSurrogatePair(const AString: UnicodeString;`  
`AIndex: Integer); Overload; Static`

Visibility: public

Description: `IsSurrogatePair` returns `True` if `AHighSurrogate` and `ALowSurrogate` form a valid unicode surrogate pair. (`AHighSurrogate` is a high surrogate and `ALowSurrogate` a matching low surrogate) The character can be specified as a UTF16 character `AChar` or a pair of UTF16 encoded characters starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `EArgumentOutOfRangeException` (52), `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.14 TCharacter.IsLetter

Synopsis: Check if a unicode character is a letter.

Declaration: `class function IsLetter(AChar: UnicodeChar); Overload; Static`  
`class function IsLetter(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

Visibility: public

**Description:** `IsLetter` returns `True` if a unicode character has category that is one of the letter categories (`ucUppercaseLetter`, `ucLowercaseLetter`, `ucTitlecaseLetter`, `ucModifierLetter`, `ucOtherLetter`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an

**See also:** `EArgumentException` (52), `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.15 TCharacter.IsLetterOrDigit

**Synopsis:** Check if a unicode character is a letter or digit

**Declaration:** `class function IsLetterOrDigit(AChar: UnicodeChar); Overload; Static`  
`class function IsLetterOrDigit(const AString: UnicodeString;`  
`AIndex: Integer); Overload; Static`

**Visibility:** `public`

**Description:** `IsLetterOrDigit` returns `True` if a unicode character has category that is one of the letter categories (`ucUppercaseLetter`, `ucLowercaseLetter`, `ucTitlecaseLetter`, `ucModifierLetter`, `ucOtherLetter`, `ucDecimalNumber`, `ucLetterNumber`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.16 TCharacter.IsLower

**Synopsis:** Check if a unicode character is a lowercase letter

**Declaration:** `class function IsLower(AChar: UnicodeChar); Overload; Static`  
`class function IsLower(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

**Visibility:** `public`

**Description:** `IsLower` returns `True` if a unicode character has category `ucLowercaseLetter`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.17 TCharacter.IsNumber

Synopsis: Check if a unicode character is a number

Declaration: `class function IsNumber(AChar: UnicodeChar); Overload; Static`  
`class function IsNumber(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

Visibility: public

Description: `IsNumber` returns `True` if a unicode character has category that is one of the number categories (`ucDecimalNumber`, `ucLetterNumber`, `ucOtherNumber`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.18 TCharacter.IsPunctuation

Synopsis: Check if a unicode character is a punctuation character

Declaration: `class function IsPunctuation(AChar: UnicodeChar); Overload; Static`  
`class function IsPunctuation(const AString: UnicodeString;`  
`AIndex: Integer); Overload; Static`

Visibility: public

Description: `IsPunctuation` returns `True` if a unicode character has category that is one of the punctuation categories (`ucConnectPunctuation`, `ucDashPunctuation`, `ucOpenPunctuation`, `ucClosePunctuation`, `ucInitialPunctuation`, `ucFinalPunctuation`, `ucOtherPunctuation`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentOutOfRangeException` (52) exception is raised.

See also: `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

### 2.5.19 TCharacter.IsSeparator

Synopsis: Check if a unicode character is a separator character

Declaration: `class function IsSeparator(AChar: UnicodeChar); Overload; Static`  
`class function IsSeparator(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

Visibility: public

**Description:** `IsSeparator` returns `True` if a unicode character has category that is one of the separator categories (`ucSpaceSeparator`, `ucLineSeparator`, `ucParagraphSeparator`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSymbol` (67), `IsUpper` (67), `IsWhiteSpace` (68)

## 2.5.20 TCharacter.IsSymbol

**Synopsis:** Check if a unicode character is a symbol character

**Declaration:** `class function IsSymbol(AChar: UnicodeChar); Overload; Static`  
`class function IsSymbol(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

**Visibility:** `public`

**Description:** `IsSymbol` returns `True` if a unicode character has category that is one of the symbol categories (`ucMathSymbol`, `ucCurrencySymbol`, `ucModifierSymbol`, `ucOtherSymbol`). The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSeparator` (66), `IsUpper` (67), `IsWhiteSpace` (68)

## 2.5.21 TCharacter.IsUpper

**Synopsis:** Check whether a unicode character is an uppercase letter

**Declaration:** `class function IsUpper(AChar: UnicodeChar); Overload; Static`  
`class function IsUpper(const AString: UnicodeString; AIndex: Integer)`  
`; Overload; Static`

**Visibility:** `public`

**Description:** `IsUpper` returns `True` if a unicode character has category `ucUppercaseLetter`. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

**Errors:** If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

**See also:** `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSeparator` (66), `IsSymbol` (67), `IsWhiteSpace` (68)

### 2.5.22 TCharacter.IsWhiteSpace

Synopsis: Check whether a unicode character is a whitespace character

Declaration: `class function IsWhiteSpace(AChar: UnicodeChar); Overload; Static`  
`class function IsWhiteSpace(const AString: UnicodeString;`  
`AIndex: Integer); Overload; Static`

Visibility: public

Description: `IsUpper` returns `True` if a unicode character has is a whitespace character. It checks the character properties. The character can be specified as a UTF16 character `AChar` or a UTF16 encoded character starting at position `AIndex` in string `AString`.

Errors: If `AIndex` is not a valid character index in the string `AString`, an `EArgumentOutOfRangeException` (52) exception is raised. If the character at that position is not complete, an `EArgumentException` (52) exception is raised.

See also: `IsControl` (62), `IsDigit` (62), `IsSurrogate` (63), `IsHighSurrogate` (63), `IsLowSurrogate` (64), `IsSurrogatePair` (64), `IsLetter` (64), `IsLetterOrDigit` (65), `IsLower` (65), `IsNumber` (66), `IsPunctuation` (66), `IsSeparator` (66), `IsSymbol` (67), `IsUpper` (67)

### 2.5.23 TCharacter.ToLower

Synopsis: Convert a character or string to lowercase

Declaration: `class function ToLower(AChar: UnicodeChar); Overload; Static`  
`class function ToLower(const AString: UnicodeString); Overload; Static`  
`class function ToLower(const AString: UnicodeString;`  
`const AOptions: TCharacterOptions); Overload`  
`; Static`

Visibility: public

Description: `ToLower` converts the unicode character `AChar` or string `AString` to lowercase. Options determines the behaviour of the conversion: if `AOptions` contains `coIgnoreInvalidSequence` then no exception will be raised when the string or character contains an invalid unicode sequence. The default behaviour is to raise an `EArgumentException` (52) exception when this happens.

Errors: If an invalid character is encountered, an `EArgumentException` (52) exception is raised, unless `coIgnoreInvalidSequence` is specified in the options.

See also: `TCharacter.ToUpper` (68), `TCharacter.IsLower` (65), `TCharacter.IsUpper` (67)

### 2.5.24 TCharacter.ToUpper

Synopsis: Convert a character or string to uppercase

Declaration: `class function ToUpper(AChar: UnicodeChar); Overload; Static`  
`class function ToUpper(const AString: UnicodeString); Overload; Static`  
`class function ToUpper(const AString: UnicodeString;`  
`const AOptions: TCharacterOptions); Overload`  
`; Static`

Visibility: public

**Description:** `ToUpper` converts the unicode character `AChar` or string `AString` to uppercase. `Options` determines the behaviour of the conversion: if `AOptions` contains `coIgnoreInvalidSequence` then no exception will be raised when the string or character contains an invalid unicode sequence. The default behaviour is to raise an `EArgumentException` (52) exception when this happens.

**Errors:** If an invalid character is encountered, an `EArgumentException` (52) exception is raised, unless `coIgnoreInvalidSequence` is specified in the options.

**See also:** `TCharacter.ToUpper` (68), `TCharacter.IsLower` (65), `TCharacter.IsUpper` (67)

## Chapter 3

# Reference for unit 'charset'

### 3.1 Overview

The charset unit can be used to load single-byte character set (code page) descriptions. It is used in the `fpwiderstring` (70) unit to add support for converting single-byte codepage strings to unicode strings (and vice versa).

Data of a code page may be included using one of the ready-made units, or can be loaded (in a binary form) at runtime with the `loadbinaryunicodemapping` (73) function. The binary files have the `.bcm` extension and are produced by the `creumap` utility distributed with Free Pascal.

Pre-made units are available for the following codepages: `cp895` (70), `cp932` (70), `cp936` (70), `cp949` (70) and `cp950` (70).

### 3.2 Constants, types and variables

#### 3.2.1 Constants

```
BINARY_MAPPING_FILE_EXT = '.bcm'
```

`BINARY_MAPPING_FILE_EXT` contains the default extension of a file containing a binary-coded map.

#### 3.2.2 Types

```
preversecharmapping = ^treversecharmapping
```

Pointer to `treversecharmapping`

```
punicodecharmapping = ^tunicodecharmapping
```

Pointer to `tunicodecharmapping`

```
punicodemap = ^tunicodemap
```

Pointer to `tunicodemap`

```
treversecharmapping = packed record
  unicode : tunicodechar;
  char1 : Byte;
  char2 : Byte;
end
```

`treversecharmapping` describes how a unicode character can be created in terms of single-byte characters.

```
TSerializedMapHeader = packed record
  cpName : string;
  cp : UInt16;
  mapLength : UInt32;
  lastChar : Int32;
  reverseMapLength : UInt32;
end
```

`TSerializedMapHeader` is a record describing the binary map data file. The contents of this record can be found at offset zero of a (.bcm) file containing a single-byte unicode map.

```
tunicodechar = Word
```

`tunicodechar` is a type used to represent unicode characters in this file, it should not be used for other unicode routines.

```
tunicodecharmapping = packed record
  unicode : tunicodechar;
  flag : tunicodecharmappingflag;
  reserved : Byte;
end
```

`tunicodecharmapping` describes a unicode character. An array of these mappings is built for each character in the single-byte character set,

```
tunicodecharmappingflag = (umf_noinfo, umf_leadbyte, umf_undefined,
                           umf_unused)
```

Table 3.1: Enumeration values for type `tunicodecharmappingflag`

Value	Explanation
<code>umf_leadbyte</code>	Unicode character uses leading byte
<code>umf_noinfo</code>	No extra information about unicode character
<code>umf_undefined</code>	Currently unused
<code>umf_unused</code>	Unused position in code page

`tunicodecharmappingflag` contains various Flags describing information about a unicode character.



```

tunicodemap = record
  cpname : string;
  cp : Word;
  map : punicodecharmapping;
  lastchar : LongInt;
  reversemap : preversecharmapping;
  reversemaplength : LongInt;
  next : tunicodemap;
  internalmap : Boolean;
end

```

`tunicodemap` describes a complete mapping between a single-byte code page and a unicode character set. It contains both a forward and backward mapping.

```
tunicodestring = ^tunicodechar
```

`tunicodestring` is a type used to represent unicode strings in this file, it should not be used for other unicode routines.

### 3.3 Procedures and functions

#### 3.3.1 getascii

**Synopsis:** Convert unicode character or string to single-byte character or string.

**Declaration:**

```

function getascii(c: tunicodechar;p: punicodemap) : string
function getascii(c: tunicodechar;p: punicodemap;ABuffer: PAnsiChar;
                  ABufferLen: LongInt) : LongInt

```

**Visibility:** default

**Description:** `getascii` converts a unicode character `c` to one or more single-byte characters according to the map in `p`. The result can be a string containing up to 2 characters, or the number of characters copied to the buffer `ABuffer` with length `ABufferLen`.

**Errors:** If the character cannot be translated, ASCII character 63 is returned (or copied to the buffer). In the case of the buffer variant of the function, -1 is then returned. If the buffer is not large enough, -1 is returned.

See also: `getunicode` ([73](#))

#### 3.3.2 getmap

**Synopsis:** Find a codepage map

**Declaration:**

```

function getmap(const s: string) : punicodemap
function getmap(cp: Word) : punicodemap

```

**Visibility:** default

**Description:** `getmap` looks in the registered codepage mappings and returns the mapping for the requested codepage. The codepage can be specified using a name `s` or a numerical identifier `cp`. The search is case sensitive.

**Errors:** if the requested map is not found, `Nil` is returned.

See also: `registermapping` ([74](#)), `registerbinarymapping` ([74](#)), `mappingavailable` ([74](#))

### 3.3.3 getunicode

Synopsis: Map single-byte character to unicode character.

Declaration: `function getunicode(c: Char;p: punicomemap) : tunicodechar`  
`function getunicode(AAnsiStr: pansichar;AAnsiLen: LongInt;`  
`AMap: punicomemap;ADest: tunicodestring) : LongInt`

Visibility: default

Description: The first form of `getunicode` will map a single character `c` to its unicode equivalent for mapping `p`. If no equivalent can be found, 0 is returned.

The second form of `getunicode` will transform a string (specified using a pointer `AAnsiStr` to a buffer with length `AAnsiLen`) to a unicode string using single byte codepage map `AMap`. It returns the number of unicode characters. If `ADest` is `Nil` then just the number of characters is returned. If `ADest` is not `nil`, it must point to a buffer large enough to contain the unicode string, and the converted string will be copied to it.

Errors: No checking on the validity of the buffers is done.

See also: `getascii` (72)

### 3.3.4 loadbinaryunicodemapping

Synopsis: Load binary single-byte codepage to unicode map from file or memory

Declaration: `function loadbinaryunicodemapping(const directory: string;`  
`const cpname: string) : punicomemap`  
`; Overload`  
`function loadbinaryunicodemapping(const filename: string) : punicomemap`  
`; Overload`  
`function loadbinaryunicodemapping(const AData: Pointer;`  
`const ADataLength: Integer)`  
`: punicomemap; Overload`

Visibility: default

Description: `loadbinaryunicodemapping` loads a binary description of a single-byte unicode mapping.

The mapping can reside in a file, in which case the file to load can be specified using a filename `filename` or using a directory `directory` and codepage name `cpname`. In the latter case, a suffix consisting of `_le` or `_be` depending on the endianness of the current platform will be appended, and the filename extension is `.bcm`. Note that the file names may be case sensitive.

The data can also be loaded from a memory block `AData` with size `ADataLength`.

It will produce an in-memory map of the file. It returns a pointer to the map, or `Nil` if something went wrong. The resulting mapping can be registered using `registermapping` (74).

Errors: On error, `Nil` is returned.

See also: `loadunicodemapping` (73), `registermapping` (74)

### 3.3.5 loadunicodemapping

Synopsis: Load textual single-byte codepage to unicode map from file

Declaration: `function loadunicodemapping(const cpname: string;const f: string;`  
`cp: Word) : punicomemap`

Visibility: default

**Description:** `loadunicodemapping` loads a text description of a single-byte unicode mapping. It will analyse the textual description in file `f`, and produce an in-memory map of the file. It returns a pointer to the map, or `Nil` if something went wrong. The unicode map name must be specified in `cpName`, and the numerical identifier in `cp`

The resulting mapping can be registered using `registermapping` (74).

**Errors:** On error, `Nil` is returned.

See also: `loadbinaryunicodemapping` (73), `registermapping` (74)

### 3.3.6 mappingavailable

**Synopsis:** Check if a mapping is available for a specified code page.

**Declaration:** `function mappingavailable(const s: string) : Boolean`  
`function mappingavailable(cp: Word) : Boolean`

Visibility: default

**Description:** `mappingavailable` returns `True` if a mapping for a specified code page (using name `s` or numerical identifier `cp`) is available, or `False` if it is not.

See also: `registermapping` (74), `registerbinarymapping` (74), `getmap` (72)

### 3.3.7 registerbinarymapping

**Synopsis:** Load and register binary single-byte codepage to unicode map from file

**Declaration:** `function registerbinarymapping(const directory: string;`  
`const cpname: string) : Boolean`

Visibility: default

**Description:** `registerbinarymapping` calls `loadbinaryunicodemapping` (73) using `directory` and `cpname` and registers the resulting mapping, if any was successfully loaded, using `registermapping` (74). It returns `True` if the operation was successful.

**Errors:** On error, `False` is returned.

See also: `loadbinaryunicodemapping` (73), `registermapping` (74)

### 3.3.8 registermapping

**Synopsis:** Register mapping

**Declaration:** `procedure registermapping(p: puniconemap)`

Visibility: default

**Description:** `RegisterMapping` registers mapping `p` in the registry of single-byte codepages. No attempt is made to avoid double registrations. In case of doubles, the last registered mapping will be used first.

See also: `loadunicodemapping` (73), `loadbinaryunicodemapping` (73), `registerbinarymapping` (74)

## Chapter 4

# Reference for unit 'Classes'

### 4.1 Used units

Table 4.1: Used units by unit 'Classes'

Name	Page
rtlconsts	??
System	<a href="#">622</a>
sysutils	<a href="#">628</a>
Types	<a href="#">637</a>
typinfo	<a href="#">656</a>

### 4.2 Overview

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

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

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

## Chapter 5

# Reference for unit 'clocale'

### 5.1 Overview

The `clocale` offers no API by itself: it just initializes the internationalization settings of the `sysutils` (628) unit with the values provided by the C library found on most Unix or Linux systems that are POSIX compliant.

The `clocale` should simply be included in the `uses` clause of the program, preferably as one of the first units, and the initialization section of the unit will do all the work.

Note that including this unit, links your program to the C library of the system.

It makes no sense to use this unit on a non-posix system: Windows, OS/2 or DOS - therefore it should always be between an `ifdef` statement:

```
program myprogram;

uses
  {$ifdef unix}clocale{$endif},
  classes, sysutils;
```

## Chapter 6

# Reference for unit 'cmem'

### 6.1 Overview

The `cmem` memory manager sets the system units memory manager to a C-based memory manager: all memory management calls are shunted through to the C memory manager, using `Malloc` ([78](#)), `Free` ([77](#)) and `ReAlloc` ([78](#)). For this reason, the `cmem` unit should be the first unit of the uses clause of the program.

The unit also offers the C memory calls directly as external declarations from the C library, but it is recommended to use the normal FPC routines for this.

Obviously, including this unit links your program to the C library.

### 6.2 Constants, types and variables

#### 6.2.1 Constants

`LibName = 'c'`

`LibName` is the name of the library that is actually used. On most systems, this is simply "libc.so".

### 6.3 Procedures and functions

#### 6.3.1 CAlloc

Synopsis: Allocate memory based on item size and count

Declaration: `function CAlloc(unitSize: ptruint; UnitCount: ptruint) : pointer`

Visibility: default

Description: `CAlloc` allocates memory to hold `UnitCount` units of size `UnitSize` each. The memory is one block of memory. It returns a pointer to the newly allocated memory block.

See also: `Malloc` ([78](#)), `Free` ([77](#)), `Realloc` ([78](#))

#### 6.3.2 Free

Synopsis: Free a previously allocated block

**Declaration:** `procedure Free(P: pointer)`

**Visibility:** `default`

**Description:** `Free` returns the memory block pointed to by `P` to the system. After `Free` was called, the pointer `P` is no longer valid.

**See also:** `Malloc` (78), `ReAlloc` (78)

### 6.3.3 Malloc

**Synopsis:** `Malloc` external declaration.

**Declaration:** `function Malloc(Size: ptruint) : Pointer`

**Visibility:** `default`

**Description:** `Malloc` is the external declaration of the C library's `malloc` call. It accepts a size parameter, and returns a pointer to a memory block of the requested size or `Nil` if no more memory could be allocated.

**See also:** `Free` (77), `ReAlloc` (78)

### 6.3.4 ReAlloc

**Synopsis:** `ReAlloc` re-allocates a memory block

**Declaration:** `function ReAlloc(P: Pointer; Size: ptruint) : pointer`

**Visibility:** `default`

**Description:** `ReAlloc` re-allocates a block of memory pointed to by `p`. The new block will have size `Size`, and as much data as was available or as much data as fits is copied from the old to the new location.

**See also:** `Malloc` (78), `Free` (77)

## Chapter 7

# Reference for unit 'collation\_de'

### 7.1 Overview

The `collation_de` unit registers the German Unicode collation (de). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.



## Chapter 8

# Reference for unit 'collation\_es'

### 8.1 Overview

The `collation_es` unit registers the Spanish Unicode collation (de). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 9

# Reference for unit 'collation\_fr\_ca'

### 9.1 Overview

The `collation_fr_ca` unit registers the French Unicode collation (fr). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 10

# Reference for unit 'collation\_ja'

### 10.1 Overview

The `collation_ja` unit registers the Japanese Unicode collation (ja). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 11

# Reference for unit 'collation\_ko'

### 11.1 Overview

The `collation_ko` unit registers the Korean Unicode collation (ko). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 12

# Reference for unit 'collation\_ru'

### 12.1 Overview

The `collation_ru` unit registers the Russian Unicode collation (ru). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 13

# Reference for unit 'collation\_sv'

### 13.1 Overview

The `collation_sv` unit registers the Swedish Unicode collation (sv). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 14

# Reference for unit 'collation\_zh'

### 14.1 Overview

The `collation_zh` unit registers the Chinese Unicode collation (zh). This collation bases itself on the DUCET collation, so that collation will be included as well.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 15

# Reference for unit 'cp1250'

### 15.1 Overview

The `cp1250` unit registers single-byte codepage 1250. This is necessary to convert single-byte strings using codepage 1250 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.



## Chapter 16

# Reference for unit 'cp1251'

### 16.1 Overview

The `cp1251` unit registers single-byte codepage 1251. This is necessary to convert single-byte strings using codepage 1251 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 17

# Reference for unit 'cp1252'

### 17.1 Overview

The `cp1252` unit registers single-byte codepage 1252. This is necessary to convert single-byte strings using codepage 1252 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 18

# Reference for unit 'cp1253'

### 18.1 Overview

The `cp1253` unit registers single-byte codepage 1253. This is necessary to convert single-byte strings using codepage 1253 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

## Chapter 19

# Reference for unit 'cp1254'

### 19.1 Overview

The `cp1254` unit registers single-byte codepage 1254. This is necessary to convert single-byte strings using codepage 1254 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 20

# Reference for unit 'cp1255'

### 20.1 Overview

The `cp1255` unit registers single-byte codepage 1255. This is necessary to convert single-byte strings using codepage 1255 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 21

# Reference for unit 'cp1256'

### 21.1 Overview

The `cp1256` unit registers single-byte codepage 1256. This is necessary to convert single-byte strings using codepage 1256 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 22

# Reference for unit 'cp1257'

### 22.1 Overview

The `cp1257` unit registers single-byte codepage 1257. This is necessary to convert single-byte strings using codepage 1257 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 23

# Reference for unit 'cp1258'

### 23.1 Overview

The `cp1258` unit registers single-byte codepage 1258. This is necessary to convert single-byte strings using codepage 1258 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.



## Chapter 24

# Reference for unit 'cp437'

### 24.1 Overview

The `cp437` unit registers single-byte codepage 437. This is necessary to convert single-byte strings using codepage 437 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

## Chapter 25

# Reference for unit 'cp646'

### 25.1 Overview

The `cp646` unit registers single-byte codepage 646. This is necessary to convert single-byte strings using codepage 646 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 26

# Reference for unit 'cp850'

### 26.1 Overview

The `cp850` unit registers single-byte codepage 850. This is necessary to convert single-byte strings using codepage 850 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

## Chapter 27

# Reference for unit 'cp852'

### 27.1 Overview

The `cp852` unit registers single-byte codepage 852. This is necessary to convert single-byte strings using codepage 852 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

## Chapter 28

# Reference for unit 'cp856'

### 28.1 Overview

The `cp856` unit registers single-byte codepage 856. This is necessary to convert single-byte strings using codepage 856 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 29

# Reference for unit 'cp866'

### 29.1 Overview

The `cp866` unit registers single-byte codepage 866. This is necessary to convert single-byte strings using codepage 866 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 30

# Reference for unit 'cp874'

### 30.1 Overview

The `cp874` unit registers single-byte codepage 874. This is necessary to convert single-byte strings using codepage 874 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 31

# Reference for unit 'cp8859\_1'

### 31.1 Overview

The `cp8859_1` unit registers single-byte codepage 8859-1. This is necessary to convert single-byte strings using codepage 8859-1 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.



## Chapter 32

# Reference for unit 'cp8859\_2'

### 32.1 Overview

The `cp8859_2` unit registers single-byte codepage 8859-2. This is necessary to convert single-byte strings using codepage 8859-2 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 33

# Reference for unit 'cp8859\_5'

### 33.1 Overview

The `cp8859_5` unit registers single-byte codepage 8859-5. This is necessary to convert single-byte strings using codepage 8859-5 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 34

# Reference for unit 'cp895'

### 34.1 Overview

The `cp895` unit registers single-byte codepage 895. This is necessary to convert single-byte strings using codepage 895 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

## Chapter 35

# Reference for unit 'cp932'

### 35.1 Overview

The `cp932` unit registers single-byte codepage 932. This is necessary to convert single-byte strings using codepage 932 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 36

# Reference for unit 'cp936'

### 36.1 Overview

The `cp936` unit registers single-byte codepage 936. This is necessary to convert single-byte strings using codepage 936 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 37

# Reference for unit 'cp949'

### 37.1 Overview

The `cp949` unit registers single-byte codepage 949. This is necessary to convert single-byte strings using codepage 949 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the uses clause of the program is sufficient.

## Chapter 38

# Reference for unit 'cp950'

### 38.1 Overview

The `cp950` unit registers single-byte codepage 950. This is necessary to convert single-byte strings using codepage 950 to unicode strings.

This unit does not contain any routines. It simply registers the code page data in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

## Chapter 39

# Reference for unit 'cpall'

### 39.1 Used units

Table 39.1: Used units by unit 'cpall'

Name	Page
cp1250	<a href="#">87</a>
cp1251	<a href="#">88</a>
cp1252	<a href="#">89</a>
cp1253	<a href="#">90</a>
cp1254	<a href="#">91</a>
cp1255	<a href="#">92</a>
cp1256	<a href="#">93</a>
cp1257	<a href="#">94</a>
cp1258	<a href="#">95</a>
cp437	<a href="#">96</a>
cp646	<a href="#">97</a>
cp850	<a href="#">98</a>
cp852	<a href="#">99</a>
cp856	<a href="#">100</a>
cp866	<a href="#">101</a>
cp874	<a href="#">102</a>
cp8859_1	<a href="#">103</a>
cp8859_2	<a href="#">104</a>
cp8859_5	<a href="#">105</a>
System	<a href="#">622</a>

### 39.2 Overview

The `cpall` unit registers all known single-byte codepages: 1251 ([111](#)), 866 ([111](#)), ISO 8856-5 ([111](#)) (cyrillic), 8859-1 ([111](#)), 8859-2 ([111](#)), 1253 ([111](#)) (greek), 850 ([111](#)), 437 ([111](#)), 1252 ([111](#)), 646 ([111](#)), 874 ([111](#)), 856 ([111](#)), 1250 ([111](#)), 1254 ([111](#)), 1255 ([111](#)), 1256 ([111](#)), 1257 ([111](#)), 1258 ([111](#)), 852 ([111](#)).

This unit does not contain any routines. It simply uses the other units so all corresponding code pages are registered.



## Chapter 40

# Reference for unit 'Crt'

### 40.1 Overview

This chapter describes the CRT unit for Free Pascal, both under dos linux and Windows. The unit was first written for dos by Florian klaempfl. The unit was ported to linux by Mark May and enhanced by Michael Van Canneyt and Peter Vreman. It works on the linux console, and in xterm and rxvt windows under X-Windows. The functionality for both is the same, except that under linux the use of an early implementation (versions 0.9.1 and earlier of the compiler) the crt unit automatically cleared the screen at program startup.

There are some caveats when using the CRT unit:

- Programs using the CRT unit will *not* be usable when input/output is being redirected on the command-line.
- For similar reasons they are not usable as CGI-scripts for use with a webserver.
- The use of the CRT unit and the graph unit may not always be supported.
- The CRT unit is not thread safe.
- On linux or other unix OSes , executing other programs that expect special terminal behaviour (using one of the special functions in the linux unit) will not work. The terminal is set in RAW mode, which will destroy most terminal emulation settings.
- The CRT unit stems from the TP/Dos area. It is designed to work with single-byte character sets, where 1 char = 1 byte. That means that widestrings or UTF-8 encoded (ansi)strings will not correctly work.

# Chapter 41

## Reference for unit 'cthreads'

### 41.1 Overview

The `CThreads` unit initializes the system unit's thread management routines with an implementation based on the POSIX thread managing routines in the C library. This assures that C libraries that are thread-aware still work if they are linked to by a FPC program.

It doesn't offer any API by itself: the initialization section of the unit just initializes the `ThreadManager` record in the `System` ([622](#)) unit. This is done using the `SetCThreadManager` ([113](#)) call

The `cthreads` unit simply needs to be included in the `uses` clause of the program, preferably the very first unit, and the initialization section of the unit will do all the work.

Note that including this unit links your program to the C library of the system.

It makes no sense to use this unit on a non-posix system: Windows, OS/2 or DOS, therefor it should always be between an `ifdef` statement:

```
program myprogram;

uses
  {$ifdef unix}cthreads{$endif},
  classes, sysutils;
```

The Lazarus IDE inserts this conditional automatically for each new started program.

### 41.2 Procedures and functions

#### 41.2.1 SetCThreadManager

**Synopsis:** Sets the thread manager to the C thread manager

**Declaration:** `procedure SetCThreadManager`

**Visibility:** `default`

**Description:** `SetCThreadManager` actually sets the thread manager to the C thread manager. It can be called to re-set the thread manager if the thread manager was set to some other thread manager during the life-time of the program.

## Chapter 42

# Reference for unit 'ctypes'

### 42.1 Used units

Table 42.1: Used units by unit 'ctypes'

Name	Page
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 42.2 Overview

The `ctypes` unit contains the definitions of commonly found C types. It can be used when interfaces to C libraries need to be defined. The types here are correct on all platforms, 32 or 64 bit.

The main advantage of using this file is to make sure that all C header import units use the same definitions for basic C types.

The `h2pas` program can include the `ctypes` unit automatically in the units it generates. The `-C` command-line switch can be used for this.

## Chapter 43

# Reference for unit 'cwstring'

### 43.1 Overview

The `cstring` unit offers no API by itself: it just initializes the widestring manager record of the system (622) unit with an implementation that uses collation and conversion routines which are provided by the C library found on most Unix or Linux systems that are POSIX compliant.

The `cstring` should simply be included in the uses clause of the program, preferably as one of the first units, and the initialization section of the unit will do all the work.

Note that including this unit links your program to the C library of the system.

It makes no sense to use this unit on a non-POSIX system like Windows, OS/2 or DOS. Therefore it should always be enclosed with an `ifdef` statement:

```
program myprogram;

uses
  {$ifdef unix}cstring, {$endif}
  classes, sysutils;
```

### 43.2 Procedures and functions

#### 43.2.1 SetCWidestringManager

**Synopsis:** Set the Widestring manager of the system unit to the C version

**Declaration:** `procedure SetCWidestringManager`

**Visibility:** `default`

**Description:** `SetCWidestringManager` actually sets the widestring manager record of the system unit. It is called automatically by the initialization section of the unit.

## Chapter 44

# Reference for unit 'dateutils'

### 44.1 Used units

Table 44.1: Used units by unit 'dateutils'

Name	Page
math	<a href="#">371</a>
System	<a href="#">622</a>
sysutils	<a href="#">628</a>

### 44.2 Overview

`DateUtils` contains a large number of date/time manipulation routines, all based on the `TDateTime` type. There are routines for date/time math, for comparing dates and times, for composing dates and decomposing dates in their constituent parts.

### 44.3 Constants, types and variables

#### 44.3.1 Constants

`ApproxDaysPerMonth : Double = 30.4375`

Average number of days in a month, measured over a year. Used in `MonthsBetween` ([163](#)).

`ApproxDaysPerYear : Double = 365.25`

Average number of days in a year, measured over 4 years. Used in `YearsBetween` ([204](#)).

`DayFriday = 5`

ISO day number for Friday

`DayMonday = 1`

ISO day number for Monday

DaySaturday = 6

ISO day number for Saturday

DaysPerWeek = 7

Number of days in a week.

DaysPerYear : Array[Boolean] of Word = (365, 366)

Array with number of days in a year. The boolean index indicates whether it is a leap year or not.

DaySunday = 7

ISO day number for Sunday

DayThursday = 4

ISO day number for Thursday

DayTuesday = 2

ISO day number for Tuesday

DayWednesday = 3

ISO day number for Wednesday

MonthsPerYear = 12

Number of months in a year

OneHour = (1) / HoursPerDay

One hour as a fraction of a day (suitable for TDateTime)

OneMillisecond = (1) / MSecsPerDay

One millisecond as a fraction of a day (suitable for TDateTime)

OneMinute = (1) / MinsPerDay

One minute as a fraction of a day (suitable for TDateTime)

OneSecond = (1) / SecsPerDay

One second as a fraction of a day (suitable for TDateTime)

RecodeLeaveFieldAsIs = (Word)

Bitmask deciding what to do with each TDateTime field in recode routines

`WeeksPerFortnight = 2`

Number of weeks in fortnight

`YearsPerCentury = 100`

Number of years in a century

`YearsPerDecade = 10`

Number of years in a decade

`YearsPerMillennium = 1000`

Number of years in a millenium

## 44.4 Procedures and functions

### 44.4.1 CompareDate

Synopsis: Compare 2 dates, disregarding the time of day

Declaration: `function CompareDate(const A: TDateTime;const B: TDateTime)  
: TValueRelationship`

Visibility: default

Description: `CompareDate` compares the date parts of two timestamps A and B and returns the following results:

< 0 if the day part of A is earlier than the day part of B.

0 if A and B are the on same day (times may differ) .

> 0 if the day part of A is later than the day part of B.

See also: `CompareTime` ([120](#)), `CompareDateTime` ([119](#)), `SameDate` ([173](#)), `SameTime` ([174](#)), `SameDateTime` ([173](#))

**Listing:** `./datutex/ex99.pp`

---

**Program** `Example99;`

`{ This program demonstrates the CompareDate function }`

**Uses** `SysUtils, DateUtils;`

**Const**

`Fmt = 'dddd dd mmm yyyy';`

**Procedure** `Test(D1,D2 : TDateTime);`

**Var**

`Cmp : Integer;`

```

begin
  Write(FormatDateTime(Fmt,D1), ' is ');
  Cmp:=CompareDate(D1,D2);
  If Cmp<0 then
    write('earlier than ')
  else if Cmp>0 then
    Write('later than ')
  else
    Write('equal to ');
  WriteLn(FormatDateTime(Fmt,D2));
end;

Var
  D,N : TDateTime;

Begin
  D:=Today;
  N:=Now;
  Test(D,D);
  Test(N,N);
  Test(D+1,D);
  Test(D-1,D);
  Test(D+OneSecond,D);
  Test(D-OneSecond,D);
  Test(N+OneSecond,N);
  Test(N-OneSecond,N);
End.

```

### 44.4.2 CompareDateTime

**Synopsis:** Compare 2 dates, taking into account the time of day

```
Declaration: function CompareDateTime(const A: TDateTime;const B: TDateTime)
                                     : TValueRelationship
```

Visibility: default

**Description:** CompareDateTime compares two timestamps A and B and returns the following results:

**< 0** if A is earlier in date/time than B.

**0**if A and B are the same date/time .

> 0 if A is later in date/time than B.

See also: [CompareTime \(120\)](#), [CompareDate \(118\)](#), [SameDate \(173\)](#), [SameTime \(174\)](#), [SameDateTime \(173\)](#)

**Listing:** ./datutex/ex98.pp

**Program Example98 :**

```
{ This program demonstrates the CompareDateTime function }
```

**Uses** SysUtils , DateUtils ;

## Const

```
Fmt = 'dddd dd mmmm yyyy hh:nn:ss.zzz':
```



---

```

Procedure Test(D1,D2 : TDateTime);

Var
  Cmp : Integer;

begin
  Write(FormatDateTime(Fmt,D1), ' is ');
  Cmp:=CompareDateTime(D1,D2);
  If Cmp<0 then
    write('earlier than ')
  else if Cmp>0 then
    Write('later than ')
  else
    Write('equal to ');
  WriteIn(FormatDateTime(Fmt,D2));
end;

Var
  D,N : TDateTime;

Begin
  D:=Today;
  N:=Now;
  Test(D,D);
  Test(N,N);
  Test(D+1,D);
  Test(D-1,D);
  Test(D+OneSecond,D);
  Test(D-OneSecond,D);
  Test(N+OneSecond,N);
  Test(N-OneSecond,N);
End.

```

---

#### 44.4.3 CompareTime

**Synopsis:** Compares two times of the day, disregarding the date part.

**Declaration:** `function CompareTime(const A: TDateTime;const B: TDateTime)  
: TValueRelationship`

**Visibility:** default

**Description:** `CompareTime` compares the time parts of two timestamps A and B and returns the following results:

< 0 if the time part of A is earlier than the time part of B.

0 if A and B have the same time part (dates may differ) .

> 0 if the time part of A is later than the time part of B.

**See also:** `CompareDateTime` (119), `CompareDate` (118), `SameDate` (173), `SameTime` (174), `SameDateTime` (173)

**Listing:** ./datutex/ex100.pp

---

```

Program Example100;

{ This program demonstrates the CompareTime function }

Uses SysUtils, DateUtils;

Const
    Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';

Procedure Test(D1,D2 : TDateTime);

Var
    Cmp : Integer;

begin
    Write(FormatDateTime(Fmt,D1), ' has ');
    Cmp:=CompareDateTime(D1,D2);
    If Cmp<0 then
        write('earlier time than ')
    else if Cmp>0 then
        Write('later time than ')
    else
        Write('equal time with ');
    WriteIn(FormatDateTime(Fmt,D2));
end;

Var
    D,N : TDateTime;

Begin
    D:=Today;
    N:=Now;
    Test(D,D);
    Test(N,N);
    Test(N+1,N);
    Test(N-1,N);
    Test(N+OneSecond,N);
    Test(N-OneSecond,N);
End.

```

---

#### 44.4.4 DateOf

**Synopsis:** Extract the date part from a DateTime indication.

**Declaration:** `function DateOf(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** DateOf extracts the date part from AValue and returns the result.

Since the TDateTime is actually a double with the date part encoded in the integer part, this operation corresponds to a call to Trunc.

See also: TimeOf ([184](#)), YearOf ([203](#)), MonthOf ([162](#)), DayOf ([123](#)), HourOf ([138](#)), MinuteOf ([158](#)), SecondOf ([175](#)), MilliSecondOf ([154](#))

**Listing:** ./datutex/ex1.pp

---

**Program** Example1;

*{ This program demonstrates the DateOf function }*

**Uses** SysUtils, DateUtils;

**Begin**

    WriteLn( 'Date is: ', DateTimeToStr( DateOf(Now) ) );

**End.**

---

#### 44.4.5 DateTimeToDosDateTime

**Synopsis:** Convert TDateTime format to DOS date/time format

**Declaration:** function DateTimeToDosDateTime(const AValue: TDateTime) : LongInt

**Visibility:** default

**Description:** DateTimeToDosDatetime takes Value, a TDateTime formatted timestamp, and recodes it to a MS-DOS encoded date/time value. This is a longint with the date/time encoded in the bits as:

**0-4**Seconds divided by 2

**5-10**Minutes

**11-15**Hours

**16-20**Day

**21-24**Month

**25-31**Years since 1980

See also: DosDateTimeToDateTime ([131](#))

#### 44.4.6 DateTimeToJulianDate

**Synopsis:** Converts a TDateTime value to a Julian date representation

**Declaration:** function DateTimeToJulianDate(const AValue: TDateTime) : Double

**Visibility:** default

**Description:** DateTimeToJulianDate converts the AValue date/time indication to a julian (as opposed to Gregorian) date.

See also: JulianDateToDateTime ([153](#)), TryJulianDateToDateTime ([189](#)), DateTimeToModifiedJulianDate ([123](#)), TryModifiedJulianDateToDateTime ([189](#))

#### 44.4.7 DateTimeToMac

**Synopsis:** Convert a TDateTime timestamp to a Mac timestamp

**Declaration:** function DateTimeToMac(const AValue: TDateTime) : Int64

**Visibility:** default

**Description:** DateTimeToMac converts the TDateTime value AValue to a valid Mac timestamp indication and returns the result.

**Errors:** None.

See also: UnixTimeStampToMac ([191](#)), MacToDateTime ([154](#)), MacTimeStampToUnix ([154](#))

#### 44.4.8 DateTimeToModifiedJulianDate

Synopsis: Convert a `TDateTime` value to a modified Julian date representation

Declaration: `function DateTimeToModifiedJulianDate(const AValue: TDateTime) : Double`

Visibility: default

Description: Not yet implemented.

Errors: Currently, trying to use this function will raise an exception.

See also: [DateTimeToJulianDate \(122\)](#), [JulianDateToDateTime \(153\)](#), [TryJulianDateToDateTime \(189\)](#), [TryModifiedJulianDateToDateTime \(189\)](#)

#### 44.4.9 DateTimeToUnix

Synopsis: Convert a `TDateTime` value to Unix epoch time

Declaration: `function DateTimeToUnix(const AValue: TDateTime) : Int64`

Visibility: default

Description: `DateTimeToUnix` converts a `TDateTime` value to a epoch time (i.e. the number of seconds elapsed since 1/1/1970).

See also: [UnixToDateTime \(191\)](#)

#### 44.4.10 DayOf

Synopsis: Extract the day (of month) part from a `DateTime` value

Declaration: `function DayOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOf` returns the day of the month part of the `AValue` date/time indication. It is a number between 1 and 31.

For an example, see [YearOf \(203\)](#)

See also: [YearOf \(203\)](#), [WeekOf \(191\)](#), [MonthOf \(162\)](#), [HourOf \(138\)](#), [MinuteOf \(158\)](#), [SecondOf \(175\)](#), [MilliSecondOf \(154\)](#)

#### 44.4.11 DayOfTheMonth

Synopsis: Extract the day (of month) part of a `DateTime` value

Declaration: `function DayOfTheMonth(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOfTheMonth` returns the number of days that have passed since the start of the month till the moment indicated by `AValue`. This is a one-based number, i.e. the first day of the month will return 1.

For an example, see the [WeekOfTheMonth \(192\)](#) function.

See also: [DayOfTheYear \(124\)](#), [WeekOfTheMonth \(192\)](#), [HourOfTheMonth \(139\)](#), [MinuteOfTheMonth \(159\)](#), [SecondOfTheMonth \(177\)](#), [MilliSecondOfTheMonth \(155\)](#)

### 44.4.12 DayOfTheWeek

Synopsis: Extracts the day of the week from a `DateTime` value

Declaration: `function DayOfTheWeek(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOfTheWeek` returns the number of days that have passed since the start of the week till the moment indicated by `AValue`. This is a one-based number, i.e. the first day of the week will return 1.

See also: `DayOfTheYear` (124), `DayOfTheMonth` (123), `HourOfTheWeek` (139), `MinuteOfTheWeek` (160), `SecondOfTheWeek` (177), `MilliSecondOfTheWeek` (156)

**Listing:** `./datutex/ex42.pp`

---

**Program** Example42;

*{ This program demonstrates the WeekOfTheMonth function }*

**Uses** SysUtils, DateUtils;

**Var**

N : TDateTime;

**Begin**

N:=Now;

WriteLn('Day of the Week : ', DayOfTheWeek(N));

WriteLn('Hour of the Week : ', HourOfTheWeek(N));

WriteLn('Minute of the Week : ', MinuteOfTheWeek(N));

WriteLn('Second of the Week : ', SecondOfTheWeek(N));

WriteLn('MilliSecond of the Week : ',  
MilliSecondOfTheWeek(N));

**End.**

---

### 44.4.13 DayOfTheYear

Synopsis: Extracts the day of the year from a `TDateTime` value

Declaration: `function DayOfTheYear(const AValue: TDateTime) : Word`

Visibility: default

Description: `DayOfTheYear` returns the number of days that have passed since the start of the year till the moment indicated by `AValue`. This is a one-based number, i.e. January 1 will return 1.

For an example, see the `WeekOfTheYear` (192) function.

See also: `WeekOfTheYear` (192), `HourOfTheYear` (140), `MinuteOfTheYear` (160), `SecondOfTheYear` (177), `MilliSecondOfTheYear` (156)

### 44.4.14 DaysBetween

Synopsis: Number of whole days between two `DateTime` values.

Declaration: `function DaysBetween(const ANow: TDateTime; const AThen: TDateTime)  
: Integer`

Visibility: default

**Description:** `DaysBetween` returns the number of whole days between `ANow` and `AThen`. This means the fractional part of a day (hours, minutes, etc.) is dropped.

See also: `YearsBetween` (204), `MonthsBetween` (163), `WeeksBetween` (193), `HoursBetween` (140), `MinutesBetween` (160), `SecondsBetween` (178), `MillisecondsBetween` (157)

**Listing:** `./datutex/ex58.pp`

---

**Program** `Example58`;

*{ This program demonstrates the DaysBetween function }*

**Uses** `SysUtils`, `DateUtils`;

**Procedure** `Test(ANow, AThen : TDateTime)`;

**begin**

`Write('Number of days between ');`

`Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));`

`WriteLn(' : ', DaysBetween(ANow, AThen));`

**end**;

**Var**

`D1, D2 : TDateTime`;

**Begin**

`D1 := Now;`

`D2 := Today - 23/24;`

`Test(D1, D2);`

`D2 := Today - 1;`

`Test(D1, D2);`

`D2 := Today - 25/24;`

`Test(D1, D2);`

`D2 := Today - 26/24;`

`Test(D1, D2);`

`D2 := Today - 5.4;`

`Test(D1, D2);`

`D2 := Today - 2.5;`

`Test(D1, D2);`

**End.**

---

#### 44.4.15 DaysInAMonth

**Synopsis:** Number of days in a month of a certain year.

**Declaration:** `function DaysInAMonth(const AYear: Word; const AMonth: Word) : Word`

Visibility: default

**Description:** `DaysInMonth` returns the number of days in the month `AMonth` in the year `AYear`. The return value takes leap years into account.

See also: `WeeksInAYear` (194), `WeeksInYear` (194), `DaysInYear` (127), `DaysInAYear` (126), `DaysInMonth` (126)

**Listing:** `./datutex/ex17.pp`

---

```

Program Example17;

{ This program demonstrates the DaysInAMonth function }

Uses SysUtils, DateUtils;

Var
    Y,M : Word;

Begin
    For Y:=1992 to 2010 do
        For M:=1 to 12 do
            WriteLn(LongMonthNames[m], ' ', Y, ' has ', DaysInAMonth(Y,M), ' days. ');
End.

```

---

#### 44.4.16 DaysInAYear

**Synopsis:** Number of days in a particular year.

**Declaration:** `function DaysInAYear(const AYear: Word) : Word`

**Visibility:** default

**Description:** `DaysInAYear` returns the number of weeks in the year `AYear`. The return value is either 365 or 366.

See also: `WeeksInAYear` ([194](#)), `WeeksInYear` ([194](#)), `DaysInYear` ([127](#)), `DaysInMonth` ([126](#)), `DaysInAMonth` ([125](#))

**Listing:** `./datutex/ex15.pp`

---

```

Program Example15;

{ This program demonstrates the DaysInAYear function }

Uses SysUtils, DateUtils;

Var
    Y : Word;

Begin
    For Y:=1992 to 2010 do
        WriteLn(Y, ' has ', DaysInAYear(Y), ' days. ');
End.

```

---

#### 44.4.17 DaysInMonth

**Synopsis:** Return the number of days in the month in which a date occurs.

**Declaration:** `function DaysInMonth(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `DaysInMonth` returns the number of days in the month in which `AValue` falls. The return value takes leap years into account.

See also: [WeeksInAYear \(194\)](#), [WeeksInYear \(194\)](#), [DaysInYear \(127\)](#), [DaysInAYear \(126\)](#), [DaysInAMonth \(125\)](#)

**Listing:** ./datutex/ex16.pp

---

**Program** Example16;

*{ This program demonstrates the DaysInMonth function }*

**Uses** SysUtils, DateUtils;

**Var**

Y,M : Word;

**Begin**

For Y:=1992 to 2010 do

For M:=1 to 12 do

WriteLn(LongMonthNames[m], ' ', Y, ' has ', DaysInMonth(EncodeDate(Y,M,1)), ' days.');

**End.**

---

#### 44.4.18 DaysInYear

**Synopsis:** Return the number of days in the year in which a date occurs.

**Declaration:** function DaysInYear(const AValue: TDateTime) : Word

**Visibility:** default

**Description:** daysInYear returns the number of days in the year part of AValue. The return value is either 365 or 366.

See also: [WeeksInAYear \(194\)](#), [WeeksInYear \(194\)](#), [DaysInAYear \(126\)](#), [DaysInMonth \(126\)](#), [DaysInAMonth \(125\)](#)

**Listing:** ./datutex/ex14.pp

---

**Program** Example14;

*{ This program demonstrates the DaysInYear function }*

**Uses** SysUtils, DateUtils;

**Var**

Y : Word;

**Begin**

For Y:=1992 to 2010 do

WriteLn(Y, ' has ', DaysInYear(EncodeDate(Y,1,1)), ' days.');

**End.**

---

#### 44.4.19 DaySpan

**Synopsis:** Calculate the approximate number of days between two DateTime values.

**Declaration:** function DaySpan(const ANow: TDateTime;const AThen: TDateTime) : Double



Visibility: default

**Description:** `DaySpan` returns the number of Days between `ANow` and `AThen`, including any fractional parts of a Day.

See also: `YearSpan` (1205), `MonthSpan` (1164), `WeekSpan` (1195), `HourSpan` (1141), `MinuteSpan` (1161), `SecondSpan` (1179), `MilliSecondSpan` (1157), `DaysBetween` (1124)

**Listing:** `./datutex/ex66.pp`

**Program** `Example66`;

*{ This program demonstrates the DaySpan function }*

**Uses** `SysUtils`, `DateUtils`;

**Procedure** `Test(ANow, AThen : TDateTime);`

**begin**

`Write('Number of days between ');`

`Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));`

`WriteLn(' : ', DaySpan(ANow, AThen));`

**end**;

**Var**

`D1, D2 : TDateTime;`

**Begin**

`D1:=Now;`

`D2:=Today-23/24;`

`Test(D1, D2);`

`D2:=Today-1;`

`Test(D1, D2);`

`D2:=Today-25/24;`

`Test(D1, D2);`

`D2:=Today-26/24;`

`Test(D1, D2);`

`D2:=Today-5.4;`

`Test(D1, D2);`

`D2:=Today-2.5;`

`Test(D1, D2);`

**End.**

#### 44.4.20 DecodeDateDay

**Synopsis:** Decode a `DateTime` value in year and year of day.

**Declaration:** `procedure DecodeDateDay(const AValue: TDateTime; out AYear: Word;  
out ADayOfYear: Word)`

Visibility: default

**Description:** `DecodeDateDay` decomposes the date indication in `AValue` and returns the various components in `AYear`, `ADayOfYear`.

See also: `EncodeDateTime` (1132), `EncodeDateMonthWeek` (1132), `EncodeDateWeek` (1133), `EncodeDateDay` (1132), `DecodeDateTime` (1129), `DecodeDateWeek` (1130), `DecodeDateMonthWeek` (1129)

**Listing:** ./datutex/ex83.pp

---

**Program** Example83;

*{ This program demonstrates the DecodeDateDay function }*

**Uses** SysUtils, DateUtils;

**Var**

Y, DoY : Word;  
TS : TDateTime;

**Begin**

DecodeDateDay(**Now**, Y, DoY);  
TS := EncodeDateDay(Y, DoY);  
**WriteIn**('Today is : ', **DateToStr**(TS));

**End.**

---

#### 44.4.21 DecodeDateMonthWeek

**Synopsis:** Decode a DateTime value in a month, week of month and day of week

**Declaration:** `procedure DecodeDateMonthWeek(const AValue: TDateTime; out AYear: Word;  
out AMonth: Word; out AWeekOfMonth: Word;  
out ADayOfWeek: Word)`

**Visibility:** default

**Description:** DecodeDateMonthWeek decomposes the date indication in AValue and returns the various components in AYear, AMonth, AWeekOfMonth and ADayOfWeek.

**See also:** EncodeDateTime (132), EncodeDateMonthWeek (132), EncodeDateWeek (133), EncodeDateDay (132), DecodeDateTime (129), DecodeDateWeek (130), DecodeDateDay (128)

**Listing:** ./datutex/ex85.pp

---

**Program** Example85;

*{ This program demonstrates the DecodeDateMonthWeek function }*

**Uses** SysUtils, DateUtils;

**Var**

Y, M, WoM, DoW : Word;  
TS : TDateTime;

**Begin**

DecodeDateMonthWeek(**Now**, Y, M, WoM, DoW);  
TS := EncodeDateMonthWeek(Y, M, WoM, DoW);  
**WriteIn**('Today is : ', **DateToStr**(TS));

**End.**

---

#### 44.4.22 DecodeDateTime

**Synopsis:** Decode a datetime value in a date and time value

**Declaration:** `procedure DecodeDateTime(const AValue: TDateTime; out AYear: Word;  
out AMonth: Word; out ADay: Word; out AHour: Word;  
out AMinute: Word; out ASecond: Word;  
out AMilliSecond: Word)`

**Visibility:** default

**Description:** `DecodeDateTime` decomposes the date/time indication in `AValue` and returns the various components in `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond`, `AMilliSecond`

**See also:** `EncodeDateTime` (132), `EncodeDateMonthWeek` (132), `EncodeDateWeek` (133), `EncodeDateDay` (132), `DecodeDateWeek` (130), `DecodeDateDay` (128), `DecodeDateMonthWeek` (129)

**Listing:** `./datutex/ex79.pp`

---

**Program** `Example79`;

*{ This program demonstrates the DecodeDateTime function }*

**Uses** `SysUtils`, `DateUtils`;

**Var**

`Y, Mo, D, H, Mi, S, MS : Word;`  
`TS : TDateTime;`

**Begin**

`DecodeDateTime(Now, Y, Mo, D, H, Mi, S, MS);`  
`TS := EncodeDateTime(Y, Mo, D, H, Mi, S, MS);`  
`WriteLn('Now is : ', DateTimeToStr(TS));`

**End.**

---

#### 44.4.23 DecodeDateWeek

**Synopsis:** Decode a `DateTime` value in a week of year and day of week.

**Declaration:** `procedure DecodeDateWeek(const AValue: TDateTime; out AYear: Word;  
out AWeekOfYear: Word; out ADayOfWeek: Word)`

**Visibility:** default

**Description:** `DecodeDateWeek` decomposes the date indication in `AValue` and returns the various components in `AYear`, `AWeekOfYear`, `ADayOfWeek`.

**See also:** `EncodeDateTime` (132), `EncodeDateMonthWeek` (132), `EncodeDateWeek` (133), `EncodeDateDay` (132), `DecodeDateTime` (129), `DecodeDateDay` (128), `DecodeDateMonthWeek` (129)

**Listing:** `./datutex/ex81.pp`

---

**Program** `Example81`;

*{ This program demonstrates the DecodeDateWeek function }*

**Uses** `SysUtils`, `DateUtils`;

**Var**

`Y, W, Dow : Word;`  
`TS : TDateTime;`

**Begin**

```

DecodeDateWeek(Now,Y,W,Dow);
TS:=EncodeDateWeek(Y,W,Dow);
WriteIn('Today is : ',DateToStr(TS));
End.

```

---

**44.4.24 DecodeDayOfWeekInMonth**

Synopsis: Decode a DateTime value in year, month, day of week parts

**Declaration:** `procedure DecodeDayOfWeekInMonth(const AValue: TDateTime;`  
`out AYear: Word;out AMonth: Word;`  
`out ANthDayOfWeek: Word;`  
`out ADayOfWeek: Word)`

Visibility: default

**Description:** DecodeDayOfWeekInMonth decodes the date AValue in a AYear, AMonth, ADayOfWeek and ANthDayOfWeek. (This is the N-th time that this weekday occurs in the month, e.g. the third saturday of the month.)

See also: NthDayOfWeek ([164](#)), EncodeDateMonthWeek ([132](#)), #rtl.sysutils.DayOfWeek ([628](#)), EncodeDay-Of-WeekInMonth ([133](#)), TryEncodeDayOfWeekInMonth ([188](#))

**Listing:** ./datutex/ex105.pp

---

**Program** Example105;

*{ This program demonstrates the DecodeDayOfWeekInMonth function }*

**Uses** SysUtils, DateUtils;

**Var**

```

Y,M,NDoW,DoW : Word;
D : TDateTime;

```

**Begin**

```

DecodeDayOfWeekInMonth(Date,Y,M,NDoW,DoW);
D:=EncodeDayOfWeekInMonth(Y,M,NDoW,DoW);
Write(DateToStr(D),' is the ',NDoW,'-th ');
WriteIn(formatdateTime('dddd',D),' of the month. ');
End.

```

---

**44.4.25 DosDateTimeToDateTime**

Synopsis: Convert DOS date/time format to TDateTime format

**Declaration:** `function DosDateTimeToDateTime(AValue: LongInt) : TDateTime`

Visibility: default

**Description:** DosDateTimeToDateTime takes a DOS encoded date/time AValue and recodes it as a TDateTime value.

The bit encoding of the DOS date/time is explained in the DateTimeToDosDateTime ([122](#)) function.

See also: DateTimeToDosDateTime ([122](#))

#### 44.4.26 EncodeDateDay

Synopsis: Encodes a year and day of year to a `DateTime` value

Declaration: `function EncodeDateDay(const AYear: Word;const ADayOfYear: Word)  
: TDateTime`

Visibility: default

Description: `EncodeDateDay` encodes the values `AYear` and `ADayOfYear` to a date value and returns this value.

For an example, see `DecodeDateDay` (128).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: `EncodeDateMonthWeek` (132), `DecodeDateDay` (128), `EncodeDateTime` (132), `EncodeDateWeek` (133), `TryEncodeDateTime` (187), `TryEncodeDateMonthWeek` (186), `TryEncodeDateWeek` (187)

#### 44.4.27 EncodeDateMonthWeek

Synopsis: Encodes a year, month, week of month and day of week to a `DateTime` value

Declaration: `function EncodeDateMonthWeek(const AYear: Word;const AMonth: Word;  
const AWeekOfMonth: Word;  
const ADayOfWeek: Word) : TDateTime`

Visibility: default

Description: `EncodeDateMonthWeek` encodes the values `AYear`, `AMonth`, `WeekOfMonth`, `ADayOfWeek`, to a date value and returns this value.

For an example, see `DecodeDateMonthWeek` (129).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: `DecodeDateMonthWeek` (129), `EncodeDateTime` (132), `EncodeDateWeek` (133), `EncodeDateDay` (132), `TryEncodeDateTime` (187), `TryEncodeDateWeek` (187), `TryEncodeDateMonthWeek` (186), `TryEncodeDateDay` (185), `NthDayOfWeek` (164)

#### 44.4.28 EncodeDateTime

Synopsis: Encodes a `DateTime` value from all its parts

Declaration: `function EncodeDateTime(const AYear: Word;const AMonth: Word;  
const ADay: Word;const AHour: Word;  
const AMinute: Word;const ASecond: Word;  
const AMilliSecond: Word) : TDateTime`

Visibility: default

Description: `EncodeDateTime` encodes the values `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond` to a date/time value and returns this value.

For an example, see `DecodeDateTime` (129).

Errors: If any of the arguments is not valid, then an `EConvertError` exception is raised.

See also: `DecodeDateTime` (129), `EncodeDateMonthWeek` (132), `EncodeDateWeek` (133), `EncodeDateDay` (132), `TryEncodeDateTime` (187), `TryEncodeDateWeek` (187), `TryEncodeDateDay` (185), `TryEncodeDateMonthWeek` (186)

#### 44.4.29 EncodeDateWeek

**Synopsis:** Encode a `TDateTime` value from a year, week and day of week triplet

**Declaration:**

```
function EncodeDateWeek(const AYear: Word;const AWeekOfYear: Word;
                        const ADayOfWeek: Word) : TDateTime
function EncodeDateWeek(const AYear: Word;const AWeekOfYear: Word)
                        : TDateTime
```

**Visibility:** default

**Description:** `EncodeDateWeek` encodes the values `AYear`, `AWeekOfYear` and `ADayOfWeek` to a date value and returns this value.

For an example, see `DecodeDateWeek` ([130](#)).

**Errors:** If any of the arguments is not valid, then an `EConvertError` exception is raised.

**See also:** `EncodeDateMonthWeek` ([132](#)), `DecodeDateWeek` ([130](#)), `EncodeDateTime` ([132](#)), `EncodeDateDay` ([132](#)), `TryEncodeDateTime` ([187](#)), `TryEncodeDateWeek` ([187](#)), `TryEncodeDateMonthWeek` ([186](#))

#### 44.4.30 EncodeDayOfWeekInMonth

**Synopsis:** Encodes a year, month, week, day of week specification to a `TDateTime` value

**Declaration:**

```
function EncodeDayOfWeekInMonth(const AYear: Word;const AMonth: Word;
                                const ANthDayOfWeek: Word;
                                const ADayOfWeek: Word) : TDateTime
```

**Visibility:** default

**Description:** `EncodeDayOfWeekInMonth` encodes `AYear`, `AMonth`, `ADayOfWeek` and `ANthDayOfWeek` to a valid date stamp and returns the result.

`ANthDayOfWeek` is the N-th time that this weekday occurs in the month, e.g. the third saturday of the month.

For an example, see `DecodeDayOfWeekInMonth` ([131](#)).

**Errors:** If any of the values is not in range, then an `EConvertError` exception will be raised.

**See also:** `NthDayOfWeek` ([164](#)), `EncodeDateMonthWeek` ([132](#)), `#rtl.sysutils.DayOfWeek` ([628](#)), `DecodeDay-Of-WeekInMonth` ([131](#)), `TryEncodeDayOfWeekInMonth` ([188](#))

#### 44.4.31 EncodeTimeInterval

**Synopsis:** Encode an interval as a `TDateTime` value.

**Declaration:**

```
function EncodeTimeInterval(Hour: Word;Minute: Word;Second: Word;
                            MilliSecond: Word) : TDateTime
```

**Visibility:** default

**Description:** `EncodeTimeInterval` encodes a time interval expressed in Hour, Min, Sec, MSec as a `TDateTime` value and returns the value in Time.

**Errors:** If Min, Sec, MSec do not contain a valid time indication, then an `EConvertError` exception is raised.

**See also:** `TryEncodeTimeInterval` ([189](#))

### 44.4.32 EndOfDay

**Synopsis:** Calculates a `DateTime` value representing the end of a specified day

**Declaration:** `function EndOfDay(const AYear: Word;const AMonth: Word;  
const ADay: Word) : TDateTime; Overload  
function EndOfDay(const AYear: Word;const ADayOfYear: Word) : TDateTime  
; Overload`

**Visibility:** default

**Description:** `EndOfDay` returns a `TDateTime` value with the date/time indication of the last moment (23:59:59.999) of the day given by `AYear`, `AMonth`, `ADay`.

The day may also be indicated with a `AYear`, `ADayOfYear` pair.

See also: `StartOfDay` (182), `StartOfDay` (179), `StartOfTheWeek` (183), `StartOfAWeek` (181), `StartOfAMonth` (180), `StartOfTheMonth` (182), `EndOfTheWeek` (137), `EndOfAWeek` (135), `EndOfTheYear` (138), `EndOfAYear` (136), `EndOfTheMonth` (137), `EndOfAMonth` (134), `EndOfTheDay` (136)

**Listing:** `./datutex/ex39.pp`

---

**Program** Example39;

*{ This program demonstrates the EndOfDay function }*

**Uses** SysUtils, DateUtils;

**Const**

    Fmt = 'End of the day : "dd mmm yyyy hh:nn:ss';

**Var**

    Y,M,D : Word;

**Begin**

    Y:=YearOf(Today);

    M:=MonthOf(Today);

    D:=DayOf(Today);

    WriteLn(FormatDateTime(Fmt, EndOfDay(Y,M,D)));

    DecodeDateDay(Today, Y,D);

    WriteLn(FormatDateTime(Fmt, EndOfDay(Y,D)));

**End.**

---

### 44.4.33 EndOfAMonth

**Synopsis:** Calculate a datetime value representing the last day of the indicated month

**Declaration:** `function EndOfAMonth(const AYear: Word;const AMonth: Word) : TDateTime`

**Visibility:** default

**Description:** `EndOfAMonth` returns a `TDateTime` value with the date of the last day of the month indicated by the `AYear`, `AMonth` pair.

See also: `StartOfTheMonth` (182), `StartOfAMonth` (180), `EndOfTheMonth` (137), `EndOfTheYear` (138), `EndOfAYear` (136), `StartOfAWeek` (181), `StartOfTheWeek` (183)

**Listing:** `./datutex/ex31.pp`

---

```

Program Example31;

{ This program demonstrates the EndOfAMonth function }

Uses SysUtils, DateUtils;

Const
    Fmt = '"Last day of this month : "dd mmm yyyy';
Var
    Y,M : Word;

Begin
    Y:=YearOf(Today);
    M:=MonthOf(Today);
    WriteLn (FormatDateTime (Fmt, EndOfAMonth(Y,M)));
End.

```

---

#### 44.4.34 EndOfAWeek

**Synopsis:** Return the last moment of day of the week, given a year and a week in the year.

**Declaration:** `function EndOfAWeek(const AYear: Word;const AWeekOfYear: Word;const ADayOfWeek: Word) : TDateTime`  
`function EndOfAWeek(const AYear: Word;const AWeekOfYear: Word)`  
`: TDateTime`

**Visibility:** default

**Description:** EndOfAWeek returns a TDateTime value with the date of the last moment (23:59:59:999) on the indicated day of the week indicated by the AYear, AWeek, ADayOfWeek values.

The default value for ADayOfWeek is 7.

See also: StartOfTheWeek ([183](#)), EndOfTheWeek ([137](#)), EndOfAWeek ([135](#)), StartOfAMonth ([180](#)), EndOfTheYear ([138](#)), EndOfAYear ([136](#)), EndOfTheMonth ([137](#)), EndOfAMonth ([134](#))

**Listing:** ./datutex/ex35.pp

---

```

Program Example35;

{ This program demonstrates the EndOfAWeek function }

Uses SysUtils, DateUtils;

Const
    Fmt = '"Last day of this week : "dd mmm yyyy hh:nn:ss';
    Fmt2 = '"Last-1 day of this week : "dd mmm yyyy hh:nn:ss';
Var
    Y,W : Word;

Begin
    Y:=YearOf(Today);
    W:=WeekOf(Today);
    WriteLn (FormatDateTime (Fmt, EndOfAWeek(Y,W)));
    WriteLn (FormatDateTime (Fmt2, EndOfAWeek(Y,W,6)));
End.

```

---



### 44.4.35 EndOfYear

**Synopsis:** Calculate a `DateTime` value representing the last day of a year

**Declaration:** `function EndOfYear(const AYear: Word) : TDateTime`

**Visibility:** default

**Description:** `StartOfYear` returns a `TDateTime` value with the date of the last day of the year `AYear` (December 31).

See also: `StartOfYear` ([184](#)), `EndOfYear` ([138](#)), `EndOfYear` ([136](#)), `EndOfMonth` ([137](#)), `EndOfMonth` ([134](#)), `StartOfWeek` ([181](#)), `StartOfWeek` ([183](#))

**Listing:** `./datutex/ex27.pp`

---

**Program** Example27;

*{ This program demonstrates the EndOfYear function }*

**Uses** SysUtils, DateUtils;

**Const**

    Fmt = 'Last day of this year : "dd mmm yyyy';

**Begin**

    WriteLn(FormatDateTime(Fmt, EndOfYear(YearOf(Today))));

**End.**

---

### 44.4.36 EndOfDay

**Synopsis:** Calculate a `datetime` value that represents the end of a given day.

**Declaration:** `function EndOfDay(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `EndOfDay` extracts the date part of `AValue` and returns a `TDateTime` value with the date/-time indication of the last moment (23:59:59.999) of this day.

See also: `StartOfDay` ([182](#)), `StartOfDay` ([179](#)), `StartOfWeek` ([183](#)), `StartOfWeek` ([181](#)), `StartOfMonth` ([180](#)), `StartOfMonth` ([182](#)), `EndOfWeek` ([137](#)), `EndOfWeek` ([135](#)), `EndOfYear` ([138](#)), `EndOfYear` ([136](#)), `EndOfMonth` ([137](#)), `EndOfMonth` ([134](#)), `EndOfDay` ([134](#))

**Listing:** `./datutex/ex37.pp`

---

**Program** Example37;

*{ This program demonstrates the EndOfDay function }*

**Uses** SysUtils, DateUtils;

**Const**

    Fmt = 'End of the day : "dd mmm yyyy hh:nn:ss';

**Begin**

    WriteLn(FormatDateTime(Fmt, EndOfDay(Today)));

**End.**

---

### 44.4.37 EndOfTheMonth

**Synopsis:** Calculate a `DateTime` value representing the last day of the month, given a day in that month.

**Declaration:** `function EndOfTheMonth(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `EndOfTheMonth` extracts the year and month parts of `AValue` and returns a `TDateTime` value with the date of the first day of that year and month as the `EndOfAMonth` (134) function.

**See also:** `StartOfAMonth` (180), `StartOfTheMonth` (182), `EndOfAMonth` (134), `EndOfTheYear` (138), `EndOfAYear` (136), `StartOfAWeek` (181), `StartOfTheWeek` (183)

**Listing:** `./datutex/ex29.pp`

---

**Program** `Example29;`

*{ This program demonstrates the EndOfTheMonth function }*

**Uses** `SysUtils, DateUtils;`

**Const**

`Fmt = ' "last day of this month : "dd mmm yyyy ';`

**Begin**

`WriteLn (FormatDateTime (Fmt, EndOfTheMonth (Today)));`

**End.**

---

### 44.4.38 EndOfTheWeek

**Synopsis:** Calculate a `DateTime` value which represents the end of a week, given a date in that week.

**Declaration:** `function EndOfTheWeek(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `EndOfTheWeek` extracts the year and week parts of `AValue` and returns a `TDateTime` value with the date of the last day of that week as the `EndOfAWeek` (135) function.

**See also:** `StartOfAWeek` (181), `StartOfTheWeek` (183), `EndOfAWeek` (135), `StartOfAMonth` (180), `EndOfTheYear` (138), `EndOfAYear` (136), `EndOfTheMonth` (137), `EndOfAMonth` (134)

**Listing:** `./datutex/ex33.pp`

---

**Program** `Example33;`

*{ This program demonstrates the EndOfTheWeek function }*

**Uses** `SysUtils, DateUtils;`

**Const**

`Fmt = ' "last day of this week : "dd mmm yyyy ';`

**Begin**

`WriteLn (FormatDateTime (Fmt, EndOfTheWeek (Today)));`

**End.**

---

### 44.4.39 EndOfTheYear

**Synopsis:** Calculate a `DateTime` value representing the last day of a year, given a date in that year.

**Declaration:** `function EndOfTheYear(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `EndOfTheYear` extracts the year part of `AValue` and returns a `TDateTime` value with the date of the last day of that year (December 31), as the `EndOfAYear` (136) function.

**See also:** `StartOfAYear` (181), `StartOfTheYear` (184), `EndOfTheMonth` (137), `EndOfAMonth` (134), `StartOfAWeek` (181), `StartOfTheWeek` (183), `EndOfAYear` (136)

**Listing:** `./datutex/ex25.pp`

---

**Program** `Example25`;

*{ This program demonstrates the EndOfTheYear function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**

`Fmt = ' "Last day of this year : "dd mmmm yyyy ';`

**Begin**

`WriteLn (FormatDateTime (Fmt, EndOfTheYear (Today)));`

**End.**

---

### 44.4.40 HourOf

**Synopsis:** Extract the hour part from a `DateTime` value.

**Declaration:** `function HourOf(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `HourOf` returns the hour of the day part of the `AValue` date/time indication. It is a number between 0 and 23.

For an example, see `YearOf` (203)

**See also:** `YearOf` (203), `WeekOf` (191), `MonthOf` (162), `DayOf` (123), `MinuteOf` (158), `SecondOf` (175), `MilliSecondOf` (154)

### 44.4.41 HourOfTheDay

**Synopsis:** Calculate the hour of a given `DateTime` value

**Declaration:** `function HourOfTheDay(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `HourOfTheDay` returns the number of hours that have passed since the start of the day till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:59:59 will return 0.

**See also:** `HourOfTheYear` (140), `HourOfTheMonth` (139), `HourOfTheWeek` (139), `MinuteOfTheDay` (158), `SecondOfTheDay` (176), `MilliSecondOfTheDay` (154)

**Listing:** ./datutex/ex43.pp

**Program** Example43;

*{ This program demonstrates the HourOfDay function }*

**Uses** SysUtils, DateUtils;

**Var**

N : TDateTime;

**Begin**

N:=Now;

WriteLn('Hour of the Day : ', HourOfDay(N));

WriteLn('Minute of the Day : ', MinuteOfDay(N));

WriteLn('Second of the Day : ', SecondOfDay(N));

WriteLn('MilliSecond of the Day : ',  
MilliSecondOfDay(N));

**End.**

#### 44.4.42 HourOfMonth

**Synopsis:** Calculate the number of hours passed since the start of the month.

**Declaration:** function HourOfMonth(const AValue: TDateTime) : Word

**Visibility:** default

**Description:** HourOfMonth returns the number of hours that have passed since the start of the month till the moment indicated by AValue. This is a zero-based number, i.e. 00:59:59 on the first day of the month will return 0.

For an example, see the WeekOfMonth (192) function.

See also: WeekOfMonth (192), DayOfMonth (123), MinuteOfMonth (159), SecondOfMonth (177), MilliSecondOfMonth (155)

#### 44.4.43 HourOfTheWeek

**Synopsis:** Calculate the number of hours elapsed since the start of the week.

**Declaration:** function HourOfTheWeek(const AValue: TDateTime) : Word

**Visibility:** default

**Description:** HourOfTheWeek returns the number of hours that have passed since the start of the Week till the moment indicated by AValue. This is a zero-based number, i.e. 00:59:59 on the first day of the week will return 0.

For an example, see the DayOfTheWeek (124) function.

See also: HourOfTheYear (140), HourOfMonth (139), HourOfDay (138), DayOfTheWeek (124), MinuteOfTheWeek (160), SecondOfTheWeek (177), MilliSecondOfTheWeek (156)

#### 44.4.44 HourOfTheYear

**Synopsis:** Calculate the number of hours passed since the start of the year.

**Declaration:** `function HourOfTheYear(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `HourOfTheYear` returns the number of hours that have passed since the start of the year (January 1, 00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:59:59 will return 0.

For an example, see the `WeekOfTheYear` (192) function.

See also: `WeekOfTheYear` (192), `DayOfTheYear` (124), `MinuteOfTheYear` (160), `SecondOfTheYear` (177), `MilliSecondOfTheYear` (156)

#### 44.4.45 HoursBetween

**Synopsis:** Calculate the number of whole hours between two `DateTime` values.

**Declaration:** `function HoursBetween(const ANow: TDateTime; const AThen: TDateTime) : Int64`

**Visibility:** default

**Description:** `HoursBetween` returns the number of whole hours between `ANow` and `AThen`. This means the fractional part of an hour (minutes, seconds etc.) is dropped.

See also: `YearsBetween` (204), `MonthsBetween` (163), `WeeksBetween` (193), `DaysBetween` (124), `MinutesBetween` (160), `SecondsBetween` (178), `MillisecondsBetween` (157)

**Listing:** `./datutex/ex59.pp`

---

**Program** Example59;

*{ This program demonstrates the HoursBetween function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

  Write('Number of hours between ');  
  Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));  
  WriteLn(' : ', HoursBetween(ANow, AThen));  
**end**;

**Var**

  D1, D2 : TDateTime;

**Begin**

  D1:=Now;  
  D2:=D1-(59\*OneMinute);  
  Test(D1, D2);  
  D2:=D1-(61\*OneMinute);  
  Test(D1, D2);  
  D2:=D1-(122\*OneMinute);  
  Test(D1, D2);  
  D2:=D1-(306\*OneMinute);

```

    Test(D1,D2);
    D2:=D1-(5.4*OneHour);
    Test(D1,D2);
    D2:=D1-(2.5*OneHour);
    Test(D1,D2);
End.

```

---

#### 44.4.46 HourSpan

**Synopsis:** Calculate the approximate number of hours between two `DateTime` values.

**Declaration:** `function HourSpan(const ANow: TDateTime;const AThen: TDateTime) : Double`

**Visibility:** default

**Description:** `HourSpan` returns the number of Hours between `ANow` and `AThen`, including any fractional parts of a Hour.

See also: `YearSpan` (205), `MonthSpan` (164), `WeekSpan` (195), `DaySpan` (127), `MinuteSpan` (161), `SecondSpan` (179), `MilliSecondSpan` (157), `HoursBetween` (140)

**Listing:** `./datutex/ex67.pp`

---

**Program** Example67;

*{ This program demonstrates the HourSpan function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

```

    Write('Number of hours between ');
    Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));
    Writeln(' : ', HourSpan(ANow, AThen));
end;

```

**Var**

D1,D2 : TDateTime;

**Begin**

```

    D1:=Now;
    D2:=D1-(59*OneMinute);
    Test(D1,D2);
    D2:=D1-(61*OneMinute);
    Test(D1,D2);
    D2:=D1-(122*OneMinute);
    Test(D1,D2);
    D2:=D1-(306*OneMinute);
    Test(D1,D2);
    D2:=D1-(5.4*OneHour);
    Test(D1,D2);
    D2:=D1-(2.5*OneHour);
    Test(D1,D2);
End.

```

---

#### 44.4.47 IncDay

**Synopsis:** Increase a DateTime value with a number of days.

**Declaration:** `function IncDay(const AValue: TDateTime; const ANumberOfDays: Integer)  
: TDateTime  
function IncDay(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** IncDay adds ANumberOfDays days to AValue and returns the resulting date/time. ANumberOfDays can be positive or negative.

**See also:** IncYear (145), #rtl.sysutils.IncMonth (628), IncWeek (144), IncHour (142), IncMinute (143), IncSecond (144), IncMilliSecond (143)

**Listing:** ./datutex/ex74.pp

---

**Program** Example74;

*{ This program demonstrates the IncDay function }*

**Uses** SysUtils, DateUtils;

**Begin**

**WriteIn**( 'One Day from today is ', **DateToStr**(IncDay(Today, 1)));

**WriteIn**( 'One Day ago from today is ', **DateToStr**(IncDay(Today, -1)));

**End.**

---

#### 44.4.48 IncHour

**Synopsis:** Increase a DateTime value with a number of hours.

**Declaration:** `function IncHour(const AValue: TDateTime; const ANumberOfHours: Int64)  
: TDateTime  
function IncHour(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** IncHour adds ANumberOfHours hours to AValue and returns the resulting date/time. ANumberOfHours can be positive or negative.

**See also:** IncYear (145), #rtl.sysutils.IncMonth (628), IncWeek (144), IncDay (142), IncMinute (143), IncSecond (144), IncMilliSecond (143)

**Listing:** ./datutex/ex75.pp

---

**Program** Example75

;

*{ This program demonstrates the IncHour function }*

**Uses** SysUtils, DateUtils;

**Begin**

**WriteIn**( 'One Hour from now is ', **DateTimeToStr**(IncHour(**Now**, 1)));

**WriteIn**( 'One Hour ago from now is ', **DateTimeToStr**(IncHour(**Now**, -1)));

**End.**

---

#### 44.4.49 IncMilliSecond

Synopsis: Increase a DateTime value with a number of milliseconds.

Declaration: `function IncMilliSecond(const AValue: TDateTime;  
const ANumberOfMilliseconds: Int64) : TDateTime  
function IncMilliSecond(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: IncMilliSecond adds ANumberOfMilliseconds milliseconds to AValue and returns the resulting date/time. ANumberOfMilliseconds can be positive or negative.

See also: IncYear (145), #rtl.sysutils.IncMonth (628), IncWeek (144), IncDay (142), IncHour (142), IncSecond (144), IncMilliSecond (143)

**Listing:** ./datutex/ex78.pp

---

**Program** Example78;

*{ This program demonstrates the IncMilliSecond function }*

**Uses** SysUtils, DateUtils;

**Begin**

**WriteLn**( 'One MilliSecond from now is ', **TimeToStr**(IncMilliSecond(**Now**, 1)));

**WriteLn**( 'One MilliSecond ago from now is ', **TimeToStr**(IncMilliSecond(**Now**, -1)));

**End.**

---

#### 44.4.50 IncMinute

Synopsis: Increase a DateTime value with a number of minutes.

Declaration: `function IncMinute(const AValue: TDateTime;  
const ANumberOfMinutes: Int64) : TDateTime  
function IncMinute(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: IncMinute adds ANumberOfMinutes minutes to AValue and returns the resulting date/time. ANumberOfMinutes can be positive or negative.

See also: IncYear (145), #rtl.sysutils.IncMonth (628), IncWeek (144), IncDay (142), IncHour (142), IncSecond (144), IncMilliSecond (143)

**Listing:** ./datutex/ex76.pp

---

**Program** Example76;

*{ This program demonstrates the IncMinute function }*

**Uses** SysUtils, DateUtils;

**Begin**

**WriteLn**( 'One Minute from now is ', **TimeToStr**(IncMinute(**Time**, 1)));

**WriteLn**( 'One Minute ago from now is ', **TimeToStr**(IncMinute(**Time**, -1)));

**End.**

---



#### 44.4.51 IncSecond

Synopsis: Increase a DateTime value with a number of seconds.

Declaration: `function IncSecond(const AValue: TDateTime;  
                                  const ANumberOfSeconds: Int64) : TDateTime  
          function IncSecond(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `IncSecond` adds `ANumberOfSeconds` seconds to `AValue` and returns the resulting date/time. `ANumberOfSeconds` can be positive or negative.

See also: `IncYear` (145), `#rtl.sysutils.IncMonth` (628), `IncWeek` (144), `IncDay` (142), `IncHour` (142), `IncSecond` (144), `IncMilliSecond` (143)

**Listing:** `./datutex/ex77.pp`

---

**Program** `Example77;`

*{ This program demonstrates the IncSecond function }*

**Uses** `SysUtils, DateUtils;`

**Begin**

`WriteLn('One Second from now is ', TimeToStr(IncSecond(Time, 1)));`

`WriteLn('One Second ago from now is ', TimeToStr(IncSecond(Time, -1)));`

**End.**

---

#### 44.4.52 IncWeek

Synopsis: Increase a DateTime value with a number of weeks.

Declaration: `function IncWeek(const AValue: TDateTime; const ANumberOfWeeks: Integer)  
                                  : TDateTime  
          function IncWeek(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `IncWeek` adds `ANumberOfWeeks` weeks to `AValue` and returns the resulting date/time. `ANumberOfWeeks` can be positive or negative.

See also: `IncYear` (145), `#rtl.sysutils.IncMonth` (628), `IncDay` (142), `IncHour` (142), `IncMinute` (143), `IncSecond` (144), `IncMilliSecond` (143)

**Listing:** `./datutex/ex73.pp`

---

**Program** `Example73;`

*{ This program demonstrates the IncWeek function }*

**Uses** `SysUtils, DateUtils;`

**Begin**

`WriteLn('One Week from today is ', DateToStr(IncWeek(Today, 1)));`

`WriteLn('One Week ago from today is ', DateToStr(IncWeek(Today, -1)));`

**End.**

---

### 44.4.53 IncYear

**Synopsis:** Increase a `DateTime` value with a number of years.

**Declaration:** `function IncYear(const AValue: TDateTime; const ANumberOfYears: Integer) : TDateTime`  
`function IncYear(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `IncYear` adds `ANumberOfYears` years to `AValue` and returns the resulting date/time. `ANumberOfYears` can be positive or negative.

See also: `#rtl.sysutils.IncMonth` (628), `IncWeek` (144), `IncDay` (142), `IncHour` (142), `IncMinute` (143), `IncSecond` (144), `IncMilliSecond` (143)

**Listing:** `./datutex/ex71.pp`

---

**Program** `Example71`;

*{ This program demonstrates the IncYear function }*

**Uses** `SysUtils`, `DateUtils`;

**Begin**

`WriteLn('One year from today is ', DateToStr(IncYear(Today, 1)));`

`WriteLn('One year ago from today is ', DateToStr(IncYear(Today, -1)));`

**End.**

---

### 44.4.54 InvalidDateDayError

**Synopsis:** Raise an `EConvertError` exception when a day is not a valid day of a year.

**Declaration:** `procedure InvalidDateDayError(const AYear: Word; const ADayOfYear: Word)`

**Visibility:** default

**Description:** `InvalidDateDayError` raises an `EConvertError` (628) exception and formats the error message with an appropriate description made up from the parts `AYear` and `ADayOfYear`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateWeekError` (146), `InvalidDateTimeError` (146), `InvalidDateMonthWeekError` (145), `InvalidDayOfWeekInMonthError` (147)

### 44.4.55 InvalidDateMonthWeekError

**Synopsis:** Raise an `EConvertError` exception when a `Year, Month, WeekOfMonth, DayOfWeek` is invalid.

**Declaration:** `procedure InvalidDateMonthWeekError(const AYear: Word;`  
`const AMonth: Word;`  
`const AWeekOfMonth: Word;`  
`const ADayOfWeek: Word)`

**Visibility:** default

**Description:** `InvalidDateMonthWeekError` raises an `EConvertError` (628) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AMonth`, `AWeekOfMonth` and `ADayOfWeek`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateWeekError` (146), `InvalidDateTimeError` (146), `InvalidDateDayError` (145), `InvalidDay-Of-WeekInMonthError` (147)

#### 44.4.56 InvalidDateTimeError

**Synopsis:** Raise an `EConvertError` about an invalid date-time specification.

**Declaration:**

```
procedure InvalidDateTimeError(const AYear: Word;const AMonth: Word;
                               const ADay: Word;const AHour: Word;
                               const AMinute: Word;const ASecond: Word;
                               const AMilliSecond: Word;
                               const ABaseDate: TDateTime)
procedure InvalidDateTimeError(const AYear: Word;const AMonth: Word;
                               const ADay: Word;const AHour: Word;
                               const AMinute: Word;const ASecond: Word;
                               const AMilliSecond: Word)
```

**Visibility:** default

**Description:** `InvalidDateTimeError` raises an `EConvertError` (628) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateWeekError` (146), `InvalidDateDayError` (145), `InvalidDateMonthWeekError` (145), `InvalidDayOf-WeekInMonthError` (147)

#### 44.4.57 InvalidDateWeekError

**Synopsis:** Raise an `EConvertError` with an invalid Year, WeekOfyear and DayOfWeek specification

**Declaration:**

```
procedure InvalidDateWeekError(const AYear: Word;
                               const AWeekOfYear: Word;
                               const ADayOfWeek: Word)
```

**Visibility:** default

**Description:** `InvalidDateWeekError` raises an `EConvertError` (628) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AWeek`, `ADayOfWeek`

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

See also: `InvalidDateTimeError` (146), `InvalidDateDayError` (145), `InvalidDateMonthWeekError` (145), `InvalidDayOf-WeekInMonthError` (147)

#### 44.4.58 InvalidDayOfWeekInMonthError

**Synopsis:** Raise an `EConvertError` exception when a `Year,Month,NthDayOfWeek,DayOfWeek` is invalid.

**Declaration:** `procedure InvalidDayOfWeekInMonthError(const AYear: Word;  
const AMonth: Word;  
const ANthDayOfWeek: Word;  
const ADayOfWeek: Word)`

**Visibility:** default

**Description:** `InvalidDayOfWeekInMonthError` raises an `EConvertError` (628) exception and formats the error message with an appropriate description made up from the parts `AYear`, `AMonth`, `ANthDayOfWeek` and `ADayOfWeek`.

Normally this function should not be needed, the conversion routines call it when they have received invalid arguments.

**See also:** `InvalidDateWeekError` (146), `InvalidDateTimeError` (146), `InvalidDateDayError` (145), `InvalidDate-MonthWeekError` (145)

#### 44.4.59 IsInLeapYear

**Synopsis:** Determine whether a date is in a leap year.

**Declaration:** `function IsInLeapYear(const AValue: TDateTime) : Boolean`

**Visibility:** default

**Description:** `IsInLeapYear` returns `True` if the year part of `AValue` is leap year, or `False` if not.

**See also:** `YearOf` (203), `IsPM` (147), `IsToday` (149), `IsSameDay` (148)

**Listing:** `./datutex/ex3.pp`

---

**Program** Example3;

*{ This program demonstrates the IsInLeapYear function }*

**Uses** SysUtils, DateUtils;

**Begin**

`WriteLn('Current year is leap year: ', IsInLeapYear(Date));`

**End.**

---

#### 44.4.60 IsPM

**Synopsis:** Determine whether a time is PM or AM.

**Declaration:** `function IsPM(const AValue: TDateTime) : Boolean`

**Visibility:** default

**Description:** `IsPM` returns `True` if the time part of `AValue` is later then 12:00 (PM, or afternoon).

**See also:** `YearOf` (203), `IsInLeapYear` (147), `IsToday` (149), `IsSameDay` (148)

**Listing:** `./datutex/ex4.pp`

---

```

Program Example4;

{ This program demonstrates the IsPM function }

Uses SysUtils, DateUtils;

Begin
    WriteLn('Current time is PM : ', IsPM(Now));
End.

```

---

#### 44.4.61 IsSameDay

**Synopsis:** Check if two date/time indications are the same day.

**Declaration:** `function IsSameDay(const AValue: TDateTime; const ABasis: TDateTime) : Boolean`

**Visibility:** default

**Description:** `IsSameDay` checks whether `AValue` and `ABasis` have the same date part, and returns `True` if they do, `False` if not.

**See also:** [Today \(185\)](#), [Yesterday \(206\)](#), [Tomorrow \(185\)](#), [IsToday \(149\)](#)

**Listing:** `./datutex/ex21.pp`

---

```

Program Example21;

{ This program demonstrates the IsSameDay function }

Uses SysUtils, DateUtils;

Var
    I : Integer;
    D : TDateTime;

Begin
    For I:=1 to 3 do
        begin
            D:=Today+Random(3)-1;
            Write(FormatDateTime('dd mmm yyyy "is today : "', D));
            WriteLn(IsSameDay(D, Today));
        end;
End.

```

---

#### 44.4.62 IsSameMonth

**Synopsis:** Check if 2 dates are in the same month.

**Declaration:** `function IsSameMonth(const AValue: TDateTime; const ABasis: TDateTime) : Boolean`

**Visibility:** default

**Description:** `IsSameMonth` will return `True` if the two dates `AValue` and `ABasis` occur in the same year and month. (i.e. if their month and year parts match). Otherwise, `False` is returned.

**See also:** [IsSameDay \(148\)](#), [IsToday \(149\)](#), [SameDate \(173\)](#)

### 44.4.63 IsToday

Synopsis: Check whether a given date is today.

Declaration: `function IsToday(const AValue: TDateTime) : Boolean`

Visibility: default

Description: `IsToday` returns `True` if `AValue` is today's date, and `False` otherwise.

See also: [Today \(185\)](#), [Yesterday \(206\)](#), [Tomorrow \(185\)](#), [IsSameDay \(148\)](#)

**Listing:** `./datutex/ex20.pp`

---

**Program** `Example20;`

*{ This program demonstrates the IsToday function }*

**Uses** `SysUtils, DateUtils;`

**Begin**

`WriteLn('Today : ', IsToday(Today));`

`WriteLn('Tomorrow : ', IsToday(Tomorrow));`

`WriteLn('Yesterday : ', IsToday(Yesterday));`

**End.**

---

### 44.4.64 IsValidDate

Synopsis: Check whether a set of values is a valid date indication.

Declaration: `function IsValidDate(const AYear: Word; const AMonth: Word;  
const ADay: Word) : Boolean`

Visibility: default

Description: `IsValidDate` returns `True` when the values `AYear`, `AMonth`, `ADay` form a valid date indication. If one of the values is not valid (e.g. the day is invalid or does not exist in that particular month), `False` is returned.

`AYear` must be in the range 1..9999 to be valid.

See also: [IsValidTime \(153\)](#), [IsValidDateTime \(151\)](#), [IsValidDateDay \(150\)](#), [IsValidDateWeek \(152\)](#), [IsValidDateMonthWeek \(150\)](#)

**Listing:** `./datutex/ex5.pp`

---

**Program** `Example5;`

*{ This program demonstrates the IsValidDate function }*

**Uses** `SysUtils, DateUtils;`

**Var**

`Y, M, D : Word;`

**Begin**

`For Y:=2000 to 2004 do`

`For M:=1 to 12 do`

`For D:=1 to 31 do`

```

    If Not IsValidDate(Y,M,D) then
        WriteLn(D, ' is not a valid day in ',Y,'/',M);
End.

```

---

#### 44.4.65 IsValidDateDay

Synopsis: Check whether a given year/day of year combination is a valid date.

Declaration: `function IsValidDateDay(const AYear: Word;const ADayOfYear: Word) : Boolean`

Visibility: default

Description: `IsValidDateDay` returns `True` if `AYear` and `ADayOfYear` form a valid date indication, or `False` otherwise.

`AYear` must be in the range 1..9999 to be valid.

The `ADayOfYear` value is checked to see whether it falls within the valid range of dates for `AYear`.

See also: `IsValidDate` ([149](#)), `IsValidTime` ([153](#)), `IsValidDateTime` ([151](#)), `IsValidDateWeek` ([152](#)), `IsValidDateMonthWeek` ([150](#))

**Listing:** `./datutex/ex9.pp`

---

**Program** `Example9`;

*{ This program demonstrates the IsValidDateDay function }*

**Uses** `SysUtils`, `DateUtils`;

**Var**  
`Y : Word;`

**Begin**  
`For Y:=1996 to 2004 do`  
`if IsValidDateDay(Y,366) then`  
`WriteLn(Y, ' is a leap year');`  
**End.**

---

#### 44.4.66 IsValidDateMonthWeek

Synopsis: Check whether a given year/month/week/day of the week combination is a valid day

Declaration: `function IsValidDateMonthWeek(const AYear: Word;const AMonth: Word;const AWeekOfMonth: Word;const ADayOfWeek: Word) : Boolean`

Visibility: default

Description: `IsValidDateMonthWeek` returns `True` if `AYear`, `AMonth`, `AWeekOfMonth` and `ADayOfWeek` form a valid date indication, or `False` otherwise.

`AYear` must be in the range 1..9999 to be valid.

The `AWeekOfMonth`, `ADayOfWeek` values are checked to see whether the combination falls within the valid range of weeks for the `AYear`, `AMonth` combination.

See also: [IsValidDate \(149\)](#), [IsValidTime \(153\)](#), [IsValidDateTime \(151\)](#), [IsValidDateDay \(150\)](#), [IsValidDate-Week \(152\)](#)

**Listing:** ./datutex/ex11.pp

---

**Program** Example11 ;

*{ This program demonstrates the IsValidDateMonthWeek function }*

**Uses** SysUtils , DateUtils ;

**Var**

Y,W,D : Word;  
B : Boolean;

**Begin**

For Y:=2000 to 2004 do

begin

B:=True;

For W:=4 to 6 do

For D:=1 to 7 do

If B then

begin

B:=IsValidDateMonthWeek(Y,12,W,D);

If Not B then

if (D=1) then

WriteLn('December ',Y,' has exactly ',W,' weeks.')

else

WriteLn('December ',Y,' has ',W,' weeks and ',D-1,' days.');

end;

end;

**End.**

---

#### 44.4.67 IsValidDateTime

**Synopsis:** Check whether a set of values is a valid date and time indication.

**Declaration:** function IsValidDateTime(const AYear: Word;const AMonth: Word;  
const ADay: Word;const AHour: Word;  
const AMinute: Word;const ASecond: Word;  
const AMilliSecond: Word) : Boolean

**Visibility:** default

**Description:** IsValidTime returns True when the values AYear, AMonth, ADay, AHour, AMinute, ASecond and AMilliSecond form a valid date and time indication. If one of the values is not valid (e.g. the seconds are larger than 60), False is returned.

AYear must be in the range 1..9999 to be valid.

See also: [IsValidDate \(149\)](#), [IsValidTime \(153\)](#), [IsValidDateDay \(150\)](#), [IsValidDateWeek \(152\)](#), [IsValidDate-MonthWeek \(150\)](#)

**Listing:** ./datutex/ex7.pp

---

**Program** Example7 ;

*{ This program demonstrates the IsValidDateTime function }*



**Uses** SysUtils, DateUtils;

**Var**

Y, Mo, D : Word;  
H, M, S, MS : Word;  
I : Integer;

**Begin**

For I:=1 to 10 do

begin

Y:=2000+Random(5);

Mo:=Random(15);

D:=Random(40);

H:=Random(32);

M:=Random(90);

S:=Random(90);

MS:=Random(1500);

If Not IsValidDateTime(Y, Mo, D, H, M, S, MS) then

WriteLn(Y, '-', Mo, '-', D, ' ', H, ': ', M, ': ', S, '.', MS, ' is not a valid date/time.');

end;

**End.**

#### 44.4.68 IsValidDateWeek

**Synopsis:** Check whether a given year/week/day of the week combination is a valid day.

**Declaration:** function IsValidDateWeek(const AYear: Word; const AWeekOfYear: Word;  
const ADayOfWeek: Word) : Boolean

**Visibility:** default

**Description:** IsValidDateWeek returns True if AYear, AWeekOfYear and ADayOfWeek form a valid date indication, or False otherwise.

AYear must be in the range 1..9999 to be valid.

The ADayOfWeek, ADayOfWeek values are checked to see whether the combination falls within the valid range of weeks for AYear.

See also: IsValidDate (149), IsValidTime (153), IsValidDateTime (151), IsValidDateDay (150), IsValidDateMonthWeek (150)

**Listing:** ./datutex/ex10.pp

**Program** Example10;

*{ This program demonstrates the IsValidDateWeek function }*

**Uses** SysUtils, DateUtils;

**Var**

Y, W, D : Word;  
B : Boolean;

**Begin**

For Y:=2000 to 2004 do

begin

---

```

B:=True;
For W:=51 to 54 do
  For D:=1 to 7 do
    If B then
      begin
        B:=IsValidDateWeek(Y,W,D);
        If Not B then
          if (D=1) then
            Writeln(Y, ' has exactly ',W, ' weeks. ');
          else
            Writeln(Y, ' has ',W, ' weeks and ',D-1, ' days. ');
          end;
        end;
      end;
    end;
  end;
End.

```

---

#### 44.4.69 IsValidTime

Synopsis: Check whether a set of values is a valid time indication.

Declaration: `function IsValidTime(const AHour: Word;const AMinute: Word;  
const ASecond: Word;const AMilliSecond: Word)  
: Boolean`

Visibility: default

Description: Check whether a set of values is a valid time indication.

#### 44.4.70 JulianDateToDateTime

Synopsis: Convert a Julian date representation to a TDateTime value.

Declaration: `function JulianDateToDateTime(const AValue: Double) : TDateTime`

Visibility: default

Description: JulianDateToDateTime converts the Julian AValue date/time indication to a regular TDateTime date/time indication.

See also: [DateTimeToJulianDate \(122\)](#), [TryJulianDateToDateTime \(189\)](#), [DateTimeToModifiedJulianDate \(123\)](#), [TryModifiedJulianDateToDateTime \(189\)](#)

#### 44.4.71 LocalTimeToUniversal

Synopsis: Convert local time to UTC time

Declaration: `function LocalTimeToUniversal(LT: TDateTime) : TDateTime  
function LocalTimeToUniversal(LT: TDateTime;TZOffset: Integer)  
: TDateTime`

Visibility: default

Description: UniversalTimeToLocal converts a local time indication to a universal time indication: it undoes the TZOffset timezone offset from the UT Universal time (UTC). If no TZOffset is specified, the local time offset as returned by [GetLocalTimeOffset \(116\)](#) is used.

See also: [GetLocalTimeOffset \(116\)](#), [UniversalTimeToLocal \(190\)](#)

#### 44.4.72 MacTimeStampToUnix

Synopsis: Convert a Mac timestamp to a Unix timestamp

Declaration: `function MacTimeStampToUnix(const AValue: Int64) : Int64`

Visibility: default

Description: `MacTimeStampToUnix` converts the Mac timestamp indication in `AValue` to a unix timestamp indication (epoch time)

Errors: None.

See also: [UnixTimeStampToMac \(191\)](#), [DateTimeToMac \(122\)](#), [MacToDateTime \(154\)](#)

#### 44.4.73 MacToDateTime

Synopsis: Convert a Mac timestamp to a `TDateTime` timestamp

Declaration: `function MacToDateTime(const AValue: Int64) : TDateTime`

Visibility: default

Description: `MacToDateTime` converts the Mac timestamp indication in `AValue` to a valid `TDateTime` indication.

Errors: None.

See also: [UnixTimeStampToMac \(191\)](#), [DateTimeToMac \(122\)](#), [MacTimeStampToUnix \(154\)](#)

#### 44.4.74 MilliSecondOf

Synopsis: Extract the millisecond part from a `DateTime` value.

Declaration: `function MilliSecondOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `MilliSecondOf` returns the second of the minute part of the `AValue` date/time indication. It is a number between 0 and 999.

For an example, see [YearOf \(203\)](#)

See also: [YearOf \(203\)](#), [WeekOf \(191\)](#), [MonthOf \(162\)](#), [DayOf \(123\)](#), [HourOf \(138\)](#), [MinuteOf \(158\)](#), [MilliSecondOf \(154\)](#)

#### 44.4.75 MilliSecondOfDay

Synopsis: Calculate the number of milliseconds elapsed since the start of the day

Declaration: `function MilliSecondOfDay(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MilliSecondOfDay` returns the number of milliseconds that have passed since the start of the Day (00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.000 will return 0.

For an example, see the [HourOfDay \(138\)](#) function.

See also: [MilliSecondOfTheYear \(156\)](#), [MilliSecondOfTheMonth \(155\)](#), [MilliSecondOfTheWeek \(156\)](#), [MilliSecondOfTheHour \(155\)](#), [MilliSecondOfTheMinute \(155\)](#), [MilliSecondOfTheSecond \(155\)](#), [HourOfDay \(138\)](#), [MinuteOfDay \(158\)](#), [SecondOfDay \(176\)](#)

#### 44.4.76 MilliSecondOfTheHour

Synopsis: Calculate the number of milliseconds elapsed since the start of the hour

Declaration: `function MilliSecondOfTheHour(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MilliSecondOfTheHour` returns the number of milliseconds that have passed since the start of the Hour (HH:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:00:00.000 will return 0.

For an example, see the `MinuteOfTheHour` (159) function.

See also: `MilliSecondOfTheYear` (156), `MilliSecondOfTheMonth` (155), `MilliSecondOfTheWeek` (156), `MilliSecondOfTheDay` (154), `MilliSecondOfTheMinute` (155), `MilliSecondOfTheSecond` (155), `MinuteOfTheHour` (159), `SecondOfTheHour` (176)

#### 44.4.77 MilliSecondOfTheMinute

Synopsis: Calculate the number of milliseconds elapsed since the start of the minute

Declaration: `function MilliSecondOfTheMinute(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MilliSecondOfTheMinute` returns the number of milliseconds that have passed since the start of the Minute (HH:MM:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:MM:00.000 will return 0.

For an example, see the `SecondOfTheMinute` (176) function.

See also: `MilliSecondOfTheYear` (156), `MilliSecondOfTheMonth` (155), `MilliSecondOfTheWeek` (156), `MilliSecondOfTheDay` (154), `MilliSecondOfTheHour` (155), `MilliSecondOfTheMinute` (155), `MilliSecondOfTheSecond` (155), `SecondOfTheMinute` (176)

#### 44.4.78 MilliSecondOfTheMonth

Synopsis: Calculate number of milliseconds elapsed since the start of the month.

Declaration: `function MilliSecondOfTheMonth(const AValue: TDateTime) : LongWord`

Visibility: default

Description: `MilliSecondOfTheMonth` returns the number of milliseconds that have passed since the start of the month (00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.000 on the first of the month will return 0.

For an example, see the `WeekOfTheMonth` (192) function.

See also: `WeekOfTheMonth` (192), `DayOfTheMonth` (123), `HourOfTheMonth` (139), `MinuteOfTheMonth` (159), `SecondOfTheMonth` (177), `MilliSecondOfTheMonth` (155)

#### 44.4.79 MilliSecondOfTheSecond

Synopsis: Calculate the number of milliseconds elapsed since the start of the second

Declaration: `function MilliSecondOfTheSecond(const AValue: TDateTime) : Word`

Visibility: default

**Description:** `MilliSecondOfTheSecond` returns the number of milliseconds that have passed since the start of the second (HH:MM:SS.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:MM:SS.000 will return 0.

See also: `MilliSecondOfTheYear` (156), `MilliSecondOfTheMonth` (155), `MilliSecondOfTheWeek` (156), `MilliSecondOfTheDay` (154), `MilliSecondOfTheHour` (155), `MilliSecondOfTheMinute` (155), `SecondOfTheMinute` (176)

**Listing:** `./datutex/ex46.pp`

**Program** `Example46`;

*{ This program demonstrates the MilliSecondOfTheSecond function }*

**Uses** `SysUtils`, `DateUtils`;

**Var**

`N` : `TDateTime`;

**Begin**

`N:=Now`;

`WriteLn` ( 'MilliSecond of the Second : ',  
          `MilliSecondOfTheSecond`(`N`));

**End.**

#### 44.4.80 MilliSecondOfTheWeek

**Synopsis:** Calculate the number of milliseconds elapsed since the start of the week

**Declaration:** `function MilliSecondOfTheWeek(const AValue: TDateTime) : LongWord`

**Visibility:** `default`

**Description:** `MilliSecondOfTheWeek` returns the number of milliseconds that have passed since the start of the Week (00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.000 on the first of the Week will return 0.

For an example, see the `DayOfTheWeek` (124) function.

See also: `MilliSecondOfTheYear` (156), `MilliSecondOfTheMonth` (155), `MilliSecondOfTheDay` (154), `MilliSecondOfTheHour` (155), `MilliSecondOfTheMinute` (155), `MilliSecondOfTheSecond` (155), `DayOfTheWeek` (124), `HourOfTheWeek` (139), `MinuteOfTheWeek` (160), `SecondOfTheWeek` (177)

#### 44.4.81 MilliSecondOfTheYear

**Synopsis:** Calculate the number of milliseconds elapsed since the start of the year.

**Declaration:** `function MilliSecondOfTheYear(const AValue: TDateTime) : Int64`

**Visibility:** `default`

**Description:** `MilliSecondOfTheYear` returns the number of milliseconds that have passed since the start of the year (January 1, 00:00:00.000) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:00:00.000 will return 0.

For an example, see the `WeekOfTheYear` (192) function.

See also: `WeekOfTheYear` (192), `DayOfTheYear` (124), `HourOfTheYear` (140), `MinuteOfTheYear` (160), `SecondOfTheYear` (177), `MilliSecondOfTheYear` (156)

#### 44.4.82 MilliSecondsBetween

**Synopsis:** Calculate the number of whole milliseconds between two `DateTime` values.

**Declaration:** `function MilliSecondsBetween(const ANow: TDateTime;  
const AThen: TDateTime) : Int64`

**Visibility:** default

**Description:** `MilliSecondsBetween` returns the number of whole milliseconds between `ANow` and `AThen`. This means a fractional part of a millisecond is dropped.

**See also:** `YearsBetween` (204), `MonthsBetween` (163), `WeeksBetween` (193), `DaysBetween` (124), `HoursBetween` (140), `MinutesBetween` (160), `SecondsBetween` (178)

**Listing:** `./datutex/ex62.pp`

---

**Program** Example62;

*{ This program demonstrates the MilliSecondsBetween function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

  Write('Number of milliseconds between ');  
  Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));  
  WriteLn(' : ', MilliSecondsBetween(ANow, AThen));  
**end**;

**Var**

  D1, D2 : TDateTime;

**Begin**

  D1:=Now;  
  D2:=D1-(0.9\*OneMilliSecond);  
  Test(D1,D2);  
  D2:=D1-(1.0\*OneMilliSecond);  
  Test(D1,D2);  
  D2:=D1-(1.1\*OneMilliSecond);  
  Test(D1,D2);  
  D2:=D1-(2.5\*OneMilliSecond);  
  Test(D1,D2);

**End.**

---

#### 44.4.83 MilliSecondSpan

**Synopsis:** Calculate the approximate number of milliseconds between two `DateTime` values.

**Declaration:** `function MilliSecondSpan(const ANow: TDateTime; const AThen: TDateTime)  
: Double`

**Visibility:** default

**Description:** `MilliSecondSpan` returns the number of milliseconds between `ANow` and `AThen`. Since millisecond is the smallest fraction of a `TDateTime` indication, the returned number will always be an integer value.

See also: [YearSpan \(205\)](#), [MonthSpan \(164\)](#), [WeekSpan \(195\)](#), [DaySpan \(127\)](#), [HourSpan \(141\)](#), [MinuteSpan \(161\)](#), [SecondSpan \(179\)](#), [MillisecondsBetween \(157\)](#)

**Listing:** ./datutex/ex70.pp

---

**Program** Example70;

*{ This program demonstrates the MilliSecondSpan function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

**Write**( 'Number of milliseconds between ');  
    **Write**( **TimeToStr**(AThen), ' and ', **TimeToStr**(ANow));  
    **WriteLn**( ' : ', MilliSecondSpan(ANow, AThen));  
**end**;

**Var**

    D1, D2 : TDateTime;

**Begin**

    D1:=**Now**;  
    D2:=D1-(0.9\*OneMilliSecond);  
    Test(D1,D2);  
    D2:=D1-(1.0\*OneMilliSecond);  
    Test(D1,D2);  
    D2:=D1-(1.1\*OneMilliSecond);  
    Test(D1,D2);  
    D2:=D1-(2.5\*OneMilliSecond);  
    Test(D1,D2);

**End.**

---

#### 44.4.84 MinuteOf

**Synopsis:** Extract the minute part from a DateTime value.

**Declaration:** function MinuteOf(const AValue: TDateTime) : Word

**Visibility:** default

**Description:** MinuteOf returns the minute of the hour part of the AValue date/time indication. It is a number between 0 and 59.

For an example, see YearOf ([203](#))

See also: YearOf ([203](#)), WeekOf ([191](#)), MonthOf ([162](#)), DayOf ([123](#)), HourOf ([138](#)), SecondOf ([175](#)), MilliSecondOf ([154](#))

#### 44.4.85 MinuteOfTheDay

**Synopsis:** Calculate the number of minutes elapsed since the start of the day

**Declaration:** function MinuteOfTheDay(const AValue: TDateTime) : Word

**Visibility:** default

**Description:** `MinuteOfDay` returns the number of minutes that have passed since the start of the Day (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:59 will return 0.

For an example, see the `HourOfDay` (138) function.

See also: `MinuteOfYear` (160), `MinuteOfMonth` (159), `MinuteOfWeek` (160), `MinuteOfTheHour` (159), `HourOfDay` (138), `SecondOfDay` (176), `MilliSecondOfDay` (154)

#### 44.4.86 MinuteOfTheHour

**Synopsis:** Calculate the number of minutes elapsed since the start of the hour

**Declaration:** `function MinuteOfTheHour(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `MinuteOfTheHour` returns the number of minutes that have passed since the start of the Hour (HH:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:00:59 will return 0.

See also: `MinuteOfYear` (160), `MinuteOfMonth` (159), `MinuteOfWeek` (160), `MinuteOfDay` (158), `SecondOfTheHour` (176), `MilliSecondOfTheHour` (155)

**Listing:** `./datutex/ex44.pp`

---

**Program** Example44;

*{ This program demonstrates the MinuteOfTheHour function }*

**Uses** SysUtils, DateUtils;

**Var**

N : TDateTime;

**Begin**

N:=Now;

**WriteLn**('Minute of the Hour : ',MinuteOfTheHour(N));

**WriteLn**('Second of the Hour : ',SecondOfTheHour(N));

**WriteLn**('MilliSecond of the Hour : ',  
MilliSecondOfTheHour(N));

**End.**

---

#### 44.4.87 MinuteOfTheMonth

**Synopsis:** Calculate number of minutes elapsed since the start of the month.

**Declaration:** `function MinuteOfTheMonth(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `MinuteOfTheMonth` returns the number of minutes that have passed since the start of the Month (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:59 on the first day of the month will return 0.

For an example, see the `WeekOfTheMonth` (192) function.

See also: `WeekOfTheMonth` (192), `DayOfTheMonth` (123), `HourOfTheMonth` (139), `MinuteOfTheMonth` (159), `SecondOfTheMonth` (177), `MilliSecondOfTheMonth` (155)



#### 44.4.88 MinuteOfTheWeek

**Synopsis:** Calculate the number of minutes elapsed since the start of the week

**Declaration:** `function MinuteOfTheWeek(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `MinuteOfTheWeek` returns the number of minutes that have passed since the start of the week (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:59 on the first day of the week will return 0.

For an example, see the `DayOfTheWeek` (124) function.

See also: `MinuteOfTheYear` (160), `MinuteOfTheMonth` (159), `MinuteOfTheDay` (158), `MinuteOfTheHour` (159), `DayOfTheWeek` (124), `HourOfTheWeek` (139), `SecondOfTheWeek` (177), `MilliSecondOfTheWeek` (156)

#### 44.4.89 MinuteOfTheYear

**Synopsis:** Calculate the number of minutes elapsed since the start of the year

**Declaration:** `function MinuteOfTheYear(const AValue: TDateTime) : LongWord`

**Visibility:** default

**Description:** `MinuteOfTheYear` returns the number of minutes that have passed since the start of the year (January 1, 00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:00:59 will return 0.

For an example, see the `WeekOfTheYear` (192) function.

See also: `WeekOfTheYear` (192), `DayOfTheYear` (124), `HourOfTheYear` (140), `MinuteOfTheYear` (160), `SecondOfTheYear` (177), `MilliSecondOfTheYear` (156)

#### 44.4.90 MinutesBetween

**Synopsis:** Calculate the number of whole minutes between two `DateTime` values.

**Declaration:** `function MinutesBetween(const ANow: TDateTime; const AThen: TDateTime) : Int64`

**Visibility:** default

**Description:** `MinutesBetween` returns the number of whole minutes between `ANow` and `AThen`. This means the fractional part of a minute (seconds, milliseconds etc.) is dropped.

See also: `YearsBetween` (204), `MonthsBetween` (163), `WeeksBetween` (193), `DaysBetween` (124), `HoursBetween` (140), `SecondsBetween` (178), `MillisecondsBetween` (157)

**Listing:** `./datutex/ex60.pp`

---

**Program** Example60;

*{ This program demonstrates the MinutesBetween function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

---

```

begin
  Write('Number of minutes between ');
  Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));
  WriteLn(' : ', MinutesBetween(ANow, AThen));
end;

Var
  D1, D2 : TDateTime;

Begin
  D1 := Now;
  D2 := D1 - (59 * OneSecond);
  Test(D1, D2);
  D2 := D1 - (61 * OneSecond);
  Test(D1, D2);
  D2 := D1 - (122 * OneSecond);
  Test(D1, D2);
  D2 := D1 - (306 * OneSecond);
  Test(D1, D2);
  D2 := D1 - (5.4 * OneMinute);
  Test(D1, D2);
  D2 := D1 - (2.5 * OneMinute);
  Test(D1, D2);
End.

```

---

#### 44.4.91 MinuteSpan

Synopsis: Calculate the approximate number of minutes between two DateTime values.

Declaration: `function MinuteSpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

Description: `MinuteSpan` returns the number of minutes between `ANow` and `AThen`, including any fractional parts of a minute.

See also: [YearSpan \(205\)](#), [MonthSpan \(164\)](#), [WeekSpan \(195\)](#), [DaySpan \(127\)](#), [HourSpan \(141\)](#), [SecondSpan \(179\)](#), [MilliSecondSpan \(157\)](#), [MinutesBetween \(160\)](#)

**Listing:** `./datutex/ex68.pp`

---

**Program** Example68;

*{ This program demonstrates the MinuteSpan function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

```

begin
  Write('Number of minutes between ');
  Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));
  WriteLn(' : ', MinuteSpan(ANow, AThen));
end;

```

**Var**

```
D1,D2 : TDateTime;
```

**Begin**

```
D1:=Now;
D2:=D1-(59*OneSecond);
Test(D1,D2);
D2:=D1-(61*OneSecond);
Test(D1,D2);
D2:=D1-(122*OneSecond);
Test(D1,D2);
D2:=D1-(306*OneSecond);
Test(D1,D2);
D2:=D1-(5.4*OneMinute);
Test(D1,D2);
D2:=D1-(2.5*OneMinute);
Test(D1,D2);
```

**End.****44.4.92 ModifiedJulianDateToDateTime**

Synopsis: Convert a modified Julian date representation to a TDateTime value.

Declaration: `function ModifiedJulianDateToDateTime(const AValue: Double) : TDateTime`

Visibility: default

Description: Not yet implemented.

Errors: Currently, trying to use this function will raise an exception.

See also: [DateTimeToJulianDate \(122\)](#), [JulianDateToDateTime \(153\)](#), [TryJulianDateToDateTime \(189\)](#), [DateTimeToModifiedJulianDate \(123\)](#), [TryModifiedJulianDateToDateTime \(189\)](#)

**44.4.93 MonthOf**

Synopsis: Extract the month from a given date.

Declaration: `function MonthOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `MonthOf` returns the month part of the `AValue` date/time indication. It is a number between 1 and 12.

For an example, see [YearOf \(203\)](#)

See also: [YearOf \(203\)](#), [DayOf \(123\)](#), [WeekOf \(191\)](#), [HourOf \(138\)](#), [MinuteOf \(158\)](#), [SecondOf \(175\)](#), [MilliSecondOf \(154\)](#)

**44.4.94 MonthOfTheYear**

Synopsis: Extract the month of a DateTime indication.

Declaration: `function MonthOfTheYear(const AValue: TDateTime) : Word`

Visibility: default

**Description:** `MonthOfTheYear` extracts the month part of `AValue` and returns it. It is an alias for `MonthOf` (162), and is provided for completeness only, corresponding to the other `PartOfTheYear` functions.

For an example, see the `WeekOfTheYear` (192) function.

See also: `MonthOf` (162), `WeekOfTheYear` (192), `DayOfTheYear` (124), `HourOfTheYear` (140), `MinuteOfTheYear` (160), `SecondOfTheYear` (177), `MilliSecondOfTheYear` (156)

### 44.4.95 MonthsBetween

**Synopsis:** Calculate the number of whole months between two `DateTime` values

**Declaration:** `function MonthsBetween(const ANow: TDateTime; const AThen: TDateTime) : Integer`

**Visibility:** default

**Description:** `MonthsBetween` returns the number of whole months between `ANow` and `AThen`. This number is an approximation, based on an average number of days of 30.4375 per month (average over 4 years). This means the fractional part of a month is dropped.

See also: `YearsBetween` (204), `WeeksBetween` (193), `DaysBetween` (124), `HoursBetween` (140), `MinutesBetween` (160), `SecondsBetween` (178), `MillisecondsBetween` (157)

**Listing:** `./datutex/ex56.pp`

---

**Program** Example56;

*{ This program demonstrates the MonthsBetween function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

**Write**( 'Number of months between ' );  
    **Write**( **DateToStr**(AThen), ' and ', **DateToStr**(ANow) );  
    **WriteLn**( ' : ', MonthsBetween(ANow, AThen) );  
**end**;

**Var**

    D1, D2 : TDateTime;

**Begin**

    D1 := Today;  
    D2 := Today - 364;  
    Test(D1, D2);  
    D2 := Today - 365;  
    Test(D1, D2);  
    D2 := Today - 366;  
    Test(D1, D2);  
    D2 := Today - 390;  
    Test(D1, D2);  
    D2 := Today - 368;  
    Test(D1, D2);  
    D2 := Today - 1000;  
    Test(D1, D2);

**End.**

---

### 44.4.96 MonthSpan

**Synopsis:** Calculate the approximate number of months between two `DateTime` values.

**Declaration:** `function MonthSpan(const ANow: TDateTime; const AThen: TDateTime)  
: Double`

**Visibility:** default

**Description:** `MonthSpan` returns the number of month between `ANow` and `AThen`, including any fractional parts of a month. This number is an approximation, based on an average number of days of 30.4375 per month (average over 4 years).

**See also:** `YearSpan` (205), `WeekSpan` (195), `DaySpan` (127), `HourSpan` (141), `MinuteSpan` (161), `SecondSpan` (179), `MilliSecondSpan` (157), `MonthsBetween` (163)

**Listing:** `./datutex/ex64.pp`

---

**Program** Example64;

*{ This program demonstrates the MonthSpan function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

**Write**( 'Number of months between ' );

**Write**( **DateToStr**(AThen), ' and ', **DateToStr**(ANow) );

**WriteLn**( ' : ', MonthSpan(ANow, AThen) );

**end**;

**Var**

  D1, D2 : TDateTime;

**Begin**

  D1 := Today;

  D2 := Today - 364;

  Test(D1, D2);

  D2 := Today - 365;

  Test(D1, D2);

  D2 := Today - 366;

  Test(D1, D2);

  D2 := Today - 390;

  Test(D1, D2);

  D2 := Today - 368;

  Test(D1, D2);

  D2 := Today - 1000;

  Test(D1, D2);

**End.**

---

### 44.4.97 NthDayOfWeek

**Synopsis:** Calculate which occurrence of weekday in the month a given day represents

**Declaration:** `function NthDayOfWeek(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `NthDayOfWeek` returns the occurrence of the weekday of `AValue` in the month. This is the N-th time that this weekday occurs in the month (e.g. the third saturday of the month).

See also: `EncodeDateMonthWeek` ([132](#)), `#rtl.sysutils.DayOfWeek` ([628](#)), `DecodeDayOfWeekInMonth` ([131](#)), `EncodeDayOfWeekInMonth` ([133](#)), `TryEncodeDayOfWeekInMonth` ([188](#))

**Listing:** `./datutex/ex104.pp`

---

**Program** `Example104`;

*{ This program demonstrates the NthDayOfWeek function }*

**Uses** `SysUtils` , `DateUtils` ;

**Begin**

`Write('Today is the ',NthDayOfWeek(Today),'-th ');`

`WriteLn(formatdateTime('dddd',Today),' of the month.');`

**End.**

---

#### 44.4.98 PeriodBetween

**Synopsis:** Return the period (in years, months, days) between two dates

**Declaration:** `procedure PeriodBetween(const ANow: TDateTime;const AThen: TDateTime;  
out Years: Word;out months: Word;out days: Word)`

**Visibility:** `default`

**Description:** `PeriodBetween` returns the timespan between 2 dates (`ANow` and `AThen`), expressed as a number of years, months and days in the parameters `Years`, `months` and `days`. Only complete years, months and days are reported.

If `ANow` is before `AThen`, their values are reversed so the result is always positive.

See also: `YearsBetween` ([204](#)), `MonthsBetween` ([163](#)), `WeeksBetween` ([193](#)), `DaysBetween` ([124](#))

#### 44.4.99 PreviousDayOfWeek

**Synopsis:** Given a day of the week, return the previous day of the week.

**Declaration:** `function PreviousDayOfWeek(DayOfWeek: Word) : Word`

**Visibility:** `default`

**Description:** `PreviousDayOfWeek` returns the previous day of the week. If the current day is the first day of the week (1) then the last day will be returned (7).

**Remark:** Note that the days of the week are in ISO notation, i.e. 1-based.

See also: `Yesterday` ([206](#))

**Listing:** `./datutex/ex22.pp`

---

**Program** `Example22`;

*{ This program demonstrates the PreviousDayOfWeek function }*

**Uses** `SysUtils` , `DateUtils` ;

```

Var
  D : Word;

Begin
  For D:=1 to 7 do
    WriteLn('Previous day of ',D,' is : ',PreviousDayOfWeek(D));
End.

```

---

#### 44.4.100 RecodeDate

**Synopsis:** Replace date part of a TDateTime value with another date.

**Declaration:** function RecodeDate(const AValue: TDateTime;const AYear: Word;  
const AMonth: Word;const ADay: Word) : TDateTime

**Visibility:** default

**Description:** RecodeDate replaces the date part of the timestamp AValue with the date specified in AYear, AMonth, ADay. All other parts (the time part) of the date/time stamp are left untouched.

**Errors:** If one of the AYear, AMonth, ADay values is not within a valid range then an EConvertError exception is raised.

**See also:** RecodeYear (172), RecodeMonth (170), RecodeDay (167), RecodeHour (168), RecodeMinute (169), RecodeSecond (171), RecodeDate (166), RecodeTime (171), RecodeDateTime (166)

**Listing:** ./datutex/ex94.pp

---

**Program** Example94;

*{ This program demonstrates the RecodeDate function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S:=FormatDateTime(Fmt,RecodeDate(Now,2001,1,1));

WriteLn('This moment on the first of the millenium : ',S);

**End.**

---

#### 44.4.101 RecodeDateTime

**Synopsis:** Replace selected parts of a TDateTime value with other values

**Declaration:** function RecodeDateTime(const AValue: TDateTime;const AYear: Word;  
const AMonth: Word;const ADay: Word;  
const AHour: Word;const AMinute: Word;  
const ASecond: Word;const AMilliSecond: Word)  
: TDateTime

Visibility: default

**Description:** `RecodeDateTime` replaces selected parts of the timestamp `AValue` with the date/time values specified in `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` and `AMilliSecond`. If any of these values equals the pre-defined constant `RecodeLeaveFieldAsIs` (118), then the corresponding part of the date/time stamp is left untouched.

**Errors:** If one of the values `AYear`, `AMonth`, `ADay`, `AHour`, `AMinute`, `ASecond` or `AMilliSecond` is not within a valid range (`RecodeLeaveFieldAsIs` excepted) then an `EConvertError` exception is raised.

**See also:** `RecodeYear` (172), `RecodeMonth` (170), `RecodeDay` (167), `RecodeHour` (168), `RecodeMinute` (169), `RecodeSecond` (171), `RecodeMilliSecond` (169), `RecodeDate` (166), `RecodeTime` (171), `TryRecodeDateTime` (190)

**Listing:** `./datutex/ex96.pp`

---

**Program** `Example96`;

*{ This program demonstrates the RecodeDateTime function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**

`Fmt = 'dddd dd mmmm yyyy hh:nn:ss';`

**Var**

`S : AnsiString;`

`D : TDateTime;`

**Begin**

`D:=Now;`

`D:=RecodeDateTime(D,2000,2,RecodeLeaveFieldAsIs,0,0,0,0);`

`S:=FormatDateTime(Fmt,D);`

`WriteLn('This moment in februari 2000 : ',S);`

**End.**

---

#### 44.4.102 RecodeDay

**Synopsis:** Replace day part of a `TDateTime` value with another day.

**Declaration:** `function RecodeDay(const AValue: TDateTime;const ADay: Word) : TDateTime`

Visibility: default

**Description:** `RecodeDay` replaces the Day part of the timestamp `AValue` with `ADay`. All other parts of the date/time stamp are left untouched.

**Errors:** If the `ADay` value is not within a valid range (1 till the number of days in the month) then an `EConvertError` exception is raised.

**See also:** `RecodeYear` (172), `RecodeMonth` (170), `RecodeHour` (168), `RecodeMinute` (169), `RecodeSecond` (171), `RecodeMilliSecond` (169), `RecodeDate` (166), `RecodeTime` (171), `RecodeDateTime` (166)

**Listing:** `./datutex/ex89.pp`



---

**Program** Example89;

*{ This program demonstrates the RecodeDay function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S:=**FormatDateTime**(Fmt, RecodeDay(**Now**, 1));

**WriteIn**('This moment on the first of the month : ', S);

**End.**

---

#### 44.4.103 RecodeHour

**Synopsis:** Replace hours part of a TDateTime value with another hour.

**Declaration:** function RecodeHour(const AValue: TDateTime; const AHour: Word)  
: TDateTime

**Visibility:** default

**Description:** RecodeHour replaces the Hour part of the timestamp AValue with AHour. All other parts of the date/time stamp are left untouched.

**Errors:** If the AHour value is not within a valid range (0..23) then an EConvertError exception is raised.

**See also:** RecodeYear ([172](#)), RecodeMonth ([170](#)), RecodeDay ([167](#)), RecodeMinute ([169](#)), RecodeSecond ([171](#)), RecodeMillisecond ([169](#)), RecodeDate ([166](#)), RecodeTime ([171](#)), RecodeDateTime ([166](#))

**Listing:** ./datutex/ex90.pp

---

**Program** Example90;

*{ This program demonstrates the RecodeHour function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S:=**FormatDateTime**(Fmt, RecodeHour(**Now**, 0));

**WriteIn**('Today, in the first hour : ', S);

**End.**

---

#### 44.4.104 RecodeMilliSecond

**Synopsis:** Replace milliseconds part of a `TDateTime` value with another millisecond.

**Declaration:** `function RecodeMilliSecond(const AValue: TDateTime;  
const AMilliSecond: Word) : TDateTime`

**Visibility:** default

**Description:** `RecodeMilliSecond` replaces the millisecond part of the timestamp `AValue` with `AMilliSecond`. All other parts of the date/time stamp are left untouched.

**Errors:** If the `AMilliSecond` value is not within a valid range (0..999) then an `EConvertError` exception is raised.

**See also:** `RecodeYear` (172), `RecodeMonth` (170), `RecodeDay` (167), `RecodeHour` (168), `RecodeMinute` (169), `RecodeSecond` (171), `RecodeDate` (166), `RecodeTime` (171), `RecodeDateTime` (166)

**Listing:** `./datutex/ex93.pp`

---

**Program** Example93;

*{ This program demonstrates the RecodeMilliSecond function }*

**Uses** SysUtils, DateUtils;

**Const**

    Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';

**Var**

    S : AnsiString;

**Begin**

    S := **FormatDateTime**(Fmt, **RecodeMilliSecond**(**Now**, 0));

**WriteLn**('This moment, milliseconds stripped : ', S);

**End.**

---

#### 44.4.105 RecodeMinute

**Synopsis:** Replace minutse part of a `TDateTime` value with another minute.

**Declaration:** `function RecodeMinute(const AValue: TDateTime; const AMinute: Word)  
: TDateTime`

**Visibility:** default

**Description:** `RecodeMinute` replaces the Minute part of the timestamp `AValue` with `AMinute`. All other parts of the date/time stamp are left untouched.

**Errors:** If the `AMinute` value is not within a valid range (0..59) then an `EConvertError` exception is raised.

**See also:** `RecodeYear` (172), `RecodeMonth` (170), `RecodeDay` (167), `RecodeHour` (168), `RecodeSecond` (171), `RecodeMilliSecond` (169), `RecodeDate` (166), `RecodeTime` (171), `RecodeDateTime` (166)

**Listing:** `./datutex/ex91.pp`

---

**Program** Example91;

*{ This program demonstrates the RecodeMinute function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S := **FormatDateTime**(Fmt, RecodeMinute(**Now**, 0));

**WriteIn**('This moment in the first minute of the hour: ', S);

**End.**

---

#### 44.4.106 RecodeMonth

**Synopsis:** Replace month part of a TDateTime value with another month.

**Declaration:** function RecodeMonth(const AValue: TDateTime; const AMonth: Word)  
: TDateTime

**Visibility:** default

**Description:** RecodeMonth replaces the Month part of the timestamp AValue with AMonth. All other parts of the date/time stamp are left untouched.

**Errors:** If the AMonth value is not within a valid range (1..12) then an EConvertError exception is raised.

**See also:** RecodeYear ([172](#)), RecodeDay ([167](#)), RecodeHour ([168](#)), RecodeMinute ([169](#)), RecodeSecond ([171](#)), RecodeMilliSecond ([169](#)), RecodeDate ([166](#)), RecodeTime ([171](#)), RecodeDateTime ([166](#))

**Listing:** ./datutex/ex88.pp

---

**Program** Example88;

*{ This program demonstrates the RecodeMonth function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S := **FormatDateTime**(Fmt, RecodeMonth(**Now**, 5));

**WriteIn**('This moment in May: ', S);

**End.**

---

#### 44.4.107 RecodeSecond

**Synopsis:** Replace seconds part of a `TDateTime` value with another second.

**Declaration:** `function RecodeSecond(const AValue: TDateTime; const ASecond: Word)  
: TDateTime`

**Visibility:** default

**Description:** `RecodeSecond` replaces the `Second` part of the timestamp `AValue` with `ASecond`. All other parts of the date/time stamp are left untouched.

**Errors:** If the `ASecond` value is not within a valid range (0..59) then an `EConvertError` exception is raised.

**See also:** `RecodeYear` (172), `RecodeMonth` (170), `RecodeDay` (167), `RecodeHour` (168), `RecodeMinute` (169), `RecodeMilliSecond` (169), `RecodeDate` (166), `RecodeTime` (171), `RecodeDateTime` (166)

**Listing:** `./datutex/ex92.pp`

---

**Program** `Example92;`

*{ This program demonstrates the RecodeSecond function }*

**Uses** `SysUtils, DateUtils;`

**Const**

`Fmt = 'dddd dd mmm yyyy hh:nn:ss';`

**Var**

`S : AnsiString;`

**Begin**

`S := FormatDateTime(Fmt, RecodeSecond(Now, 0));`

`WriteLn('This moment, seconds stripped : ', S);`

**End.**

---

#### 44.4.108 RecodeTime

**Synopsis:** Replace time part of a `TDateTime` value with another time.

**Declaration:** `function RecodeTime(const AValue: TDateTime; const AHour: Word;  
const AMinute: Word; const ASecond: Word;  
const AMilliSecond: Word) : TDateTime`

**Visibility:** default

**Description:** `RecodeTime` replaces the time part of the timestamp `AValue` with the date specified in `AHour`, `AMinute`, `ASecond` and `AMilliSecond`. All other parts (the date part) of the date/time stamp are left untouched.

**Errors:** If one of the values `AHour`, `AMinute`, `ASecond`, `AMilliSecond` is not within a valid range then an `EConvertError` exception is raised.

**See also:** `RecodeYear` (172), `RecodeMonth` (170), `RecodeDay` (167), `RecodeHour` (168), `RecodeMinute` (169), `RecodeSecond` (171), `RecodeMilliSecond` (169), `RecodeDate` (166), `RecodeDateTime` (166)

**Listing:** `./datutex/ex95.pp`

---

**Program** Example95;

*{ This program demonstrates the RecodeTime function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S:=**FormatDateTime**(Fmt, RecodeTime(**Now**, 8, 0, 0, 0));

**WriteIn**('Today, 8 AM : ', S);

**End.**

---

#### 44.4.109 RecodeYear

**Synopsis:** Replace year part of a TDateTime value with another year.

**Declaration:** function RecodeYear(const AValue: TDateTime; const AYear: Word)  
: TDateTime

**Visibility:** default

**Description:** RecodeYear replaces the year part of the timestamp AValue with AYear. All other parts of the date/time stamp are left untouched.

**Errors:** If the AYear value is not within a valid range (1..9999) then an EConvertError exception is raised.

**See also:** RecodeMonth ([170](#)), RecodeDay ([167](#)), RecodeHour ([168](#)), RecodeMinute ([169](#)), RecodeSecond ([171](#)), RecodeMilliSecond ([169](#)), RecodeDate ([166](#)), RecodeTime ([171](#)), RecodeDateTime ([166](#))

**Listing:** ./datutex/ex87.pp

---

**Program** Example87;

*{ This program demonstrates the RecodeYear function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

**Var**

S : AnsiString;

**Begin**

S:=**FormatDateTime**(Fmt, RecodeYear(**Now**, 1999));

**WriteIn**('This moment in 1999 : ', S);

**End.**

---

#### 44.4.110 SameDate

**Synopsis:** Check whether two `TDateTime` values have the same date part.

**Declaration:** `function SameDate(const A: TDateTime; const B: TDateTime) : Boolean`

**Visibility:** default

**Description:** `SameDate` compares the date parts of two timestamps `A` and `B` and returns `True` if they are equal, `False` if they are not.

The function simply checks whether `CompareDate` (118) returns zero.

**See also:** `CompareDateTime` (119), `CompareDate` (118), `CompareTime` (120), `SameDateTime` (173), `SameTime` (174)

**Listing:** `./datutex/ex102.pp`

---

**Program** `Example102;`

*{ This program demonstrates the SameDate function }*

**Uses** `SysUtils, DateUtils;`

**Const**

`Fmt = 'dddd dd mmm yyyy hh:nn:ss.zzz';`

**Procedure** `Test(D1,D2 : TDateTime);`

**begin**

`Write(FormatDateTime(Fmt,D1), ' is the same date as ');`

`WriteLn(FormatDateTime(Fmt,D2), ' : ', SameDate(D1,D2));`

**end;**

**Var**

`D,N : TDateTime;`

**Begin**

`D:=Today;`

`N:=Now;`

`Test(D,D);`

`Test(N,N);`

`Test(N+1,N);`

`Test(N-1,N);`

`Test(N+OneSecond,N);`

`Test(N-OneSecond,N);`

**End.**

---

#### 44.4.111 SameDateTime

**Synopsis:** Check whether two `TDateTime` values have the same date and time parts.

**Declaration:** `function SameDateTime(const A: TDateTime; const B: TDateTime) : Boolean`

**Visibility:** default

**Description:** `SameDateTime` compares the date/time parts of two timestamps `A` and `B` and returns `True` if they are equal, `False` if they are not.

The function simply checks whether `CompareDateTime` (119) returns zero.

See also: [CompareDateTime \(119\)](#), [CompareDate \(118\)](#), [CompareTime \(120\)](#), [SameDate \(173\)](#), [SameTime \(174\)](#)

**Listing:** ./datutex/ex101.pp

---

**Program** Example101;

*{ This program demonstrates the SameDateTime function }*

**Uses** SysUtils, DateUtils;

**Const**

    Fmt = 'dddd dd mmmm yyyy hh:nn:ss.zzz';

**Procedure** Test(D1,D2 : TDateTime);

**begin**

    Write(FormatDateTime(Fmt,D1), ' is the same datetime as ');

    WriteLn(FormatDateTime(Fmt,D2), ' : ', SameDateTime(D1,D2));

**end**;

**Var**

    D,N : TDateTime;

**Begin**

    D:=Today;

    N:=Now;

    Test(D,D);

    Test(N,N);

    Test(N+1,N);

    Test(N-1,N);

    Test(N+OneSecond,N);

    Test(N-OneSecond,N);

**End.**

---

#### 44.4.112 SameTime

**Synopsis:** Check whether two TDateTime values have the same time part.

**Declaration:** function SameTime(const A: TDateTime;const B: TDateTime) : Boolean

**Visibility:** default

**Description:** SameTime compares the time parts of two timestamps A and B and returns True if they are equal, False if they are not.

The function simply checks whether CompareTime ([120](#)) returns zero.

See also: [CompareDateTime \(119\)](#), [CompareDate \(118\)](#), [CompareTime \(120\)](#), [SameDateTime \(173\)](#), [SameDate \(173\)](#)

**Listing:** ./datutex/ex103.pp

---

**Program** Example102;

*{ This program demonstrates the SameTime function }*

**Uses** SysUtils, DateUtils;

---

```

Const
  Fmt = 'dddd dd mmmm yyyy hh:nn:ss.zzz';

Procedure Test(D1,D2 : TDateTime);

begin
  Write(FormatDateTime(Fmt,D1), ' is the same time as ');
  WriteLn(FormatDateTime(Fmt,D2), ' : ', SameTime(D1,D2));
end;

Var
  D,N : TDateTime;

Begin
  D:=Today;
  N:=Now;
  Test(D,D);
  Test(N,N);
  Test(N+1,N);
  Test(N-1,N);
  Test(N+OneSecond,N);
  Test(N-OneSecond,N);
End.

```

---

#### 44.4.113 ScanDateTime

**Synopsis:** Scans a string for a DateTime pattern and returns the date/time

**Declaration:** function ScanDateTime(const Pattern: string;const s: string;  
                                   const fmt: TFormatSettings;startpos: Integer)  
                                   : tdatetime; Overload  
 function ScanDateTime(const Pattern: string;const s: string;  
                                   startpos: Integer) : tdatetime; Overload

**Visibility:** default

**Description:** ScanDateTime scans string S for the date/time pattern Pattern, starting at position StartPos (default 1). Optionally, the format settings fmt can be specified.

In effect, this function does the opposite of what FormatDateTime (628) does. The Pattern variable must contain a valid date/time pattern: note that not all possible formatdatetime patterns can be recognized, e.g., hn cannot be detected properly.

**Errors:** In case of an error, a EConvertError (628) exception is raised.

**See also:** FormatDateTime (628)

#### 44.4.114 SecondOf

**Synopsis:** Extract the second part from a DateTime value.

**Declaration:** function SecondOf(const AValue: TDateTime) : Word

**Visibility:** default



**Description:** `SecondOf` returns the second of the minute part of the `AValue` date/time indication. It is a number between 0 and 59.

For an example, see `YearOf` (203)

See also: `YearOf` (203), `WeekOf` (191), `MonthOf` (162), `DayOf` (123), `HourOf` (138), `MinuteOf` (158), `MilliSecondOf` (154)

#### 44.4.115 `SecondOfTheDay`

**Synopsis:** Calculate the number of seconds elapsed since the start of the day

**Declaration:** `function SecondOfTheDay(const AValue: TDateTime) : LongWord`

**Visibility:** default

**Description:** `SecondOfTheDay` returns the number of seconds that have passed since the start of the Day (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.999 return 0.

For an example, see the `HourOfTheDay` (138) function.

See also: `SecondOfTheYear` (177), `SecondOfTheMonth` (177), `SecondOfTheWeek` (177), `SecondOfTheHour` (176), `SecondOfTheMinute` (176), `HourOfTheDay` (138), `MinuteOfTheDay` (158), `MilliSecondOfTheDay` (154)

#### 44.4.116 `SecondOfTheHour`

**Synopsis:** Calculate the number of seconds elapsed since the start of the hour

**Declaration:** `function SecondOfTheHour(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `SecondOfTheHour` returns the number of seconds that have passed since the start of the Hour (HH:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:00:00.999 return 0.

For an example, see the `MinuteOfTheHour` (159) function.

See also: `SecondOfTheYear` (177), `SecondOfTheMonth` (177), `SecondOfTheWeek` (177), `SecondOfTheDay` (176), `SecondOfTheMinute` (176), `MinuteOfTheHour` (159), `MilliSecondOfTheHour` (155)

#### 44.4.117 `SecondOfTheMinute`

**Synopsis:** Calculate the number of seconds elapsed since the start of the minute

**Declaration:** `function SecondOfTheMinute(const AValue: TDateTime) : Word`

**Visibility:** default

**Description:** `SecondOfTheMinute` returns the number of seconds that have passed since the start of the minute (HH:MM:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. HH:MM:00.999 return 0.

See also: `SecondOfTheYear` (177), `SecondOfTheMonth` (177), `SecondOfTheWeek` (177), `SecondOfTheDay` (176), `SecondOfTheHour` (176), `MilliSecondOfTheMinute` (155)

**Listing:** ./datutex/ex45.pp

---

```

Program Example45;

{ This program demonstrates the SecondOfTheMinute function }

Uses SysUtils, DateUtils;

Var
  N : TDateTime;

Begin
  N:=Now;
  WriteLn('Second of the Minute      : ',SecondOfTheMinute(N));
  WriteLn('MilliSecond of the Minute : ',
          MilliSecondOfTheMinute(N));
End.

```

---

#### 44.4.118 SecondOfTheMonth

**Synopsis:** Calculate number of seconds elapsed since the start of the month.

**Declaration:** `function SecondOfTheMonth(const AValue: TDateTime) : LongWord`

**Visibility:** default

**Description:** `SecondOfTheMonth` returns the number of seconds that have passed since the start of the month (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.999 on the first day of the month will return 0.

For an example, see the `WeekOfTheMonth` ([192](#)) function.

See also: `WeekOfTheMonth` ([192](#)), `DayOfTheMonth` ([123](#)), `HourOfTheMonth` ([139](#)), `MinuteOfTheMonth` ([159](#)), `MilliSecondOfTheMonth` ([155](#))

#### 44.4.119 SecondOfTheWeek

**Synopsis:** Calculate the number of seconds elapsed since the start of the week

**Declaration:** `function SecondOfTheWeek(const AValue: TDateTime) : LongWord`

**Visibility:** default

**Description:** `SecondOfTheWeek` returns the number of seconds that have passed since the start of the week (00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. 00:00:00.999 on the first day of the week will return 0.

For an example, see the `DayOfTheWeek` ([124](#)) function.

See also: `SecondOfTheYear` ([177](#)), `SecondOfTheMonth` ([177](#)), `SecondOfTheDay` ([176](#)), `SecondOfTheHour` ([176](#)), `SecondOfTheMinute` ([176](#)), `DayOfTheWeek` ([124](#)), `HourOfTheWeek` ([139](#)), `MinuteOfTheWeek` ([160](#)), `MilliSecondOfTheWeek` ([156](#))

#### 44.4.120 SecondOfTheYear

**Synopsis:** Calculate the number of seconds elapsed since the start of the year.

**Declaration:** `function SecondOfTheYear(const AValue: TDateTime) : LongWord`

Visibility: default

**Description:** `SecondOfTheYear` returns the number of seconds that have passed since the start of the year (January 1, 00:00:00) till the moment indicated by `AValue`. This is a zero-based number, i.e. January 1 00:00:00.999 will return 0.

For an example, see the `WeekOfTheYear` (192) function.

See also: `WeekOfTheYear` (192), `DayOfTheYear` (124), `HourOfTheYear` (140), `MinuteOfTheYear` (160), `SecondOfTheYear` (177), `MilliSecondOfTheYear` (156)

#### 44.4.121 SecondsBetween

**Synopsis:** Calculate the number of whole seconds between two `DateTime` values.

**Declaration:** `function SecondsBetween(const ANow: TDateTime; const AThen: TDateTime) : Int64`

Visibility: default

**Description:** `SecondsBetween` returns the number of whole seconds between `ANow` and `AThen`. This means the fractional part of a second (milliseconds etc.) is dropped.

See also: `YearsBetween` (204), `MonthsBetween` (163), `WeeksBetween` (193), `DaysBetween` (124), `HoursBetween` (140), `MinutesBetween` (160), `MillisecondsBetween` (157)

**Listing:** `./datutex/ex61.pp`

**Program** Example61 ;

*{ This program demonstrates the SecondsBetween function }*

**Uses** SysUtils , DateUtils ;

**Procedure** Test (ANow, AThen : TDateTime) ;

**begin**

  Write ( 'Number of seconds between ' ) ;

  Write ( TimeToStr ( AThen ) , ' and ' , TimeToStr ( ANow ) ) ;

  WriteLn ( ' : ' , SecondsBetween ( ANow , AThen ) ) ;

**end** ;

**Var**

  D1, D2 : TDateTime ;

**Begin**

  D1 := Now ;

  D2 := D1 - (999 \* OneMilliSecond) ;

  Test ( D1 , D2 ) ;

  D2 := D1 - (1001 \* OneMilliSecond) ;

  Test ( D1 , D2 ) ;

  D2 := D1 - (2001 \* OneMilliSecond) ;

  Test ( D1 , D2 ) ;

  D2 := D1 - (5001 \* OneMilliSecond) ;

  Test ( D1 , D2 ) ;

  D2 := D1 - (5.4 \* OneSecond) ;

  Test ( D1 , D2 ) ;

  D2 := D1 - (2.5 \* OneSecond) ;

  Test ( D1 , D2 ) ;

**End.**

### 44.4.122 SecondSpan

Synopsis: Calculate the approximate number of seconds between two DateTime values.

Declaration: `function SecondSpan(const ANow: TDateTime;const AThen: TDateTime)  
: Double`

Visibility: default

Description: `SecondSpan` returns the number of seconds between `ANow` and `AThen`, including any fractional parts of a second.

See also: `YearSpan` (205), `MonthSpan` (164), `WeekSpan` (195), `DaySpan` (127), `HourSpan` (141), `MinuteSpan` (161), `MilliSecondSpan` (157), `SecondsBetween` (178)

**Listing:** ./datutex/ex69.pp

---

**Program** Example69;

*{ This program demonstrates the SecondSpan function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

**Write**( 'Number of seconds between ' );

**Write**( **TimeToStr**( AThen ), ' and ', **TimeToStr**( ANow ) );

**WriteLn**( ' : ', SecondSpan( ANow, AThen ) );

**end**;

**Var**

  D1, D2 : TDateTime;

**Begin**

  D1 := **Now**;

  D2 := D1 - (999 \* OneMilliSecond);

  Test( D1, D2 );

  D2 := D1 - (1001 \* OneMilliSecond);

  Test( D1, D2 );

  D2 := D1 - (2001 \* OneMilliSecond);

  Test( D1, D2 );

  D2 := D1 - (5001 \* OneMilliSecond);

  Test( D1, D2 );

  D2 := D1 - (5.4 \* OneSecond);

  Test( D1, D2 );

  D2 := D1 - (2.5 \* OneSecond);

  Test( D1, D2 );

**End.**

---

### 44.4.123 StartOfDay

Synopsis: Return the start of a day as a DateTime value, given a day indication

Declaration: `function StartOfDay(const AYear: Word;const AMonth: Word;  
                          const ADay: Word) : TDateTime; Overload  
function StartOfDay(const AYear: Word;const ADayOfYear: Word)  
                      : TDateTime; Overload`

Visibility: default

**Description:** `StartOfDay` returns a `TDateTime` value with the date/time indication of the start (0:0:0.000) of the day given by `AYear`, `AMonth`, `ADay`.

The day may also be indicated with a `AYear`, `ADayOfYear` pair.

See also: `StartOfDay` ([182](#)), `StartOfTheWeek` ([183](#)), `StartOfAWeek` ([181](#)), `StartOfAMonth` ([180](#)), `StartOfTheMonth` ([182](#)), `EndOfTheWeek` ([137](#)), `EndOfAWeek` ([135](#)), `EndOfTheYear` ([138](#)), `EndOfAYear` ([136](#)), `EndOfTheMonth` ([137](#)), `EndOfAMonth` ([134](#)), `EndOfTheDay` ([136](#)), `EndOfDay` ([134](#))

**Listing:** `./datutex/ex38.pp`

---

**Program** `Example38`;

*{ This program demonstrates the StartOfDay function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**

`Fmt = ' "Start of the day : " dd mmm yyyy hh:nn:ss ';`

**Var**

`Y,M,D : Word;`

**Begin**

`Y:=YearOf(Today);`

`M:=MonthOf(Today);`

`D:=DayOf(Today);`

`WriteLn(FormatDateTime(Fmt, StartOfDay(Y,M,D)));`

`DecodeDateDay(Today,Y,D);`

`WriteLn(FormatDateTime(Fmt, StartOfDay(Y,D)));`

**End.**

---

#### 44.4.124 StartOfAMonth

**Synopsis:** Return first date of month, given a year/month pair.

**Declaration:** `function StartOfAMonth(const AYear: Word;const AMonth: Word) : TDateTime`

Visibility: default

**Description:** `StartOfAMonth` returns a `TDateTime` value with the date of the first day of the month indicated by the `AYear`, `AMonth` pair.

See also: `StartOfTheMonth` ([182](#)), `EndOfTheMonth` ([137](#)), `EndOfAMonth` ([134](#)), `EndOfTheYear` ([138](#)), `EndOfAYear` ([136](#)), `StartOfAWeek` ([181](#)), `StartOfTheWeek` ([183](#))

**Listing:** `./datutex/ex30.pp`

---

**Program** `Example30`;

*{ This program demonstrates the StartOfAMonth function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**

`Fmt = ' "First day of this month : " dd mmm yyyy ';`

```

Var
  Y,M : Word;

Begin
  Y:=YearOf(Today);
  M:=MonthOf(Today);
  WriteIn(FormatDateTime(Fmt, StartOfAMonth(Y,M)));
End.

```

---

#### 44.4.125 StartOfAWeek

**Synopsis:** Return a day of the week, given a year, week and day in the week.

**Declaration:** `function StartOfAWeek(const AYear: Word;const AWeekOfYear: Word;const ADayOfWeek: Word) : TDateTime`  
`function StartOfAWeek(const AYear: Word;const AWeekOfYear: Word)`  
`: TDateTime`

**Visibility:** default

**Description:** `StartOfAWeek` returns a `TDateTime` value with the date of the indicated day of the week indicated by the `AYear`, `AWeek`, `ADayOfWeek` values.

The default value for `ADayOfWeek` is 1.

See also: `StartOfTheWeek` ([183](#)), `EndOfTheWeek` ([137](#)), `EndOfAWeek` ([135](#)), `StartOfAMonth` ([180](#)), `EndOfTheYear` ([138](#)), `EndOfAYear` ([136](#)), `EndOfTheMonth` ([137](#)), `EndOfAMonth` ([134](#))

**Listing:** `./datutex/ex34.pp`

---

**Program** `Example34`;

*{ This program demonstrates the StartOfAWeek function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**  
`Fmt = 'First day of this week : "dd mmm yyyy hh:nn:ss';`  
`Fmt2 = 'Second day of this week : "dd mmm yyyy hh:nn:ss';`

**Var**  
`Y,W : Word;`

**Begin**  
`Y:=YearOf(Today);`  
`W:=WeekOf(Today);`  
`WriteIn(FormatDateTime(Fmt, StartOfAWeek(Y,W)));`  
`WriteIn(FormatDateTime(Fmt2, StartOfAWeek(Y,W,2)));`  
**End.**

---

#### 44.4.126 StartOfAYear

**Synopsis:** Return the first day of a given year.

**Declaration:** `function StartOfAYear(const AYear: Word) : TDateTime`

**Visibility:** default

**Description:** `StartOfAYear` returns a `TDateTime` value with the date of the first day of the year `AYear` (January 1).

See also: `StartOfTheYear` ([184](#)), `EndOfTheYear` ([138](#)), `EndOfAYear` ([136](#)), `EndOfTheMonth` ([137](#)), `EndOfAMonth` ([134](#)), `StartOfAWeek` ([181](#)), `StartOfTheWeek` ([183](#))

**Listing:** `./datutex/ex26.pp`

---

**Program** `Example26`;

*{ This program demonstrates the StartOfAYear function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**

`Fmt = ' "First day of this year : "dd mmm yyyy ';`

**Begin**

`WriteLn (FormatDateTime (Fmt, StartOfAYear (YearOf (Today))));`

**End.**

---

#### 44.4.127 StartOfTheDay

**Synopsis:** Calculate the start of the day as a `DateTime` value, given a moment in the day.

**Declaration:** `function StartOfTheDay(const AValue: TDateTime) : TDateTime`

**Visibility:** `default`

**Description:** `StartOfTheDay` extracts the date part of `AValue` and returns a `TDateTime` value with the date/time indication of the start (0:0:0.000) of this day.

See also: `StartOfADay` ([179](#)), `StartOfTheWeek` ([183](#)), `StartOfAWeek` ([181](#)), `StartOfAMonth` ([180](#)), `StartOfTheMonth` ([182](#)), `EndOfTheWeek` ([137](#)), `EndOfAWeek` ([135](#)), `EndOfTheYear` ([138](#)), `EndOfAYear` ([136](#)), `EndOfTheMonth` ([137](#)), `EndOfAMonth` ([134](#)), `EndOftheDay` ([136](#)), `EndOfADay` ([134](#))

**Listing:** `./datutex/ex36.pp`

---

**Program** `Example36`;

*{ This program demonstrates the StartOfTheDay function }*

**Uses** `SysUtils`, `DateUtils`;

**Const**

`Fmt = ' "Start of the day : "dd mmm yyyy hh:nn:ss ';`

**Begin**

`WriteLn (FormatDateTime (Fmt, StartOfTheDay (Today)));`

**End.**

---

#### 44.4.128 StartOfTheMonth

**Synopsis:** Calculate the first day of the month, given a date in that month.

**Declaration:** `function StartOfTheMonth(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `StartOfTheMonth` extracts the year and month parts of `AValue` and returns a `TDateTime` value with the date of the first day of that year and month as the `StartOfAMonth` (180) function.

**See also:** `StartOfAMonth` (180), `EndOfTheYear` (138), `EndOfAYear` (136), `EndOfTheMonth` (137), `EndOfAMonth` (134), `StartOfAWeek` (181), `StartOfTheWeek` (183)

**Listing:** `./datutex/ex28.pp`

---

**Program** Example28;

*{ This program demonstrates the StartOfTheMonth function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = ' "First day of this month : "dd mmmm yyyy ';

**Begin**

WriteIn (FormatDateTime (Fmt, StartOfTheMonth (Today)));

**End.**

---

#### 44.4.129 StartOfTheWeek

**Synopsis:** Return the first day of the week, given a date.

**Declaration:** `function StartOfTheWeek(const AValue: TDateTime) : TDateTime`

**Visibility:** default

**Description:** `StartOfTheWeek` extracts the year and week parts of `AValue` and returns a `TDateTime` value with the date of the first day of that week as the `StartOfAWeek` (181) function.

**See also:** `StartOfAWeek` (181), `EndOfTheWeek` (137), `EndOfAWeek` (135), `StartOfAMonth` (180), `EndOfTheYear` (138), `EndOfAYear` (136), `EndOfTheMonth` (137), `EndOfAMonth` (134)

**Listing:** `./datutex/ex32.pp`

---

**Program** Example32;

*{ This program demonstrates the StartOfTheWeek function }*

**Uses** SysUtils, DateUtils;

**Const**

Fmt = ' "First day of this week : "dd mmmm yyyy ';

**Begin**

WriteIn (FormatDateTime (Fmt, StartOfTheWeek (Today)));

**End.**

---



**44.4.130 StartOfTheYear**

Synopsis: Return the first day of the year, given a date in this year.

Declaration: `function StartOfTheYear(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `StartOfTheYear` extracts the year part of `AValue` and returns a `TDateTime` value with the date of the first day of that year (January 1), as the `StartOfAYear` (181) function.

See also: `StartOfAYear` (181), `EndOfTheYear` (138), `EndOfAYear` (136)

**Listing:** `./datutex/ex24.pp`

---

**Program** `Example24;`

`{ This program demonstrates the StartOfTheYear function }`

**Uses** `SysUtils, DateUtils;`

**Const**

`Fmt = ' "First day of this year : "dd mmm yyyy ';`

**Begin**

`WriteIn (FormatDateTime (Fmt, StartOfTheYear (Today)));`

**End.**

---

**44.4.131 TimeOf**

Synopsis: Extract the time part from a `DateTime` indication.

Declaration: `function TimeOf(const AValue: TDateTime) : TDateTime`

Visibility: default

Description: `TimeOf` extracts the time part from `AValue` and returns the result.

Since the `TDateTime` is actually a double with the time part encoded in the fractional part, this operation corresponds to a call to `Frac`.

See also: `DateOf` (121), `YearOf` (203), `MonthOf` (162), `DayOf` (123), `HourOf` (138), `MinuteOf` (158), `SecondOf` (175), `MilliSecondOf` (154)

**Listing:** `./datutex/ex2.pp`

---

**Program** `Example2;`

`{ This program demonstrates the TimeOf function }`

**Uses** `SysUtils, DateUtils;`

**Begin**

`WriteIn ( 'Time is : ', TimeToStr (TimeOf (Now)));`

**End.**

---

### 44.4.132 Today

Synopsis: Return the current date

Declaration: `function Today : TDateTime`

Visibility: default

Description: `Today` is an alias for the `Date` (628) function in the `sysutils` (628) unit.

For an example, see `Yesterday` (206)

See also: `Date` (628), `Yesterday` (206), `Tomorrow` (185)

### 44.4.133 Tomorrow

Synopsis: Return the next day

Declaration: `function Tomorrow : TDateTime`

Visibility: default

Description: `Tomorrow` returns tomorrow's date. `Tomorrow` is determined from the system clock, i.e. it is `Today` (185) +1.

See also: `Today` (185), `Yesterday` (206)

**Listing:** `./datutex/ex19.pp`

---

**Program** `Example19;`

*{ This program demonstrates the Tomorrow function }*

**Uses** `SysUtils, DateUtils;`

**Begin**

`WriteLn (FormatDateTime( ' "Today is " dd mmm yyyy ', Today ));`

`WriteLn (FormatDateTime( ' "Tomorrow will be " dd mmm yyyy ', Tomorrow ));`

**End.**

---

### 44.4.134 TryEncodeDateDay

Synopsis: Encode a year and day of year to a `TDateTime` value

Declaration: `function TryEncodeDateDay(const AYear: Word;const ADayOfYear: Word;  
out AValue: TDateTime) : Boolean`

Visibility: default

Description: `TryEncodeDateDay` encodes the values `AYear` and `ADayOfYear` to a date value and returns this value in `AValue`.

If the encoding was successful, `True` is returned. `False` is returned if any of the arguments is not valid.

See also: `EncodeDateDay` (132), `EncodeDateTime` (132), `EncodeDateMonthWeek` (132), `EncodeDateWeek` (133), `TryEncodeDateTime` (187), `TryEncodeDateMonthWeek` (186), `TryEncodeDateWeek` (187)

**Listing:** `./datutex/ex84.pp`

---

**Program** Example84;

*{ This program demonstrates the TryEncodeDateDay function }*

**Uses** SysUtils, DateUtils;

**Var**

Y, DoY : Word;  
TS : TDateTime;

**Begin**

DecodeDateDay(**Now**, Y, DoY);  
**If** TryEncodeDateDay(Y, DoY, TS) **then**  
    **WriteLn**( 'Today is : ', **DateToStr**(TS))  
**else**  
    **WriteLn**( 'Wrong year/day of year indication ');

**End.**

---

#### 44.4.135 TryEncodeDateMonthWeek

Synopsis: Encode a year, month, week of month and day of week to a TDateTime value

Declaration: `function TryEncodeDateMonthWeek(const AYear: Word; const AMonth: Word;  
  const AWeekOfMonth: Word;  
  const ADayOfWeek: Word;  
  out AValue: TDateTime) : Boolean`

Visibility: default

Description: TryEncodeDateMonthWeek encodes the values AYear, AMonth, AWeekOfMonth, ADayOfWeek, to a date value and returns this value in AValue.

If the encoding was successful, True is returned, False if any of the arguments is not valid.

See also: DecodeDateMonthWeek ([129](#)), EncodeDateTime ([132](#)), EncodeDateWeek ([133](#)), EncodeDateDay ([132](#)), EncodeDateMonthWeek ([132](#)), TryEncodeDateTime ([187](#)), TryEncodeDateWeek ([187](#)), TryEncodeDateDay ([185](#)), NthDayOfWeek ([164](#))

**Listing:** ./datutex/ex86.pp

---

**Program** Example86;

*{ This program demonstrates the TryEncodeDateMonthWeek function }*

**Uses** SysUtils, DateUtils;

**Var**

Y, M, WoM, Dow : Word;  
TS : TDateTime;

**Begin**

DecodeDateMonthWeek(**Now**, Y, M, WoM, Dow);  
**If** TryEncodeDateMonthWeek(Y, M, WoM, Dow, TS) **then**  
    **WriteLn**( 'Today is : ', **DateToStr**(TS))  
**else**  
    **WriteLn**( 'Invalid year/month/week/dow indication ');

**End.**

---

### 44.4.136 TryEncodeDateTime

**Synopsis:** Encode a Year, Month, Day, Hour, minute, seconds, milliseconds tuple to a TDateTime value

**Declaration:**

```
function TryEncodeDateTime(const AYear: Word;const AMonth: Word;
                           const ADay: Word;const AHour: Word;
                           const AMinute: Word;const ASecond: Word;
                           const AMilliSecond: Word;
                           out AValue: TDateTime) : Boolean
```

**Visibility:** default

**Description:** EncodeDateTime encodes the values AYearAMonth, ADay,AHour, AMinute,ASecond and AMilliSecond to a date/time valueand returns this value in AValue.

If the date was encoded succesfully, True is returned, False is returned if one of the arguments is not valid.

**See also:** EncodeDateTime (132), EncodeDateMonthWeek (132), EncodeDateWeek (133), EncodeDateDay (132), TryEncodeDateDay (185), TryEncodeDateWeek (187), TryEncodeDateMonthWeek (186)

**Listing:** ./datutex/ex80.pp

---

**Program** Example79;

*{ This program demonstrates the TryEncodeDateTime function }*

**Uses** SysUtils , DateUtils ;

**Var**

Y,Mo,D,H,Mi,S,MS : Word;  
TS : TDateTime;

**Begin**

```
DecodeDateTime (Now, Y, Mo, D, H, Mi, S, MS);
If TryEncodeDateTime (Y, Mo, D, H, Mi, S, MS, TS) then
  Writeln ( 'Now is : ', DateTimeToStr (TS))
else
  Writeln ( 'Wrong date/time indication ');
```

**End.**

---

### 44.4.137 TryEncodeDateWeek

**Synopsis:** Encode a year, week and day of week triplet to a TDateTime value

**Declaration:**

```
function TryEncodeDateWeek(const AYear: Word;const AWeekOfYear: Word;
                             out AValue: TDateTime;const ADayOfWeek: Word)
                             : Boolean
function TryEncodeDateWeek(const AYear: Word;const AWeekOfYear: Word;
                             out AValue: TDateTime) : Boolean
```

**Visibility:** default

**Description:** TryEncodeDateWeek encodes the values AYear, AWeekOfYear and ADayOfWeek to a date value and returns this value in AValue.

If the encoding was succesful, True is returned. False is returned if any of the arguments is not valid.

See also: [EncodeDateMonthWeek \(132\)](#), [EncodeDateWeek \(133\)](#), [EncodeDateTime \(132\)](#), [EncodeDateDay \(132\)](#), [TryEncodeDateTime \(187\)](#), [TryEncodeDateMonthWeek \(186\)](#), [TryEncodeDateDay \(185\)](#)

**Listing:** ./datutex/ex82.pp

---

**Program** Example82;

*{ This program demonstrates the TryEncodeDateWeek function }*

**Uses** SysUtils, DateUtils;

**Var**

Y,W,Dow : Word;  
TS : TDateTime;

**Begin**

DecodeDateWeek(**Now**,Y,W,Dow);  
**If** TryEncodeDateWeek(Y,W,TS,Dow) **then**  
    **WriteLn**( 'Today is : ',**DateToStr**(TS))  
**else**  
    **WriteLn**( 'Invalid date/week indication ');

**End.**

---

#### 44.4.138 TryEncodeDayOfWeekInMonth

**Synopsis:** Encode a year, month, week, day of week triplet to a TDateTime value

**Declaration:** `function TryEncodeDayOfWeekInMonth(const AYear: Word;const AMonth: Word;  
  const ANthDayOfWeek: Word;  
  const ADayOfWeek: Word;  
  out AValue: TDateTime) : Boolean`

**Visibility:** default

**Description:** EncodeDayOfWeekInMonth encodes AYear, AMonth, ADayOfWeek and ANthDayOfWeek to a valid date stamp and returns the result in AValue.

ANthDayOfWeek is the N-th time that this weekday occurs in the month, e.g. the third saturday of the month.

The function returns `True` if the encoding was succesful, `False` if any of the values is not in range.

See also: [NthDayOfWeek \(164\)](#), [EncodeDateMonthWeek \(132\)](#), [#rtl.sysutils.DayOfWeek \(628\)](#), [DecodeDay-OfWeekInMonth \(131\)](#), [EncodeDayOfWeekInMonth \(133\)](#)

**Listing:** ./datutex/ex106.pp

---

**Program** Example105;

*{ This program demonstrates the DecodeDayOfWeekInMonth function }*

**Uses** SysUtils, DateUtils;

**Var**

Y,M,NDoW,DoW : Word;  
D : TDateTime;

**Begin**

DecodeDayOfWeekInMonth(**Date**,Y,M,NDoW,DoW);

---

```

If TryEncodeDayOfWeekInMonth(Y,M,NDoW,DoW,D) then
  begin
    Write(DateToStr(D), ' is the ', NDoW, '-th ');
    WriteLn(formatdateTime('dddd',D), ' of the month. ');
  end
else
  WriteLn('Invalid year/month/NthDayOfWeek combination');
End.

```

---

#### 44.4.139 TryEncodeTimeInterval

Synopsis: Try to encode an interval as a TDateTime value.

Declaration: `function TryEncodeTimeInterval(Hour: Word; Min: Word; Sec: Word; MSec: Word; out Time: TDateTime) : Boolean`

Visibility: default

Description: TryEncodeTimeInterval encodes a time interval expressed in Hour, Min, Sec, MSec as a TDateTime value and returns the value in Time. It returns True if Min, Sec, MSec contain valid time values (i.e. less than 60, 60 resp. MSec). The number of hours may be larger than 24.

See also: EncodeTimeInterval ([133](#))

#### 44.4.140 TryJulianDateToDateTime

Synopsis: Convert a Julian date representation to a TDateTime value.

Declaration: `function TryJulianDateToDateTime(const AValue: Double; out ADateTime: TDateTime) : Boolean`

Visibility: default

Description: Try to convert a Julian date to a regular TDateTime date/time representation.

See also: DateTimeToJulianDate ([122](#)), JulianDateToDateTime ([153](#)), DateTimeToModifiedJulianDate ([123](#)), TryModifiedJulianDateToDateTime ([189](#))

#### 44.4.141 TryModifiedJulianDateToDateTime

Synopsis: Convert a modified Julian date representation to a TDateTime value.

Declaration: `function TryModifiedJulianDateToDateTime(const AValue: Double; out ADateTime: TDateTime) : Boolean`

Visibility: default

Description: Not yet implemented.

Errors: Currently, trying to use this function will raise an exception.

See also: DateTimeToJulianDate ([122](#)), JulianDateToDateTime ([153](#)), TryJulianDateToDateTime ([189](#)), DateTimeToModifiedJulianDate ([123](#)), ModifiedJulianDateToDateTime ([162](#))

#### 44.4.142 TryRecodeDateTime

Synopsis: Replace selected parts of a TDateTime value with other values

Declaration: `function TryRecodeDateTime(const AValue: TDateTime; const AYear: Word;  
const AMonth: Word; const ADay: Word;  
const AHour: Word; const AMinute: Word;  
const ASecond: Word; const AMilliSecond: Word;  
out AResult: TDateTime) : Boolean`

Visibility: default

Description: TryRecodeDateTime replaces selected parts of the timestamp AValue with the date/time values specified in AYear, AMonth, ADay, AHour, AMinute, ASecond and AMilliSecond. If any of these values equals the pre-defined constant RecodeLeaveFieldAsIs (118), then the corresponding part of the date/time stamp is left untouched.

The resulting date/time is returned in AValue.

The function returns True if the encoding was succesful. It returns False if one of the values AYear, AMonth, ADay, AHour, AMinute, ASecondAMilliSecond is not within a valid range.

See also: RecodeYear (172), RecodeMonth (170), RecodeDay (167), RecodeHour (168), RecodeMinute (169), RecodeSecond (171), RecodeMilliSecond (169), RecodeDate (166), RecodeTime (171), RecodeDateTime (166)

Listing: ./datutex/ex97.pp

Program Example97;

*{ This program demonstrates the TryRecodeDateTime function }*

Uses SysUtils, DateUtils;

Const

Fmt = 'dddd dd mmm yyyy hh:nn:ss';

Var

S : AnsiString;

D : TDateTime;

Begin

If TryRecodeDateTime(Now, 2000, 2, RecodeLeaveFieldAsIs, 0, 0, 0, 0, D) then

begin

S := FormatDateTime(Fmt, D);

Writeln('This moment in february 2000 : ', S);

end

else

Writeln('This moment did/does not exist in february 2000');

End.

#### 44.4.143 UniversalTimeToLocal

Synopsis: Convert UTC time to local time

Declaration: `function UniversalTimeToLocal(UT: TDateTime) : TDateTime  
function UniversalTimeToLocal(UT: TDateTime; TZOffset: Integer)  
: TDateTime`

Visibility: default

**Description:** `UniversalTimeToLocal` converts a universal time indication to a local time: it applies the `TZOffset` timezone offset to the UT Universal time (UTC). If no `TZOffset` is specified, the local time offset as returned by `GetLocalTimeOffset` ([116](#)) is used.

See also: `GetLocalTimeOffset` ([116](#)), `LocalTimeToUniversal` ([153](#))

#### 44.4.144 UnixTimeStampToMac

**Synopsis:** Convert Unix Timestamp to a Mac Timestamp

**Declaration:** `function UnixTimeStampToMac(const AValue: Int64) : Int64`

Visibility: default

**Description:** `UnixTimeStampToMac` converts the unix epoch time in `AValue` to a valid Mac timestamp indication and returns the result.

Errors: None.

See also: `DateTimeToMac` ([122](#)), `MacToDateTime` ([154](#)), `MacTimeStampToUnix` ([154](#))

#### 44.4.145 UnixToDateTime

**Synopsis:** Convert Unix epoch time to a `TDateTime` value

**Declaration:** `function UnixToDateTime(const AValue: Int64) : TDateTime`

Visibility: default

**Description:** `UnixToDateTime` converts epoch time (seconds elapsed since 1/1/1970) to a `TDateTime` value.

See also: `DateTimeToUnix` ([123](#))

#### 44.4.146 WeekOf

**Synopsis:** Extract week (of the year) from a given date.

**Declaration:** `function WeekOf(const AValue: TDateTime) : Word`

Visibility: default

**Description:** `WeekOf` returns the week-of-the-year part of the `AValue` date/time indication. It is a number between 1 and 53.

For an example, see `YearOf` ([203](#))

See also: `YearOf` ([203](#)), `DayOf` ([123](#)), `MonthOf` ([162](#)), `HourOf` ([138](#)), `MinuteOf` ([158](#)), `SecondOf` ([175](#)), `MilliSecondOf` ([154](#))



**44.4.147 WeekOfTheMonth**

**Synopsis:** Extract the week of the month (and optionally month and year) from a `DateTime` value

**Declaration:** `function WeekOfTheMonth(const AValue: TDateTime) : Word; Overload`  
`function WeekOfTheMonth(const AValue: TDateTime;out AYear: Word;`  
`out AMonth: Word) : Word; Overload`

**Visibility:** default

**Description:** `WeekOfTheMonth` extracts the week of the month from `AValue` and returns it, and optionally returns the year and month as well (in `AYear`, `AMonth` respectively).

**Remark:** Note that weeks are numbered from 1 using the ISO 8601 standard, and the day of the week as well. This means that the year and month may not be the same as the year part of the date, since the week may start in the previous year as the first week of the year is the week with at least 4 days in it.

See also: `WeekOfTheYear` ([192](#)), `DayOfTheMonth` ([123](#)), `HourOfTheMonth` ([139](#)), `MinuteOfTheMonth` ([159](#)), `SecondOfTheMonth` ([177](#)), `MilliSecondOfTheMonth` ([155](#))

**Listing:** `./datutex/ex41.pp`

---

**Program** `Example41` ;

*{ This program demonstrates the WeekOfTheMonth function }*

**Uses** `SysUtils` , `DateUtils` ;

**Var**

`N : TDateTime` ;

**Begin**

`N:=Now` ;

`WriteLn` ( 'Week of the Month : ' , `WeekOfTheMonth(N)` ) ;

`WriteLn` ( 'Day of the Month : ' , `DayOfTheMonth(N)` ) ;

`WriteLn` ( 'Hour of the Month : ' , `HourOfTheMonth(N)` ) ;

`WriteLn` ( 'Minute of the Month : ' , `MinuteOfTheMonth(N)` ) ;

`WriteLn` ( 'Second of the Month : ' , `SecondOfTheMonth(N)` ) ;

`WriteLn` ( 'MilliSecond of the Month : ' ,

`MilliSecondOfTheMonth(N)` ) ;

**End.**

---

**44.4.148 WeekOfTheYear**

**Synopsis:** Extract the week of the year (and optionally year) of a `DateTime` indication.

**Declaration:** `function WeekOfTheYear(const AValue: TDateTime) : Word; Overload`  
`function WeekOfTheYear(const AValue: TDateTime;out AYear: Word) : Word`  
`; Overload`

**Visibility:** default

**Description:** `WeekOfTheYear` extracts the week of the year from `AValue` and returns it, and optionally returns the year as well. It returns the same value as `WeekOf` ([191](#)).

**Remark:** Note that weeks are numbered from 1 using the ISO 8601 standard, and the day of the week as well. This means that the year may not be the same as the year part of the date, since the week may start in the previous year as the first week of the year is the week with at least 4 days in it.

See also: [WeekOf \(191\)](#), [MonthOfTheYear \(162\)](#), [DayOfTheYear \(124\)](#), [HourOfTheYear \(140\)](#), [MinuteOfTheYear \(160\)](#), [SecondOfTheYear \(177\)](#), [MilliSecondOfTheYear \(156\)](#)

**Listing:** ./datutex/ex40.pp

---

**Program** Example40;

*{ This program demonstrates the WeekOfTheYear function }*

**Uses** SysUtils, DateUtils;

**Var**

N : TDateTime;

**Begin**

N:=Now;

WriteLn('Month of the year : ', MonthOfTheYear(N));

WriteLn('Week of the year : ', WeekOfTheYear(N));

WriteLn('Day of the year : ', DayOfTheYear(N));

WriteLn('Hour of the year : ', HourOfTheYear(N));

WriteLn('Minute of the year : ', MinuteOfTheYear(N));

WriteLn('Second of the year : ', SecondOfTheYear(N));

WriteLn('MilliSecond of the year : ',  
MilliSecondOfTheYear(N));

**End.**

---

#### 44.4.149 WeeksBetween

**Synopsis:** Calculate the number of whole weeks between two DateTime values

**Declaration:** function WeeksBetween(const ANow: TDateTime; const AThen: TDateTime)  
: Integer

**Visibility:** default

**Description:** WeeksBetween returns the number of whole weeks between ANow and AThen. This means the fractional part of a Week is dropped.

See also: [YearsBetween \(204\)](#), [MonthsBetween \(163\)](#), [DaysBetween \(124\)](#), [HoursBetween \(140\)](#), [MinutesBetween \(160\)](#), [SecondsBetween \(178\)](#), [MillisecondsBetween \(157\)](#)

**Listing:** ./datutex/ex57.pp

---

**Program** Example57;

*{ This program demonstrates the WeeksBetween function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

Write('Number of weeks between ');

Write(DateToStr(AThen), ' and ', DateToStr(ANow));

WriteLn(' : ', WeeksBetween(ANow, AThen));

**end;**

```

Var
  D1,D2 : TDateTime;

```

```

Begin
  D1:=Today;
  D2:=Today-7;
  Test(D1,D2);
  D2:=Today-8;
  Test(D1,D2);
  D2:=Today-14;
  Test(D1,D2);
  D2:=Today-35;
  Test(D1,D2);
  D2:=Today-36;
  Test(D1,D2);
  D2:=Today-17;
  Test(D1,D2);
End.

```

---

#### 44.4.150 WeeksInAYear

**Synopsis:** Return the number of weeks in a given year

**Declaration:** `function WeeksInAYear(const AYear: Word) : Word`

**Visibility:** default

**Description:** `WeeksInAYear` returns the number of weeks in the year `AYear`. The return value is either 52 or 53.

**Remark:** The first week of the year is determined according to the ISO 8601 standard: It is the first week that has at least 4 days in it, i.e. it includes a thursday.

**See also:** `WeeksInYear` ([194](#)), `DaysInYear` ([127](#)), `DaysInAYear` ([126](#)), `DaysInMonth` ([126](#)), `DaysInAMonth` ([125](#))

**Listing:** `./datutex/ex13.pp`

**Program** Example13;

*{ This program demonstrates the WeeksInAYear function }*

**Uses** SysUtils, DateUtils;

```

Var
  Y : Word;

```

```

Begin
  For Y:=1992 to 2010 do
    Writeln(Y, ' has ', WeeksInAYear(Y), ' weeks. ');
End.

```

---

#### 44.4.151 WeeksInYear

**Synopsis:** return the number of weeks in the year, given a date

**Declaration:** `function WeeksInYear(const AValue: TDateTime) : Word`

Visibility: default

**Description:** `WeeksInYear` returns the number of weeks in the year part of `AValue`. The return value is either 52 or 53.

**Remark:** The first week of the year is determined according to the ISO 8601 standard: It is the first week that has at least 4 days in it, i.e. it includes a thursday.

See also: `WeeksInAYear` (194), `DaysInYear` (127), `DaysInAYear` (126), `DaysInMonth` (126), `DaysInAMonth` (125)

**Listing:** ./datutex/ex12.pp

---

**Program** Example12;

*{ This program demonstrates the WeeksInYear function }*

**Uses** SysUtils, DateUtils;

**Var**

Y : Word;

**Begin**

For Y:=1992 to 2010 do

WriteLn(Y, ' has ', WeeksInYear(EncodeDate(Y,2,1)), ' weeks. ');

**End.**

---

#### 44.4.152 WeekSpan

**Synopsis:** Calculate the approximate number of weeks between two `DateTime` values.

**Declaration:** `function WeekSpan(const ANow: TDateTime; const AThen: TDateTime) : Double`

Visibility: default

**Description:** `WeekSpan` returns the number of weeks between `ANow` and `AThen`, including any fractional parts of a week.

See also: `YearSpan` (205), `MonthSpan` (164), `DaySpan` (127), `HourSpan` (141), `MinuteSpan` (161), `SecondSpan` (179), `MilliSecondSpan` (157), `WeeksBetween` (193)

**Listing:** ./datutex/ex65.pp

---

**Program** Example57;

*{ This program demonstrates the WeekSpan function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

**begin**

Write('Number of weeks between ');

Write(DateToStr(AThen), ' and ', DateToStr(ANow));

WriteLn(' : ', WeekSpan(ANow, AThen));

**end;**

**Var**

```
D1,D2 : TDateTime;
```

**Begin**

```
D1:=Today;
D2:=Today-7;
Test(D1,D2);
D2:=Today-8;
Test(D1,D2);
D2:=Today-14;
Test(D1,D2);
D2:=Today-35;
Test(D1,D2);
D2:=Today-36;
Test(D1,D2);
D2:=Today-17;
Test(D1,D2);
```

**End.****44.4.153 WithinPastDays**

**Synopsis:** Check whether two datetimes are only a number of days apart

**Declaration:** `function WithinPastDays(const ANow: TDateTime; const AThen: TDateTime;  
const ADays: Integer) : Boolean`

**Visibility:** default

**Description:** `WithinPastDays` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `ADays` days apart, or `False` if they are further apart.

**Remark:** Since this function uses the `DaysBetween` (124) function to calculate the difference in days, this means that fractional days do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half days apart, the result will also be `True`

See also: `WithinPastYears` (203), `WithinPastMonths` (200), `WithinPastWeeks` (202), `WithinPastHours` (197), `WithinPastMinutes` (199), `WithinPastSeconds` (201), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex50.pp`

**Program** Example50;

```
{ This program demonstrates the WithinPastDays function }
```

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; ADays : Integer);

**begin**

```
Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));
Write(' are within ', ADays, ' days: ');
WriteLn(WithinPastDays(ANow, AThen, ADays));
end;
```

**Var**

```
D1,D2 : TDateTime;
```

**Begin**

```
D1:=Now;
```

```

D2:=Today-23/24;
Test(D1,D2,1);
D2:=Today-1;
Test(D1,D2,1);
D2:=Today-25/24;
Test(D1,D2,1);
D2:=Today-26/24;
Test(D1,D2,5);
D2:=Today-5.4;
Test(D1,D2,5);
D2:=Today-2.5;
Test(D1,D2,1);
Test(D1,D2,2);
Test(D1,D2,3);
End.

```

---

#### 44.4.154 WithinPastHours

Synopsis: Check whether two datetimes are only a number of hours apart

Declaration: `function WithinPastHours(const ANow: TDateTime;const AThen: TDateTime;  
const AHours: Int64) : Boolean`

Visibility: default

Description: `WithinPastHours` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AHours` hours apart, or `False` if they are further apart.

**Remark:** Since this function uses the `HoursBetween` (140) function to calculate the difference in Hours, this means that fractional hours do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half hours apart, the result will also be `True`

See also: `WithinPastYears` (203), `WithinPastMonths` (200), `WithinPastWeeks` (202), `WithinPastDays` (196), `WithinPastMinutes` (199), `WithinPastSeconds` (201), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex51.pp`

---

**Program** Example51 ;

*{ This program demonstrates the WithinPastHours function }*

**Uses** SysUtils , DateUtils ;

**Procedure** Test(ANow,AThen : TDateTime; AHours : Integer);

**begin**

**Write**(**DateTimeToStr**(AThen), ' and ', **DateTimeToStr**(ANow));

**Write**(' are within ',AHours, ' hours: ');

**WriteLn**( **WithinPastHours**(ANow,AThen,AHours));

**end**;

**Var**

  D1,D2 : TDateTime;

**Begin**

  D1:=**Now**;

  D2:=D1-(59\*OneMinute);

  Test(D1,D2,1);

```

D2:=D1-(61*OneMinute);
Test(D1,D2,1);
D2:=D1-(122*OneMinute);
Test(D1,D2,1);
D2:=D1-(306*OneMinute);
Test(D1,D2,5);
D2:=D1-(5.4*OneHour);
Test(D1,D2,5);
D2:=D1-(2.5*OneHour);
Test(D1,D2,1);
Test(D1,D2,2);
Test(D1,D2,3);

```

End.

---

#### 44.4.155 WithinPastMilliseconds

**Synopsis:** Check whether two datetimes are only a number of milliseconds apart

**Declaration:** `function WithinPastMilliseconds(const ANow: TDateTime;  
const AThen: TDateTime;  
const AMilliseconds: Int64) : Boolean`

**Visibility:** default

**Description:** `WithinPastMilliseconds` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AMilliseconds` milliseconds apart, or `False` if they are further apart.

**Remark:** Since this function uses the `MillisecondsBetween` (157) function to calculate the difference in milliseconds, this means that fractional milliseconds do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half milliseconds apart, the result will also be `True`

**See also:** `WithinPastYears` (203), `WithinPastMonths` (200), `WithinPastWeeks` (202), `WithinPastDays` (196), `WithinPastHours` (197), `WithinPastMinutes` (199), `WithinPastSeconds` (201)

**Listing:** `./datutex/ex54.pp`

---

**Program** Example54;

*{ This program demonstrates the WithinPastMilliseconds function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; AMilliseconds : Integer);

**begin**

```

Write(TimeToStr(AThen), ' and ', TimeToStr(ANow));
Write(' are within ', AMilliseconds, ' milliseconds: ');
WriteLn(WithinPastMilliseconds(ANow, AThen, AMilliseconds));
end;

```

**Var**

D1, D2 : TDateTime;

**Begin**

```

D1:=Now;
D2:=D1-(0.9*OneMilliSecond);
Test(D1,D2,1);

```

```

D2:=D1-(1.0*OneMilliSecond);
Test(D1,D2,1);
D2:=D1-(1.1*OneMilliSecond);
Test(D1,D2,1);
D2:=D1-(2.5*OneMilliSecond);
Test(D1,D2,1);
Test(D1,D2,2);
Test(D1,D2,3);
End.

```

---

#### 44.4.156 WithinPastMinutes

**Synopsis:** Check whether two datetimes are only a number of minutes apart

**Declaration:** `function WithinPastMinutes(const ANow: TDateTime; const AThen: TDateTime;  
const AMinutes: Int64) : Boolean`

**Visibility:** default

**Description:** `WithinPastMinutes` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AMinutes` minutes apart, or `False` if they are further apart.

**Remark:** Since this function uses the `MinutesBetween` (160) function to calculate the difference in Minutes, this means that fractional minutes do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half minutes apart, the result will also be `True`

**See also:** `WithinPastYears` (203), `WithinPastMonths` (200), `WithinPastWeeks` (202), `WithinPastDays` (196), `WithinPastHours` (197), `WithinPastSeconds` (201), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex52.pp`

**Program** Example52;

*{ This program demonstrates the WithinPastMinutes function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; AMinutes : Integer);

**begin**

**Write**( **DateTimeToStr**(AThen), ' and ', **DateTimeToStr**(ANow));

**Write**( ' are within ', AMinutes, ' Minutes: ');

**WriteLn**( **WithinPastMinutes**(ANow, AThen, AMinutes));

**end**;

**Var**

    D1, D2 : TDateTime;

**Begin**

    D1:=**Now**;

    D2:=D1-(59\*OneSecond);

    Test(D1,D2,1);

    D2:=D1-(61\*OneSecond);

    Test(D1,D2,1);

    D2:=D1-(122\*OneSecond);

    Test(D1,D2,1);

    D2:=D1-(306\*OneSecond);

    Test(D1,D2,5);



```

D2:=D1-(5.4*OneMinute);
Test(D1,D2,5);
D2:=D1-(2.5*OneMinute);
Test(D1,D2,1);
Test(D1,D2,2);
Test(D1,D2,3);
End.

```

---

#### 44.4.157 WithinPastMonths

**Synopsis:** Check whether two datetimes are only a number of months apart

**Declaration:** `function WithinPastMonths(const ANow: TDateTime; const AThen: TDateTime;  
const AMonths: Integer) : Boolean`

**Visibility:** default

**Description:** `WithinPastMonths` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AMonths` months apart, or `False` if they are further apart.

**Remark:** Since this function uses the `MonthsBetween` (163) function to calculate the difference in Months, this means that fractional months do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half months apart, the result will also be `True`

See also: `WithinPastYears` (203), `WithinPastWeeks` (202), `WithinPastDays` (196), `WithinPastHours` (197), `WithinPastMinutes` (199), `WithinPastSeconds` (201), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex48.pp`

---

**Program** Example48;

*{ This program demonstrates the WithinPastMonths function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; AMonths : Integer);

**begin**

**Write**(**DateToStr**(AThen), ' and ', **DateToStr**(ANow));

**Write**(' are within ', AMonths, ' months: ');

**WriteLn**(WithinPastMonths(ANow, AThen, AMonths));

**end**;

**Var**

    D1, D2 : TDateTime;

**Begin**

    D1:=Today;

    D2:=Today-364;

    Test(D1,D2,12);

    D2:=Today-365;

    Test(D1,D2,12);

    D2:=Today-366;

    Test(D1,D2,12);

    D2:=Today-390;

    Test(D1,D2,12);

    D2:=Today-368;

    Test(D1,D2,11);

```

D2:=Today-1000;
Test(D1,D2,31);
Test(D1,D2,32);
Test(D1,D2,33);
End.

```

---

#### 44.4.158 WithinPastSeconds

**Synopsis:** Check whether two datetimes are only a number of seconds apart

**Declaration:** `function WithinPastSeconds(const ANow: TDateTime; const AThen: TDateTime;  
const ASeconds: Int64) : Boolean`

**Visibility:** default

**Description:** `WithinPastSeconds` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `ASeconds` seconds apart, or `False` if they are further apart.

**Remark:** Since this function uses the `SecondsBetween` (178) function to calculate the difference in seconds, this means that fractional seconds do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half seconds apart, the result will also be `True`

See also: `WithinPastYears` (203), `WithinPastMonths` (200), `WithinPastWeeks` (202), `WithinPastDays` (196), `WithinPastHours` (197), `WithinPastMinutes` (199), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex53.pp`

---

**Program** Example53;

*{ This program demonstrates the WithinPastSeconds function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; ASeconds : Integer);

**begin**

  Write(DateTimeToStr(AThen), ' and ', DateTimeToStr(ANow));

  Write(' are within ', ASeconds, ' seconds: ');

  WriteLn(WithinPastSeconds(ANow, AThen, ASeconds));

**end;**

**Var**

  D1, D2 : TDateTime;

**Begin**

  D1:=Now;

  D2:=D1-(999\*OneMilliSecond);

  Test(D1, D2, 1);

  D2:=D1-(1001\*OneMilliSecond);

  Test(D1, D2, 1);

  D2:=D1-(2001\*OneMilliSecond);

  Test(D1, D2, 1);

  D2:=D1-(5001\*OneMilliSecond);

  Test(D1, D2, 5);

  D2:=D1-(5.4\*OneSecond);

  Test(D1, D2, 5);

  D2:=D1-(2.5\*OneSecond);

  Test(D1, D2, 1);

```

    Test(D1,D2,2);
    Test(D1,D2,3);
End.

```

---

#### 44.4.159 WithinPastWeeks

**Synopsis:** Check whether two datetimes are only a number of weeks apart

**Declaration:** `function WithinPastWeeks(const ANow: TDateTime;const AThen: TDateTime;  
const AWeeks: Integer) : Boolean`

**Visibility:** default

**Description:** `WithinPastWeeks` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AWeeks` weeks apart, or `False` if they are further apart.

**Remark:** Since this function uses the `WeeksBetween` (193) function to calculate the difference in Weeks, this means that fractional Weeks do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half weeks apart, the result will also be `True`

**See also:** `WithinPastYears` (203), `WithinPastMonths` (200), `WithinPastDays` (196), `WithinPastHours` (197), `WithinPastMinutes` (199), `WithinPastSeconds` (201), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex49.pp`

---

**Program** Example49;

*{ This program demonstrates the WithinPastWeeks function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; AWeeks : Integer);

```

begin
    Write(DateToStr(AThen), ' and ', DateToStr(ANow));
    Write(' are within ', AWeeks, ' weeks: ');
    WriteLn(WithinPastWeeks(ANow, AThen, AWeeks));
end;

```

**Var**  
D1, D2 : TDateTime;

```

Begin
    D1:=Today;
    D2:=Today-7;
    Test(D1,D2,1);
    D2:=Today-8;
    Test(D1,D2,1);
    D2:=Today-14;
    Test(D1,D2,1);
    D2:=Today-35;
    Test(D1,D2,5);
    D2:=Today-36;
    Test(D1,D2,5);
    D2:=Today-17;
    Test(D1,D2,1);
    Test(D1,D2,2);
    Test(D1,D2,3);

```

---

End.

---

#### 44.4.160 WithinPastYears

**Synopsis:** Check whether two datetimes are only a number of years apart

**Declaration:** `function WithinPastYears(const ANow: TDateTime; const AThen: TDateTime;  
const AYears: Integer) : Boolean`

**Visibility:** default

**Description:** `WithinPastYears` compares the timestamps `ANow` and `AThen` and returns `True` if the difference between them is at most `AYears` years apart, or `False` if they are further apart.

**Remark:** Since this function uses the `YearsBetween` (204) function to calculate the difference in years, this means that fractional years do not count, and the fractional part is simply dropped, so for two dates actually 2 and a half years apart, the result will also be `True`

See also: `WithinPastMonths` (200), `WithinPastWeeks` (202), `WithinPastDays` (196), `WithinPastHours` (197), `WithinPastMinutes` (199), `WithinPastSeconds` (201), `WithinPastMilliseconds` (198)

**Listing:** `./datutex/ex47.pp`

---

**Program** Example47;

*{ This program demonstrates the WithinPastYears function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime; AYears : Integer);

```
begin
  Write(DateToStr(AThen), ' and ', DateToStr(ANow));
  Write(' are within ', AYears, ' years: ');
  WriteLn(WithinPastYears(ANow, AThen, AYears));
end;
```

**Var**  
D1, D2 : TDateTime;

```
Begin
  D1 := Today;
  D2 := Today - 364;
  Test(D1, D2, 1);
  D2 := Today - 365;
  Test(D1, D2, 1);
  D2 := Today - 366;
  Test(D1, D2, 1);
  D2 := Today - 390;
  Test(D1, D2, 1);
  D2 := Today - 368;
  Test(D1, D2, 1);
  D2 := Today - 1000;
  Test(D1, D2, 1);
  Test(D1, D2, 2);
  Test(D1, D2, 3);
```

End.

---

**44.4.161 YearOf**

Synopsis: Extract the year from a given date.

Declaration: `function YearOf(const AValue: TDateTime) : Word`

Visibility: default

Description: `YearOf` returns the year part of the `AValue` date/time indication. It is a number between 1 and 9999.

See also: `MonthOf` (162), `DayOf` (123), `WeekOf` (191), `HourOf` (138), `MinuteOf` (158), `SecondOf` (175), `MilliSecondOf` (154)

**Listing:** `./datutex/ex23.pp`

---

**Program** `Example23`;

*{ This program demonstrates the YearOf function }*

**Uses** `SysUtils`, `DateUtils`;

**Var**

`D : TDateTime`;

**Begin**

`D:=Now`;

`WriteLn` ( 'Year : ', `YearOf(D)` );

`WriteLn` ( 'Month : ', `MonthOf(D)` );

`WriteLn` ( 'Day : ', `DayOf(D)` );

`WriteLn` ( 'Week : ', `WeekOf(D)` );

`WriteLn` ( 'Hour : ', `HourOf(D)` );

`WriteLn` ( 'Minute : ', `MinuteOf(D)` );

`WriteLn` ( 'Second : ', `SecondOf(D)` );

`WriteLn` ( 'MilliSecond : ', `MilliSecondOf(D)` );

**End.**

---

**44.4.162 YearsBetween**

Synopsis: Calculate the number of whole years between two `DateTime` values

Declaration: `function YearsBetween(const ANow: TDateTime; const AThen: TDateTime) : Integer`

Visibility: default

Description: `YearsBetween` returns the number of whole years between `ANow` and `AThen`. This number is an approximation, based on an average number of days of 365.25 per year (average over 4 years). This means the fractional part of a year is dropped.

See also: `MonthsBetween` (163), `WeeksBetween` (193), `DaysBetween` (124), `HoursBetween` (140), `MinutesBetween` (160), `SecondsBetween` (178), `MillisecondsBetween` (157), `YearSpan` (205)

**Listing:** `./datutex/ex55.pp`

---

**Program** `Example55`;

*{ This program demonstrates the YearsBetween function }*

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

```
begin
  Write( 'Number of years between ');
  Write( DateToStr(AThen), ' and ', DateToStr(ANow));
  WriteLn( ' : ', YearsBetween(ANow, AThen));
end;
```

**Var**  
D1, D2 : TDateTime;

```
Begin
  D1:=Today;
  D2:=Today-364;
  Test(D1,D2);
  D2:=Today-365;
  Test(D1,D2);
  D2:=Today-366;
  Test(D1,D2);
  D2:=Today-390;
  Test(D1,D2);
  D2:=Today-368;
  Test(D1,D2);
  D2:=Today-1000;
  Test(D1,D2);
End.
```

---

### 44.4.163 YearSpan

**Synopsis:** Calculate the approximate number of years between two DateTime values.

**Declaration:** function YearSpan(const ANow: TDateTime; const AThen: TDateTime) : Double

**Visibility:** default

**Description:** YearSpan returns the number of years between ANow and AThen, including any fractional parts of a year. This number is an approximation, based on an average number of days of 365.25 per year (average over 4 years).

See also: MonthSpan ([164](#)), WeekSpan ([195](#)), DaySpan ([127](#)), HourSpan ([141](#)), MinuteSpan ([161](#)), SecondSpan ([179](#)), MilliSecondSpan ([157](#)), YearsBetween ([204](#))

**Listing:** ./datutex/ex63.pp

---

**Program** Example63;

```
{ This program demonstrates the YearSpan function }
```

**Uses** SysUtils, DateUtils;

**Procedure** Test(ANow, AThen : TDateTime);

```
begin
  Write( 'Number of years between ');
```

```

Write(DateToStr(AThen), ' and ', DateToStr(ANow));
WriteLn(' : ', YearSpan(ANow, AThen));
end;

```

```

Var
  D1, D2 : TDateTime;

```

```

Begin
  D1:=Today;
  D2:=Today-364;
  Test(D1,D2);
  D2:=Today-365;
  Test(D1,D2);
  D2:=Today-366;
  Test(D1,D2);
  D2:=Today-390;
  Test(D1,D2);
  D2:=Today-368;
  Test(D1,D2);
  D2:=Today-1000;
  Test(D1,D2);
End.

```

---

#### 44.4.164 Yesterday

Synopsis: Return the previous day.

Declaration: `function Yesterday : TDateTime`

Visibility: default

Description: `Yesterday` returns yesterday's date. `Yesterday` is determined from the system clock, i.e. it is `Today (185) -1`.

See also: `Today (185)`, `Tomorrow (185)`

**Listing:** `./datutex/ex18.pp`

---

**Program** `Example18;`

```
{ This program demonstrates the Yesterday function }
```

**Uses** `SysUtils, DateUtils;`

```

Begin
  WriteLn(FormatDateTime('"Today is " dd mmm yyyy', Today));
  WriteLn(FormatDateTime('"Yesterday was " dd mmm yyyy', Yesterday));
End.

```

---

## Chapter 45

# Reference for unit 'Dos'

### 45.1 Used units

Table 45.1: Used units by unit 'Dos'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>

### 45.2 Overview

The DOS unit gives access to some operating system calls related to files, the file system, date and time. Except for the PalmOS target, this unit is available to all supported platforms.

The unit was first written for dos by Florian Klaempfl. It was ported to linux by Mark May and enhanced by Michael Van Canneyt. The Amiga version was ported by Nils Sjöholm.

Under non-DOS systems, some of the functionality is lost, as it is either impossible or meaningless to implement it. Other than that, the functionality is the same for all operating systems.

Because the DOS unit is a Turbo Pascal compatibility unit, it is no longer actively developed: the interface is frozen and it is maintained only for the purpose of porting Turbo Pascal programs. For new development, it is recommended to use the sysutils ([628](#)) unit instead.

### 45.3 System information

Functions for retrieving and setting general system information such as date and time.



Table 45.2:

Name	Description
DosVersion (1)	Get OS version
GetCBreak (207)	Get setting of control-break handling flag
GetDate (207)	Get system date
GetIntVec (207)	Get interrupt vector status
GetTime (207)	Get system time
GetVerify (207)	Get verify flag
Intr (207)	Execute an interrupt
Keep (207)	Keep process in memory and exit
MSDos (207)	Execute MS-dos function call
PackTime (207)	Pack time for file time
SetCBreak (207)	Set control-break handling flag
SetDate (207)	Set system date
SetIntVec (207)	Set interrupt vectors
SetTime (207)	Set system time
SetVerify (207)	Set verify flag
SwapVectors (207)	Swap interrupt vectors
UnPackTime (207)	Unpack file time

## 45.4 Process handling

Functions to handle process information and starting new processes.

Table 45.3:

Name	Description
DosExitCode (1)	Exit code of last executed program
EnvCount (207)	Return number of environment variables
EnvStr (207)	Return environment string pair
Exec (207)	Execute program
GetEnv (207)	Return specified environment string

## 45.5 Directory and disk handling

Routines to handle disk information.

Table 45.4:

Name	Description
AddDisk (207)	Add disk to list of disks (UNIX only)
DiskFree (207)	Return size of free disk space
DiskSize (207)	Return total disk size

## 45.6 File handling

Routines to handle files on disk.

Table 45.5:

Name	Description
FExpand (207)	Expand filename to full path
FindClose (207)	Close finfirst/findnext session
FindFirst (207)	Start find of file
FindNext (207)	Find next file
FSearch (207)	Search for file in a path
FSplit (207)	Split filename in parts
GetFAttr (207)	Return file attributes
GetFTime (207)	Return file time
GetLongName (207)	Convert short filename to long filename (DOS only)
GetShortName (207)	Convert long filename to short filename (DOS only)
SetFAttr (207)	Set file attributes
SetFTime (207)	Set file time

## 45.7 File open mode constants.

These constants are used in the `Mode` field of the `TextRec` record. Gives information on the file-mode of the text I/O. For their definitions consult the following table:

Table 45.6: Possible mode constants

Constant	Description	Value
<code>fmclosed</code>	File is closed	<code>\$D7B0</code>
<code>fminput</code>	File is read only	<code>\$D7B1</code>
<code>fmoutput</code>	File is write only	<code>\$D7B2</code>
<code>fminout</code>	File is read and write	<code>\$D7B3</code>

## 45.8 File attributes

The File Attribute constants are used in `FindFirst` (207), `FindNext` (207) to determine what type of special file to search for in addition to normal files. These flags are also used in the `SetFAttr` (207) and `GetFAttr` (207) routines to set and retrieve attributes of files. For their definitions consult `fileattributes` (209).

Table 45.7: Possible file attributes

Constant	Description	Value
readonly	Read-Only file attribute	\$01
hidden	Hidden file attribute	\$02
sysfile	System file attribute	\$04
volumeid	Volume ID file attribute	\$08
directory	Directory file attribute	\$10
archive	Archive file attribute	\$20
anyfile	Match any file attribute	\$3F

## 45.9 Constants, types and variables

### 45.9.1 Constants

FileNameLen = 255

Maximum length of a filename

### 45.9.2 Types

```
SearchRec = packed record
  SearchPos : TOff;
  SearchNum : LongInt;
  DirPtr : Pointer;
  SearchType : Byte;
  SearchAttr : Byte;
  Mode : Word;
  Fill : Array[1..1] of Byte;
  Attr : Byte;
  Time : LongInt;
  Size : LongInt;
  Reserved : Word;
  Name : string;
  SearchSpec : string;
  NamePos : Word;
end
```

SearchRec is filled by the FindFirst (207) call and can be used in subsequent FindNext (207) calls to search for files. The structure of this record depends on the platform. Only the following fields are present on all platforms:

**Attr** File attributes.

**Time** File modification time.

**Size** File size

**Name** File name (name part only, no path)

**Mode** File access mode (linux only)

## Chapter 46

# Reference for unit 'dxeload'

### 46.1 Overview

The `dxeload` unit was implemented by Pierre Mueller for dos, it allows to load a DXE file (an object file with 1 entry point) into memory and return a pointer to the entry point.

It exists only for dos.

### 46.2 Procedures and functions

#### 46.2.1 `dxeload`

Synopsis: Load DXE file in memory

Declaration: `function dxeload(filename: string) : pointer`

Visibility: default

Description: `dxeload` loads the contents of the file `filename` into memory. It performs the necessary relocations in the object code, and returns then a pointer to the entry point of the code.

For an example, see the `emu387` ([213](#)) unit in the RTL.

Errors: If an error occurs during the load or relocations, `Nil` is returned.

## Chapter 47

# Reference for unit 'dynlibs'

### 47.1 Overview

The Dynlibs unit provides support for dynamically loading shared libraries. It is available only on those platforms that support shared libraries. The functionality available here may only be a part of the functionality available on each separate platform, in the interest of portability.

On unix platforms, using this unit will cause the program to be linked to the C library, as most shared libraries are implemented in C and the dynamical linker too.

## Chapter 48

# Reference for unit 'emu387'

### 48.1 Overview

The `emu387` unit was written by Pierre Mueller for dos. It sets up the coprocessor emulation for FPC under dos. It is not necessary to use this unit on other OS platforms because they either simply do not run on a machine without coprocessor, or they provide the coprocessor emulation themselves.

It shouldn't be necessary to use the function in this unit, it should be enough to place this unit in the `uses` clause of your program to enable the coprocessor emulation under dos. The unit initialization code will try and load the coprocessor emulation code and initialize it.

### 48.2 Procedures and functions

#### 48.2.1 `npxsetup`

**Synopsis:** Set up coprocessor emulation.

**Declaration:** `procedure npxsetup(prog_name: string)`

**Visibility:** `default`

**Description:** `npxsetup` checks whether a coprocessor is found. If not, it loads the file `wmemu387.dxe` into memory and initializes the code in it.

If the environment variable `387` is set to `N`, then the emulation will be loaded, even if there is a coprocessor present. If the variable doesn't exist, or is set to any other value, the unit will try to detect the presence of a coprocessor unit.

The function searches the file `wmemu387.dxe` in the following way:

- 1.If the environment variable `EMU387` is set, then it is assumed to point at the `wmemu387.dxe` file.
- 2.if the environment variable `EMU387` does not exist, then the function will take the path part of `prog_name` and look in that directory for the file `wmemu387.dxe`.

It should never be necessary to call this function, because the initialization code of the unit contains a call to the function with as an argument `paramstr(0)`. This means that you should deliver the file `wmemu387.dxe` together with your program.

**Errors:** If there is an error, an error message is printed to standard error, and the program is halted, since any floating-point code is bound to fail anyhow.

## Chapter 49

# Reference for unit 'errors'

### 49.1 Used units

Table 49.1: Used units by unit 'errors'

Name	Page
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 49.2 Overview

The errors unit contains routines to convert a unix system call error code to an error message: StrError ([214](#)). It is only available on unix platforms.

## Chapter 50

# Reference for unit 'exeinfo'

### 50.1 Overview

The `exeinfo` unit implements some cross-platform routines to examine the contents of an executable: information about sections, mapping addresses to loaded modules etc.

It is mainly used by the `lineinfo` ([341](#)) and `Infodwrf` ([370](#)) unit to examine the binary for debug info.

### 50.2 Constants, types and variables

#### 50.2.1 Types

```
TExeFile = record
  f : File;
  size : Int64;
  isopen : Boolean;
  nsects : LongInt;
  sechdrofs : ptruint;
  secstrofs : ptruint;
  processaddress : ptruint;
  FunctionRelative : Boolean;
  ImgOffset : ptruint;
  filename : string;
  buf : Array[0..4095] of Byte;
  bufsize : LongInt;
  bufcnt : LongInt;
end
```

`TExeFile` is a record used in the various calls of this unit. It contains a file descriptor, and various fields that describe the executable.

The structure of `TExeFile` is opaque, that is, one shouldn't rely on the exactness of this structure, it may change any time in the future.



## 50.3 Procedures and functions

### 50.3.1 CloseExeFile

Synopsis: Close a previously opened file.

Declaration: `function CloseExeFile(var e: TExeFile) : Boolean`

Visibility: default

Description: `CloseExeFile` closes an executable file image previously opened with `OpenExeFile` (216), and represented by `e`.

The function returns `True` if the file was closed succesfully, or `False` if something went wrong.

Errors: In case of an error, `False` is returned.

See also: `OpenExeFile` (216)

### 50.3.2 FindExeSection

Synopsis: Find a section in the binary image.

Declaration: `function FindExeSection(var e: TExeFile; const secname: string;  
var secofs: LongInt; var seclen: LongInt)  
: Boolean`

Visibility: default

Description: `FindExeSection` examines the binary that was opened with `OpenExeFile` (216) (represented by `e`) and searches for the section named `secname`. If found, the section offset is returned in `secofs` and the section length (in bytes) is returned in `seclen`.

The function returns `True` if the section was found, `False` if not.

See also: `OpenExeFile` (216)

### 50.3.3 GetModuleByAddr

Synopsis: Return the module name by address

Declaration: `procedure GetModuleByAddr(addr: pointer; var baseaddr: pointer;  
var filename: string)`

Visibility: default

Description: `GetModuleByAddr` returns the name of the module that contains address `addr`. If succesful, it returns `True` and returns the filename in `FileName` and the base address at which it is loaded in `BaseAddr`.

### 50.3.4 OpenExeFile

Synopsis: Open an executable file

Declaration: `function OpenExeFile(var e: TExeFile; const fn: string) : Boolean`

Visibility: default

**Description:** `OpenExeFile` opens the executable file `fn` and initializes the structure `e` for subsequent calls to routines in the `exeinfo` unit.

The function returns `True` if the file was opened successfully, `false` otherwise.

See also: `FindExeSection` (216), `CloseExeFile` (216), `ReadDebugLink` (217)

### 50.3.5 ReadDebugLink

**Synopsis:** Read the location of a debug info filename

**Declaration:** `function ReadDebugLink (var e: TExeFile; var dbgfn: string) : Boolean`

**Visibility:** `default`

**Description:** `ReadDebugLink` examines the `.gnu_debuglink` section to see if the debug information is stored in an external file. If so, then the name of the file with the debug information is returned in the `dbgfn` parameter.

The function returns `false` if there is no external debug information file, or if the file with debug information does not exist. It is searched next to the binary file or in the current directory.

See also: `OpenExeFile` (216), `CloseExeFile` (216)

# Chapter 51

## Reference for unit 'fgl'

### 51.1 Used units

Table 51.1: Used units by unit 'fgl'

Name	Page
System	<a href="#">622</a>
sysutils	<a href="#">628</a>
Types	<a href="#">637</a>

### 51.2 Overview

The `fgl` unit contains some basic list-related generic classes.

### 51.3 Constants, types and variables

#### 51.3.1 Constants

```
MaxGListSize = MaxInt div 1024
```

`MaxGListSize` is the maximum number of elements in the `TFPGList` ([223](#)) list.

```
MaxListSize = Maxint div 16
```

`MaxListSize` is the maximum number of elements a list can contain before the memory runs out.

#### 51.3.2 Types

```
TFPSListCompareFunc = function(Key1: Pointer;Key2: Pointer) : Integer  
                        of object
```

`TFPSListCompareFunc` is used in the `TFPSList.Sort` ([247](#)) method to compare 2 elements. The list passes 2 pointers to the actual items to the compare function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- if the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

## 51.4 EListError

### 51.4.1 Description

`EListError` is the exception used in the `TFPSList` (242) class to indicate errors such as a list index out of bounds, wrong capacity etc.

See also: `TFPSList.Capacity` (248), `TFPSList.Exchange` (245), `TFPSList.Items` (248)

## 51.5 TFPGInterfacedObjectList

### 51.5.1 Description

`TFPGList` can be used to specialize a list for any class type `T` that requires reference counting (all objects that implement `IInterface` or `IUnknown`). It will specialize to a list with the same methods as `TFPSList` (242) or classes `TFPList` (218) or `TFPObjectList`

Classes that implement `IInterface` or `IUnknown` require special care to maintain the reference count. The `TFPGInterfacedObjectList` list provides the necessary functionality to deal with this.

See also: `TFPSList` (242), classes `TFPList` (218)

### 51.5.2 Method overview

Page	Method	Description
220	Add	Add new object of class <code>T</code> to the list.
221	Assign	Copy objects from Source list
220	Create	Instantiate a new interfaced object list.
220	Extract	Extract an item from the list
220	GetEnumerator	Return a list enumerator for <code>T</code>
221	IndexOf	Index of object
221	Insert	Insert a new object in the list
221	Remove	Remove an object from the list.
222	Sort	Sort the objects in the list

### 51.5.3 Property overview

Page	Properties	Access	Description
222	First	rw	First non-nil object
223	Items	rw	Indexed access to objects in the list.
222	Last	rw	Last non- <code>Nil</code> object
223	List	r	Internal list pointer

### 51.5.4 TFPGInterfacedObjectList.Create

Synopsis: Instantiate a new interfaced object list.

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new object list. It will simply call the inherited constructor with the correct item size.

See also: `TFPSList.Destroy` ([243](#))

### 51.5.5 TFPGInterfacedObjectList.Add

Synopsis: Add new object of class `T` to the list.

Declaration: `function Add(const Item: T) : Integer`

Visibility: `public`

Description: `Add` adds a new item `Item` of class type `T` to the list and returns the position at which the item was added. `Add` will increase the reference count of the object.

Errors: If the item could not be added, an `EListError` ([219](#)) exception is raised.

See also: `TFPGInterfacedObjectList.Extract` ([220](#)), `TFPGInterfacedObjectList.Items` ([223](#)), `TFPGInterfacedObjectList.IndexOf` ([221](#))

### 51.5.6 TFPGInterfacedObjectList.Extract

Synopsis: Extract an item from the list

Declaration: `function Extract(const Item: T) : T`

Visibility: `public`

Description: `Extract` removes `Item` from the list and returns the removed item, or `Nil` if it was not found.  
The extracted object will not be destroyed.

Errors: None.

See also: `TFPSList.Delete` ([244](#))

### 51.5.7 TFPGInterfacedObjectList.GetEnumerator

Synopsis: Return a list enumerator for `T`

Declaration: `function GetEnumerator : TFPGListEnumeratorSpec`

Visibility: `public`

Description: `GetEnumerator` returns an enumerator for the elements in the list. It is a specialized version of `TFPGListEnumerator` ([227](#)).

See also: `TFPGListEnumerator` ([227](#))

### 51.5.8 TFPGInterfacedObjectList.IndexOf

Synopsis: Index of object

Declaration: `function IndexOf(const Item: T) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `Item` in the list, or -1 if the object does not appear in the list.

Errors: None.

See also: `TFPGInterfacedObjectList.Items` (223), `TFPGInterfacedObjectList.Insert` (221), `TFPGInterfacedObjectList.Add` (220)

### 51.5.9 TFPGInterfacedObjectList.Insert

Synopsis: Insert a new object in the list

Declaration: `procedure Insert(Index: Integer; const Item: T)`

Visibility: public

Description: `Insert` inserts a new object (`Item`) in the list at position `Index`. The index is zero based and must be less than `Count` (248).

Errors: If an invalid index is specified, an `EListError` (219) exception is raised.

See also: `TFPGInterfacedObjectList.Items` (223), `TFPGInterfacedObjectList.Add` (220)

### 51.5.10 TFPGInterfacedObjectList.Assign

Synopsis: Copy objects from Source list

Declaration: `procedure Assign(Source: TFPGInterfacedObjectList)`

Visibility: public

Description: `Assign` clears the list and copies all items in `Source` to the list. The source list must be of the same type as the destination list.

See also: `TFPSList.Clear` (244), `TFPGObjectList.Add` (238)

### 51.5.11 TFPGInterfacedObjectList.Remove

Synopsis: Remove an object from the list.

Declaration: `function Remove(const Item: T) : Integer`

Visibility: public

Description: `Remove` removes the object `Item` from the list, and returns the index of the removed item. If no item was removed, -1 is returned. Only the first object is removed.

Removing an object from the list may cause the object to be freed.

Errors: None.

See also: `TFPGInterfacedObjectList.IndexOf` (221), `TFPSList.Delete` (244), `TFPGInterfacedObjectList.FreeObjects` (219)

**51.5.12 TFPGInterfacedObjectList.Sort**

Synopsis: Sort the objects in the list

Declaration: `procedure Sort (Compare: TCompareFunc)`

Visibility: `public`

Description: `Sort` sorts the elements in the list using the provided `Compare` function. The list passes 2 items to the compare function. The result of this function determines how the items will be sorted:

- If the result of this function is negative, the first object (`Item1`) is assumed to be 'less' than the second object (`Item2`) and will be moved before the second in the list.
- If the function result is positive, the first object (`Item1`) is assumed to be 'greater than' the second object (`Item2`) and will be moved after the second in the list.
- if the function result is zero, the objects are assumed to be 'equal' and no moving will take place.

Errors: None.

See also: `TFPSList.Sorted` ([242](#))

**51.5.13 TFPGInterfacedObjectList.First**

Synopsis: First non-nil object

Declaration: `Property First : T`

Visibility: `public`

Access: Read,Write

Description: `First` returns the first non-nil object. If no such element is present, `Nil` is returned.

See also: `TFPSList.First` ([249](#)), `TFPGInterfacedObjectList.Last` ([222](#)), `TFPSList.Pack` ([247](#))

**51.5.14 TFPGInterfacedObjectList.Last**

Synopsis: Last non-`Nil` object

Declaration: `Property Last : T`

Visibility: `public`

Access: Read,Write

Description: `Last` returns the last non-`Nil` object. If no such element is present, `Nil` is returned.

See also: `TFPGInterfacedObjectList.First` ([222](#)), `TFPSList.Last` ([249](#))

### 51.5.15 TFPGInterfacedObjectList.Items

Synopsis: Indexed access to objects in the list.

Declaration: `Property Items[Index: Integer]: T; default`

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the objects in the list. The objects can be get or set.

The index `Index` is zero based, and has a maximum value of `Count-1` (248).

The previous object at position `Index` may be freed when setting the property, depending on its reference count.

Errors: If an invalid index is used, an `EListError` (219) exception is raised.

See also: `TFPSList.Count` (248)

### 51.5.16 TFPGInterfacedObjectList.List

Synopsis: Internal list pointer

Declaration: `Property List : PTypeList`

Visibility: public

Access: Read

Description: `List` is the internal list of objects. It should not be used directly.

See also: `TFPGInterfacedObjectList.Items` (223)

## 51.6 TFPGList

### 51.6.1 Description

`TFPGList` can be used to specialize a list for any type `T` that does not require reference counting (such as interfaced objects). It will specialize to a list with the same methods as `TFPSList` (242) or `classes.TFPList` (218)

See also: `TFPSList` (242), `classes.TFPList` (218)

### 51.6.2 Method overview

Page	Method	Description
<a href="#">224</a>	Add	Add new item of type <code>T</code> to the list.
<a href="#">225</a>	Assign	Copy elements from Source list
<a href="#">224</a>	Create	Instantiate a new list
<a href="#">224</a>	Extract	Extract an item from the list
<a href="#">224</a>	GetEnumerator	Return a list enumerator for <code>T</code> .
<a href="#">225</a>	IndexOf	Index of item
<a href="#">225</a>	Insert	Insert a new item in the list
<a href="#">225</a>	Remove	Remove an item from the list.
<a href="#">226</a>	Sort	Sort the list



### 51.6.3 Property overview

Page	Properties	Access	Description
<a href="#">226</a>	First	rw	First non-empty item
<a href="#">226</a>	Items	rw	Indexed access to items in the list
<a href="#">226</a>	Last	rw	Last non-empty item
<a href="#">227</a>	List	r	Internal list object

### 51.6.4 TFPGList.Create

Synopsis: Instantiate a new list

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new list. It will simply call the inherited constructor with the correct item size: `sizeof(T)`.

### 51.6.5 TFPGList.Add

Synopsis: Add new item of type `T` to the list.

Declaration: `function Add(const Item: T) : Integer`

Visibility: `public`

Description: `Add` adds a new item `Item` of generic type `T` to the list and returns the position at which the item was added.

Errors: If the item could not be added, an `EListError` ([219](#)) exception is raised.

See also: `TFPGList.Extract` ([224](#)), `TFPGList.Items` ([226](#)), `TFPGList.IndexOf` ([225](#))

### 51.6.6 TFPGList.Extract

Synopsis: Extract an item from the list

Declaration: `function Extract(const Item: T) : T`

Visibility: `public`

Description: `Extract` removes `Item` from the list and returns the removed item, or an expression equivalent to `T(0)` if it was not found.

Errors: None.

See also: `TFPSList.Delete` ([244](#))

### 51.6.7 TFPGList.GetEnumerator

Synopsis: Return a list enumerator for `T`.

Declaration: `function GetEnumerator : TFPGListEnumeratorSpec`

Visibility: `public`

Description: `GetEnumerator` returns an enumerator for the elements in the list. It is a specialized version of `TFPGListEnumerator` ([227](#)).

See also: `TFPGListEnumerator` ([227](#))

### 51.6.8 TFPGList.IndexOf

Synopsis: Index of item

Declaration: `function IndexOf(const Item: T) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `Item` in the list, or -1 if the item does not appear in the list.

Errors: None.

See also: `TFPGList.Items` (226), `TFPGList.Insert` (225), `TFPSList.Add` (244)

### 51.6.9 TFPGList.Insert

Synopsis: Insert a new item in the list

Declaration: `procedure Insert(Index: Integer; const Item: T)`

Visibility: public

Description: `Insert` inserts a new item in the list at position `Index`. The index is zero based and must be less than `Count` (248).

Errors: If an invalid index is specified, an `EListError` (219) exception is raised.

See also: `TFPGList.Items` (226), `TFPGList.Insert` (225), `TFPSList.Add` (244)

### 51.6.10 TFPGList.Assign

Synopsis: Copy elements from Source list

Declaration: `procedure Assign(Source: TFPGList)`

Visibility: public

Description: `Assign` clears the list and copies all items in `Source` to the list. The source list must be of the same type as the destination list.

See also: `TFPSList.Clear` (244), `TFPGList.Add` (224)

### 51.6.11 TFPGList.Remove

Synopsis: Remove an item from the list.

Declaration: `function Remove(const Item: T) : Integer`

Visibility: public

Description: `Remove` removes the item `Item` from the list, and returns the index of the removed item. If no item was removed, -1 is returned. Only the first item is removed.

Errors: None.

See also: `TFPGList.IndexOf` (225)

**51.6.12 TFPGList.Sort**

Synopsis: Sort the list

Declaration: `procedure Sort (Compare: TCompareFunc)`

Visibility: `public`

Description: `Sort` sorts the elements in the list using the provided `Compare` function. The list passes 2 items to the compare function. The result of this function determines how the items will be sorted:

- If the result of this function is negative, the first item (`Item1`) is assumed to be 'less' than the second item (`Item2`) and will be moved before the second in the list.
- If the function result is positive, the first item (`Item1`) is assumed to be 'greater than' the second item (`Item2`) and will be moved after the second in the list.
- if the function result is zero, the items are assumed to be 'equal' and no moving will take place.

**51.6.13 TFPGList.First**

Synopsis: First non-empty item

Declaration: `Property First : T`

Visibility: `public`

Access: `Read,Write`

Description: `First` returns the first non-empty item, which means the first item not equal to `T(0)`. If no such element is present, `T(0)` is returned.

See also: `TFPSList.First` ([249](#)), `TFPGList.Last` ([226](#))

**51.6.14 TFPGList.Last**

Synopsis: Last non-empty item

Declaration: `Property Last : T`

Visibility: `public`

Access: `Read,Write`

Description: `Last` returns the last non-empty item, which means the last item not equal to `T(0)`. If no such element is present, `T(0)` is returned.

See also: `TFPGList.First` ([226](#)), `TFPSList.Last` ([249](#))

**51.6.15 TFPGList.Items**

Synopsis: Indexed access to items in the list

Declaration: `Property Items[Index: Integer]: T; default`

Visibility: `public`

Access: `Read,Write`

**Description:** `Items` provides indexed access to the items in the list. The items can be get or set.

The index `Index` is zero based, and has a maximum value of `Count-1` (248).

**Errors:** If an invalid index is used, an `EListError` (219) exception is raised.

See also: `TFPSList.Count` (248)

### 51.6.16 TFPGList.List

**Synopsis:** Internal list object

**Declaration:** `Property List : PTypeList`

**Visibility:** public

**Access:** Read

**Description:** `List` is the internal list of items. It should not be used directly.

See also: `TFPGList.Items` (226)

## 51.7 TFPGListEnumerator

### 51.7.1 Description

`TFPGListEnumerator` is a generic list enumerator. It is used in the `TFPGList` (223) class to implement the enumerator for the list.

Normally there should be no need to instantiate or use this class directly.

See also: `TFPGList` (223)

### 51.7.2 Method overview

Page	Method	Description
227	<code>Create</code>	Create a new list enumerator
228	<code>MoveNext</code>	Move to next element in the list

### 51.7.3 Property overview

Page	Properties	Access	Description
228	<code>Current</code>	r	Current enumerated element

### 51.7.4 TFPGListEnumerator.Create

**Synopsis:** Create a new list enumerator

**Declaration:** `constructor Create (AList: TFPSList)`

**Visibility:** public

**Description:** `Create` is called by the list `AList` to initialize a new enumerator. There should be no need to call this directly.

See also: `TFPGList` (223)

### 51.7.5 TFPGListEnumerator.MoveNext

Synopsis: Move to next element in the list

Declaration: `function MoveNext : Boolean`

Visibility: public

Description: `MoveNext` moves to the next element in the list.

See also: `TFPGListEnumerator.Current` ([228](#))

### 51.7.6 TFPGListEnumerator.Current

Synopsis: Current enumerated element

Declaration: `Property Current : T`

Visibility: public

Access: Read

Description: `Current` returns the currently enumerated element. It is only valid after `TFPGListEnumerator.MoveNext` ([228](#)) was called and returned `True`.

See also: `TFPGListEnumerator.MoveNext` ([228](#))

## 51.8 TFPGMap

### 51.8.1 Description

`TFPGMap` is a generic map class. It can be used to specialize a map for any key type and data type that do not require manual reference counting: For reference counted interface objects, `TFPGMapInterfacedObjectData` ([233](#)) must be used.

See also: `TFPGMapInterfacedObjectData` ([233](#))

### 51.8.2 Method overview

Page	Method	Description
<a href="#">229</a>	Add	Add a key and value to the map
<a href="#">229</a>	Create	Create a new instance of the map
<a href="#">229</a>	Find	Find item based on key
<a href="#">230</a>	IndexOf	Find index of a key in the list.
<a href="#">230</a>	IndexOfData	Find index of data value in the list.
<a href="#">230</a>	InsertKey	Insert a new key in the list
<a href="#">230</a>	InsertKeyData	Insert a new key with associated data in the list
<a href="#">231</a>	Remove	Remove a key from the list

### 51.8.3 Property overview

Page	Properties	Access	Description
<a href="#">231</a>	Data	rw	Indexed access to the data in the list
<a href="#">231</a>	KeyData	rw	Access to data based on key
<a href="#">231</a>	Keys	rw	Indexed access to the keys in the list.
<a href="#">232</a>	OnCompare	rw	Alias for OnKeyCompare
<a href="#">232</a>	OnDataCompare	rw	Compare function for data values.
<a href="#">232</a>	OnKeyCompare	rw	Compare function for key values.

### 51.8.4 TFPGMap.Create

Synopsis: Create a new instance of the map

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new map. It mainly initializes the `TFPSMap` ([250](#)) parent with the sized of the key and data.

See also: `TFPSMap.Create` ([250](#))

### 51.8.5 TFPGMap.Add

Synopsis: Add a key and value to the map

Declaration: `function Add(const AKey: TKey;const AData: TData) : Integer`  
`function Add(const AKey: TKey) : Integer`

Visibility: `public`

Description: `Add` adds a new key `AKey` of generic type `TKey` with data value `AData` to the list and returns the position at which the key was added.

Errors: If the item could not be added, an `EListError` ([219](#)) exception is raised. If `Duplicates` ([253](#)) is set to `dupError` and a duplicate key is added, an `EListError` ([219](#)) exception is raised.

See also: `TFPGMap.Keys` ([231](#)), `TFPGMap.IndexOf` ([230](#)), `TFPGMap.KeyData` ([231](#)), `TFPGMap.Data` ([231](#)), `TFPSMap.Duplicates` ([253](#))

### 51.8.6 TFPGMap.Find

Synopsis: Find item based on key

Declaration: `function Find(const AKey: TKey;out Index: Integer) : Boolean`

Visibility: `public`

Description: `Find` will search the first key smaller than or equal to `AKey` and return its index in `AIndex`. If the key was not found then -1 is returned. The return value of the function is `True` if an exact match for `AKey` is found, `False` otherwise.

See also: `TFPGMap.IndexOf` ([230](#)), `TFPGMap.IndexOfData` ([230](#))

### 51.8.7 TFPGMap.IndexOf

Synopsis: Find index of a key in the list.

Declaration: `function IndexOf(const AKey: TKey) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `AKey` in the list, or -1 if the key was not found in the list.

Errors: None.

See also: `TFPGMap.Find` (229), `TFPGMap.IndexOfData` (230)

### 51.8.8 TFPGMap.IndexOfData

Synopsis: Find index of data value in the list.

Declaration: `function IndexOfData(const AData: TData) : Integer`

Visibility: public

Description: `IndexOfData` returns the index of `AData` in the list, or -1 if the data was not found in the list.

Errors: None.

See also: `TFPGMap.Find` (229), `TFPGMap.IndexOf` (230)

### 51.8.9 TFPGMap.InsertKey

Synopsis: Insert a new key in the list

Declaration: `procedure InsertKey(Index: Integer; const AKey: TKey)`

Visibility: public

Description: `InsertKey` inserts key `AKey` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (219) exception will be raised.

See also: `TFPGMap.InsertKeyData` (230), `TFPGMap.Add` (229), `TFPSMap.Delete` (250), `TFPSMap.Remove` (253)

### 51.8.10 TFPGMap.InsertKeyData

Synopsis: Insert a new key with associated data in the list

Declaration: `procedure InsertKeyData(Index: Integer; const AKey: TKey;  
const AData: TData)`

Visibility: public

Description: `InsertKey` inserts key `AKey` with associated data `AData` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (219) exception will be raised.

See also: `TFPGMap.InsertKey` (230), `TFPGMap.Add` (229), `TFPSMap.Delete` (250), `TFPGMap.Remove` (231)

### 51.8.11 TFPGMap.Remove

Synopsis: Remove a key from the list

Declaration: `function Remove(const AKey: TKey) : Integer`

Visibility: public

Description: `Remove` removes the key `AKey` from the list, together with its associated data. The function returns the index of `AKey` prior to removal from the list, or -1 if `AKey` was not present in the list.

Errors: None.

See also: `TFPGMap.InsertKey` (230), `TFPGMap.InsertKeyData` (230), `TFPGMap.Add` (229), `TFPSMap.Delete` (250)

### 51.8.12 TFPGMap.Keys

Synopsis: Indexed access to the keys in the list.

Declaration: `Property Keys[Index: Integer]: TKey`

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to the key values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Key values can always be read, but can only be written if the list is unsorted.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an `EListError` (219) exception will be raised. The same exception is raised if a key is written and the list is sorted.

See also: `TFPSList.Count` (248), `TFPGMap.Data` (231), `TFPGMap.KeyData` (231)

### 51.8.13 TFPGMap.Data

Synopsis: Indexed access to the data in the list

Declaration: `Property Data[Index: Integer]: TData`

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to the data values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Data can always be read or written.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an `EListError` (219) exception will be raised.

See also: `TFPSList.Count` (248), `TFPGMap.Keys` (231), `TFPGMap.KeyData` (231)

### 51.8.14 TFPGMap.KeyData

Synopsis: Access to data based on key

Declaration: `Property KeyData[AKey: TKey]: TData; default`

Visibility: public

Access: Read,Write



**Description:** `KeyData` allows access to the data based on the key value `AKey`. The data can be read and written. When writing, writing using an existing key will overwrite the current data. If it does not exist yet, it will be created. When reading, if the key is not present, an `EListError` (219) will be raised.

**Errors:** If the key does not exist, an `EListError` (219) exception will be raised.

**See also:** `TFPSList.Count` (248), `TFPGMap.Keys` (231), `TFPGMap.Data` (231)

### 51.8.15 TFPGMap.OnCompare

**Synopsis:** Alias for `OnKeyCompare`

**Declaration:** `Property OnCompare : TKeyCompareFunc`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `OnCompare` is a deprecated property, use `TFPGMap.OnKeyCompare` (232) instead.

**See also:** `TFPGMap.OnKeyCompare` (232)

### 51.8.16 TFPGMap.OnKeyCompare

**Synopsis:** Compare function for key values.

**Declaration:** `Property OnKeyCompare : TKeyCompareFunc`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `OnKeyCompare` can be set to a function that compares key values. The default value for this event is a function that compares keys based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- If the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

**See also:** `TFPGMap.OnDataCompare` (232)

### 51.8.17 TFPGMap.OnDataCompare

**Synopsis:** Compare function for data values.

**Declaration:** `Property OnDataCompare : TDataCompareFunc`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `OnDataCompare` can be set to a function that compares data values. The default value for this event is a function that compares data based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first data item (`Data1`) is assumed to be 'less' than the second data item (`Data2`) and will be moved before the second in the list.
- If the function result is positive, the first data item (`Data1`) pointer is assumed to be 'greater than' the second data item (`Data2`) and will be moved after the second in the list.
- If the function result is zero, the data items are assumed to be 'equal' and no moving will take place.

See also: `TFPGMap.OnKeyCompare` (232)

## 51.9 TFPGMapInterfacedObjectData

### 51.9.1 Description

`TFPGInterfacedObjectMap` is a generic map class. It can be used to specialize a map for any key type, with associated data type that requires manual reference counting: any type which implements `IInterface`. For non-reference counted objects, `TFPGMap` (228) should be used.

This map class is entirely equivalent to `TFPGMap` (228), but operates on data items that require additional reference counting code on the data.

See also: `TFPGMap` (228)

### 51.9.2 Method overview

Page	Method	Description
<a href="#">234</a>	<code>Add</code>	Add a key and value to the map
<a href="#">233</a>	<code>Create</code>	Create a new instance of the map
<a href="#">234</a>	<code>Find</code>	Find item based on key
<a href="#">234</a>	<code>IndexOf</code>	Find index of a key in the list.
<a href="#">235</a>	<code>IndexOfData</code>	Find index of data value in the list.
<a href="#">235</a>	<code>InsertKey</code>	Insert a new key in the list
<a href="#">235</a>	<code>InsertKeyData</code>	Insert a new key with associated data in the list
<a href="#">235</a>	<code>Remove</code>	Remove a key from the list

### 51.9.3 Property overview

Page	Properties	Access	Description
<a href="#">236</a>	<code>Data</code>	rw	Indexed access to the data in the list
<a href="#">236</a>	<code>KeyData</code>	rw	Access to data based on key
<a href="#">236</a>	<code>Keys</code>	rw	Indexed access to the keys in the list.
<a href="#">237</a>	<code>OnCompare</code>	rw	Alias for <code>OnKeyCompare</code>
<a href="#">237</a>	<code>OnDataCompare</code>	rw	Compare function for data values.
<a href="#">237</a>	<code>OnKeyCompare</code>	rw	Compare function for key values.

### 51.9.4 TFPGMapInterfacedObjectData.Create

Synopsis: Create a new instance of the map

Declaration: `constructor Create`

Visibility: `public`

**Description:** `Create` instantiates a new map. It mainly initializes the `TFPSMap` (250) parent with the sized of the key and data.

See also: `TFPSMap.Create` (250)

### 51.9.5 `TFPGMapInterfacedObjectData.Add`

**Synopsis:** Add a key and value to the map

**Declaration:** `function Add(const AKey: TKey;const AData: TData) : Integer`  
`function Add(const AKey: TKey) : Integer`

**Visibility:** public

**Description:** `Add` adds a new key `AKey` of generic type `TKey` with data value `AData` to the list and returns the position at which the key was added.

**Errors:** If the item could not be added, an `EListError` (219) exception is raised. If `Duplicates` (253) is set to `dupError` and a duplicate key is added, an `EListError` (219) exception is raised.

See also: `TFPGMapInterfacedObjectData.Keys` (236), `TFPGMapInterfacedObjectData.IndexOf` (234), `TFPGMapInterfacedObjectData.KeyData` (236), `TFPGMapInterfacedObjectData.Data` (236), `TFPS.Duplicates` (218)

### 51.9.6 `TFPGMapInterfacedObjectData.Find`

**Synopsis:** Find item based on key

**Declaration:** `function Find(const AKey: TKey;out Index: Integer) : Boolean`

**Visibility:** public

**Description:** `Find` will search the first key smaller than or equal to `AKey` and return its index in `AIndex`. If the key was not found then -1 is returned. The return value of the function is `True` if an exact match for `AKey` is found, `False` otherwise.

See also: `TFPGMapInterfacedObjectData.IndexOf` (234), `TFPGMapInterfacedObjectData.IndexOfData` (235)

### 51.9.7 `TFPGMapInterfacedObjectData.IndexOf`

**Synopsis:** Find index of a key in the list.

**Declaration:** `function IndexOf(const AKey: TKey) : Integer`

**Visibility:** public

**Description:** `IndexOf` returns the index of `AKey` in the list, or -1 if the key was not found in the list.

**Errors:** None.

See also: `TFPGMapInterfacedObjectData.Find` (234), `TFPGMapInterfacedObjectData.IndexOfData` (235)

### 51.9.8 TFPGMapInterfacedObjectData.IndexOfData

Synopsis: Find index of data value in the list.

Declaration: `function IndexOfData(const AData: TData) : Integer`

Visibility: public

Description: `IndexOfData` returns the index of `AData` in the list, or -1 if the data was not found in the list.

Errors: None.

See also: `TFPGMapInterfacedObjectData.Find` (234), `TFPGMapInterfacedObjectData.IndexOf` (234)

### 51.9.9 TFPGMapInterfacedObjectData.InsertKey

Synopsis: Insert a new key in the list

Declaration: `procedure InsertKey(Index: Integer; const AKey: TKey)`

Visibility: public

Description: `InsertKey` inserts key `AKey` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (219) exception will be raised.

See also: `TFPGMapInterfacedObjectData.InsertKeyData` (235), `TFPGMapInterfacedObjectData.Add` (234), `TFPSMapInterfacedObjectData.Delete` (218), `TFPSMapInterfacedObjectData.Remove` (218)

### 51.9.10 TFPGMapInterfacedObjectData.InsertKeyData

Synopsis: Insert a new key with associated data in the list

Declaration: `procedure InsertKeyData(Index: Integer; const AKey: TKey;  
const AData: TData)`

Visibility: public

Description: `InsertKey` inserts key `AKey` with associated data `AData` at position `Index` in the list. It is not allowed to insert a key in a sorted list.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, or the list is sorted, an `EListError` (219) exception will be raised.

See also: `TFPGMapInterfacedObjectData.InsertKey` (235), `TFPGMapInterfacedObjectData.Add` (234), `TFPSMapInterfacedObjectData.Delete` (218), `TFPGMapInterfacedObjectData.Remove` (235)

### 51.9.11 TFPGMapInterfacedObjectData.Remove

Synopsis: Remove a key from the list

Declaration: `function Remove(const AKey: TKey) : Integer`

Visibility: public

Description: `Remove` removes the key `AKey` from the list, together with its associated data. The function returns the index of `AKey` prior to removal from the list, or -1 if `AKey` was not present in the list.

Errors: None.

See also: [TFPGMap.InsertKey \(230\)](#), [TFPGMap.InsertKeyData \(230\)](#), [TFPGMap.Add \(229\)](#), [TFPGMapInterfacedObjectData.Delete \(233\)](#)

### 51.9.12 TFPGMapInterfacedObjectData.Keys

Synopsis: Indexed access to the keys in the list.

Declaration: `Property Keys[Index: Integer]: TKey`

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to the key values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Key values can always be read, but can only be written if the list is unsorted.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an [EListError \(219\)](#) exception will be raised. The same exception is raised if a key is written and the list is sorted.

See also: [TFPSList.Count \(248\)](#), [TFPGMapInterfacedObjectData.Data \(236\)](#), [TFPGMapInterfacedObjectData.KeyData \(236\)](#)

### 51.9.13 TFPGMapInterfacedObjectData.Data

Synopsis: Indexed access to the data in the list

Declaration: `Property Data[Index: Integer]: TData`

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to the data values in the list. Valid values for `Index` are in the range `[0..Count-1]`. Data can always be read or written.

Errors: If the index `AIndex` is out of range `[0..Count-1]`, an [EListError \(219\)](#) exception will be raised.

See also: [TFPSList.Count \(248\)](#), [TFPGMapInterfacedObjectData.Keys \(236\)](#), [TFPGMapInterfacedObjectData.KeyData \(236\)](#)

### 51.9.14 TFPGMapInterfacedObjectData.KeyData

Synopsis: Access to data based on key

Declaration: `Property KeyData[AKey: TKey]: TData; default`

Visibility: public

Access: Read,Write

Description: `KeyData` allows access to the data based on the key value `AKey`. The data can be read and written. When writing, writing using an existing key will overwrite the current data. If it does not exist yet, it will be created. When reading, if the key is not present, an [EListError \(219\)](#) will be raised.

Errors: If the key does not exist, an [EListError \(219\)](#) exception will be raised.

See also: [TFPSList.Count \(248\)](#), [TFPGMapInterfacedObjectData.Keys \(236\)](#), [TFPGMapInterfacedObjectData.Data \(236\)](#)

### 51.9.15 TFPGMapInterfacedObjectData.OnCompare

Synopsis: Alias for OnKeyCompare

Declaration: Property OnCompare : TKeyCompareFunc

Visibility: public

Access: Read,Write

Description: OnCompare is a deprecated property, use TFPGMapInterfacedObjectData.OnKeyCompare (237) instead.

See also: TFPGMapInterfacedObjectData.OnKeyCompare (237)

### 51.9.16 TFPGMapInterfacedObjectData.OnKeyCompare

Synopsis: Compare function for key values.

Declaration: Property OnKeyCompare : TKeyCompareFunc

Visibility: public

Access: Read,Write

Description: OnKeyCompare can be set to a function that compares key values. The default value for this event is a function that compares keys based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first key (`key1`) is assumed to be 'less' than the second key (`key2`) and will be moved before the second in the list.
- If the function result is positive, the first key (`key1`) pointer is assumed to be 'greater than' the second key (`key2`) and will be moved after the second in the list.
- if the function result is zero, the keys are assumed to be 'equal' and no moving will take place.

See also: TFPGMapInterfacedObjectData.OnDataCompare (237)

### 51.9.17 TFPGMapInterfacedObjectData.OnDataCompare

Synopsis: Compare function for data values.

Declaration: Property OnDataCompare : TDataCompareFunc

Visibility: public

Access: Read,Write

Description: OnDataCompare can be set to a function that compares data values. The default value for this event is a function that compares data based on a byte-by-byte comparison of the memory block. The function must have the following semantics:

- If the result of this function is negative, the first data item (`Data1`) is assumed to be 'less' than the second data item (`Data2`) and will be moved before the second in the list.
- If the function result is positive, the first data item (`Data1`) pointer is assumed to be 'greater than' the second data item (`Data2`) and will be moved after the second in the list.
- if the function result is zero, the data items are assumed to be 'equal' and no moving will take place.

See also: TFPGMapInterfacedObjectData.OnKeyCompare (237)

## 51.10 TFPGObjectList

### 51.10.1 Description

`TFPGList` can be used to specialize a list for any class type `T` that does not require reference counting (such as interfaced objects). It will specialize to a list with the same methods as `TFPSList` (242) or `classes.TFPList` (218) or `TFPObjectList`

See also: `TFPSList` (242), `classes.TFPList` (218)

### 51.10.2 Method overview

Page	Method	Description
238	<code>Add</code>	Add new object of class <code>T</code> to the list.
240	<code>Assign</code>	Copy objects from Source list
238	<code>Create</code>	Instantiate a new object list.
239	<code>Extract</code>	Extract an item from the list
239	<code>GetEnumerator</code>	Return a list enumerator for <code>T</code> .
239	<code>IndexOf</code>	Index of item
240	<code>Insert</code>	Insert a new object in the list
240	<code>Remove</code>	Remove an object from the list.
240	<code>Sort</code>	Sort the objects in the list

### 51.10.3 Property overview

Page	Properties	Access	Description
241	<code>First</code>	rw	First non-nil item
242	<code>FreeObjects</code>	rw	Does the list own the objects or not?
241	<code>Items</code>	rw	Indexed access to objects in the list.
241	<code>Last</code>	rw	Last non- <code>Nil</code> object
242	<code>List</code>	r	Internal list pointer

### 51.10.4 TFPGObjectList.Create

Synopsis: Instantiate a new object list.

Declaration: `constructor Create(FreeObjects: Boolean)`

Visibility: `public`

Description: `Create` instantiates a new object list. It will simply call the inherited constructor with the correct item size and will initialize `TFPGObjectList.FreeObjects` (242) with `FreeObjects`.

If `FreeObjects` is true, then the list owns the objects. Freeing or clearing the list will remove all objects from memory by calling the destructor. Deleting or removing an item from the list will also dispose of the element.

See also: `TFPGObjectList.FreeObjects` (242)

### 51.10.5 TFPGObjectList.Add

Synopsis: Add new object of class `T` to the list.

Declaration: `function Add(const Item: T) : Integer`

Visibility: public

Description: `Add` adds a new item `Item` of class type `T` to the list and returns the position at which the item was added.

Errors: If the item could not be added, an `EListError` (219) exception is raised.

See also: `TFPGObjectList.Extract` (239), `TFPGObjectList.Items` (241), `TFPGObjectList.IndexOf` (239)

### 51.10.6 TFPGObjectList.Extract

Synopsis: Extract an item from the list

Declaration: `function Extract(const Item: T) : T`

Visibility: public

Description: `Extract` removes `Item` from the list and returns the removed item, or `Nil` if it was not found.

The extracted object will not be destroyed even if the list owns the objects.

Errors: None.

See also: `TFPSList.Delete` (244)

### 51.10.7 TFPGObjectList.GetEnumerator

Synopsis: Return a list enumerator for `T`.

Declaration: `function GetEnumerator : TFPGListEnumeratorSpec`

Visibility: public

Description: `GetEnumerator` returns an enumerator for the elements in the list. It is a specialized version of `TFPGListEnumerator` (227).

See also: `TFPGListEnumerator` (227)

### 51.10.8 TFPGObjectList.IndexOf

Synopsis: Index of item

Declaration: `function IndexOf(const Item: T) : Integer`

Visibility: public

Description: `IndexOf` returns the index of `Item` in the list, or -1 if the item does not appear in the list.

Errors: None.

See also: `TFPGObjectList.Items` (241), `TFPGObjectList.Insert` (240), `TFPGObjectList.Add` (238)



### 51.10.9 TFPGObjectList.Insert

Synopsis: Insert a new object in the list

Declaration: `procedure Insert (Index: Integer; const Item: T)`

Visibility: public

Description: `Insert` inserts a new object (`Item`) in the list at position `Index`. The index is zero based and must be less than `Count` (248).

Errors: If an invalid index is specified, an `EListError` (219) exception is raised.

See also: `TFPGList.Items` (226), `TFPGList.Insert` (225), `TFPSList.Add` (244)

### 51.10.10 TFPGObjectList.Assign

Synopsis: Copy objects from Source list

Declaration: `procedure Assign (Source: TFPGObjectList)`

Visibility: public

Description: `Assign` clears the list and copies all items in `Source` to the list. The source list must be of the same type as the destination list.

Take care if both the list owns the objects (i.e. have `TFPGObjectList.FreeObjects` (242) set to `True`), this may result to access violations.

See also: `TFPSList.Clear` (244), `TFPGObjectList.Add` (238)

### 51.10.11 TFPGObjectList.Remove

Synopsis: Remove an object from the list.

Declaration: `function Remove (const Item: T) : Integer`

Visibility: public

Description: `Remove` removes the object `Item` from the list, and returns the index of the removed item. If no item was removed, `-1` is returned. Only the first object is removed.

If the list owns the objects, (`TFPGObjectList.FreeObjects` (242) is set to `True`) then the object is freed.

Errors: None.

See also: `TFPGObjectList.IndexOf` (239), `TFPSList.Delete` (244), `TFPGObjectList.FreeObjects` (242)

### 51.10.12 TFPGObjectList.Sort

Synopsis: Sort the objects in the list

Declaration: `procedure Sort (Compare: TCompareFunc)`

Visibility: public

Description: `Sort` sorts the elements in the list using the provided `Compare` function. The list passes 2 items to the compare function. The result of this function determines how the items will be sorted:

- If the result of this function is negative, the first object (`Item1`) is assumed to be 'less' than the second object (`Item2`) and will be moved before the second in the list.
- If the function result is positive, the first object (`Item1`) is assumed to be 'greater than' the second object (`Item2`) and will be moved after the second in the list.
- If the function result is zero, the objects are assumed to be 'equal' and no moving will take place.

Errors: None.

### 51.10.13 `TFPGObjectList.First`

Synopsis: First non-nil item

Declaration: `Property First : T`

Visibility: public

Access: Read,Write

Description: `First` returns the first non-nil item. If no such element is present, `Nil` is returned.

See also: `TFPSList.First` (249), `TFPGList.Last` (226), `TFPSList.Pack` (247)

### 51.10.14 `TFPGObjectList.Last`

Synopsis: Last non-`Nil` object

Declaration: `Property Last : T`

Visibility: public

Access: Read,Write

Description: `Last` returns the last non-`Nil` object. If no such element is present, `Nil` is returned.

See also: `TFPGObjectList.First` (241), `TFPSList.Last` (249)

### 51.10.15 `TFPGObjectList.Items`

Synopsis: Indexed access to objects in the list.

Declaration: `Property Items[Index: Integer]: T; default`

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the objects in the list. The objects can be get or set.

The index `Index` is zero based, and has a maximum value of `Count-1` (248).

If the list owns the objects, (`TFPGObjectList.FreeObjects` (242) is set to `True`) then the previous object at position `Index` is freed when setting the property.

Errors: If an invalid index is used, an `EListError` (219) exception is raised.

See also: `TFPSList.Count` (248), `TFPGObjectList.FreeObjects` (242)

### 51.10.16 TFPGObjectList.List

Synopsis: Internal list pointer

Declaration: `Property List : PTypeList`

Visibility: `public`

Access: `Read`

Description: `List` is the internal list of objects. It should not be used directly.

See also: `TFPGObjectList.Items` ([241](#))

### 51.10.17 TFPGObjectList.FreeObjects

Synopsis: Does the list own the objects or not?

Declaration: `Property FreeObjects : Boolean`

Visibility: `public`

Access: `Read, Write`

Description: `FreeObjects` indicates whether the list owns the objects or not. If set to `True`, freeing or clearing the list will remove all objects from memory by calling the destructor. Deleting or removing an item from the list will also dispose of the element.

The initial value for this property is set in the constructor and is `True` by default.

See also: `TFPGObjectList.FreeObjects` ([242](#))

## 51.11 TFPSList

### 51.11.1 Description

`TFPSList` can be seen as the generalized equivalent of the classes unit `TFPList` ([218](#)) list. It is used as a base class for the `TFPGList` ([223](#)), `TFPGMap` ([228](#)), `TFPGObjectList` ([238](#)), `TFPGInterfaceObjectList` ([219](#)) and `TFPGMapInterfacedObjectData` ([233](#)) generic classes.

This list is not meant to be used directly, it is an auxiliary class for the actual generic list classes.

See also: `classes.TFPList` ([218](#)), `TFPGMap` ([228](#)), `TFPGObjectList` ([238](#)), `TFPGInterfacedObjectList` ([219](#)), `TFPGMapInterfacedObjectData` ([233](#))

### 51.11.2 Method overview

Page	Method	Description
<a href="#">244</a>	Add	Add a new item to the list
<a href="#">246</a>	Assign	Copy one list to another
<a href="#">244</a>	Clear	Clear the list
<a href="#">243</a>	Create	Create a new instance of <code>TFPSList</code>
<a href="#">244</a>	Delete	Delete an item from the list
<a href="#">243</a>	Destroy	Destroy the list instance.
<a href="#">244</a>	Error	Raise an <code>EListError</code> exception.
<a href="#">245</a>	Exchange	Exchange two items in the list
<a href="#">245</a>	Expand	Expand the capacity of the list
<a href="#">245</a>	Extract	delete an element from the list
<a href="#">245</a>	IndexOf	Search an item in the list
<a href="#">246</a>	Insert	Insert a new item in the list.
<a href="#">246</a>	Move	Moves an item from one position in the list to another.
<a href="#">247</a>	Pack	Remove empty items from the list
<a href="#">247</a>	Remove	Remove the item from the list
<a href="#">247</a>	Sort	Sort the list

### 51.11.3 Property overview

Page	Properties	Access	Description
<a href="#">248</a>	Capacity	rw	Current capacity of the list
<a href="#">248</a>	Count	rw	Current element count
<a href="#">249</a>	First	rw	Pointer to first non-empty item in the list
<a href="#">248</a>	Items	rw	Items in the list
<a href="#">249</a>	ItemSize	r	Size of the items in the list
<a href="#">249</a>	Last	rw	Pointer to last non-empty item in the list
<a href="#">249</a>	List	r	Internal list pointer

### 51.11.4 TFPSList.Create

Synopsis: Create a new instance of `TFPSList`

Declaration: `constructor Create(AItemSize: Integer)`

Visibility: `public`

Description: `Create` creates a new instance of `TFPSList`, and initializes the item size to `ItemSize`, which defaults to the size of a pointer.

See also: `TFPSList.ItemSize` ([249](#)), `TFPSList.Destroy` ([243](#))

### 51.11.5 TFPSList.Destroy

Synopsis: Destroy the list instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` clears and cleans up the list instance. Depending on the descendant, this may also remove the items in the list from memory.

See also: `TFPSList.Clear` ([244](#))

### 51.11.6 TFPSList.Add

Synopsis: Add a new item to the list

Declaration: `function Add(Item: Pointer) : Integer`

Visibility: public

Description: `Add` adds the item pointed to by `Item` to the list. It is not the pointer `Item` itself which is added to the list, but rather the `TFPSList.ItemSize` (249) bytes of memory to which `Item` is pointing.

The function returns the index of the newly added item.

Errors: If the maximum list size is reached, an `EListError` (219) is raised.

See also: `TFPSList.Delete` (244), `TFPSList.Items` (248), `TFPSList.Clear` (244)

### 51.11.7 TFPSList.Clear

Synopsis: Clear the list

Declaration: `procedure Clear`

Visibility: public

Description: `Clear` removes all the items in the list. Depending on the descendent, the list items themselves may be cleared as well.

See also: `TFPSList.Delete` (244), `TFPSList.Items` (248), `TFPSList.Add` (244)

### 51.11.8 TFPSList.Delete

Synopsis: Delete an item from the list

Declaration: `procedure Delete(Index: Integer)`

Visibility: public

Description: `Delete` deletes the item at position `Index` from the list. Depending on the descendent, the list items itself may be cleared as well.

Errors: If `Index` is out of bounds, an `EListError` (219) exception is raised.

See also: `TFPSList.Clear` (244), `TFPSList.Items` (248), `TFPSList.Add` (244)

### 51.11.9 TFPSList.Error

Synopsis: Raise an `EListError` exception.

Declaration: `class procedure Error(const Msg: string; Data: PtrInt)`

Visibility: public

Description: `Error` is an auxiliary routine which raises an `EListError` (219) exception formatted from `Msg` and `Data`.

See also: `EListError` (219)

**51.11.10 TFPSList.Exchange**

Synopsis: Exchange two items in the list

Declaration: `procedure Exchange (Index1: Integer; Index2: Integer)`

Visibility: public

Description: `Exchange` will exchange 2 items at positions `Index1` and `Index2` in the list.

Errors: If `Index1` or `Index2` are out of bounds, an `EListError` (219) exception is raised.

**51.11.11 TFPSList.Expand**

Synopsis: Expand the capacity of the list

Declaration: `function Expand : TFPSList`

Visibility: public

Description: `Expand` will expand the capacity of the list, and returns itself.

Errors: If the size will become larger than `MaxListSize` (218) an `EListError` (219) exception will be raised.

See also: `MaxListSize` (218), `TFPSList.Capacity` (248)

**51.11.12 TFPSList.Extract**

Synopsis: delete an element from the list

Declaration: `procedure Extract (Item: Pointer; ResultPtr: Pointer)`

Visibility: public

Description: `Extract` removes the item pointed to by `Item` from the list. It returns a pointer to the actually removed item from the list. The item is searched using `TFPSList.IndexOf` (245). If the item is not found, `nil` is returned.

Some descendants own the items in the list. `Extract` will not dispose of the item, as `TFPSList.Delete` (244) does.

Errors: None.

See also: `TFPSList.Delete` (244), `TFPSList.Add` (244), `TFPSList.IndexOf` (245)

**51.11.13 TFPSList.IndexOf**

Synopsis: Search an item in the list

Declaration: `function IndexOf (Item: Pointer) : Integer`

Visibility: public

Description: `IndexOf` searches in the list for the item pointed to by `Item`, and returns the position (0-based index) of the item in the list, or -1 if it was not found. The items are compared using `system.CompareMem` (218), so an exact memory layout match.

See also: `TFPSList.Extract` (245)

**51.11.14 TFPSList.Insert**

Synopsis: Insert a new item in the list.

Declaration: `procedure Insert (Index: Integer; Item: Pointer)`  
`function Insert (Index: Integer) : Pointer`

Visibility: public

Description: `Insert` comes in 2 overloaded version. The version without `Item` creates a slot for a new item at position `Index` in the list, and returns a pointer to the new slot. The slot will be of size `TFPSList.ItemSize` (249).

The version with `Item` argument will allocate a slot in the list at position `Index` and will copy the item pointed to by `Item` to the slot in the list.

In both cases, `Index` must be 0-based.

Errors: If `Index` is invalid, an `EListError` (219) exception will be raised.

See also: `TFPSList.Add` (244), `TFPSList.Delete` (244), `TFPSList.Extract` (245)

**51.11.15 TFPSList.Move**

Synopsis: Moves an item from one position in the list to another.

Declaration: `procedure Move (CurIndex: Integer; NewIndex: Integer)`

Visibility: public

Description: `Move` moves the item at position `CurIndex` to position `NewIndex`. This is done by storing the value at position `CurIndex`, deleting the pointer at position `CurIndex`, and reinserting the value at position `NewIndex`.

Errors: If `CurIndex` or `Newindex` are not inside the valid range of indices, an `EListError` (219) exception is raised.

See also: `Exchange` (245)

**51.11.16 TFPSList.Assign**

Synopsis: Copy one list to another

Declaration: `procedure Assign (Obj: TFPSList)`

Visibility: public

Description: `Assign` clears the list and will add all items from `Obj` to the list. The items are copied one by one.

Errors: If the `TFPSList.ItemSize` (249) differs for the two lists, an `EListError` (219) exception is raised.

See also: `TFPSList.Add` (244)

### 51.11.17 TFPSList.Remove

Synopsis: Remove the item from the list

Declaration: `function Remove(Item: Pointer) : Integer`

Visibility: public

Description: `Remove` searches `Item` in the list, and deletes it from the list. It returns the index of the item that was removed, or -1 if it was not found. Only the first match is removed.

If a descendent of `TFPSList` owns the object of the list, the item is removed from memory. If this is not desired, then `TFPSList.Extract` (245) must be used instead.

See also: `TFPSList.Extract` (245), `TFPSList.IndexOf` (245)

### 51.11.18 TFPSList.Pack

Synopsis: Remove empty items from the list

Declaration: `procedure Pack`

Visibility: public

Description: `Pack` will remove all empty items from the list. An item is considered to be empty if the memory location where the item is stored contains only zero bytes.

See also: `TFPSList.Clear` (244), `TFPSList.Sort` (247)

### 51.11.19 TFPSList.Sort

Synopsis: Sort the list

Declaration: `procedure Sort(Compare: TFPSListCompareFunc)`

Visibility: public

Description: `Sort`> sorts the items in the list. Two pointers are compared by passing them to the `Compare` function. The result of this function determines how the pointers will be sorted:

- If the result of this function is negative, the first item is assumed to be 'less' than the second and will be moved before the second item in the list.
- If the function result is positive, the first item is assumed to be 'greater than' the second and will be moved after the second item in the list.
- If the function result is zero, the pointers are assumed to be 'equal' and no moving will take place.

The sort is done using a quicksort algorithm.

See also: `TFPSListCompareFunc` (218)



### 51.11.20 TFPSList.Capacity

Synopsis: Current capacity of the list

Declaration: `Property Capacity : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Capacity` is the current capacity (maximum amount of elements) of the list. The list capacity will expand automatically if an item is added and the capacity is reached (i.e. `TFPSList.Count` (248) equals `capacity`). Expanding the list is an expensive operation involving reallocation of memory and moving of list data in memort, so capacity can be set to a large amount to avoid frequent reallocations.

See also: `TFPSList.Count` (248), `TFPSList.Expand` (245), `TFPSList.Items` (248)

### 51.11.21 TFPSList.Count

Synopsis: Current element count

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Count` is the current amount of elements in the list. It is initially zero. A valid item index is always a value between zero and `Count-1`.

See also: `TFPSList.Items` (248), `TFPSList.Capacity` (248)

### 51.11.22 TFPSList.Items

Synopsis: Items in the list

Declaration: `Property Items[Index: Integer]: Pointer; default`

Visibility: `public`

Access: `Read,Write`

Description: `Items` provides indexed access to the items in the list, the returned pointers are not the actual list items, but pointers to the elements in the list. The items can be get or set.

When assigning to the `Items` property, the memory area pointed to by the assigned pointer is copied to the list. Exactly `TFPSList.ItemSize` (249) bytes are copied.

The index `Index` is zero based, and has a maximum value of `Count-1` (248).

Errors: If an invalid index is used, an `EListError` (219) exception is raised.

See also: `TFPSList.ItemSize` (249), `TFPSList.Count` (248)

**51.11.23 TFPSList.ItemSize**

Synopsis: Size of the items in the list

Declaration: `Property ItemSize : Integer`

Visibility: public

Access: Read

Description: `ItemSize` is the memory size of the items in the list. It is specified in the constructor and cannot be changed during the lifetime of the list.

See also: `TFPSList.Create` ([243](#))

**51.11.24 TFPSList.List**

Synopsis: Internal list pointer

Declaration: `Property List : PByte`

Visibility: public

Access: Read

Description: `List` is a pointer to the memory area used for the items in the list. It should not be manipulated.

**51.11.25 TFPSList.First**

Synopsis: Pointer to first non-empty item in the list

Declaration: `Property First : Pointer`

Visibility: public

Access: Read,Write

Description: `First` returns the value of the first non-empty item in the list. An item is considered empty if consists of `TFPSList.ItemSize` ([249](#)) zero bytes.

If there are no non-empty items in the list, then `Nil` is returned.

See also: `TFPSList.Last` ([249](#)), `TFPSList.Pack` ([247](#))

**51.11.26 TFPSList.Last**

Synopsis: Pointer to last non-empty item in the list

Declaration: `Property Last : Pointer`

Visibility: public

Access: Read,Write

Description: `Last` returns the value of the last non-empty item in the list. An item is considered empty if consists of `TFPSList.ItemSize` ([249](#)) zero bytes.

If there are no non-empty items in the list, then `Nil` is returned.

See also: `TFPSList.Last` ([249](#)), `TFPSList.Pack` ([247](#))

## 51.12 TFPSMap

### 51.12.1 Description

TFPSMap can be used to create a map for any type `T` that does not require reference counting (such as interfaced objects). It will specialize to a map which is a generalized list with an arbitrary type as the list index (called the key).

This class should normally not be used directly, instead use one of the generic map objects such as TFPGMap (228).

See also: TFPGMap (228)

### 51.12.2 Method overview

Page	Method	Description
<a href="#">251</a>	Add	Add a key, value pair to the map.
<a href="#">250</a>	Create	Create a new map with given key and data size.
<a href="#">251</a>	Find	Find data using the associated key
<a href="#">251</a>	IndexOf	Index of key pointed to by AKey
<a href="#">252</a>	IndexOfData	Index of data item AData
<a href="#">252</a>	Insert	Insert a new slot for key and associated data item in the list
<a href="#">252</a>	InsertKey	Insert a key in the list
<a href="#">252</a>	InsertKeyData	Insert a key and associated in the list
<a href="#">253</a>	Remove	Remove a key/value pair from the map.
<a href="#">253</a>	Sort	Sort the list according to key

### 51.12.3 Property overview

Page	Properties	Access	Description
<a href="#">254</a>	Data	rw	Indexed access to the locations of all data items
<a href="#">254</a>	DataSize	r	Size (in bytes) for the data associated with keys
<a href="#">253</a>	Duplicates	rw	What to do with duplicate key values
<a href="#">255</a>	KeyData	rw	Access to data locations using key
<a href="#">254</a>	Keys	rw	Indexed access to the locations of all keys
<a href="#">254</a>	KeySize	r	Size (in bytes) for the key
<a href="#">256</a>	OnDataPtrCompare	rw	Callback to compare 2 data items
<a href="#">255</a>	OnKeyPtrCompare	rw	Callback to compare 2 keys
<a href="#">255</a>	OnPtrCompare	rw	Alias for OnKeyPtrCompare
<a href="#">255</a>	Sorted	rw	Is the map permanently sorted on key ?

### 51.12.4 TFPSMap.Create

Synopsis: Create a new map with given key and data size.

Declaration: `constructor Create(AKeySize: Integer; ADataSize: Integer)`

Visibility: `public`

Description: `Create` instantiates a new TFPSMap instance and initializes TFPSMap.KeySize (254) and TFPSMap.DataSize (254) with `AKeySize` and `ADataSize`, respectively. It also initializes the TFPSMap.OnDataPtrCompare (256) and TFPSMap.OnKeyPtrCompare (255) properties to functions that compare memory blocks.

Errors: None.

See also: [TFPSMap.Destroy \(250\)](#), [TFPSMap.KeySize \(254\)](#), [TFPSMap.DataSize \(254\)](#), [TFPSMap.OnDataPtrCompare \(256\)](#), [TFPSMap.OnKeyPtrCompare \(255\)](#)

### 51.12.5 TFPSMap.Add

Synopsis: Add a key, value pair to the map.

Declaration: `function Add(AKey: Pointer; AData: Pointer) : Integer`  
`function Add(AKey: Pointer) : Integer`

Visibility: public

Description: `Add` adds the memory pointed to by `AData` to the map using the memory pointed to by `AKey` as the key. If no data is specified, it allocates a slot for `AKey` and returns a pointer to that slot.

Errors: If the maximum amount of values is reached, `Add` will raise an [EListError \(219\)](#) exception.

See also: [TFPSMap.Insert \(252\)](#), [TFPSMap.IndexOf \(251\)](#)

### 51.12.6 TFPSMap.Find

Synopsis: Find data using the associated key

Declaration: `function Find(AKey: Pointer; out Index: Integer) : Boolean`

Visibility: public

Description: `Find` searches for the first key less than or equal to `AKey` and returns its index in the list in `Index`. It returns `True` if an exact match for the key was found. It returns `False` if the key was not found, and `Index` is then set to `-1`.

This function performs a binary search using the key comparing function specified in [OnKeyPtrCompare \(255\)](#).

Errors: if `OnKeyPtrCompare` is not set, an access violation will occur.

See also: [TFPSMap.OnKeyPtrCompare \(255\)](#)

### 51.12.7 TFPSMap.IndexOf

Synopsis: Index of key pointed to by `AKey`

Declaration: `function IndexOf(AKey: Pointer) : Integer`

Visibility: public

Description: `IndexOf` returns the index of the element with a key pointed to by `AKey`. It returns `-1` if the key was not found.

If the list is sorted, then a binary search is performed, otherwise a linear search is used to find the key.

Errors: None.

See also: [TFPSMap.Find \(251\)](#), [TFPSMap.IndexOfData \(252\)](#), [TFPSMap.Keys \(254\)](#), [TFPSMap.Data \(254\)](#)

**51.12.8 TFPSMap.IndexOfData**

Synopsis: Index of data item AData

Declaration: `function IndexOfData (AData: Pointer) : Integer`

Visibility: public

Description: `IndexOfData` returns the index of the element with data pointed to by AData. It returns -1 if the data item was not found. The search is always performed using a linear search.

See also: `TFPSMap.Find` (251), `TFPSMap.IndexOf` (251), `TFPSMap.Keys` (254), `TFPSMap.Data` (254)

**51.12.9 TFPSMap.Insert**

Synopsis: Insert a new slot for key and associated data item in the list

Declaration: `function Insert (Index: Integer) : Pointer`  
`procedure Insert (Index: Integer; out AKey: Pointer; out AData: Pointer)`

Visibility: public

Description: `Insert` will allocate a new slot in the list. It returns a pointer to the new slot. If AKey and AData are given, then they will point to the positions in the slot for the key and data items.

Errors: If the maximum amount of values is reached or an invalid index is specified, `Insert` will raise an `EListError` (219) exception.

See also: `TFPSMap.Add` (251), `TFPSMap.InsertKey` (252), `TFPSMap.InsertKeyData` (252)

**51.12.10 TFPSMap.InsertKey**

Synopsis: Insert a key in the list

Declaration: `procedure InsertKey (Index: Integer; AKey: Pointer)`

Visibility: public

Description: `InsertKey` will allocate a new slot in the list for a key value as pointed to by AKey, and copy the key pointed to by AKey to the slot.

Errors: If the maximum amount of values is reached or an invalid index is specified, `InsertKey` will raise an `EListError` (219) exception.

See also: `TFPSMap.Add` (251), `TFPSMap.Insert` (252), `TFPSMap.InsertKeyData` (252)

**51.12.11 TFPSMap.InsertKeyData**

Synopsis: Insert a key and associated in the list

Declaration: `procedure InsertKeyData (Index: Integer; AKey: Pointer; AData: Pointer)`

Visibility: public

Description: `InsertKeyData` will allocate a new slot in the list for a key value as pointed to by AKey, and copy the key pointed to by AKey as well as the data pointed to by AData to the newly allocated slot.

Errors: If the maximum amount of values is reached or an invalid index is specified, `InsertKeyData` will raise an `EListError` (219) exception.

See also: `TFPSMap.Add` (251), `TFPSMap.Insert` (252), `TFPSMap.InsertKey` (252)

### 51.12.12 TFPSMap.Remove

Synopsis: Remove a key/value pair from the map.

Declaration: `function Remove(AKey: Pointer) : Integer`

Visibility: `public`

Description: `Remove` removes the key/value pair pointing to by `AKey` from the map. It returns the index of `Akey` prior to removal from the list. If `AKey` was not found, -1 is returned.

Errors: None.

See also: `TFPSList.Delete` (244), `TFPSMap.IndexOf` (251)

### 51.12.13 TFPSMap.Sort

Synopsis: Sort the list according to key

Declaration: `procedure Sort`

Visibility: `public`

Description: `Sort` sorts the list according to the key value, using the compare function provided in `TFPSMap.OnKeyPtrCompare` (255)

Errors: None.

See also: `TFPSMap.OnKeyPtrCompare` (255), `TFPSMap.OnDataPtrCompare` (256)

### 51.12.14 TFPSMap.Duplicates

Synopsis: What to do with duplicate key values

Declaration: `Property Duplicates : TDuplicates`

Visibility: `public`

Access: Read,Write

Description: `Duplicates` can be set to determine what to do with duplicate key values in the map:

**dupIgnore**Ignore the new item, do not add it to the list.

**dupAccept**Accept duplicates, adding them to the list.

**dupError**Raise an error when an attempt is made to add a duplicate.

The value is ignored if `Sorted` (255) is `False`.

See also: `TFPSMap.Sorted` (255), `types.TDuplicates` (218)

### 51.12.15 TFPSMap.KeySize

Synopsis: Size (in bytes) for the key

Declaration: `Property KeySize : Integer`

Visibility: public

Access: Read

Description: `KeySize` is the size (in bytes) for the keys in the map. This size is initialized during list construction and defaults to the size of a pointer.

See also: `TFPSMap.Create` (250), `TFPSMap.DataSize` (254), `TFPSMap.Keys` (254), `TFPSMap.KeyData` (255)

### 51.12.16 TFPSMap.DataSize

Synopsis: Size (in bytes) for the data associated with keys

Declaration: `Property DataSize : Integer`

Visibility: public

Access: Read

Description: `DataSize` is the size (in bytes) for the data in the map. This size is initialized during list construction and defaults to the size of a pointer.

See also: `TFPSMap.Create` (250), `TFPSMap.KeySize` (254), `TFPSMap.Keys` (254), `TFPSMap.KeyData` (255), `TFPSMap.Data` (254)

### 51.12.17 TFPSMap.Keys

Synopsis: Indexed access to the locations of all keys

Declaration: `Property Keys[Index: Integer]: Pointer`

Visibility: public

Access: Read,Write

Description: `Keys` provides indexed access to all keys. It does not return the key, but returns a pointer to the key value. When setting the `Keys` property, a pointer to the key value must be set, and the key value is copied from the pointer.

See also: `TFPSMap.KeySize` (254), `TFPSMap.KeyData` (255), `TFPSMap.Data` (254)

### 51.12.18 TFPSMap.Data

Synopsis: Indexed access to the locations of all data items

Declaration: `Property Data[Index: Integer]: Pointer`

Visibility: public

Access: Read,Write

Description: `Data` provides indexed access to all data. It does not return the actual data, but returns a pointer to the data. When setting the `Data` property, a pointer to the data value must be set, and the data value is copied from the pointer.

See also: `TFPSMap.DataSize` (254), `TFPSMap.KeyData` (255), `TFPSMap.Keys` (254)

**51.12.19 TFPSMap.KeyData**

Synopsis: Access to data locations using key

Declaration: `Property KeyData[Key: Pointer]: Pointer; default`

Visibility: public

Access: Read,Write

Description: `KeyData` provides access to the data items, using their key value (as pointed to by `AKey`) as an index. When reading a non-existent key value, `Nil` is returned. If the key is found, a pointer to the associated data's location is returned. When writing, the key pointed to by `Key` is added if it was not present, and the data data is copied from the written pointer.

See also: `TFPSMap.DataSize` ([254](#)), `TFPSMap.KeyData` ([255](#)), `TFPSMap.Data` ([254](#)), `TFPSMap.Keys` ([254](#)), `TFPSMap.KeySize` ([254](#))

**51.12.20 TFPSMap.Sorted**

Synopsis: Is the map permanently sorted on key ?

Declaration: `Property Sorted : Boolean`

Visibility: public

Access: Read,Write

Description: `Sorted` can be set to true to keep the map permanently sorted on key value. The sorting happens using `TFPSMap.OnKeyPtrCompare` ([255](#)).

See also: `TFPSMap.OnKeyPtrCompare` ([255](#)), `TFPSMap.Sort` ([253](#)), `TFPSMap.Duplicates` ([253](#))

**51.12.21 TFPSMap.OnPtrCompare**

Synopsis: Alias for `OnKeyPtrCompare`

Declaration: `Property OnPtrCompare : TFPSListCompareFunc`

Visibility: public

Access: Read,Write

Description: `OnPtrCompare` is a deprecated alias for `OnKeyPtrCompare` ([255](#)).

See also: `TFPSMap.OnKeyPtrCompare` ([255](#)), `TFPSMap.OnDataPtrCompare` ([256](#))

**51.12.22 TFPSMap.OnKeyPtrCompare**

Synopsis: Callback to compare 2 keys

Declaration: `Property OnKeyPtrCompare : TFPSListCompareFunc`

Visibility: public

Access: Read,Write



**Description:** `OnKeyPtrCompare` is used to compare the values of 2 keys. By default it simply compares the byte values of the key memory block. It can be set to any function that performs another comparison. (e.g. a function that treats the memory blocks as a string pointer and compare the actual strings).

This function is used to sort the list or find a key.

See also: `TFPSListCompareFunc` ([218](#)), `TFPSMap.OnDataPtrCompare` ([256](#)), `TFPSMap.Sort` ([253](#)), `TFPSMap.Find` ([251](#)), `TFPSMap.IndexOf` ([251](#))

### 51.12.23 TFPSMap.OnDataPtrCompare

**Synopsis:** Callback to compare 2 data items

**Declaration:** `Property OnDataPtrCompare : TFPSListCompareFunc`

**Visibility:** public

**Access:** Read,Write

**Description:** `OnKeyPtrCompare` is used to compare the values of 2 keys. By default it simply compares the byte values of the key memory block. It can be set to any function that performs another comparison. (e.g. a function that treats the memory blocks as a string pointer and compare the actual strings).

This function is used to find a data item (`IndexOf` ([252](#))).

See also: `TFPSListCompareFunc` ([218](#)), `TFPSMap.OnKeyPtrCompare` ([255](#)), `TFPSMap.IndexOfData` ([252](#))

## Chapter 52

# Reference for unit 'fpwiderstring'

### 52.1 Used units

Table 52.1: Used units by unit 'fpwiderstring'

Name	Page
System	<a href="#">622</a>
unicodedata	<a href="#">702</a>

### 52.2 Overview

`fpwiderstring` implements unicode string support for the Free Pascal RTL using native Object Pascal routines. It is meant to be used on operating systems where the operating system does not natively support Unicode transformations and operations.

In general, it is sufficient to include the unit in the uses clause of a program. The initialization code of the unit will set the unicode string manager of the system unit to the object pascal implementation contained in this unit.

This unit needs unicode collation and character set tables in order to be able to do its work correctly. These must be registered using the routines of the `unicodedata` ([257](#)) unit: the FPC project distributes some unicode collation data in `.bco` files which can be loaded using the `LoadCollation` ([711](#)) routine.

In order for sorting and comparing of strings to work, a collation must be used. The collation in general depends on the internationalization of the application. Since the system unit does not know about collations, the collation must be set in the `fpWideString` unit using the `SetActiveCollation` ([257](#)) function. The collation can be set on a per-thread basis.

New threads get `DefaultCollationName` ([257](#)) as the active collation name.

The `fpwiderstring` unit performs conversions between unicode and single-byte ansistring conversions (excluding UTF8). Support for various single-byte encodings are based on the `charset` ([257](#)) unit. This unit can be used to load single byte code pages. Various code page units such as `cp895`, `cp932`, `cp950` are provided by the "rtl-unicode" package.

The `fpwiderstring` requires at least the Default Unicode Collation Element Table to be registered (called `DUCET`). The `DUCET` encoding is provided by the `unicodeducet` unit. More information can be found in the `unicodedata` ([257](#)) unit.

## Chapter 53

# Reference for unit 'getopts'

### 53.1 Overview

This document describes the GETOPTS unit for Free Pascal. It was written for linux by Michael Van Canneyt. It now also works for all supported platforms.

The getopts unit provides a mechanism to handle command-line options in a structured way, much like the GNU getopts mechanism. It allows you to define the valid options for your program, and the unit will then parse the command-line options for you, and inform you of any errors.

### 53.2 Constants, types and variables

#### 53.2.1 Constants

`EndOfOptions = #255`

Returned by `getopt` (260), `getlongopts` (260) to indicate that there are no more options.

`No_Argument = 0`

Specifies that a long option does not take an argument.

`Optional_Argument = 2`

Specifies that a long option optionally takes an argument.

`OptSpecifier : Set of Char = ['-']`

Character indicating an option on the command-line.

`Required_Argument = 1`

Specifies that a long option needs an argument.

### 53.2.2 Types

Orderings = (require\_order, permute, return\_in\_order)

Table 53.1: Enumeration values for type Orderings

Value	Explanation
permute	Change command-line options.
require_order	Don't touch the ordering of the command-line options
return_in_order	Return options in the correct order.

Command-line ordering options.

POption = ^TOption

Pointer to TOption (259) record.

```
TOption = record
  Name : string;
  Has_arg : Integer;
  Flag : PChar;
  Value : Char;
end
```

The TOption type is used to communicate the long options to GetLongOpts (260). The Name field is the name of the option. Has\_arg specifies if the option wants an argument, Flag is a pointer to a char, which is set to Value, if it is non-nil.

### 53.2.3 Variables

OptArg : string

Set to the argument of an option, if the option needs one.

OptErr : Boolean

Indicates whether getopt () prints error messages.

OptInd : LongInt

when all options have been processed, optind is the index of the first non-option parameter. This is a read-only variable. Note that it can become equal to paramcount+1.

OptOpt : Char

In case of an error, contains the character causing the error.

## 53.3 Procedures and functions

### 53.3.1 GetLongOpts

**Synopsis:** Return next long option.

**Declaration:** `function GetLongOpts (ShortOpts: string; LongOpts: POption;  
var Longind: LongInt) : Char`

**Visibility:** default

**Description:** Returns the next option found on the command-line, taking into account long options as well. If no more options are found, returns `EndOfOptions`. If the option requires an argument, it is returned in the `OptArg` variable.

`ShortOptions` is a string containing all possible one-letter options. (see [Getopt \(260\)](#) for its description and use) `LongOpts` is a pointer to the first element of an array of `Option` records, the last of which needs a name of zero length.

The function tries to match the names even partially (i.e. `-app` will match e.g. the append option), but will report an error in case of ambiguity. If the option needs an argument, set `Has_arg` to `Required_argument`, if the option optionally has an argument, set `Has_arg` to `Optional_argument`. If the option needs no argument, set `Has_arg` to zero.

Required arguments can be specified in two ways :

1. Pasted to the option : `-option=value`
2. As a separate argument : `-option value`

Optional arguments can only be specified through the first method.

**Errors:** see [Getopt \(260\)](#).

See also: [Getopt \(260\)](#)

### 53.3.2 GetOpt

**Synopsis:** Get next short option.

**Declaration:** `function GetOpt (ShortOpts: string) : Char`

**Visibility:** default

**Description:** Returns the next option found on the command-line. If no more options are found, returns `EndOfOptions`. If the option requires an argument, it is returned in the `OptArg` variable.

`ShortOptions` is a string containing all possible one-letter options. If a letter is followed by a colon (:), then that option needs an argument. If a letter is followed by 2 colons, the option has an optional argument. If the first character of `shortoptions` is a '+' then options following a non-option are regarded as non-options (standard Unix behavior). If it is a '-', then all non-options are treated as arguments of a option with character #0. This is useful for applications that require their options in the exact order as they appear on the command-line. If the first character of `shortoptions` is none of the above, options and non-options are permuted, so all non-options are behind all options. This allows options and non-options to be in random order on the command line.

**Errors:** Errors are reported through giving back a '?' character. `OptOpt` then gives the character which caused the error. If `OptErr` is `True` then `getopt` prints an error-message to `stdout`.

See also: [GetLongOpts \(260\)](#)

**Listing:** ./optex/optex.pp

---

```

program testopt;

{ Program to depmonstrate the getopt function. }

{
  Valid calls to this program are
  optex --verbose --add me --delete you
  optex --append --create child
  optex -ab -c me -d you
  and so on
}
uses getopt;

var c : char;
    optionindex : Longint;
    theopts : array[1..7] of TOption;

begin
  with theopts[1] do
    begin
      name := 'add';
      has_arg := 1;
      flag := nil;
      value := #0;
    end;
  with theopts[2] do
    begin
      name := 'append';
      has_arg := 0;
      flag := nil;
      value := #0;
    end;
  with theopts[3] do
    begin
      name := 'delete';
      has_arg := 1;
      flag := nil;
      value := #0;
    end;
  with theopts[4] do
    begin
      name := 'verbose';
      has_arg := 0;
      flag := nil;
      value := #0;
    end;
  with theopts[5] do
    begin
      name := 'create';
      has_arg := 1;
      flag := nil;
      value := 'c';
    end;
  with theopts[6] do
    begin
      name := 'file';
      has_arg := 1;

```

---

```

    flag:=nil;
    value:=#0;
end;
with theopts[7] do
    begin
        name:='';
        has_arg:=0;
        flag:=nil;
    end;
c:=#0;
repeat
    c:=getlongopts('abc:d:012',@theo[1],optionindex);
    case c of
        '1','2','3','4','5','6','7','8','9' :
            begin
                writeln('Got optind : ',c)
            end;
        #0 : begin
                write('Long option : ',theo[optionindex].name);
                if theopts[optionindex].has_arg>0 then
                    writeln(' With value : ',optarg)
                else
                    writeln
                end;
            'a' : writeln('Option a. ');
            'b' : writeln('Option b. ');
            'c' : writeln('Option c : ',optarg);
            'd' : writeln('Option d : ',optarg);
            '?' : writeln('Error with opt : ',optopt);
        end; { case }
    until c=endofoptions;
    if optind<=paramcount then
        begin
            write('Non options : ');
            while optind<=paramcount do
                begin
                    write(paramstr(optind),' ');
                    inc(optind)
                end;
            writeln
        end
    end.

```

---

## Chapter 54

# Reference for unit 'go32'

### 54.1 Overview

This document describes the GO32 unit for the Free Pascal compiler under dos. It was donated by Thomas Schatzl (tom\_at\_work@geocities.com), for which my thanks. This unit was first written for dos by Florian Klaempfl.

Only the GO32V2 DPMI mode is discussed by me here due to the fact that new applications shouldn't be created with the older GO32V1 model. The go32v2 version is much more advanced and better. Additionally a lot of functions only work in DPMI mode anyway. I hope the following explanations and introductions aren't too confusing at all. If you notice an error or bug send it to the FPC mailing list or directly to me. So let's get started and happy and error free coding I wish you.... Thomas Schatzl, 25. August 1998

### 54.2 Real mode callbacks

The callback mechanism can be thought of as the converse of calling a real mode procedure (i.e. interrupt), which allows your program to pass information to a real mode program, or obtain services from it in a manner that's transparent to the real mode program. In order to make a real mode callback available, you must first get the real mode callback address of your procedure and the selector and offset of a register data structure. This real mode callback address (this is a segment:offset address) can be passed to a real mode program via a software interrupt, a dos memory block or any other convenient mechanism. When the real mode program calls the callback (via a far call), the DPMI host saves the registers contents in the supplied register data structure, switches into protected mode, and enters the callback routine with the following settings:

- interrupts disabled
- %CS : %EIP = 48 bit pointer specified in the original call to `get_rm_callback` ([287](#))
- %DS : %ESI = 48 bit pointer to real mode SS : SP
- %ES : %EDI = 48 bit pointer of real mode register data structure.
- %SS : %ESP = locked protected mode stack
- All other registers undefined

The callback procedure can then extract its parameters from the real mode register data structure and/or copy parameters from the real mode stack to the protected mode stack. Recall that the segment



register fields of the real mode register data structure contain segment or paragraph addresses that are not valid in protected mode. Far pointers passed in the real mode register data structure must be translated to virtual addresses before they can be used with a protected mode program. The callback procedure exits by executing an IRET with the address of the real mode register data structure in `%ES:%EDI`, passing information back to the real mode caller by modifying the contents of the real mode register data structure and/or manipulating the contents of the real mode stack. The callback procedure is responsible for setting the proper address for resumption of real mode execution into the real mode register data structure; typically, this is accomplished by extracting the return address from the real mode stack and placing it into the `%CS:%EIP` fields of the real mode register data structure. After the IRET, the DPMI host switches the CPU back into real mode, loads ALL registers with the contents of the real mode register data structure, and finally returns control to the real mode program. All variables and code touched by the callback procedure MUST be locked to prevent page faults.

See also: `get_rm_callback` (287), `free_rm_callback` (282), `lock_code` (295), `lock_data` (295)

### 54.3 Executing software interrupts

Simply execute a `realintr()` call with the desired interrupt number and the supplied register data structure. But some of these interrupts require you to supply them a pointer to a buffer where they can store data to or obtain data from in memory. These interrupts are real mode functions and so they only can access the first Mb of linear address space, not FPC's data segment. For this reason FPC supplies a pre-initialized dos memory location within the GO32 unit. This buffer is internally used for dos functions too and so it's contents may change when calling other procedures. It's size can be obtained with `tb_size` (305) and it's linear address via `transfer_buffer` (305). Another way is to allocate a completely new dos memory area via the `global_dos_alloc` (292) function for your use and supply its real mode address.

See also: `tb_size` (305), `transfer_buffer` (305), `global_dos_alloc` (292), `global_dos_free` (293), `realintr` (298)

**Listing:** `./go32ex/softint.pp`

---

```

uses
    go32;

var
    r : trealregs;

begin
    r.ah := $30;
    r.al := $01;
    realintr($21, r);
    Writeln('DOS v', r.al, '.', r.ah, ' detected');
end.
```

---

**Listing:** `./go32ex/rmpmint.pp`

---

```

uses
    crt,
    go32;

var
    r : trealregs;
    axreg : Word;

    oldint21h : tseginfo;
```

---

```

        newint21h : tseginfo;
procedure int21h_handler; assembler;
asm
        cmpw $0x3001, %ax
        jne .LCallOld
        movw $0x3112, %ax
        iret

.LCallOld:
        ljmp %cs:oldint21h
end;

procedure resume;
begin
        Writeln;
        Write('— press any key to resume —'); readkey;
        gotoxy(1, wherey); clreol;
end;

begin
        clrscr;
        Writeln('Executing real mode interrupt');
        resume;
        r.ah := $30; r.al := $01; realintr($21, r);
        Writeln('DOS v', r.al, '.', r.ah, ' detected');
        resume;
        Writeln('Executing protected mode interrupt without our own',
                ' handler');
        Writeln;
        asm
                movb $0x30, %ah
                movb $0x01, %al
                int $0x21
                movw %ax, axreg
        end;
        Writeln('DOS v', r.al, '.', r.ah, ' detected');
        resume;
        Writeln('As you can see the DPML hosts default protected mode',
                ' handler');
        Writeln('simply redirects it to the real mode handler');
        resume;
        Writeln('Now exchanging the protected mode interrupt with our ',
                ' own handler');
        resume;

        newint21h.offset := @int21h_handler;
        newint21h.segment := get_cs;
        get_pm_interrupt($21, oldint21h);
        set_pm_interrupt($21, newint21h);

        Writeln('Executing real mode interrupt again');
        resume;
        r.ah := $30; r.al := $01; realintr($21, r);
        Writeln('DOS v', r.al, '.', r.ah, ' detected');
        Writeln;
        Writeln('See, it didn''t change in any way. ');
        resume;
        Writeln('Now calling protected mode interrupt');

```

```

resume;
asm
    movb $0x30, %ah
    movb $0x01, %al
    int $0x21
    movw %ax, axreg
end;
WriteIn('DOS v', lo(axreg), '.', hi(axreg), ' detected');
WriteIn;
WriteIn('Now you can see that there''s a distinction between ',
        'the two ways of calling interrupts...');
set_pm_interrupt($21, oldint21h);
end.

```

## 54.4 Software interrupts

Ordinarily, a handler installed with `set_pm_interrupt` (302) only services software interrupts that are executed in protected mode; real mode software interrupts can be redirected by `set_rm_interrupt` (303).

See also: `set_rm_interrupt` (303), `get_rm_interrupt` (290), `set_pm_interrupt` (302), `get_pm_interrupt` (286), `lock_data` (295), `lock_code` (295), `enable` (281), `disable` (279), `outportb` (296)

## 54.5 Hardware interrupts

Hardware interrupts are generated by hardware devices when something unusual happens; this could be a keypress or a mouse move or any other action. This is done to minimize CPU time, else the CPU would have to check all installed hardware for data in a big loop (this method is called 'polling') and this would take much time. A standard IBM-PC has two interrupt controllers, that are responsible for these hardware interrupts: both allow up to 8 different interrupt sources (IRQs, interrupt requests). The second controller is connected to the first through IRQ 2 for compatibility reasons, e.g. if controller 1 gets an IRQ 2, he hands the IRQ over to controller 2. Because of this up to 15 different hardware interrupt sources can be handled. IRQ 0 through IRQ 7 are mapped to interrupts 8h to Fh and the second controller (IRQ 8 to 15) is mapped to interrupt 70h to 77h. All of the code and data touched by these handlers MUST be locked (via the various locking functions) to avoid page faults at interrupt time. Because hardware interrupts are called (as in real mode) with interrupts disabled, the handler has to enable them before it returns to normal program execution. Additionally a hardware interrupt must send an EOI (end of interrupt) command to the responsible controller; this is accomplished by sending the value 20h to port 20h (for the first controller) or A0h (for the second controller). The following example shows how to redirect the keyboard interrupt.

**Listing:** ./go32ex/keyclick.pp

```

{$ASMMODE ATT}
{$MODE FPC}

uses
    crt,
    go32;

const
    kbdint = $9;

```

```

var
    oldint9_handler : tseginfo;
    newint9_handler : tseginfo;

    clickproc : pointer;
    backupDS : Word; external name '___v2prt0_ds_alias';

procedure int9_handler; assembler;
asm
    cli
    pushl %ds
    pushl %es
    pushl %fs
    pushl %gs
    pushal
    movw %cs:backupDS, %ax
    movw %ax, %ds
    movw %ax, %es
    movw dosmemselector, %ax
    movw %ax, %fs
    call *clickproc
    popal
    popl %gs
    popl %fs
    popl %es
    popl %ds
    ljmp %cs:oldint9_handler
end;
procedure int9_dummy; begin end;

procedure clicker;
begin
    sound(500); delay(10); nosound;
end;
procedure clicker_dummy; begin end;

procedure install_click;
begin
    clickproc := @clicker;
    lock_data(clickproc, sizeof(clickproc));
    lock_data(dosmemselector, sizeof(dosmemselector));

    lock_code(@clicker,
        longint(@clicker_dummy) - longint(@clicker));
    lock_code(@int9_handler,
        longint(@int9_dummy) - longint(@int9_handler));
    newint9_handler.offset := @int9_handler;
    newint9_handler.segment := get_cs;
    get_pm_interrupt(kbdint, oldint9_handler);
    set_pm_interrupt(kbdint, newint9_handler);
end;

procedure remove_click;
begin
    set_pm_interrupt(kbdint, oldint9_handler);
    unlock_data(dosmemselector, sizeof(dosmemselector));
    unlock_data(clickproc, sizeof(clickproc));

```

---

```

unlock_code(@clicker ,
            longint(@clicker_dummy)-longint(@clicker));
unlock_code(@int9_handler ,
            longint(@int9_dummy)-longint(@int9_handler));
end;

var
    ch : char;

begin
    install_click;
    Writeln('Enter any message. Press return when finished');
    while (ch <> #13) do begin
        ch := readkey; write(ch);
    end;
    remove_click;
end.

```

---

## 54.6 Disabling interrupts

The GO32 unit provides the two procedures `disable()` and `enable()` to disable and enable all interrupts.

## 54.7 Creating your own interrupt handlers

Interrupt redirection with FPC pascal is done via the `set_pm_interrupt()` for protected mode interrupts or via the `set_rm_interrupt()` for real mode interrupts.

## 54.8 Protected mode interrupts vs. Real mode interrupts

As mentioned before, there's a distinction between real mode interrupts and protected mode interrupts; the latter are protected mode programs, while the former must be real mode programs. To call a protected mode interrupt handler, an assembly 'int' call must be issued, while the other is called via the `realintr()` or `intr()` function. Consequently, a real mode interrupt then must either reside in dos memory (<1MB) or the application must allocate a real mode callback address via the `get_rm_callback()` function.

## 54.9 Handling interrupts with DPMI

The interrupt functions are real-mode procedures; they normally can't be called in protected mode without the risk of an protection fault. So the DPMI host creates an interrupt descriptor table for the application. Initially all software interrupts (except for int 31h, 2Fh and 21h function 4Ch) or external hardware interrupts are simply directed to a handler that reflects the interrupt in real-mode, i.e. the DPMI host's default handlers switch the CPU to real-mode, issue the interrupt and switch back to protected mode. The contents of general registers and flags are passed to the real mode handler and the modified registers and flags are returned to the protected mode handler. Segment registers and stack pointer are not passed between modes.

## 54.10 Interrupt redirection

Interrupts are program interruption requests, which in one or another way get to the processor; there's a distinction between software and hardware interrupts. The former are explicitly called by an 'int' instruction and are a bit comparable to normal functions. Hardware interrupts come from external devices like the keyboard or mouse. Functions that handle hardware interrupts are called handlers.

## 54.11 Processor access

These are some functions to access various segment registers (`%cs`, `%ds`, `%ss`) which makes your work a bit easier.

See also: [get\\_cs \(282\)](#), [get\\_ds \(283\)](#), [get\\_ss \(292\)](#)

## 54.12 I/O port access

The I/O port access is done via the various [inportb \(294\)](#), [outportb \(296\)](#) functions which are available. Additionally Free Pascal supports the Turbo Pascal `PORT[]`-arrays but it is by no means recommended to use them, because they're only for compatibility purposes.

See also: [outportb \(296\)](#), [inportb \(294\)](#)

## 54.13 dos memory access

Dos memory is accessed by the predefined `dosmemselector` selector; the GO32 unit additionally provides some functions to help you with standard tasks, like copying memory from heap to dos memory and the likes. Because of this it is strongly recommended to use them, but you are still free to use the provided standard memory accessing functions which use 48 bit pointers. The third, but only thought for compatibility purposes, is using the `mem[]`-arrays. These arrays map the whole 1 Mb dos space. They shouldn't be used within new programs. To convert a segment:offset real mode address to a protected mode linear address you have to multiply the segment by 16 and add its offset. This linear address can be used in combination with the `DOSMEMSELECTOR` variable.

See also: [dosmemget \(271\)](#), [dosmemput \(271\)](#), [dosmemmove \(271\)](#), [dosmemfillchar \(270\)](#), [dosmemfillword \(271\)](#), [seg\\_move \(300\)](#), [seg\\_fillchar \(299\)](#), [seg\\_fillword \(300\)](#)

## 54.14 FPC specialities

The `%ds` and `%es` selector MUST always contain the same value or some system routines may crash when called. The `%fs` selector is preloaded with the `DOSMEMSELECTOR` variable at startup, and it MUST be restored after use, because again FPC relies on this for some functions. Luckily we asm programmers can still use the `%gs` selector for our own purposes, but for how long ?

See also: [get\\_cs \(282\)](#), [get\\_ds \(283\)](#), [get\\_ss \(292\)](#), [allocate\\_ldt\\_descriptors \(276\)](#), [free\\_ldt\\_descriptor \(281\)](#), [segment\\_to\\_descriptor \(299\)](#), [get\\_next\\_selector\\_increment\\_value \(285\)](#), [get\\_segment\\_base\\_address \(291\)](#), [set\\_segment\\_base\\_address \(303\)](#), [set\\_segment\\_limit \(304\)](#), [create\\_code\\_segment\\_alias\\_descriptor \(279\)](#)

## 54.15 Selectors and descriptors

Descriptors are a bit like real mode segments; they describe (as the name implies) a memory area in protected mode. A descriptor contains information about segment length, its base address and the attributes of it (i.e. type, access rights, ...). These descriptors are stored internally in a so-called descriptor table, which is basically an array of such descriptors. Selectors are roughly an index into this table. Because these 'segments' can be up to 4 GB in size, 32 bits aren't sufficient anymore to describe a single memory location like in real mode. 48 bits are now needed to do this, a 32 bit address and a 16 bit sized selector. The GO32 unit provides the `tseginfo` record to store such a pointer. But due to the fact that most of the time data is stored and accessed in the `%ds` selector, FPC assumes that all pointers point to a memory location of this selector. So a single pointer is still only 32 bits in size. This value represents the offset from the data segment base address to this memory location.

## 54.16 What is DPMI

The dos Protected Mode Interface helps you with various aspects of protected mode programming. These are roughly divided into descriptor handling, access to dos memory, management of interrupts and exceptions, calls to real mode functions and other stuff. Additionally it automatically provides swapping to disk for memory intensive applications. A DPMI host (either a Windows dos box or CWSDPMI.EXE) provides these functions for your programs.

## 54.17 Constants, types and variables

### 54.17.1 Constants

`auxcarryflag = $010`

Check for auxiliary carry flag in `trealregs` ([275](#))

`carryflag = $001`

Check for carry flag in `trealregs` ([275](#))

`directionflag = $400`

Check for direction flag in `trealregs` ([275](#))

`dosmemfillchar : procedure(seg: Word;ofs: Word;count: LongInt;c: Char) = @dpmi_dosmemfillchar`

Sets a region of dos memory to a specific byte value.

Parameters:

**seg** real mode segment.

**ofs** real mode offset.

**count** number of bytes to set.

**c** value to set memory to.

Notes: No range check is performed.

```
dosmemfillword : procedure(seg: Word;ofs: Word;count: LongInt;w: Word) = @dpmi_dosmemfillword
```

Sets a region of dos memory to a specific word value.

Parameters:

**seg** real mode segment.

**ofs** real mode offset.

**count** number of words to set.

**w** value to set memory to.

Notes: No range check is performed.

```
dosmemget : procedure(seg: Word;ofs: Word;var data;count: LongInt) = @dpmi_dosmemget
```

Copies data from the dos memory onto the heap.

Parameters:

**seg** source real mode segment.

**ofs** source real mode offset.

**data** destination.

**count** number of bytes to copy.

Notes: No range checking is performed.

For an example, see [global\\_dos\\_alloc \(292\)](#).

```
dosmemmove : procedure(sseg: Word;sofs: Word;dseg: Word;dofs: Word;count: LongInt) = @dpmi_dosmemmove
```

Copies count bytes of data between two dos real mode memory locations.

Parameters:

**sseg** source real mode segment.

**sofs** source real mode offset.

**dseg** destination real mode segment.

**dofs** destination real mode offset.

**count** number of bytes to copy.

Notes: No range check is performed in any way.

```
dosmempout : procedure(seg: Word;ofs: Word;var data;count: LongInt) = @dpmi_dosmempout
```

Copies heap data to dos real mode memory.

Parameters:



**seg** destination real mode segment.

**ofs** destination real mode offset.

**data** source.

**count** number of bytes to copy.

Notes: No range checking is performed.

For an example, see `global_dos_alloc` (292).

```
interruptflag = $200
```

Check for interrupt flag in `trealregs` (275)

```
overflowflag = $800
```

Check for overflow flag in `trealregs` (275)

```
parityflag = $004
```

Check for parity flag in `trealregs` (275)

```
rm_dpml = 4
```

`get_run_mode` (290) return value: DPMI (e.g. dos box or 386Max)

```
rm_raw = 1
```

`get_run_mode` (290) return value: raw (without HIMEM)

```
rm_unknown = 0
```

`get_run_mode` (290) return value: Unknown runmode

```
rm_vcpi = 3
```

`get_run_mode` (290) return value: VCPI (with HIMEM and EMM386)

```
rm_xms = 2
```

`get_run_mode` (290) return value: XMS (with HIMEM, without EMM386)

```
signflag = $080
```

Check for sign flag in `trealregs` (275)

```
trapflag = $100
```

Check for trap flag in `trealregs` (275)

```
zeroflag = $040
```

Check for zero flag in `trealregs` (275)

### 54.17.2 Types

registers = trealregs

Alias for trealregs (275)

```

tdpmiversioninfo = record
    major : Byte;
    minor : Byte;
    flags : Word;
    cpu : Byte;
    master_pic : Byte;
    slave_pic : Byte;
end

```

tdpmiversioninfo describes the dpmi version information, as returned by get\_dpmi\_version (283). The CPU field can have the following values:

**\$02H** 80286

**\$03H** 80386

**\$04H** 80486

**\$05H-** Newer than 80486

The flags field is a bitmask with the following bits:

**0** 0 for 16 bit DPML, 1 for 32-bit

**1** 0 for virtual 86 mode for reflected interrupts, 1 for return to real mode.

**2** 0 for no virtual memory support, 1 for virtual memory support.

```

tmeminfo = record
    available_memory : LongInt;
    available_pages : LongInt;
    available_lockable_pages : LongInt;
    linear_space : LongInt;
    unlocked_pages : LongInt;
    available_physical_pages : LongInt;
    total_physical_pages : LongInt;
    free_linear_space : LongInt;
    max_pages_in_paging_file : LongInt;
    reserved0 : LongInt;
    reserved1 : LongInt;
    reserved2 : LongInt;
end

```

tmeminfo Holds information about the memory allocation, etc.

**NOTE:** The value of a field is -1 (0ffffffh) if the value is unknown, it's only guaranteed, that available\_memory contains a valid value. The size of the pages can be determined by the get\_page\_size() function.

```
trealregs = record
case Integer of
1: (
    EDI : LongInt;
    ESI : LongInt;
    EBP : LongInt;
    Res : LongInt;
    EBX : LongInt;
    EDX : LongInt;
    ECX : LongInt;
    EAX : LongInt;
    Flags : Word;
    ES : Word;
    DS : Word;
    FS : Word;
    GS : Word;
    IP : Word;
    CS : Word;
    SP : Word;
    SS : Word;
);
2: (
    DI : Word;
    DI2 : Word;
    SI : Word;
    SI2 : Word;
    BP : Word;
    BP2 : Word;
    R1 : Word;
    R2 : Word;
    BX : Word;
    BX2 : Word;
    DX : Word;
    DX2 : Word;
    CX : Word;
    CX2 : Word;
    AX : Word;
    AX2 : Word;
);
3: (
    stuff : Array[1..4] of LongInt;
    BL : Byte;
    BH : Byte;
    BL2 : Byte;
    BH2 : Byte;
    DL : Byte;
    DH : Byte;
    DL2 : Byte;
    DH2 : Byte;
    CL : Byte;
    CH : Byte;
    CL2 : Byte;
    CH2 : Byte;
    AL : Byte;
```

```

    AH : Byte;
    AL2 : Byte;
    AH2 : Byte;
);
4: (
    RealEDI : LongInt;
    RealESI : LongInt;
    RealEBP : LongInt;
    RealRES : LongInt;
    RealEBX : LongInt;
    RealEDX : LongInt;
    RealECX : LongInt;
    RealEAX : LongInt;
    RealFlags : Word;
    RealES : Word;
    RealDS : Word;
    RealFS : Word;
    RealGS : Word;
    RealIP : Word;
    RealCS : Word;
    RealSP : Word;
    RealSS : Word;
);
end

```

The `trealregs` type contains the data structure to pass register values to a interrupt handler or real mode callback.

```

tseginfo = record
    offset : pointer;
    segment : Word;
end

```

This record is used to store a full 48-bit pointer. This may be either a protected mode selector:offset address or in real mode a segment:offset address, depending on application.

See also: Selectors and descriptors, dos memory access, Interrupt redirection

### 54.17.3 Variables

```
dosmemselector : Word
```

Selector to the dos memory. The whole dos memory is automatically mapped to this single descriptor at startup. This selector is the recommended way to access dos memory.

```
int31error : Word
```

This variable holds the result of a DPMI interrupt call. Any nonzero value must be treated as a critical failure.

## 54.18 Procedures and functions

### 54.18.1 allocate\_ldt\_descriptors

Synopsis: Allocate a number of descriptors

Declaration: `function allocate_ldt_descriptors(count: Word) : Word`

Visibility: default

Description: Allocates a number of new descriptors.

Parameters:

**count:** \specifies the number of requested unique descriptors.

Return value: The base selector.

**Remark:** Notes: The descriptors allocated must be initialized by the application with other function calls. This function returns descriptors with a limit and size value set to zero. If more than one descriptor was requested, the function returns a base selector referencing the first of a contiguous array of descriptors. The selector values for subsequent descriptors in the array can be calculated by adding the value returned by the `get_next_selector_increment_value` (285) function.

Errors: Check the `int31error` (275) variable.

See also: `free_ldt_descriptor` (281), `get_next_selector_increment_value` (285), `segment_to_descriptor` (299), `create_code_segment_alias_descriptor` (279), `set_segment_limit` (304), `set_segment_base_address` (303)

**Listing:** `./go32ex/seldes.pp`

---

```
{ $mode delphi }
uses
    crt ,
    go32;

const
    maxx = 80;
    maxy = 25;
    bytespercell = 2;
    screensize = maxx * maxy * bytespercell;

    linB8000 = $B800 * 16;

type
    string80 = string[80];

var
    text_save : array[0..screensize-1] of byte;
    text_oldx , text_oldy : Word;

    text_sel : Word;

procedure status(s : string80);
begin
    gotoxy(1 , 1); clreol; write(s); readkey;
end;

procedure selinfo(sel : Word);
```

```

begin
  gotoxy(1, 24);
  clreol; writeln('Descriptor base address : $',
    hexstr(get_segment_base_address(sel), 8));
  clreol; write('Descriptor limit : ', get_segment_limit(sel));
end;

function makechar(ch : char; color : byte) : Word;
begin
  result := byte(ch) or (color shl 8);
end;

begin
  seg_move(dosmemselector, linB8000, get_ds, longint(@text_save),
    screensize);
  text_oldx := wherex; text_oldy := wherey;
  seg_fillword(dosmemselector, linB8000, screensize div 2,
    makechar(' ', Black or (Black shl 4)));
  status('Creating selector ''text_sel'' to a part of ' +
    'text screen memory');
  text_sel := allocate_ldt_descriptors(1);
  set_segment_base_address(text_sel,
    linB8000 + bytespercell * maxx * 1);
  set_segment_limit(text_sel, screensize - 1 - bytespercell *
    maxx * 3);
  selinfo(text_sel);

  status('and clearing entire memory selected by ''text_sel'' +
    ' descriptor');
  seg_fillword(text_sel, 0, (get_segment_limit(text_sel)+1) div 2,
    makechar(' ', LightBlue shl 4));

  status('Notice that only the memory described by the ' +
    ' descriptor changed, nothing else');

  status('Now reducing it''s limit and base and setting it''s ' +
    'described memory');
  set_segment_base_address(text_sel,
    get_segment_base_address(text_sel) + bytespercell * maxx);
  set_segment_limit(text_sel,
    get_segment_limit(text_sel) - bytespercell * maxx * 2);
  selinfo(text_sel);
  status('Notice that the base addr increased by one line but ' +
    'the limit decreased by 2 lines');
  status('This should give you the hint that the limit is ' +
    'relative to the base');
  seg_fillword(text_sel, 0, (get_segment_limit(text_sel)+1) div 2,
    makechar(#176, LightMagenta or Brown shl 4));

  status('Now let''s get crazy and copy 10 lines of data from ' +
    'the previously saved screen');
  seg_move(get_ds, longint(@text_save), text_sel,
    maxx * bytespercell * 2, maxx * bytespercell * 10);

  status('At last freeing the descriptor and restoring the old ' +
    ' screen contents..');
  status('I hope this little program may give you some hints on ' +
    'working with descriptors');

```

---

```

    free_ldt_descriptor(text_sel);
    seg_move(get_ds, longint(@text_save), dosmemselector,
            linB8000, screensize);
    gotoxy(text_oldx, text_oldy);
end.

```

---

### 54.18.2 allocate\_memory\_block

Synopsis: Allocate a block of linear memory

Declaration: `function allocate_memory_block(size: LongInt) : LongInt`

Visibility: default

Description: Allocates a block of linear memory.

Parameters:

**size:**Size of requested linear memory block in bytes.

Returned values: blockhandle - the memory handle to this memory block. Linear address of the requested memory.

**Remark:** *warning* According to my DPMI docs this function is not implemented correctly. Normally you should also get a blockhandle to this block after successful operation. This handle can then be used to free the memory block afterwards or use this handle for other purposes. Since the function isn't implemented correctly, and doesn't return a blockhandle, the block can't be deallocated and is hence unusable ! This function doesn't allocate any descriptors for this block, it's the applications responsibility to allocate and initialize for accessing this memory.

Errors: Check the `int31error` ([275](#)) variable.

See also: `free_memory_block` ([282](#))

### 54.18.3 copyfromdos

Synopsis: Copy data from DOS to heap

Declaration: `procedure copyfromdos(var addr; len: LongInt)`

Visibility: default

Description: Copies data from the pre-allocated dos memory transfer buffer to the heap.

Parameters:

**addr**data to copy to.

**len**number of bytes to copy to heap.

Notes: Can only be used in conjunction with the dos memory transfer buffer.

Errors: Check the `int31error` ([275](#)) variable.

See also: `tb_size` ([305](#)), `transfer_buffer` ([305](#)), `copytodos` ([279](#))

### 54.18.4 copytodos

Synopsis: Copy data from heap to DOS memory

Declaration: `procedure copytodos (var addr; len: LongInt)`

Visibility: default

Description: Copies data from heap to the pre-allocated dos memory buffer.

Parameters:

**addr** data to copy from.

**len** number of bytes to copy to dos memory buffer.

Notes: This function fails if you try to copy more bytes than the transfer buffer is in size. It can only be used in conjunction with the transfer buffer.

Errors: Check the `int31error` ([275](#)) variable.

See also: `tb_size` ([305](#)), `transfer_buffer` ([305](#)), `copyfromdos` ([278](#))

### 54.18.5 create\_code\_segment\_alias\_descriptor

Synopsis: Create new descriptor from existing descriptor

Declaration: `function create_code_segment_alias_descriptor (seg: Word) : Word`

Visibility: default

Description: Creates a new descriptor that has the same base and limit as the specified descriptor.

Parameters:

**seg** Descriptor.

Return values: The data selector (alias).

Notes: In effect, the function returns a copy of the descriptor. The descriptor alias returned by this function will not track changes to the original descriptor. In other words, if an alias is created with this function, and the base or limit of the original segment is then changed, the two descriptors will no longer map the same memory.

Errors: Check the `int31error` ([275](#)) variable.

See also: `allocate_ldt_descriptors` ([276](#)), `set_segment_limit` ([304](#)), `set_segment_base_address` ([303](#))

### 54.18.6 disable

Synopsis: Disable hardware interrupts

Declaration: `procedure disable`

Visibility: default

Description: Disables all hardware interrupts by execution a CLI instruction.

Errors: None.

See also: `enable` ([281](#))



### 54.18.7 dpmi\_dosmemfillchar

Synopsis: Fill DOS memory with a character

Declaration: `procedure dpmi_dosmemfillchar(seg: Word; ofs: Word; count: LongInt;  
c: Char)`

Visibility: default

Description: `dpmi_dosmemfillchar` fills the DOS memory region indicated by `seg,ofs` with `count` characters `c`.

See also: `dpmi_dosmempout` (281), `dpmi_dosmemget` (280), `dpmi_dosmemmove` (280), `dpmi_dosmemfillword` (280)

### 54.18.8 dpmi\_dosmemfillword

Synopsis: Fill DOS memory with a word value

Declaration: `procedure dpmi_dosmemfillword(seg: Word; ofs: Word; count: LongInt;  
w: Word)`

Visibility: default

Description: `dpmi_dosmemfillword` fills the DOS memory region indicated by `seg,ofs` with `count` words `w`.

See also: `dpmi_dosmempout` (281), `dpmi_dosmemget` (280), `dpmi_dosmemfillchar` (280), `dpmi_dosmemmove` (280)

### 54.18.9 dpmi\_dosmemget

Synopsis: Move data from DOS memory to DPMI memory

Declaration: `procedure dpmi_dosmemget(seg: Word; ofs: Word; var data; count: LongInt)`

Visibility: default

Description: `dpmi_dosmemget` moves `count` bytes of data from the DOS memory location indicated by `seg` and `ofs` to DPMI memory indicated by `data`.

See also: `dpmi_dosmempout` (281), `dpmi_dosmemmove` (280), `dpmi_dosmemfillchar` (280), `dpmi_dosmemfillword` (280)

### 54.18.10 dpmi\_dosmemmove

Synopsis: Move DOS memory

Declaration: `procedure dpmi_dosmemmove(sseg: Word; sofs: Word; dseg: Word; dofs: Word;  
count: LongInt)`

Visibility: default

Description: `dpmi_dosmemmove` moves `count` bytes from DOS memory `sseg,sofs` to `dseg,dofs`.

See also: `dpmi_dosmempout` (281), `dpmi_dosmemget` (280), `dpmi_dosmemfillchar` (280), `dpmi_dosmemfillword` (280)

**54.18.11 dpmi\_dosmemput**

Synopsis: Move data from DPMI memory to DOS memory.

Declaration: `procedure dpmi_dosmemput(seg: Word; ofs: Word; var data; count: LongInt)`

Visibility: default

Description: `dpmi_dosmemput` moves `count` bytes of data from `data` to the DOS memory location indicated by `seg` and `ofs`.

See also: `dpmi_dosmemget` (280), `dpmi_dosmemmove` (280), `dpmi_dosmemfillchar` (280), `dpmi_dosmemfillword` (280)

**54.18.12 enable**

Synopsis: Enable hardware interrupts

Declaration: `procedure enable`

Visibility: default

Description: Enables all hardware interrupts by executing a STI instruction.

Errors: None.

See also: `disable` (279)

**54.18.13 free\_ldt\_descriptor**

Synopsis: Free a descriptor

Declaration: `function free_ldt_descriptor(d: Word) : Boolean`

Visibility: default

Description: Frees a previously allocated descriptor.

Parameters:

**des** The descriptor to be freed.

Return value: `True` if successful, `False` otherwise. Notes: After this call this selector is invalid and must not be used for any memory operations anymore. Each descriptor allocated with `allocate_ldt_descriptors` (276) must be freed individually with this function, even if it was previously allocated as a part of a contiguous array of descriptors.

For an example, see `allocate_ldt_descriptors` (276).

Errors: Check the `int31error` (275) variable.

See also: `allocate_ldt_descriptors` (276), `get_next_selector_increment_value` (285)

**54.18.14 free\_linear\_addr\_mapping**

Synopsis: ? No description available

Declaration: `function free_linear_addr_mapping(linear_addr: dword) : Boolean`

Visibility: default

**54.18.15 free\_memory\_block**

Synopsis: Free allocated memory block

Declaration: `function free_memory_block(blockhandle: LongInt) : Boolean`

Visibility: default

Description: Frees a previously allocated memory block.

Parameters:

**blockhandle** the handle to the memory area to free.

Return value: `True` if successful, `false` otherwise. Notes: Frees memory that was previously allocated with `allocate_memory_block` (278) . This function doesn't free any descriptors mapped to this block, it's the application's responsibility.

Errors: Check `int31error` (275) variable.

See also: `allocate_memory_block` (278)

**54.18.16 free\_rm\_callback**

Synopsis: Release real mode callback.

Declaration: `function free_rm_callback(var intaddr: tseginfo) : Boolean`

Visibility: default

Description: Releases a real mode callback address that was previously allocated with the `get_rm_callback` (287) function.

Parameters:

**intaddr** real mode address buffer returned by `get_rm_callback` (287) .

Return values: `True` if successful, `False` if not

For an example, see `get_rm_callback` (287).

Errors: Check the `int31error` (275) variable.

See also: `set_rm_interrupt` (303), `get_rm_callback` (287)

**54.18.17 get\_cs**

Synopsis: Get CS selector

Declaration: `function get_cs : Word`

Visibility: default

Description: Returns the cs selector.

Return value: The content of the cs segment register.

For an example, see `set_pm_interrupt` (302).

Errors: None.

See also: `get_ds` (283), `get_ss` (292)

**54.18.18 get\_descriptor\_access\_right**

Synopsis: Get descriptor's access rights

Declaration: `function get_descriptor_access_right(d: Word) : LongInt`

Visibility: default

Description: Gets the access rights of a descriptor.

Parameters:

`d` selector to descriptor.

Return value: Access rights bit field.

Errors: Check the `int31error` ([275](#)) variable.

See also: `set_descriptor_access_right` ([301](#))

**54.18.19 get\_dpmi\_version**

Synopsis: Return DPMI information

Declaration: `function get_dpmi_version(var version: tdpmiversioninfo) : Boolean`

Visibility: default

Description: `get_dpmi_version` returns version information (Int \$31 Function \$0400) in `Version` and returns `True` if the information was retrieved successfully, `false` if the call failed.

Errors: The call returns `false` if the information could not be retrieved.

See also: `tdpmiversioninfo` ([273](#))

**54.18.20 get\_ds**

Synopsis: Get DS Selector

Declaration: `function get_ds : Word`

Visibility: default

Description: Returns the ds selector.

Return values: The content of the ds segment register.

Errors: None.

See also: `get_cs` ([282](#)), `get_ss` ([292](#))

**54.18.21 get\_exception\_handler**

Synopsis: Return current exception handler

Declaration: `function get_exception_handler(e: Byte; var intaddr: tseginfo) : Boolean`

Visibility: default

Description: `get_exception_handler` returns the exception handler for exception `E` in `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: `set_exception_handler` ([301](#)), `get_pm_exception_handler` ([286](#))

**54.18.22 get\_linear\_addr**

Synopsis: Convert physical to linear address

Declaration: `function get_linear_addr(phys_addr: LongInt; size: LongInt) : LongInt`

Visibility: default

Description: Converts a physical address into a linear address.

Parameters:

**phys\_addr** physical address of device.

**size** Size of region to map in bytes.

Return value: Linear address that can be used to access the physical memory. Notes: It's the applications responsibility to allocate and set up a descriptor for access to the memory. This function shouldn't be used to map real mode addresses.

Errors: Check the `int31error` (275) variable.

See also: `allocate_ldt_descriptors` (276), `set_segment_limit` (304), `set_segment_base_address` (303)

**54.18.23 get\_meminfo**

Synopsis: Return information on the available memory

Declaration: `function get_meminfo(var meminfo: tmeminfo) : Boolean`

Visibility: default

Description: Returns information about the amount of available physical memory, linear address space, and disk space for page swapping.

Parameters:

**meminfo** buffer to fill memory information into.

Return values: Due to an implementation bug this function always returns `False`, but it always succeeds.

**Remark:** Notes: Only the first field of the returned structure is guaranteed to contain a valid value. Any fields that are not supported by the DPMI host will be set by the host to `-1` (`0FFFFFFFFH`) to indicate that the information is not available. The size of the pages used by the DPMI host can be obtained with the `get_page_size` (286) function.

Errors: Check the `int31error` (275) variable.

See also: `get_page_size` (286)

**Listing:** `./go32ex/meminfo.pp`

---

```
uses
    go32;

var
    meminfo : tmeminfo;

begin
    get_meminfo(meminfo);
    if (int31error <> 0) then begin
```

---

```

        Writeln('Error getting DPMI memory information... Halting');
        Writeln('DPMI error number : ', int31error);
    end else begin
        with meminfo do begin
            Writeln('Largest available free block : ',
                available_memory div 1024, ' kbytes');
            if (available_pages <> -1) then
                Writeln('Maximum available unlocked pages : ',
                    available_pages);
            if (available_lockable_pages <> -1) then
                Writeln('Maximum lockable available pages : ',
                    available_lockable_pages);
            if (linear_space <> -1) then
                Writeln('Linear address space size : ',
                    linear_space*get_page_size div 1024, ' kbytes');
            if (unlocked_pages <> -1) then
                Writeln('Total number of unlocked pages : ',
                    unlocked_pages);
            if (available_physical_pages <> -1) then
                Writeln('Total number of free pages : ',
                    available_physical_pages);
            if (total_physical_pages <> -1) then
                Writeln('Total number of physical pages : ',
                    total_physical_pages);
            if (free_linear_space <> -1) then
                Writeln('Free linear address space : ',
                    free_linear_space*get_page_size div 1024,
                    ' kbytes');
            if (max_pages_in_paging_file <> -1) then
                Writeln('Maximum size of paging file : ',
                    max_pages_in_paging_file*get_page_size div 1024,
                    ' kbytes');
        end;
    end;
end.

```

---

#### 54.18.24 get\_next\_selector\_increment\_value

Synopsis: Return selector increment value

Declaration: function get\_next\_selector\_increment\_value : Word

Visibility: default

Description: Returns the selector increment value when allocating multiple subsequent descriptors via allocate\_ldt\_descriptors (276).

Return value: Selector increment value.

**Remark:** Notes: Because allocate\_ldt\_descriptors (276) only returns the selector for the first descriptor and so the value returned by this function can be used to calculate the selectors for subsequent descriptors in the array.

Errors: Check the int31error (275) variable.

See also: allocate\_ldt\_descriptors (276), free\_ldt\_descriptor (281)

**54.18.25 get\_page\_attributes**

Synopsis: ? No description available

Declaration: `function get_page_attributes(handle: dword; offset: dword;  
pagecount: dword; buf: pointer) : Boolean`

Visibility: default

**54.18.26 get\_page\_size**

Synopsis: Return the page size

Declaration: `function get_page_size : LongInt`

Visibility: default

Description: Returns the size of a single memory page.

Return value: Size of a single page in bytes.

**Remark:** The returned size is typically 4096 bytes.

For an example, see [get\\_meminfo \(284\)](#).

Errors: Check the `int31error (275)` variable.

See also: [get\\_meminfo \(284\)](#)

**54.18.27 get\_pm\_exception\_handler**

Synopsis: Get protected mode exception handler

Declaration: `function get_pm_exception_handler(e: Byte; var intaddr: tseginfo)  
: Boolean`

Visibility: default

Description: `get_pm_exception_handler` returns the protected mode exception handler for exception `E` in `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: [get\\_exception\\_handler \(283\)](#), [set\\_pm\\_exception\\_handler \(302\)](#)

**54.18.28 get\_pm\_interrupt**

Synopsis: Return protected mode interrupt handler

Declaration: `function get_pm_interrupt(vector: Byte; var intaddr: tseginfo) : Boolean`

Visibility: default

Description: Returns the address of a current protected mode interrupt handler.

Parameters:

**vector** interrupt handler number you want the address to.

**intaddr** buffer to store address.

Return values: `True` if successful, `False` if not.

**Remark:** The returned address is a protected mode selector:offset address.

For an example, see [set\\_pm\\_interrupt \(302\)](#).

Errors: Check the `int31error` (275) variable.

See also: `set_pm_interrupt` (302), `set_rm_interrupt` (303), `get_rm_interrupt` (290)

### 54.18.29 `get_rm_callback`

Synopsis: Return real mode callback

Declaration: `function get_rm_callback(pm_func: pointer; const reg: trealregs;  
var rmcb: tseginfo) : Boolean`

Visibility: default

Description: Returns a unique real mode `segment : offset` address, known as a "real mode callback," that will transfer control from real mode to a protected mode procedure.

Parameters:

**pm\_func** pointer to the protected mode callback function.

**regs** supplied registers structure.

**rmcb** buffer to real mode address of callback function.

Return values: `True` if successful, otherwise `False`.

**Remark:** Callback addresses obtained with this function can be passed by a protected mode program for example to an interrupt handler, device driver, or TSR, so that the real mode program can call procedures within the protected mode program or notify the protected mode program of an event. The contents of the supplied `regs` structure is not valid after function call, but only at the time of the actual callback.

Errors: Check the `int31error` (275) variable.

See also: `free_rm_callback` (282)

**Listing:** `./go32ex/callback.pp`

---

```
{ $ASMMODE ATT }
{ $MODE FPC }

uses
    crt ,
    go32;

const
    mouseint = $33;

var
    mouse_regs      : trealregs; external name '___v2prt0_rmcb_regs';
    mouse_seginfo   : tseginfo;

var
    mouse_numbuttons : longint;

    mouse_action     : word;
    mouse_x, mouse_y : Word;
    mouse_b          : Word;

    userproc_installed : Longbool;
    userproc_length   : Longint;
```



```

        userproc_proc : pointer;

procedure callback_handler; assembler;
asm
    pushw %ds
    pushl %eax
    movw %es, %ax
    movw %ax, %ds

    cmpl $1, USERPROC_INSTALLED
    jne .LNoCallback
    pushal
    movw DOSmemSELECTOR, %ax
    movw %ax, %fs
    call *USERPROC_PROC
    popal
.LNoCallback:

    popl %eax
    popw %ds

    pushl %eax
    movl (%esi), %eax
    movl %eax, %es: 42(%edi)
    addw $4, %es:46(%edi)
    popl %eax
    iret
end;
procedure mouse_dummy; begin end;

procedure textuserproc;
begin
    mouse_b := mouse_regs.bx;
    mouse_x := (mouse_regs.cx shr 3) + 1;
    mouse_y := (mouse_regs.dx shr 3) + 1;
end;

procedure install_mouse(userproc : pointer; userproclen : longint);
var r : treatregs;
begin
    r.eax := $0; realintr(mouseint, r);
    if (r.eax <> $FFFF) then begin
        Writeln('No Microsoft compatible mouse found');
        Writeln('A Microsoft compatible mouse driver is necessary ',
            'to run this example');
        halt;
    end;
    if (r.bx = $ffff) then mouse_numbuttons := 2
    else mouse_numbuttons := r.bx;
    Writeln(mouse_numbuttons, ' button Microsoft compatible mouse ',
        ' found. ');
    if (userproc <> nil) then begin
        userproc_proc := userproc;
        userproc_installed := true;
        userproc_length := userproclen;
        lock_code(userproc_proc, userproc_length);
    end else begin
        userproc_proc := nil;

```

```

        userproc_length := 0;
        userproc_installed := false;
    end;
    lock_data(mouse_x, sizeof(mouse_x));
    lock_data(mouse_y, sizeof(mouse_y));
    lock_data(mouse_b, sizeof(mouse_b));
    lock_data(mouse_action, sizeof(mouse_action));

    lock_data(userproc_installed, sizeof(userproc_installed));
    lock_data(userproc_proc, sizeof(userproc_proc));

    lock_data(mouse_regs, sizeof(mouse_regs));
    lock_data(mouse_seginfo, sizeof(mouse_seginfo));
    lock_code(@callback_handler,
        longint(@mouse_dummy) - longint(@callback_handler));
    get_rm_callback(@callback_handler, mouse_regs, mouse_seginfo);
    r.eax := $0c; r.ecx := $7f;
    r.edx := longint(mouse_seginfo.offset);
    r.es := mouse_seginfo.segment;
    realintr(mouseint, r);
    r.eax := $01;
    realintr(mouseint, r);
end;

procedure remove_mouse;
var
    r : trealregs;
begin
    r.eax := $02; realintr(mouseint, r);
    r.eax := $0c; r.ecx := 0; r.edx := 0; r.es := 0;
    realintr(mouseint, r);
    free_rm_callback(mouse_seginfo);
    if (userproc_installed) then begin
        unlock_code(userproc_proc, userproc_length);
        userproc_proc := nil;
        userproc_length := 0;
        userproc_installed := false;
    end;
    unlock_data(mouse_x, sizeof(mouse_x));
    unlock_data(mouse_y, sizeof(mouse_y));
    unlock_data(mouse_b, sizeof(mouse_b));
    unlock_data(mouse_action, sizeof(mouse_action));

    unlock_data(userproc_proc, sizeof(userproc_proc));
    unlock_data(userproc_installed, sizeof(userproc_installed));

    unlock_data(mouse_regs, sizeof(mouse_regs));
    unlock_data(mouse_seginfo, sizeof(mouse_seginfo));
    unlock_code(@callback_handler,
        longint(@mouse_dummy) - longint(@callback_handler));
    fillchar(mouse_seginfo, sizeof(mouse_seginfo), 0);
end;

begin
    install_mouse(@textuserproc, 400);
    Writeln('Press any key to exit...');
    while (not keypressed) do begin

```

---

```

        gotoxy(1, wherey);
        write('MouseX : ', mouse_x:2, ' MouseY : ', mouse_y:2,
              ' Buttons : ', mouse_b:2);
    end;
    remove_mouse;
end.

```

---

### 54.18.30 get\_rm\_interrupt

Synopsis: Get real mode interrupt vector

Declaration: `function get_rm_interrupt(vector: Byte; var intaddr: tseginfo) : Boolean`

Visibility: default

Description: Returns the contents of the current machine's real mode interrupt vector for the specified interrupt.

Parameters:

**vector** interrupt vector number.

**intaddr** buffer to store real mode segment:offset address.

Return values: True if successful, False otherwise.

**Remark:** The returned address is a real mode segment address, which isn't valid in protected mode.

Errors: Check the `int31error` (275) variable.

See also: `set_rm_interrupt` (303), `set_pm_interrupt` (302), `get_pm_interrupt` (286)

### 54.18.31 get\_run\_mode

Synopsis: Return current run mode

Declaration: `function get_run_mode : Word`

Visibility: default

Description: Returns the current mode your application runs with.

Return values: One of the constants used by this function.

Errors: None.

See also: `get_run_mode` (290)

**Listing:** `./go32ex/getrunmd.pp`

---

**uses**

go32;

**begin**

**case** (get\_run\_mode) **of**

rm\_unknown :

**WriteLn**('Unknown environment found');

rm\_raw :

**WriteLn**('You are currently running in raw mode ',  
'(without HIMEM)');

rm\_xms :

```

        WriteLn('You are currently using HIMEM.SYS only');
rm_vcp1      :
        WriteLn('VCPI server detected. You're using HIMEM and ',
                'EMM386');
rm_dpml      :
        WriteLn('DPML detected. You're using a DPML host like ',
                'a windows DOS box or CWSDPML');

    end;
end.

```

---

### 54.18.32 get\_segment\_base\_address

Synopsis: Return base address from descriptor table

Declaration: `function get_segment_base_address(d: Word) : LongInt`

Visibility: default

Description: Returns the 32-bit linear base address from the descriptor table for the specified segment.

Parameters:

**d**selector of the descriptor you want the base address of.

Return values: Linear base address of specified descriptor.

For an example, see `allocate_ldt_descriptors` (276).

Errors: Check the `int31error` (275) variable.

See also: `allocate_ldt_descriptors` (276), `set_segment_base_address` (303), `allocate_ldt_descriptors` (276), `set_segment_limit` (304), `get_segment_limit` (291)

### 54.18.33 get\_segment\_limit

Synopsis: Return segment limit from descriptor

Declaration: `function get_segment_limit(d: Word) : LongInt`

Visibility: default

Description: Returns a descriptors segment limit.

Parameters:

**d**selector.

Return value: Limit of the descriptor in bytes.

Errors: Returns zero if descriptor is invalid.

See also: `allocate_ldt_descriptors` (276), `set_segment_limit` (304), `set_segment_base_address` (303), `get_segment_base_address` (291)

**54.18.34 get\_ss**

Synopsis: Return SS selector

Declaration: `function get_ss : Word`

Visibility: default

Description: Returns the ss selector.

Return values: The content of the ss segment register.

Errors: None.

See also: `get_ds` (283), `get_cs` (282)

**54.18.35 global\_dos\_alloc**

Synopsis: Allocate DOS real mode memory

Declaration: `function global_dos_alloc(bytes: LongInt) : LongInt`

Visibility: default

Description: Allocates a block of dos real mode memory.

Parameters:

**bytes**size of requested real mode memory.

Return values: The low word of the returned value contains the selector to the allocated dos memory block, the high word the corresponding real mode segment value. The offset value is always zero. This function allocates memory from dos memory pool, i.e. memory below the 1 MB boundary that is controlled by dos. Such memory blocks are typically used to exchange data with real mode programs, TSRs, or device drivers. The function returns both the real mode segment base address of the block and one descriptor that can be used by protected mode applications to access the block. This function should only used for temporary buffers to get real mode information (e.g. interrupts that need a data structure in ES:(E)DI), because every single block needs an unique selector. The returned selector should only be freed by a `global_dos_free` (293) call.

Errors: Check the `int31error` (275) variable.

See also: `global_dos_free` (293)

**Listing:** `./go32ex/buffer.pp`

---

```

uses
    go32;

procedure dosalloc(var selector : word;
                   var segment : word; size : longint);
var
    res : longint;
begin
    res := global_dos_alloc(size);
    selector := word(res);
    segment := word(res shr 16);
end;

procedure dosfree(selector : word);
begin
```

---

```

    global_dos_free(selector);
end;

type
    VBEInfoBuf = packed record
        Signature : array[0..3] of char;
        Version : Word;
        reserved : array[0..505] of byte;
    end;

var
    selector ,
    segment : Word;

    r : trealregs;
    infobuf : VBEInfoBuf;

begin
    fillchar(r, sizeof(r), 0);
    fillchar(infobuf, sizeof(VBEInfoBuf), 0);
    dosalloc(selector, segment, sizeof(VBEInfoBuf));
    if (int31error <> 0) then begin
        Writeln('Error while allocating real mode memory, halting');
        halt;
    end;
    infobuf.Signature := 'VBE2';
    dosmemput(segment, 0, infobuf, sizeof(infobuf));
    r.ax := $4f00; r.es := segment;
    realintr($10, r);
    dosmemget(segment, 0, infobuf, sizeof(infobuf));
    dosfree(selector);
    if (r.ax <> $4f) then begin
        Writeln('VBE BIOS extension not available, function call ',
            'failed');
        halt;
    end;
    if (infobuf.signature[0] = 'V') and
        (infobuf.signature[1] = 'E') and
        (infobuf.signature[2] = 'S') and
        (infobuf.signature[3] = 'A') then begin
        Writeln('VBE version ', hi(infobuf.version), '.',
            lo(infobuf.version), ' detected');
    end;
end.

```

---

### 54.18.36 global\_dos\_free

Synopsis: Free DOS memory block

Declaration: `function global_dos_free(selector: Word) : Boolean`

Visibility: default

Description: Frees a previously allocated dos memory block.

Parameters:

**selector** selector to the dos memory block.

Return value: `True` if successful, `False` otherwise.

**Remark:** The descriptor allocated for the memory block is automatically freed and hence invalid for further use. This function should only be used for memory allocated by `global_dos_alloc` (292).

For an example, see `global_dos_alloc` (292).

Errors: Check the `int31error` (275) variable.

See also: `global_dos_alloc` (292)

### 54.18.37 `inportb`

Synopsis: Read byte from I/O port

Declaration: `function inportb(port: Word) : Byte`

Visibility: `default`

Description: Reads 1 byte from the selected I/O port.

Parameters:

**port** the I/O port number which is read.

Return values: Current I/O port value.

Errors: None.

See also: `outportb` (296), `inportw` (294), `inportl` (294)

### 54.18.38 `inportl`

Synopsis: Read longint from I/O port

Declaration: `function inportl(port: Word) : LongInt`

Visibility: `default`

Description: Reads 1 longint from the selected I/O port.

Parameters:

**port** the I/O port number which is read.

Return values: Current I/O port value.

Errors: None.

See also: `outportb` (296), `inportb` (294), `inportw` (294)

### 54.18.39 `inportw`

Synopsis: Read word from I/O port

Declaration: `function inportw(port: Word) : Word`

Visibility: `default`

Description: Reads 1 word from the selected I/O port.

Parameters:

**port** the I/O port number which is read.

Return values: Current I/O port value.

Errors: None.

See also: [outportw \(297\)](#), [inportb \(294\)](#), [inportl \(294\)](#)

#### 54.18.40 lock\_code

Synopsis: Lock code memory range

Declaration: `function lock_code(functionaddr: pointer; size: LongInt) : Boolean`

Visibility: default

Description: Locks a memory range which is in the code segment selector.

Parameters:

**functionaddr** address of the function to be locked.

**size** size in bytes to be locked.

Return values: `True` if successful, `False` otherwise.

For an example, see [get\\_rm\\_callback \(287\)](#).

Errors: Check the [int31error \(275\)](#) variable.

See also: [lock\\_linear\\_region \(296\)](#), [lock\\_data \(295\)](#), [unlock\\_linear\\_region \(306\)](#), [unlock\\_data \(306\)](#), [unlock\\_code \(305\)](#)

#### 54.18.41 lock\_data

Synopsis: Lock data memory range

Declaration: `function lock_data(var data; size: LongInt) : Boolean`

Visibility: default

Description: Locks a memory range which resides in the data segment selector.

Parameters:

**data** address of data to be locked.

**size** length of data to be locked.

Return values: `True` if successful, `False` otherwise.

For an example, see [get\\_rm\\_callback \(287\)](#).

Errors: Check the [int31error \(275\)](#) variable.

See also: [lock\\_linear\\_region \(296\)](#), [lock\\_code \(295\)](#), [unlock\\_linear\\_region \(306\)](#), [unlock\\_data \(306\)](#), [unlock\\_code \(305\)](#)



**54.18.42 lock\_linear\_region**

Synopsis: Lock linear memory region

Declaration: `function lock_linear_region(linearaddr: LongInt;size: LongInt) : Boolean`

Visibility: default

Description: Locks a memory region to prevent swapping of it.

Parameters:

**linearaddr** the linear address of the memory are to be locked.

**size** size in bytes to be locked.

Return value: True if successful, False otherwise.

Errors: Check the `int31error` (275) variable.

See also: `lock_data` (295), `lock_code` (295), `unlock_linear_region` (306), `unlock_data` (306), `unlock_code` (305)

**54.18.43 map\_device\_in\_memory\_block**

Synopsis: Map a device into program's memory space

Declaration: `function map_device_in_memory_block(handle: LongInt;offset: LongInt;  
pagecount: LongInt;device: LongInt)  
: Boolean`

Visibility: default

Description: `map_device_in_memory_block` allows to map a device in memory. This function is a direct call of the extender. For more information about it's arguments, see the extender documentation.

**54.18.44 outportb**

Synopsis: Write byte to I/O port

Declaration: `procedure outportb(port: Word;data: Byte)`

Visibility: default

Description: Sends 1 byte of data to the specified I/O port.

Parameters:

**port** the I/O port number to send data to.

**data** value sent to I/O port.

Return values: None.

Errors: None.

See also: `inportb` (294), `outportl` (297), `outportw` (297)

**Listing:** `./go32ex/outport.pp`

---

**uses**

```
crt ,
go32;
```

**begin**

```
outportb($61, $ff);
delay(50);
outportb($61, $0);
```

**end.**

---

**54.18.45 outportl**

Synopsis: Write longint to I/O port

Declaration: `procedure outportl(port: Word; data: LongInt)`

Visibility: default

Description: Sends 1 longint of data to the specified I/O port.

Parameters:

**port** the I/O port number to send data to.

**data** value sent to I/O port.

Return values: None.

For an example, see [outportb \(296\)](#).

Errors: None.

See also: [inportl \(294\)](#), [outportw \(297\)](#), [outportb \(296\)](#)

**54.18.46 outportw**

Synopsis: Write word to I/O port

Declaration: `procedure outportw(port: Word; data: Word)`

Visibility: default

Description: Sends 1 word of data to the specified I/O port.

Parameters:

**port** the I/O port number to send data to.

**data** value sent to I/O port.

Return values: None.

For an example, see [outportb \(296\)](#).

Errors: None.

See also: [inportw \(294\)](#), [outportl \(297\)](#), [outportb \(296\)](#)

**54.18.47 realintr**

Synopsis: Simulate interrupt

Declaration: `function realintr(intnr: Word; var regs: trealregs) : Boolean`

Visibility: default

Description: Simulates an interrupt in real mode.

Parameters:

**intnr** interrupt number to issue in real mode.

**regs** registers data structure.

Return values: The supplied registers data structure contains the values that were returned by the real mode interrupt. `True` if successful, `False` if not.

**Remark:** The function transfers control to the address specified by the real mode interrupt vector of `intnr`. The real mode handler must return by executing an `IRET`.

Errors: Check the `int31error` (275) variable.

**Listing:** `./go32ex/flags.pp`

---

```

uses
    go32;

var
    r : trealregs;

begin
    r.ax := $5300;
    r.bx := 0;
    realintr($15, r);
    if ((r.flags and carryflag)=0) then begin
        WriteLn('APM v', (r.ah and $f), '.',
                (r.al shr 4), (r.al and $f), ' detected');
    end else
        WriteLn('APM not present');
end.

```

---

**54.18.48 request\_linear\_region**

Synopsis: Request linear address region.

Declaration: `function request_linear_region(linearaddr: LongInt; size: LongInt; var blockhandle: LongInt) : Boolean`

Visibility: default

Description: `request_linear_region` requests a linear range of addresses of size `Size`, starting at `linearaddr`. If successful, `True` is returned, and a handle to the address region is returned in `blockhandle`.

Errors: On error, `False` is returned.

**54.18.49 segment\_to\_descriptor**

Synopsis: Map segment address to descriptor

Declaration: `function segment_to_descriptor(seg: Word) : Word`

Visibility: default

Description: Maps a real mode segment (paragraph) address onto an descriptor that can be used by a protected mode program to access the same memory.

Parameters:

**seg** the real mode segment you want the descriptor to.

Return values: Descriptor to real mode segment address.

**Remark:** The returned descriptors limit will be set to 64 kB. Multiple calls to this function with the same segment address will return the same selector. Descriptors created by this function can never be modified or freed. Programs which need to examine various real mode addresses using the same selector should use the function `allocate_ldt_descriptors` (276) and change the base address as necessary.

For an example, see `seg_fillchar` (299).

Errors: Check the `int31error` (275) variable.

See also: `allocate_ldt_descriptors` (276), `free_ldt_descriptor` (281), `set_segment_base_address` (303)

**54.18.50 seg\_fillchar**

Synopsis: Fill segment with byte value

Declaration: `procedure seg_fillchar(seg: Word; ofs: LongInt; count: LongInt; c: Char)`

Visibility: default

Description: Sets a memory area to a specific value.

Parameters:

**seg** selector to memory area.

**ofs** offset to memory.

**count** number of bytes to set.

**c** byte data which is set.

Return values: None.

Notes: No range check is done in any way.

Errors: None.

See also: `seg_move` (300), `seg_fillword` (300), `dosmemfillchar` (270), `dosmemfillword` (271), `dosmemget` (271), `dosmemput` (271), `dosmemmove` (271)

**Listing:** `./go32ex/vgasel.pp`

---

```

uses
    go32;

var
    vgasel : Word;
    r : trealregs;

begin
    r.eax := $13; realintr($10, r);
    vgasel := segment_to_descriptor($A000);
    seg_fillchar(vgasel, 0, 64000, #15);
    readln;
    r.eax := $3; realintr($10, r);

end.

```

---

### 54.18.51 seg\_fillword

Synopsis: Fill segment with word value

Declaration: `procedure seg_fillword(seg: Word; ofs: LongInt; count: LongInt; w: Word)`

Visibility: default

Description: Sets a memory area to a specific value.

Parameters:

**seg** selector to memory area.

**ofs** offset to memory.

**count** number of words to set.

**w** word data which is set.

Return values: None.

Notes: No range check is done in any way.

For an example, see `allocate_ldt_descriptors` (276).

Errors: None.

See also: `seg_move` (300), `seg_fillchar` (299), `dosmemfillchar` (270), `dosmemfillword` (271), `dosmemget` (271), `dosmemput` (271), `dosmemmove` (271)

### 54.18.52 seg\_move

Synopsis: Move data between 2 locations

Declaration: `procedure seg_move(sseg: Word; source: LongInt; dseg: Word; dest: LongInt; count: LongInt)`

Visibility: default

Description: Copies data between two memory locations.

Parameters:

**sseg** source selector.

**source**source offset.

**dseg**destination selector.

**dest**destination offset.

**count**size in bytes to copy.

Return values: None.

**Remark:** Overlapping is only checked if the source selector is equal to the destination selector. No range check is done.

For an example, see `allocate_ldt_descriptors` (276).

Errors: None.

See also: `seg_fillchar` (299), `seg_fillword` (300), `dosmemfillchar` (270), `dosmemfillword` (271), `dosmemget` (271), `dosmemput` (271), `dosmemmove` (271)

### 54.18.53 `set_descriptor_access_right`

Synopsis: Set access rights to memory descriptor

Declaration: `function set_descriptor_access_right(d: Word;w: Word) : LongInt`

Visibility: default

Description: `set_descriptor_access_right` sets the access rights for descriptor `d` to `w`

### 54.18.54 `set_exception_handler`

Synopsis: Set exception handler

Declaration: `function set_exception_handler(e: Byte;const intaddr: tseginfo)  
: Boolean`

Visibility: default

Description: `set_exception_handler` sets the exception handler for exception `E` to `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: `get_exception_handler` (283), `set_pm_exception_handler` (302)

### 54.18.55 `set_page_attributes`

Synopsis: ? No description available

Declaration: `function set_page_attributes(handle: dword;offset: dword;  
pagecount: dword;buf: pointer) : Boolean`

Visibility: default

**54.18.56 set\_pm\_exception\_handler**

Synopsis: Set protected mode exception handler

Declaration: `function set_pm_exception_handler(e: Byte; const intaddr: tseginfo)  
: Boolean`

Visibility: default

Description: `set_pm_exception_handler` sets the protected mode exception handler for exception E to `intaddr`. It returns `True` if the call was successful, `False` if not.

See also: `set_exception_handler` (301), `get_pm_exception_handler` (286)

**54.18.57 set\_pm\_interrupt**

Synopsis: Set protected mode interrupt handler

Declaration: `function set_pm_interrupt(vector: Byte; const intaddr: tseginfo)  
: Boolean`

Visibility: default

Description: Sets the address of the protected mode handler for an interrupt.

Parameters:

**vector** number of protected mode interrupt to set.

**intaddr** selector:offset address to the interrupt vector.

Return values: `True` if successful, `False` otherwise.

**Remark:** The address supplied must be a valid `selector:offset` protected mode address.

Errors: Check the `int3lerror` (275) variable.

See also: `get_pm_interrupt` (286), `set_rm_interrupt` (303), `get_rm_interrupt` (290)

**Listing:** `./go32ex/intpm.pp`

---

**uses**

`crt ,  
go32;`

**const**

`int1c = $1c;`

**var**

`oldint1c : tseginfo;  
newint1c : tseginfo;`

`int1c_counter : Longint;`

`int1c_ds : Word; external name '___v2prt0_ds_alias';`

**procedure** `int1c_handler`; **assembler**;

**asm**

`cli  
pushw %ds  
pushw %ax`

---

```

    movw %cs:int1c_ds, %ax
    movw %ax, %ds
    incl int1c_counter
    popw %ax
    popw %ds
    sti
    iret
end;

var i : Longint;

begin
    newint1c.offset := @int1c_handler;
    newint1c.segment := get_cs;
    get_pm_interrupt(int1c, oldint1c);
    Writeln('-- Press any key to exit --');
    set_pm_interrupt(int1c, newint1c);
    while (not keypressed) do begin
        gotoxy(1, wherey);
        write('Number of interrupts occurred : ', int1c_counter);
    end;
    set_pm_interrupt(int1c, oldint1c);
end.

```

---

#### 54.18.58 set\_rm\_interrupt

Synopsis: Set real mode interrupt handler

Declaration: `function set_rm_interrupt(vector: Byte; const intaddr: tseginfo) : Boolean`

Visibility: default

Description: Sets a real mode interrupt handler.

Parameters:

**vector** the interrupt vector number to set.

**intaddr** address of new interrupt vector.

Return values: True if successful, otherwise False.

**Remark:** The address supplied MUST be a real mode segment address, not a `selector:offset` address. So the interrupt handler must either reside in dos memory (below 1 Mb boundary) or the application must allocate a real mode callback address with `get_rm_callback` (287).

Errors: Check the `int31error` (275) variable.

See also: `get_rm_interrupt` (290), `set_pm_interrupt` (302), `get_pm_interrupt` (286), `get_rm_callback` (287)

#### 54.18.59 set\_segment\_base\_address

Synopsis: Set descriptor's base address

Declaration: `function set_segment_base_address(d: Word; s: LongInt) : Boolean`

Visibility: default



Description: Sets the 32-bit linear base address of a descriptor.

Parameters:

**dselector.**

**snew** base address of the descriptor.

Errors: Check the `int31error` (275) variable.

See also: `allocate_ldt_descriptors` (276), `get_segment_base_address` (291), `allocate_ldt_descriptors` (276), `set_segment_limit` (304), `get_segment_base_address` (291), `get_segment_limit` (291)

### 54.18.60 `set_segment_limit`

Synopsis: Set descriptor limit

Declaration: `function set_segment_limit(d: Word; s: LongInt) : Boolean`

Visibility: default

Description: Sets the limit of a descriptor.

Parameters:

**dselector.**

**snew** limit of the descriptor.

Return values: Returns `True` if successful, else `False`.

**Remark:** The new limit specified must be the byte length of the segment - 1. Segment limits bigger than or equal to 1MB must be page aligned, they must have the lower 12 bits set.

For an example, see `allocate_ldt_descriptors` (276).

Errors: Check the `int31error` (275) variable.

See also: `allocate_ldt_descriptors` (276), `set_segment_base_address` (303), `get_segment_limit` (291), `set_segment_limit` (304)

### 54.18.61 `tb_offset`

Synopsis: Return DOS transfer buffer offset

Declaration: `function tb_offset : LongInt`

Visibility: default

Description: `tb_offset` returns the DOS transfer buffer segment.

See also: `transfer_buffer` (305), `tb_segment` (304), `tb_size` (305)

### 54.18.62 `tb_segment`

Synopsis: Return DOS transfer buffer segment

Declaration: `function tb_segment : LongInt`

Visibility: default

Description: `tb_segment` returns the DOS transfer buffer segment.

See also: `transfer_buffer` (305), `tb_offset` (304), `tb_size` (305)

**54.18.63 tb\_size**

Synopsis: Return DOS transfer memory buffer size

Declaration: `function tb_size : LongInt`

Visibility: default

Description: Returns the size of the pre-allocated dos memory buffer.

Return values: The size of the pre-allocated dos memory buffer. This block always seems to be 16k in size, but don't rely on this.

Errors: None.

See also: `transfer_buffer` (305), `copyfromdos` (278), `copytodos` (279)

**54.18.64 transfer\_buffer**

Synopsis: Return offset of DOS transfer buffer

Declaration: `function transfer_buffer : LongInt`

Visibility: default

Description: `transfer_buffer` returns the offset of the transfer buffer.

Errors: None.

See also: `tb_size` (305)

**54.18.65 unlock\_code**

Synopsis: Unlock code segment

Declaration: `function unlock_code(functionaddr: pointer;size: LongInt) : Boolean`

Visibility: default

Description: Unlocks a memory range which resides in the code segment selector.

Parameters:

**functionaddr** address of function to be unlocked.

**size** size bytes to be unlocked.

Return value: `True` if successful, `False` otherwise.

For an example, see `get_rm_callback` (287).

Errors: Check the `int31error` (275) variable.

See also: `unlock_linear_region` (306), `unlock_data` (306), `lock_linear_region` (296), `lock_data` (295), `lock_code` (295)

**54.18.66 unlock\_data**

Synopsis: Unlock data segment

Declaration: `function unlock_data(var data; size: LongInt) : Boolean`

Visibility: default

Description: Unlocks a memory range which resides in the data segment selector.

Parameters:

**data** address of memory to be unlocked.

**size** size bytes to be unlocked.

Return values: `True` if successful, `False` otherwise.

For an example, see `get_rm_callback` (287).

Errors: Check the `int31error` (275) variable.

See also: `unlock_linear_region` (306), `unlock_code` (305), `lock_linear_region` (296), `lock_data` (295), `lock_code` (295)

**54.18.67 unlock\_linear\_region**

Synopsis: Unlock linear memory region

Declaration: `function unlock_linear_region(linearaddr: LongInt; size: LongInt)  
: Boolean`

Visibility: default

Description: Unlocks a previously locked linear region range to allow it to be swapped out again if needed.

Parameters:

**linearaddr** linear address of the memory to be unlocked.

**size** size bytes to be unlocked.

Return values: `True` if successful, `False` otherwise.

Errors: Check the `int31error` (275) variable.

See also: `unlock_data` (306), `unlock_code` (305), `lock_linear_region` (296), `lock_data` (295), `lock_code` (295)

## Chapter 55

# Reference for unit 'gpm'

### 55.1 Used units

Table 55.1: Used units by unit 'gpm'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>

### 55.2 Overview

The GPM unit implements an interface to `libgpm`, the console program for mouse handling. This unit was created by Peter Vreman, and is only available on linux.

When this unit is used, your program is linked to the C libraries, so you must take care of the C library version. Also, it will only work with version 1.17 or higher of the `libgpm` library.

### 55.3 Constants, types and variables

#### 55.3.1 Constants

`GPM_BOT` = 2

Bottom of area.

`GPM_B_LEFT` = 4

Left mouse button identifier.

`GPM_B_MIDDLE` = 2

Middle mouse button identifier.

`GPM_B_RIGHT` = 1

Right mouse button identifier.

GPM\_DOUBLE = 32

Mouse double click event.

GPM\_DOWN = 4

Mouse button down event.

GPM\_DRAG = 2

Mouse drag event.

GPM\_ENTER = 512

Enter area event.

GPM\_HARD = 256

?

GPM\_LEAVE = 1024

Leave area event.

GPM\_LEFT = 4

Left side of area.

GPM\_MAGIC = \$47706D4C

Constant identifying GPM in Gpm\_Open ([315](#)).

GPM\_MFLAG = 128

Motion flag.

GPM\_MOVE = 1

Mouse move event.

GPM\_NODE\_CTL = GPM\_NODE\_DEV

Control socket

GPM\_NODE\_DEV = '/dev/gpmctl'

Device socket filename

GPM\_NODE\_DIR = \_PATH\_VARRUN

Where to write socket.

```
GPM_NODE_DIR_MODE = 0775
```

Mode of socket.

```
GPM_NODE_FIFO = '/dev/gpmdata'
```

FIFO name

```
GPM_NODE_PID = '/var/run/gpm.pid'
```

Name of PID file.

```
GPM_RGT = 8
```

Right side of area.

```
GPM_SINGLE = 16
```

Mouse single click event.

```
GPM_TOP = 1
```

Top of area.

```
GPM_TRIPLE = 64
```

Mouse triple click event.

```
GPM_UP = 8
```

Mouse button up event.

```
_PATH_DEV = '/dev/'
```

Location of `/dev` directory.

```
_PATH_VARRUN = '/var/run/'
```

Location of run PID files directory.

### 55.3.2 Types

```
Pgpmconnect = Pgpm_connect
```

Pointer to `TGpmConnect` (310) record.

```
Pgpmevent = Pgpm_event
```

Pointer to TGpmEvent (310) record

```
Pgpmroi = Pgpm_roi
```

Pointer to TGpmRoi (310) record.

```
Pgpm_connect = ^TGpm_connect
```

Pointer to TGpm\_Connect (311) record.

```
Pgpm_event = ^Tgpm_event
```

Pointer to TGpm\_Event (311) record

```
Pgpm_roi = ^Tgpm_roi
```

Pointer to Tgpm\_roi (311) record.

```
Tgpmconnect = Tgpm_connect
```

Alias for TGpm\_Connect (311) record.

```
TGpmEtype = LongInt
```

Type for event type.

```
Tgpmevent = Tgpm_event
```

Alias for TGPM\_EVent (311) record

```
TGpmHandler = function(var event: Tgpmevent; clientdata: pointer)
                  : LongInt
```

Mouse event handler callback.

```
TGpmMargin = LongInt
```

Type to hold area margin.

```
Tgpmroi = Tgpm_roi
```

Alias for TGpm\_roi (311)Record

```
Tgpm_connect = record
  eventMask : Word;
  defaultMask : Word;
  minMod : Word;
  maxMod : Word;
  pid : LongInt;
  vc : LongInt;
end
```

GPM server connection information.

```
Tgpm_event = record
  buttons : Byte;
  modifiers : Byte;
  vc : Word;
  dx : Word;
  dy : Word;
  x : Word;
  y : Word;
  EventType : TGpmEtype;
  clicks : LongInt;
  margin : TGpmMargin;
  wdx : Word;
  wdy : Word;
end
```

Tgpm\_event describes the events that are reported by GPM.

```
Tgpm_roi = record
  xmin : Integer;
  xmax : Integer;
  ymin : Integer;
  ymax : Integer;
  minmod : Word;
  maxmod : Word;
  eventmask : Word;
  owned : Word;
  handler : TGpmHandler;
  clientdata : pointer;
  prev : Pgpm_roi;
  next : Pgpm_roi;
end
```

Record used to define regions of interest.

### 55.3.3 Variables

```
gpm_current_roi : Pgpm_roi
```

Internal gpm library variable. Do not use.

```
gpm_handler : TGpmHandler
```

Internal gpm library variable. Do not use.

```
gpm_roi : Pgpm_roi
```

Internal gpm library variable. Do not use.

```
gpm_roi_data : pointer
```



Internal gpm library variable. Do not use.

`gpm_roi_handler : TGpmHandler`

Internal gpm library variable. Do not use.

## 55.4 Procedures and functions

### 55.4.1 Gpm\_AnyDouble

Synopsis: Check whether event has double click event.

Declaration: `function Gpm_AnyDouble(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_AnyDouble` returns True if `EventType` contains the `GPM_DOUBLE` flag, False otherwise.

Errors: None.

See also: `Gpm_StrictSingle` (317), `Gpm_AnySingle` (312), `Gpm_StrictDouble` (317), `Gpm_StrictTriple` (317), `Gpm_AnyTriple` (312)

### 55.4.2 Gpm\_AnySingle

Synopsis: Check whether event has a single click event.

Declaration: `function Gpm_AnySingle(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_AnySingle` returns True if `EventType` contains the `GPM_SINGLE` flag, False otherwise.

Errors: None.

See also: `Gpm_StrictSingle` (317), `Gpm_AnyDouble` (312), `Gpm_StrictDouble` (317), `Gpm_StrictTriple` (317), `Gpm_AnyTriple` (312)

### 55.4.3 Gpm\_AnyTriple

Synopsis: Check whether event has a triple click event.

Declaration: `function Gpm_AnyTriple(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_AnySingle` returns True if `EventType` contains the `GPM_TRIPLE` flag, False otherwise.

Errors: None.

See also: `Gpm_StrictSingle` (317), `Gpm_AnyDouble` (312), `Gpm_StrictDouble` (317), `Gpm_StrictTriple` (317), `Gpm_AnySingle` (312)

#### 55.4.4 gpm\_close

Synopsis: Close connection to GPM server.

Declaration: `function gpm_close : LongInt`

Visibility: default

Description: `Gpm_Close` closes the current connection, and pops the connection stack; this means that the previous connection becomes active again.

The function returns -1 if the current connection is not the last one, and it returns 0 if the current connection is the last one.

for an example, see `Gpm_GetEvent` (313).

Errors: None.

See also: `Gpm_Open` (315)

#### 55.4.5 gpm\_fitvalues

Synopsis: Change coordinates to fit physical screen.

Declaration: `function gpm_fitvalues(var x: LongInt;var y: LongInt) : LongInt`

Visibility: default

Description: `Gpm_fitValues` changes `x` and `y` so they fit in the visible screen. The actual mouse pointer is not affected by this function.

Errors: None.

See also: `Gpm_FitValuesM` (313)

#### 55.4.6 gpm\_fitvaluesM

Synopsis: Change coordinates to fit margin.

Declaration: `function gpm_fitvaluesM(var x: LongInt;var y: LongInt;margin: LongInt)  
: LongInt`

Visibility: default

Description: `Gpm_FitValuesM` changes `x` and `y` so they fit in the margin indicated by `margin`. If `margin` is -1, then the values are fitted to the screen. The actual mouse pointer is not affected by this function.

Errors: None.

See also: `Gpm_FitValues` (313)

#### 55.4.7 gpm\_getevent

Synopsis: Get event from event queue.

Declaration: `function gpm_getevent(var event: Tgpm_event) : LongInt`

Visibility: default

**Description:** `Gpm_GetEvent` Reads an event from the file descriptor `gpm_fd`. This file is only for internal use and should never be called by a client application.

It returns 1 on succes, and -1 on failue.

**Errors:** On error, -1 is returned.

See also: `Gpm_GetSnapshot` (315)

**Listing:** `./gpmex/gpmex.pp`

---

```

program gpmex;

{
  Example program to demonstrate the use of the gpm unit.
}

uses gpm;

var
  connect : TGPMConnect;
  event : tgpmevent;

begin
  connect.EventMask:=GPM_MOVE or GPM_DRAG or GPM_DOWN or GPM_UP;
  connect.DefaultMask:=0;
  connect.MinMod:=0;
  connect.MaxMod:=0;
  if Gpm_Open(connect,0)=-1 then
    begin
      Writeln('No mouse handler present. ');
      Halt(1);
    end;
  Writeln('Click right button to end. ');
  Repeat
    gpm_getevent(Event);
    With Event do
      begin
        Write('Pos = ( ',X,' ',Y,' ) Buttons : ( ');
        if ( buttons and Gpm_b_left)<>0 then
          write('left ');
        if ( buttons and Gpm_b_right)<>0 then
          write('right ');
        if ( buttons and Gpm_b_middle)<>0 then
          Write('middle ');
        Write(') Event : ');
        Case EventType and $F of
          GPM_MOVE: write('Move');
          GPM_DRAG: write('Drag');
          GPM_DOWN: write('Down');
          GPM_UP: write('Up');
        end;
        Writeln;
      end;
    Until (Event.Buttons and gpm_b_right)<>0;
    gpm_close;
  end.

```

---

### 55.4.8 gpm\_getsnapshot

Synopsis: Return servers' current image of mouse state.

Declaration: `function gpm_getsnapshot (eptr: Pgpmevent) : LongInt`  
`function gpm_getsnapshot (var eptr: Tgpmevent) : LongInt`

Visibility: default

Description: `Gpm_GetSnapshot` returns the picture that the server has of the current situation in `Event`. This call will not read the current situation from the mouse file descriptor, but returns a buffered version.

The function returns the number of mouse buttons, or -1 if this information is not available.

Errors: None.

See also: `Gpm_GetEvent` (313)

### 55.4.9 gpm\_lowerroi

Synopsis: Lower a region of interest in the stack.

Declaration: `function gpm_lowerroi (which: Pgpm_roi; after: Pgpm_roi) : Pgpm_roi`

Visibility: default

Description: `Gpm_LowerRoi` lowers the region of interest `which` after `after`. If `after` is `Nil`, the region of interest is moved to the bottom of the stack.

The return value is the new top of the region-of-interest stack.

Errors: None.

See also: `Gpm_RaiseRoi` (316), `Gpm_PopRoi` (316), `Gpm_PushRoi` (316)

### 55.4.10 gpm\_open

Synopsis: Open connection to GPM server.

Declaration: `function gpm_open (var conn: Tgpm_connect; flag: LongInt) : LongInt`

Visibility: default

Description: `Gpm_Open` opens a new connection to the mouse server. The connection is described by the fields of the `conn` record of type `TGPMConnect` (310).

if `Flag` is 0, then the application only receives events that come from its own terminal device. If it is negative it will receive all events. If the value is positive then it is considered a console number to which to connect.

The return value is -1 on error, or the file descriptor used to communicate with the client. Under an X-Term the return value is -2.

for an example, see `Gpm_GetEvent` (313).

Errors: On Error, the return value is -1.

See also: `Gpm_Open` (315)

### 55.4.11 gpm\_poproi

Synopsis: Pop region of interest from the stack.

Declaration: `function gpm_poproi(which: Pgpm_roi) : Pgpm_roi`

Visibility: default

Description: `Gpm_PopRoi` pops the topmost region of interest from the stack. It returns the next element on the stack, or `Nil` if the current element was the last one.

Errors: None.

See also: `Gpm_RaiseRoi` (316), `Gpm_LowerRoi` (315), `Gpm_PushRoi` (316)

### 55.4.12 gpm\_pushroi

Synopsis: Push region of interest on the stack.

Declaration: `function gpm_pushroi(x1: LongInt; y1: LongInt; x2: LongInt; y2: LongInt;  
mask: LongInt; fun: TGpmHandler; xtradata: pointer)  
: Pgpm_roi`

Visibility: default

Description: `Gpm_PushRoi` puts a new *region of interest* on the stack. The region of interest is defined by a rectangle described by the corners (X1, Y1) and (X2, Y2).

The mask describes which events the handler {fun} will handle; ExtraData will be put in the xtradata field of the {TGPM\_Roi} record passed to the fun handler.

Errors: None.

See also: `Gpm_RaiseRoi` (316), `Gpm_PopRoi` (316), `Gpm_LowerRoi` (315)

### 55.4.13 gpm\_raiseroi

Synopsis: Raise region of interest in the stack.

Declaration: `function gpm_raiseroi(which: Pgpm_roi; before: Pgpm_roi) : Pgpm_roi`

Visibility: default

Description: `Gpm_RaiseRoi` raises the *region of interest* which till it is on top of region before. If before is nil then the region is put on top of the stack. The returned value is the top of the stack.

Errors: None.

See also: `Gpm_PushRoi` (316), `Gpm_PopRoi` (316), `Gpm_LowerRoi` (315)

### 55.4.14 gpm\_repeat

Synopsis: Check for presence of mouse event.

Declaration: `function gpm_repeat(millisec: LongInt) : LongInt`

Visibility: default

Description: `Gpm_Repeat` returns 1 if no mouse event arrives in the next millisec milliseconds, it returns 0 otherwise.

Errors: None.

See also: [Gpm\\_GetEvent \(313\)](#)

### 55.4.15 Gpm\_StrictDouble

Synopsis: Check whether event contains only a double-click event.

Declaration: `function Gpm_StrictDouble(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_StrictDouble` returns `true` if `EventType` contains only a `doubleclick` event, `False` otherwise.

Errors: None.

See also: [Gpm\\_StrictSingle \(317\)](#), [Gpm\\_AnyTriple \(312\)](#), [Gpm\\_AnyDouble \(312\)](#), [Gpm\\_StrictTriple \(317\)](#), [Gpm\\_AnySingle \(312\)](#)

### 55.4.16 Gpm\_StrictSingle

Synopsis: Check whether event contains only a single-click event.

Declaration: `function Gpm_StrictSingle(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_StrictSingle` returns `True` if `EventType` contains only a `singleclick` event, `False` otherwise.

Errors: None.

See also: [Gpm\\_AnyTriple \(312\)](#), [Gpm\\_StrictDouble \(317\)](#), [Gpm\\_AnyDouble \(312\)](#), [Gpm\\_StrictTriple \(317\)](#), [Gpm\\_AnySingle \(312\)](#)

### 55.4.17 Gpm\_StrictTriple

Synopsis: Check whether event contains only a triple-click event.

Declaration: `function Gpm_StrictTriple(EventType: LongInt) : Boolean`

Visibility: default

Description: `Gpm_StrictTriple` returns `true` if `EventType` contains only a `triple click` event, `False` otherwise.

Errors: None.

See also: [Gpm\\_AnyTriple \(312\)](#), [Gpm\\_StrictDouble \(317\)](#), [Gpm\\_AnyDouble \(312\)](#), [Gpm\\_StrictSingle \(317\)](#), [Gpm\\_AnySingle \(312\)](#)

## Chapter 56

# Reference for unit 'Graph'

### 56.1 Overview

This document describes the `GRAPH` unit for Free Pascal, for all platforms. The unit was first written for dos by Florian Klaempfl, but was later completely rewritten by Carl-Eric Codere to be completely portable. The unit is provided for compatibility only: It is recommended to use more modern graphical systems. The graph unit will allow to recompile old programs. They will work to some extent, but if the application has heavy graphical needs, it's recommended to use another set of graphical routines, suited to the platform the program should work on.

### 56.2 Categorized functions: Text and font handling

Functions to set texts on the screen.

Table 56.1:

Name	Description
<code>GetTextSettings</code> (318)	Get current text settings
<code>InstallUserFont</code> (318)	Install a new font
<code>OutText</code> (318)	Write text at current cursor position
<code>OutTextXY</code> (318)	Write text at coordinates X,Y
<code>RegisterBGIFont</code> (318)	Register a new font
<code>SetTextJustify</code> (318)	Set text justification
<code>SetTextStyle</code> (318)	Set text style
<code>SetUserCharSize</code> (318)	Set text size
<code>TextHeight</code> (318)	Calculate height of text
<code>TextWidth</code> (318)	Calculate width of text

### 56.3 Categorized functions: Filled drawings

Functions for drawing filled regions.

Table 56.2:

Name	Description
Bar3D (318)	Draw a filled 3D-style bar
Bar (318)	Draw a filled rectangle
FloodFill (318)	Fill starting from coordinate
FillEllipse (318)	Draw a filled ellipse
FillPoly (318)	Draw a filled polygone
GetFillPattern (318)	Get current fill pattern
GetFillSettings (318)	Get current fill settings
SetFillPattern (318)	Set current fill pattern
SetFillStyle (318)	Set current fill settings

## 56.4 Categorized functions: Drawing primitives

Functions for simple drawing.

Table 56.3:

Name	Description
Arc (318)	Draw an arc
Circle (318)	Draw a complete circle
DrawPoly (318)	Draw a polygone with N points
Ellipse (318)	Draw an ellipse
GetArcCoords (318)	Get arc coordinates
GetLineSettings (318)	Get current line drawing settings
Line (318)	Draw line between 2 points
LineRel (318)	Draw line relative to current position
LineTo (318)	Draw line from current position to absolute position
MoveRel (318)	Move cursor relative to current position
MoveTo (318)	Move cursor to absolute position
PieSlice (318)	Draw a pie slice
PutPixel (318)	Draw 1 pixel
Rectangle (318)	Draw a non-filled rectangle
Sector (318)	Draw a sector
SetLineStyle (318)	Set current line drawing style

## 56.5 Categorized functions: Color management

All functions related to color management.



Table 56.4:

Name	Description
GetBkColor (318)	Get current background color
GetColor (318)	Get current foreground color
GetDefaultPalette (318)	Get default palette entries
GetMaxColor (318)	Get maximum valid color
GetPaletteSize (318)	Get size of palette for current mode
GetPixel (318)	Get color of selected pixel
GetPalette (318)	Get palette entry
SetAllPalette (318)	Set all colors in palette
SetBkColor (318)	Set background color
SetColor (318)	Set foreground color
SetPalette (318)	Set palette entry
SetRGBPalette (318)	Set palette entry with RGB values

## 56.6 Categorized functions: Screen management

General drawing screen management functions.

Table 56.5:

Name	Description
ClearViewPort (318)	Clear the current viewport
GetImage (318)	Copy image from screen to memory
GetMaxX (318)	Get maximum X coordinate
GetMaxY (318)	Get maximum Y coordinate
GetX (318)	Get current X position
GetY (318)	Get current Y position
ImageSize (318)	Get size of selected image
GetViewSettings (318)	Get current viewport settings
PutImage (318)	Copy image from memory to screen
SetActivePage (318)	Set active video page
SetAspectRatio (318)	Set aspect ratio for drawing routines
SetViewPort (318)	Set current viewport
SetVisualPage (318)	Set visual page
SetWriteMode (318)	Set write mode for screen operations

## 56.7 Categorized functions: Initialization

Initialization of the graphics screen.

Table 56.6:

Name	Description
<code>ClearDevice</code> (318)	Empty the graphics screen
<code>CloseGraph</code> (318)	Finish drawing session, return to text mode
<code>DetectGraph</code> (318)	Detect graphical modes
<code>GetAspectRatio</code> (318)	Get aspect ratio of screen
<code>GetModeRange</code> (318)	Get range of valid modes for current driver
<code>GraphDefaults</code> (1)	Set defaults
<code>GetDriverName</code> (318)	Return name of graphical driver
<code>GetGraphMode</code> (318)	Return current or last used graphics mode
<code>GetMaxMode</code> (318)	Get maximum mode for current driver
<code>GetModeName</code> (318)	Get name of current mode
<code>GraphErrorMsg</code> (1)	String representation of graphical error
<code>GraphResult</code> (1)	Result of last drawing operation
<code>InitGraph</code> (318)	Initialize graphics drivers
<code>InstallUserDriver</code> (318)	Install a new driver
<code>RegisterBGIDriver</code> (318)	Register a new driver
<code>RestoreCRTMode</code> (318)	Go back to text mode
<code>SetGraphMode</code> (318)	Set graphical mode

## 56.8 Target specific issues: Linux

There are several issues on Linux that need to be taken care of:

The Linux version of the `Graph` unit uses the `libvga` library. This library works on the console, not under X.

If you get an error similar to

```
/usr/bin/ld: cannot find -lvga
```

This can mean one of two things: either `libvga` and its development package is not installed properly, or the directory where it is installed is not in the linker path.

To remedy the former, you should install both the `libvga` package and `libvga-devel` package (or compile and install from scratch).

To remedy the latter, you should add the path to the compiler command-line using the `-Fl` option.

Programs using `libvga` need root privileges to run. You can make them `setuid` root with the following command:

```
chown root.root myprogram
chmod u+s myprogram
```

The `libvga` library will give up the root privileges after it is initialized.

there is an experimental version of the Graphics library available that uses GGI to do all the drawing, but it is not well tested. It's called `ggigraph` and is distributed in source form only.

Do not use the CRT unit together with the `Graph` unit: the console may end up in an unusable state. Instead, the `ncurses` unit may function fine.

## 56.9 Target specific issues: DOS

VESA modes (i.e., anything but 320x200x256 and 640x480x16) do not work under most installations of Windows NT, Windows 2000 and Windows XP. They also do not work for some people under Windows 98 and Windows ME, depending on their graphics drivers. However, the graph unit cannot detect this, because no errors are returned from the system. In such cases, the screen simply turns black, or will show garbage.

Nothing can be done about this, the reason is missing or buggy support in the graphics drivers of the operating system.

## 56.10 A word about mode selection

The graph unit was implemented for compatibility with the old Turbo Pascal graph unit. For this reason, the mode constants as they were defined in the Turbo Pascal graph unit are retained.

However, since

1. Video cards have evolved very much
2. Free Pascal runs on multiple platforms

it was decided to implement new mode and graphic driver constants, which are more independent of the specific platform the program runs on.

In this section we give a short explanation of the new mode system. the following drivers were defined:

```
D1bit = 11;
D2bit = 12;
D4bit = 13;
D6bit = 14; { 64 colors Half-brite mode - Amiga }
D8bit = 15;
D12bit = 16; { 4096 color modes HAM mode - Amiga }
D15bit = 17;
D16bit = 18;
D24bit = 19; { not yet supported }
D32bit = 20; { not yet supported }
D64bit = 21; { not yet supported }

lowNewDriver = 11;
highNewDriver = 21;
```

Each of these drivers specifies a desired color-depth.

The following modes have been defined:

```
detectMode = 30000;
m320x200 = 30001;
m320x256 = 30002; { amiga resolution (PAL) }
m320x400 = 30003; { amiga/atari resolution }
m512x384 = 30004; { mac resolution }
m640x200 = 30005; { vga resolution }
m640x256 = 30006; { amiga resolution (PAL) }
m640x350 = 30007; { vga resolution }
```

```

m640x400 = 30008;
m640x480 = 30009;
m800x600 = 30010;
m832x624 = 30011; { mac resolution }
m1024x768 = 30012;
m1280x1024 = 30013;
m1600x1200 = 30014;
m2048x1536 = 30015;

lowNewMode = 30001;
highNewMode = 30015;

```

These modes start at 30000 because Borland specified that the mode number should be ascending with increasing X resolution, and the new constants shouldn't interfere with the old ones.

The above constants can be used to set a certain color depth and resolution, as demonstrated in the below example.

If other modes than the ones above are supported by the graphics card, you will not be able to select them with this mechanism.

For this reason, there is also a 'dynamic' mode number, which is assigned at run-time. This number increases with increasing X resolution. It can be queried with the `getmoderange` call. This call will return the range of modes which are valid for a certain graphics driver. The numbers are guaranteed to be consecutive, and can be used to search for a certain resolution, as in the second example below.

Thus, the `getmoderange` function can be used to detect all available modes and drivers, as in the third example below:

**Listing:** ./graphex/inigraph1.pp

---

**Program** inigraph1;

*{ Program to demonstrate static graphics mode selection }*

**uses** graph;

**const**

TheLine = 'We are now in 640 x 480 x 256 colors!'+  
          ' (press <Return> to continue)';

**var**

gd, gm, lo, hi, error, tw, th: integer;  
found: boolean;

**begin**

```

{ We want an 8 bit mode }
gd := D8bit;
gm := m640x480;
initgraph(gd, gm, '');
{ Make sure you always check graphresult! }
error := graphResult;
if (error <> grOk) Then
  begin
    writeln('640x480x256 is not supported!');
    halt(1)
  end;
{ We are now in 640x480x256 }

```

```

setColor(cyan);
rectangle(0,0,getmaxx,getmaxy);
{ Write a nice message in the center of the screen }
setTextStyle(defaultFont,hORIZDIR,1);
tw:=TextWidth(TheLine);
th:=TextHeight(TheLine);
outTextXY((getMaxX - TW) div 2,
          (getMaxY - TH) div 2,TheLine);
{ Wait for return }
readln;
{ Back to text mode }
closegraph;
end.

```

---

**Listing:** ./graphex/inigraph2.pp

---

**Program** inigraph2;

*{ Program to demonstrate dynamic graphics mode selection }*

**uses** graph;

**const**

TheLine = 'We are now in 640 x 480 x 256 colors!'+  
           ' (press <Return> to continue)';

**var**

th,tw,gd, gm, lo, hi, error: integer;  
 found: boolean;

**begin**

*{ We want an 8 bit mode }*  
 gd := D8bit;  
*{ Get all available resolutions for this bitdepth }*  
 getmoderange(gd,lo,hi);  
*{ If the highest available mode number is -1,  
 no resolutions are supported for this bitdepth }*  
 if hi = -1 then  
   **begin**  
     writeln('no 8 bit modes supported!');  
     halt  
   **end**;

found := false;

*{ Search all resolutions for 640x480 }*

**for** gm := lo **to** hi **do**

**begin**

    initgraph(gd,gm,'');

*{ Make sure you always check graphresult! }*

    error := graphResult;

**if** (error = grOk) **and**

      (getmaxx = 639) **and** (getmaxy = 479) **then**

**begin**

        found := true;

**break**;

**end**;

**end**;

**if not** found **then**

  CloseGraph();

**begin**

```

    writeln('640x480x256 is not supported!');
    halt(1)
end;
{ We are now in 640x480x256 }
setColor(cyan);
rectangle(0,0,getmaxx,getmaxy);
{ Write a nice message in the center of the screen }
setTextStyle(defaultFont, horizDir, 1);
TW:=TextWidth(TheLine);
TH:=TextHeight(TheLine);
outTextXY((getMaxX - TW) div 2,
          (getMaxY - TH) div 2, TheLine);
{ Wait for return }
readln;
{ Back to text mode }
closegraph;
end.

```

---

**Listing:** ./graphex/modrange.pp

---

**Program** GetModeRange\_Example;

*{ This program demonstrates how to find all available graph modes }*

**uses** graph;

**const**

*{ Currently, only 4, 8, 15 and 16 bit modes are supported  
but this may change in the future }*  
 gdnames: **array**[D4bit..D16bit] **of string**[6] =  
 ('4 bit', '6 bit', '8 bit', '12 bit', '15 bit', '16 bit');

**procedure** WriteRes(**const** depth : integer);

**var**

tw, th : integer;  
 v, text : **String**;

**begin**

text := 'Current resolution is '; **str**(getmaxx+1, v);  
 text := text + v + 'x'; **str**(getmaxy+1, v);  
 text := text + v + 'x' + gdnames[depth];  
 setTextStyle(defaultFont, horizDir, 1);  
 TW:=TextWidth(text);  
 TH:=TextHeight(text);  
 outTextXY((getMaxX - TW) div 2,  
 (getMaxY - TH) div 2, text);

**end**;

**var**

t: text;  
 line : **string**;  
 gd, c, **low**, **high**, res: integer;

**begin**

assign(t, 'modes.txt');  
**rewrite**(t);  
 close(t);  
**for** gd := D4bit **to** D16bit **do**  
   **begin**  
     *{ Get the available mode numbers for this driver }*

---

```

getModeRange(gd,low,high);
append(t);
write(t,gdnames[gd]);
Writeln(t,': low modenr = ',low,', high modenr = ',high);
close(t);
{ If high is -1,
  no resolutions are supported for this bitdepth }
if high = -1 then
begin
append(t);
writeln(t,' No modes supported!');
writeln(t);
close(t);
end
else
{ Enter all supported resolutions for this bitdepth
  and write their characteristics to the file }
for c := low to high do
begin
append(t);
writeln(t,' testing mode nr ',c);
close(t);
initgraph(gd,c,'');
res := graphresult;
append(t);
{ An error occurred when entering the mode? }
if res <> grok then
writeln(t,grapherrormsg(res))
else
begin
write(t,'maxx: ',getmaxx,', maxy: ',getmaxy);
Writeln(t,', maxcolor: ',getmaxcolor);
closegraph;
end;
writeln(t);
WriteRes(gd);
close(t);
end;
append(t);
writeln(t);
close(t);
end;
Writeln('All supported modes are listed in modes.txt files');
end.

```

---

## 56.11 Requirements

The unit Graph exports functions and procedures for graphical output. It requires at least a VGA-compatible Card or a VGA-Card with software-driver (min. **512Kb** video memory).

## Chapter 57

# Reference for unit 'heaptrc'

### 57.1 Overview

This document describes the HEAPTRC unit for Free Pascal. It was written by Pierre Muller. It is system independent, and works on all supported systems.

The HEAPTRC unit can be used to debug your memory allocation/deallocation. It keeps track of the calls to `getmem/freemem`, and, implicitly, of `New/Dispose` statements.

When the program exits, or when you request it explicitly. It displays the total memory used, and then dumps a list of blocks that were allocated but not freed. It also displays where the memory was allocated.

If there are any inconsistencies, such as memory blocks being allocated or freed twice, or a memory block that is released but with wrong size, this will be displayed also.

The information that is stored/displayed can be customized using some constants.

### 57.2 Controlling HeapTrc with environment variables

The `HeapTrc` unit can be controlled with the `HEAPTRC` environment variable. The contents of this variable controls the initial setting of some constants in the unit. `HEAPTRC` consists of one or more of the following strings, separated by spaces:

**keepreleased** If this string occurs, then the `KeepReleased` (329) variable is set to `True`

**disabled** If this string occurs, then the `UseHeapTrace` (330) variable is set to `False` and the heap trace is disabled. It does not make sense to combine this value with other values.

**nohalt** If this string occurs, then the `HaltOnError` (329) variable is set to `False`, so the program continues executing even in case of a heap error.

**log=filename** If this string occurs, then the output of `heaptrc` is sent to the specified `Filename`. (see also `SetHeapTraceOutput` (332))

The following are valid values for the `HEAPTRC` variable:

```
HEAPTRC=disabled
HEAPTRC="keepreleased log=heap.log"
HEAPTRC="log=myheap.log nohalt "
```

Note that these strings are case sensitive, and the name of the variable too.



### 57.3 HeapTrc Usage

All that you need to do is to include `heaptrc` in the `uses` clause of your program. Make sure that it is the first unit in the clause, otherwise memory allocated in initialization code of units that precede the `heaptrc` unit will not be accounted for, causing an incorrect memory usage report.

If you use the `-gh` switch, the compiler will insert the unit by itself, so you don't have to include it in your `uses` clause.

The below example shows how to use the `heaptrc` unit.

This is the memory dump shown when running this program in a standard way:

```
Marked memory at 0040FA50 invalid
Wrong size : 128 allocated 64 freed
  0x00408708
  0x0040CB49
  0x0040C481
Call trace for block 0x0040FA50 size 128
  0x0040CB3D
  0x0040C481
```

If you use the `lineinfo` unit (or use the `-gl` switch) as well, then `heaptrc` will also give you the filenames and line-numbers of the procedures in the backtrace:

```
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.

**Listing:** `./heapex/heapex.pp`

---

**Program** `heapex`;

*{ Program used to demonstrate the usage of heaptrc unit }*

**Uses** `heaptrc`;

**Var** `P1` : ^Longint;  
       `P2` : Pointer;  
       `I` : longint;

**begin**

```
  New(P1);
  // causes previous allocation not to be de-allocated
  New(P1);
  Dispose(P1);
  For I:=1 to 10 do
  begin
    GetMem (P2,128);
    // When I is even, deallocate block. We loose 5 times 128
```

---

```

    // bytes this way.
    If (1 mod 2) = 0 Then FreeMem(P2,128);
    end;
    GetMem(P2,128);
    // This will provoke an error and a memory dump
    Freemem (P2,64);
end.

```

---

## 57.4 Constants, types and variables

### 57.4.1 Constants

```
add_tail : Boolean = True
```

If `add\_tail` is `True` (the default) then a check is also performed on the memory location just behind the allocated memory.

```
HaltOnError : Boolean = True
```

If `HaltOnError` is set to `True` then an illegal call to `FreeMem` will cause the memory manager to execute a `halt (1)` instruction, causing a memory dump. By Default it is set to `True`.

```
HaltOnNotReleased : Boolean = False
```

`HaltOnNotReleased` can be set to `True` to make the `DumpHeap` (331) procedure halt (exit code 203) the program if any memory was not released when the dump is made. If it is `False` (the default) then `DumpHeap` just returns.

```
keepreleased : Boolean = False
```

If `keepreleased` is set to `true`, then a list of freed memory blocks is kept. This is useful if you suspect that the same memory block is released twice. However, this option is very memory intensive, so use it sparingly, and only when it's really necessary.

```
maxprintedblocklength : Integer = 128
```

`maxprintedblocklength` determines the maximum number of bytes written by a memory block dump, as produced when `printleakedblock` (330) or `printfaultyblock` (329) are true. If the size of the memory block is larger than this size, then only the first `maxprintedblocklength` will be included in the dump.

```
printfaultyblock : Boolean = False
```

`printleakedblock` can be set to `True` to print a memory dump of faulty memory blocks (in case a memory override occurs) The block is printed as a series of hexadecimal numbers, representing the bytes in the memory block. At most `maxprintedblocklength` (329) bytes of the memory block will be printed.

```
printleakedblock : Boolean = False
```

`printleakedblock` can be set to `True` to print a memory dump of unreleased blocks when the `heaptrc` unit produces a summary of memory leaks. The block is printed as a series of hexadecimal numbers, representing the bytes in the memory block. At most `maxprintedblocklength` (329) bytes of the memory block will be printed.

```
quicktrace : Boolean = True
```

`Quicktrace` determines whether the memory manager checks whether a block that is about to be released is allocated correctly. This is a rather time consuming search, and slows program execution significantly, so by default it is set to `True`.

```
tracesize = 8
```

`Tracesize` specifies how many levels of calls are displayed of the call stack during the memory dump. If you specify `keepreleased:=True` then half the `TraceSize` is reserved for the `GetMem` call stack, and the other half is reserved for the `FreeMem` call stack. For example, the default value of 8 will cause eight levels of call frames to be dumped for the `getmem` call if `keepreleased` is `False`. If `KeepReleased` is `true`, then 4 levels of call frames will be dumped for the `GetMem` call and 4 frames will be dumped for the `FreeMem` call. If you want to change this value, you must recode the `heaptrc` unit.

```
usecrc : Boolean = True
```

If `usecrc` is `True` (the default) then a `crc` check is performed on locations before and after the allocated memory. This is useful to detect memory overwrites.

```
useheaptrace : Boolean = True
```

This variable must be set at program startup, through the help of an environment variable.

## 57.4.2 Types

```
tDisplayExtraInfoProc = procedure(var ptext: text;p: pointer)
```

The `TDisplayExtraInfoType` is a procedural type used in the `SetHeapExtraInfo` (331) call to display a memory location which was previously filled with `TFillExtraInfoProc` (330)

```
tFillExtraInfoProc = procedure(p: pointer)
```

The `TFillExtraInfoProc` is a procedural type used in the `SetHeapExtraInfo` (331) call to fill a memory location with extra data for displaying.

## 57.5 Procedures and functions

### 57.5.1 CheckPointer

**Synopsis:** Check if a pointer is in the address range of the application

**Declaration:** `procedure CheckPointer(p: pointer)`

**Visibility:** `default`

**Description:** `CheckPointer` checks if the pointer is in the address range of the application, more specifically, if it is in the heap. if not, it prints an error and stops the program with `aruntime` error 204.

### 57.5.2 DumpHeap

Synopsis: Dump memory usage report to stderr.

Declaration: `procedure DumpHeap`

Visibility: default

Description: `DumpHeap` dumps to standard output a summary of memory usage. It is called automatically by the `heaptrc` unit when your program exits (by installing an exit procedure), but it can be called at any time.

Errors: None.

### 57.5.3 SetHeapExtraInfo

Synopsis: Store extra information in blocks.

Declaration: `procedure SetHeapExtraInfo(size: ptruint; fillproc: tFillExtraInfoProc; displayproc: tdisplayextrainfoProc)`

Visibility: default

Description: You can use `SetHeapExtraInfo` to store extra info in the blocks that the `heaptrc` unit reserves when tracing `getmem` calls. `Size` indicates the size (in bytes) that the trace mechanism should reserve for your extra information. For each call to `getmem`, `FillProc` will be called, and passed a pointer to the memory reserved.

When dumping the memory summary, the extra info is shown by calling `displayproc` and passing it the memory location which was filled by `fillproc`. It should write the information in readable form to the text file provided in the call to `displayproc`.

Errors: You can only call `SetHeapExtraInfo` if no memory has been allocated yet. If memory was already allocated prior to the call to `SetHeapExtraInfo`, then an error will be displayed on standard error output, and a `DumpHeap` (331) is executed.

See also: `DumpHeap` (331), `SetHeapTraceOutput` (332)

**Listing:** `./heapex/setinfo.pp`

---

**Program** `heapex`;

*{ Program used to demonstrate the usage of heaptrc unit }*

**Uses** `heaptrc`;

**Var** `P1 : ^Longint;`  
       `P2 : Pointer;`  
       `I : longint;`  
       `Marker : Longint;`

**Procedure** `SetMarker (P : pointer);`

**Type** `PLongint = ^Longint;`

**begin**  
       `PLongint(P)^:=Marker;`  
**end**;

```

Procedure Part1;

begin
  // Blocks allocated here are marked with $FFAAFFAA = -5570646
  Marker := $FFAAFFAA;
  New(P1);
  New(P1);
  Dispose(P1);
  For I:=1 to 10 do
    begin
      GetMem (P2,128);
      If (I mod 2) = 0 Then FreeMem(P2,128);
    end;
  GetMem(P2,128);
end;

Procedure Part2;

begin
  // Blocks allocated here are marked with $FAFAFAFA = -84215046
  Marker := $FAFAFAFA;
  New(P1);
  New(P1);
  Dispose(P1);
  For I:=1 to 10 do
    begin
      GetMem (P2,128);
      If (I mod 2) = 0 Then FreeMem(P2,128);
    end;
  GetMem(P2,128);
end;

begin
  SetExtraInfo (SizeOf (Marker) ,@SetMarker);
  Writeln ( 'Part 1 ' );
  part1;
  Writeln ( 'Part 2 ' );
  part2;
end.

```

---

#### 57.5.4 SetHeapTraceOutput

Synopsis: Specify filename for heap trace output.

Declaration: `procedure SetHeapTraceOutput(const name: string); Overload`  
`procedure SetHeapTraceOutput(var ATextOutput: Text); Overload`

Visibility: default

Description: `SetHeapTraceOutput` sets the filename into which heap trace info will be written. By default information is written to standard output, this function allows you to redirect the information to a file with full filename name.

Errors: If the file cannot be written to, errors will occur when writing the trace.

See also: `SetHeapExtraInfo` (331)

## Chapter 58

# Reference for unit 'ipc'

### 58.1 Used units

Table 58.1: Used units by unit 'ipc'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 58.2 Overview

This document describes the IPC unit for Free Pascal. It was written for linux by Michael Van Canneyt. It gives all the functionality of System V Inter-Process Communication: shared memory, semaphores and messages. It works only on the linux operating system.

Many constants here are provided for completeness only, and should under normal circumstances not be used by the programmer.

## Chapter 59

# Reference for unit 'keyboard'

### 59.1 Overview

The Keyboard unit implements a keyboard access layer which is system independent. It can be used to poll the keyboard state and wait for certain events. Waiting for a keyboard event can be done with the `GetKeyEvent` (334) function, which will return a driver-dependent key event. This key event can be translated to a interpretable event by the `TranslateKeyEvent` (334) function. The result of this function can be used in the other event examining functions.

A custom keyboard driver can be installed using the `SetKeyboardDriver` (334) function. The current keyboard driver can be retrieved using the `GetKeyboardDriver` (334) function. The last section of this chapter demonstrates how to make a keyboard driver.

### 59.2 Unix specific notes

On Unix, applications run on a "terminal", and the application writes to the screen and reads from the keyboard by communicating with the terminal. Unix keyboard handling is mostly backward compatible with the DEC vt100 and vt220 terminals from tens of years ago. The vt100 and vt220 had very different keyboards than today's PC's and this is where the problems start. To make it worse the protocol of both terminals has not been very well designed.

Because of this, the keyboard unit on Unix operating systems does a best effort to provide keyboard functionality. An implementation with full keyboard facilities like on other operating systems is not possible.

The exception is the Linux kernel. The terminal emulation of the Linux kernel is from a PC keyboard viewpoint hopeless as well, but unlike other terminal emulators it is configurable. On the Linux console, the Free Pascal keyboard unit tries to implement full functionality.

Users of applications using the keyboard unit should expect the following:

- Full functionality on the Linux console. It must be the bare console, SSH into another machine will kill the full functionality.
- Limited functionality otherwise.

Notes about Linux full functionality:

- The keyboard is reprogrammed. If the keyboard is for whatever reason not restored in its original state, please load your keymap to reinitialize it.

- Alt+function keys generate keycodes for those keys. To switch virtual consoles, use ctrl+alt+function key.
- Unlike what you're used to with other Unix software, escape works as you intuitively expect, it generates the keycode for an escape key **without a delay**.

The limited functionality does include these quirks:

- Escape must be pressed two times before it has effect.
- On the Linux console, when the users runs the program by logging into another machine:
  - Shift+F1 and Shift+F12 will generate keycodes for F11 and F12.
  - Shift+arrow keys, shift+ins, shift+del, shift+home, shift+end do not work. The same is true about the control and alt combinations.
  - Alt+function keys will switch virtual consoles instead of generating the right key sequences.
  - Ctrl+function keys will generate the keycodes for the function keys without ctrl
- In Xterm:
  - Shift+insert pastes the x clipboard, no keycode will be generated.
- In Konsole:
  - Shift+insert pastes the x clipboard, no keycode will be generated.
  - Shift+arrow keys doesn't work, nor does ctrl+arrow keys

If you have a non-standard terminal, some keys may not work at all. When in limited functionality mode, the user can work around using an escape prefix:

- Esc+1 = F1, Esc+2 = F2.
- Esc before another key is equal to alt+key.

In such cases, if the terminal does output an escape sequence for those keys, please submit a bug report so we can add them.

## 59.3 Writing a keyboard driver

Writing a keyboard driver means that hooks must be created for most of the keyboard unit functions. The `TKeyboardDriver` record contains a field for each of the possible hooks:

```
TKeyboardDriver = Record
  InitDriver : Procedure;
  DoneDriver : Procedure;
  GetKeyEvent : Function : TKeyEvent;
  PollKeyEvent : Function : TKeyEvent;
  GetShiftState : Function : Byte;
  TranslateKeyEvent : Function (KeyEvent: TKeyEvent): TKeyEvent;
  TranslateKeyEventUnicode: Function (KeyEvent: TKeyEvent): TKeyEvent;
end;
```



The meaning of these hooks is explained below:

**InitDriver** Called to initialize and enable the driver. Guaranteed to be called only once. This should initialize all needed things for the driver.

**DoneDriver** Called to disable and clean up the driver. Guaranteed to be called after a call to `initDriver`. This should clean up all things initialized by `InitDriver`.

**GetKeyEvent** Called by `GetKeyEvent` (334). Must wait for and return the next key event. It should NOT store keys.

**PollKeyEvent** Called by `PollKeyEvent` (334). It must return the next key event if there is one. Should not store keys.

**GetShiftState** Called by `PollShiftStateEvent` (334). Must return the current shift state.

**TranslateKeyEvent** Should translate a raw key event to a correct key event, i.e. should fill in the `shiftstate` and convert function key scancodes to function key keycodes. If the `TranslateKeyEvent` is not filled in, a default translation function will be called which converts the known scancodes from the tables in the previous section to a correct keyevent.

**TranslateKeyEventUnicode** Should translate a key event to a unicode key representation.

Strictly speaking, only the `GetKeyEvent` and `PollKeyEvent` hooks must be implemented for the driver to function correctly.

The example unit demonstrates how a keyboard driver can be installed. It takes the installed driver, and hooks into the `GetKeyEvent` function to register and log the key events in a file. This driver can work on top of any other driver, as long as it is inserted in the `uses` clause *after* the real driver unit, and the real driver unit should set the driver record in its initialization section.

Note that with a simple extension of this unit could be used to make a driver that is capable of recording and storing a set of keyboard strokes, and replaying them at a later time, so a 'keyboard macro' capable driver. This driver could sit on top of any other driver.

**Listing:** `./kbdex/logkeys.pp`

---

```
unit logkeys ;

interface

Procedure StartKeyLogging ;
Procedure StopKeyLogging ;
Function IsKeyLogging : Boolean ;
Procedure SetKeyLogFileName (FileName : String) ;

implementation

uses sysutils , keyboard ;

var
    NewKeyBoardDriver ,
    OldKeyBoardDriver : TKeyboardDriver ;
    Active , Logging : Boolean ;
    LogFileName : String ;
    KeyLog : Text ;

Function TimeStamp : String ;
```

```

begin
    TimeStamp:=FormatDateTime( 'hh:nn:ss' ,Time ());
end;

Procedure StartKeyLogging;

begin
    Logging:=True;
    WriteIn(KeyLog, 'Start logging keystrokes at: ',TimeStamp);
end;

Procedure StopKeyLogging;

begin
    WriteIn(KeyLog, 'Stop logging keystrokes at: ',TimeStamp);
    Logging:=False;
end;

Function IsKeyLogging : Boolean;

begin
    IsKeyLogging:=Logging;
end;

Function LogGetKeyEvent : TKeyEvent;

Var
    K : TKeyEvent;

begin
    K:=OldkeyboardDriver.GetKeyEvent();
    If Logging then
        begin
            Write (KeyLog,TimeStamp, ' : Key event: ');
            WriteIn (KeyLog, KeyEventToString( TranslateKeyEvent(K)));
            end;
        LogGetKeyEvent:=K;
    end;

Procedure LogInitKeyBoard;

begin
    OldKeyBoardDriver.InitDriver();
    Assign(KeyLog,logFileName);
    Rewrite(KeyLog);
    Active:=True;
    StartKeyLogging;
end;

Procedure LogDoneKeyBoard;

begin
    StopKeyLogging;
    Close(KeyLog);
    Active:=False;
    OldKeyBoardDriver.DoneDriver();
end;

```

---

```
Procedure SetKeyLogFileName(FileName : String);
```

```
begin
  If Not Active then
    LogFileName:=FileName;
end;
```

**Initialization**

```
  GetKeyBoardDriver(OldKeyBoardDriver);
  NewKeyBoardDriver:=OldKeyBoardDriver;
  NewKeyBoardDriver.GetKeyEvent:=@LogGetKeyEvent;
  NewKeyBoardDriver.InitDriver:=@LogInitKeyboard;
  NewKeyBoardDriver.DoneDriver:=@LogDoneKeyboard;
  LogFileName:= 'keyboard.log';
  Logging:=False;
  SetKeyboardDriver(NewKeyBoardDriver);
end.
```

---

**Listing:** ./kbdex/ex9.pp

---

```
program example9;

{ This program demonstrates the logkeys unit }

uses keyboard,logkeys;

Var
  K : TKeyEvent;

begin
  InitKeyBoard;
  Writeln('Press keys, press "q" to end, "s" toggles logging. ');
  Repeat
    K:=GetKeyEvent;
    K:=TranslateKeyEvent(K);
    Writeln('Got key : ',KeyEventToString(K));
    if GetKeyEventChar(K)='s' then
      if IsKeyLogging then
        StopKeyLogging
      else
        StartKeyLogging;
    Until (GetKeyEventChar(K)='q');
  DoneKeyBoard;
end.
```

---

## 59.4 Keyboard scan codes

Special physical keys are encoded with the DOS scan codes for these keys in the second byte of the TKeyEvent (334) type. A complete list of scan codes can be found in the below table. This is the list of keys that is used by the default key event translation mechanism. When writing a keyboard driver, either these constants should be returned by the various key event functions, or the TranslateKeyEvent hook should be implemented by the driver.

Table 59.1: Key Scancodes

Code	Key	Code	Key	Code	Key
00	NoKey	3D	F3	70	ALT-F9
01	ALT-Esc	3E	F4	71	ALT-F10
02	ALT-Space	3F	F5	72	CTRL-PrtSc
04	CTRL-Ins	40	F6	73	CTRL-Left
05	SHIFT-Ins	41	F7	74	CTRL-Right
06	CTRL-Del	42	F8	75	CTRL-end
07	SHIFT-Del	43	F9	76	CTRL-PgDn
08	ALT-Back	44	F10	77	CTRL-Home
09	ALT-SHIFT-Back	47	Home	78	ALT-1
0F	SHIFT-Tab	48	Up	79	ALT-2
10	ALT-Q	49	PgUp	7A	ALT-3
11	ALT-W	4B	Left	7B	ALT-4
12	ALT-E	4C	Center	7C	ALT-5
13	ALT-R	4D	Right	7D	ALT-6
14	ALT-T	4E	ALT-GrayPlus	7E	ALT-7
15	ALT-Y	4F	end	7F	ALT-8
16	ALT-U	50	Down	80	ALT-9
17	ALT-I	51	PgDn	81	ALT-0
18	ALT-O	52	Ins	82	ALT-Minus
19	ALT-P	53	Del	83	ALT-Equal
1A	ALT-LftBrack	54	SHIFT-F1	84	CTRL-PgUp
1B	ALT-RgtBrack	55	SHIFT-F2	85	F11
1E	ALT-A	56	SHIFT-F3	86	F12
1F	ALT-S	57	SHIFT-F4	87	SHIFT-F11
20	ALT-D	58	SHIFT-F5	88	SHIFT-F12
21	ALT-F	59	SHIFT-F6	89	CTRL-F11
22	ALT-G	5A	SHIFT-F7	8A	CTRL-F12
23	ALT-H	5B	SHIFT-F8	8B	ALT-F11
24	ALT-J	5C	SHIFT-F9	8C	ALT-F12
25	ALT-K	5D	SHIFT-F10	8D	CTRL-Up
26	ALT-L	5E	CTRL-F1	8E	CTRL-Minus
27	ALT-SemiCol	5F	CTRL-F2	8F	CTRL-Center
28	ALT-Quote	60	CTRL-F3	90	CTRL-GreyPlus
29	ALT-OpQuote	61	CTRL-F4	91	CTRL-Down
2B	ALT-BkSlash	62	CTRL-F5	94	CTRL-Tab
2C	ALT-Z	63	CTRL-F6	97	ALT-Home
2D	ALT-X	64	CTRL-F7	98	ALT-Up
2E	ALT-C	65	CTRL-F8	99	ALT-PgUp
2F	ALT-V	66	CTRL-F9	9B	ALT-Left
30	ALT-B	67	CTRL-F10	9D	ALT-Right
31	ALT-N	68	ALT-F1	9F	ALT-end
32	ALT-M	69	ALT-F2	A0	ALT-Down
33	ALT-Comma	6A	ALT-F3	A1	ALT-PgDn
34	ALT-Period	6B	ALT-F4	A2	ALT-Ins
35	ALT-Slash	6C	ALT-F5	A3	ALT-Del
37	ALT-GreyAst	6D	ALT-F6	A5	ALT-Tab
3B	F1	6E	ALT-F7		
3C	F2	6F	ALT-F8		

A list of scan codes for special keys and combinations with the SHIFT, ALT and CTRL keys can be found in the following table: They are for quick reference only.

Table 59.2: Special keys scan codes

Key	Code	SHIFT-Key	CTRL-Key	Alt-Key
NoKey	00			
F1	3B	54	5E	68
F2	3C	55	5F	69
F3	3D	56	60	6A
F4	3E	57	61	6B
F5	3F	58	62	6C
F6	40	59	63	6D
F7	41	5A	64	6E
F8	42	5B	65	6F
F9	43	5C	66	70
F10	44	5D	67	71
F11	85	87	89	8B
F12	86	88	8A	8C
Home	47		77	97
Up	48		8D	98
PgUp	49		84	99
Left	4B		73	9B
Center	4C		8F	
Right	4D		74	9D
end	4F		75	9F
Down	50		91	A0
PgDn	51		76	A1
Ins	52	05	04	A2
Del	53	07	06	A3
Tab	8	0F	94	A5
GreyPlus			90	4E

# Chapter 60

## Reference for unit 'lineinfo'

### 60.1 Overview

The `lineinfo` provides a routine that reads the debug information of an executable (if any exists) and returns source code information about this address. It works with `Stabs` debug information. Note that this unit is not thread-safe, and that its behaviour is undefined if multiple threads try to write a backtrace at the same time.

For DWARF debug information, the `Infodwrf` ([370](#)) unit must be used.

### 60.2 Procedures and functions

#### 60.2.1 CloseStabs

Declaration: `procedure CloseStabs`

Visibility: `default`

#### 60.2.2 GetLineInfo

Synopsis: Return source line information about an address.

Declaration: `function GetLineInfo(addr: ptruint; var func: string; var source: string;  
var line: LongInt) : Boolean`

Visibility: `default`

Description: `GetLineInfo` returns source line information about the address `addr`. It searches this information in the stabs debugging information found in the binary: If the file was compiled without debug information, nothing will be returned. Upon succesful retrieval of the debug information, `True` is returned, and the `func` parameter is filled with the name of the function in which the address is located. The `source` parameter contains the name of the file in which the function was implemented, and `line` contains the line number in the source file for `addr`.

Errors: If no debug information is found, `False` is returned.

#### 60.2.3 StabBackTraceStr

Declaration: `function StabBackTraceStr(addr: CodePointer) : string`

Visibility: default

# Chapter 61

## Reference for unit 'Linux'

### 61.1 Used units

Table 61.1: Used units by unit 'Linux'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 61.2 Overview

The linux unit contains linux specific operating system calls.

The platform independent functionality of the FPC 1.0.X version of the linux unit has been split out over the unix ([734](#)), baseunix ([51](#)) and unixutil ([748](#)) units.

The X86-specific parts have been moved to the X86 ([765](#)) unit.

### 61.3 Constants, types and variables

#### 61.3.1 Constants

`CAP_AUDIT_CONTROL = 30`

Allow manipulation of kernel auditing features

`CAP_AUDIT_WRITE = 29`

Allow writing to kernel audit log

`CAP_CHOWN = 0`

Perform chown operation



`CAP_DAC_OVERRIDE = 1`

**Bypass file operation (rwx) checks**

`CAP_DAC_READ_SEARCH = 2`

**Bypass file read-only operation checks**

`CAP_FOWNER = 3`

**Bypass owner ID checks**

`CAP_FSETID = 4`

**Do not clear SUID/GUID bits on modified files**

`CAP_FS_MASK = 0xf`

?

`CAP_IPC_LOCK = 14`

**Allow memory locking calls**

`CAP_IPC_OWNER = 15`

**Bypass permission checks on IPC operations**

`CAP_KILL = 5`

**Bypass permission checks for sending signals**

`CAP_LEASE = 28`

**Allow file leases**

`CAP_LINUX_IMMUTABLE = 9`

**Allow setting ext2 file attributes**

`CAP_MKNOD = 27`

**Allow creation of special files through mknod calls**

`CAP_NET_ADMIN = 12`

**Allow network operations (e.g. setting socket options)**

`CAP_NET_BIND_SERVICE = 10`

**Allow binding to ports less than 1024**

CAP\_NET\_BROADCAST = 11

Allow socket broadcast operations

CAP\_NET\_RAW = 13

Allow use of RAW and PACKET sockets

CAP\_SETGID = 6

Allow GID manipulations

CAP\_SETPCAP = 8

Allow to set other process' capabilities

CAP\_SETUID = 7

Allow process ID manipulations

CAP\_SYS\_ADMIN = 21

Allow various system administration calls

CAP\_SYS\_BOOT = 22

Allow reboot calls

CAP\_SYS\_CHROOT = 18

Allow chroot calls.

CAP\_SYS\_MODULE = 16

Allow loading/unloading of kernel modules

CAP\_SYS\_NICE = 23

Allowing raising process and thread priorities

CAP\_SYS\_PACCT = 20

Allow acct calls

CAP\_SYS\_PTRACE = 19

Allow ptrace calls

CAP\_SYS\_RAWIO = 17

Allow raw I/O port operations

`CAP_SYS_RESOURCE = 24`

Allow use of special resources or raising of resource limits

`CAP_SYS_TIME = 25`

Allow system or real-time clock modification

`CAP_SYS_TTY_CONFIG = 26`

Allow vhangup calls

`CLOCKS_MASK = CLOCK_REALTIME or CLOCK_MONOTONIC`

Mask for supported clocks

`CLOCKS_MONO = CLOCK_MONOTONIC`

Monotonic clocks mask

`CLOCK_MONOTONIC = 1`

Monotonic system time since some undetermined start point. Can change if time is set.

`CLOCK_MONOTONIC_COARSE = 6`

Less precise (but faster) version of `CLOCK_MONOTONIC`

`CLOCK_MONOTONIC_RAW = 4`

Like `CLOCK_MONOTONIC`, not subject to NTP adjustments

`CLOCK_PROCESS_CPUTIME_ID = 2`

Process-specific high-resolution timer from the CPU.

`CLOCK_REALTIME = 0`

System wide real-time clock. Can only be set by root.

`CLOCK_REALTIME_COARSE = 5`

Less precise (but faster) version of `CLOCK_REALTIME`

`CLOCK_SGI_CYCLE = 10`

High resolution timer

`CLOCK_THREAD_CPUTIME_ID = 3`

Thread-specific high-resolution timer from the CPU.

`CLONE_CHILD_CLEARTID = $00200000`

Clone option: Erase child thread ID in child memory space when child exits.

`CLONE_CHILD_SETTID = $01000000`

Clone option: Store child thread ID in child memory.

`CLONE_DETACHED = $00400000`

Clone option: Start clone detached.

`CLONE_FILES = $00000400`

Clone (361) option: open files shared between processes

`CLONE_FS = $00000200`

Clone (361) option: fs info shared between processes

`CLONE_NEWNS = $00020000`

Clone options: Start child in new (filesystem) namespace.

`CLONE_PARENT = $00008000`

Clone options: Set child parent to parent of calling process.

`CLONE_PARENT_SETTID = $00100000`

Clone option: Store child thread ID in memory in both parent and child.

`CLONE_PID = $00001000`

Clone (361) option: PID shared between processes

`CLONE_PTRACE = $00002000`

Clone options: if parent is traced, trace child also

`CLONE_SETTLS = $00080000`

Clone option: The newtls parameter is the TLS descriptor of the child

`CLONE_SIGHAND = $00000800`

Clone (361) option: signal handlers shared between processes

`CLONE_STOPPED = $02000000`

Clone option: Start child in stopped state.

CLONE\_SYSVSEM = \$00040000

Clone option: Caller and child share the same semaphore undo values

CLONE\_THREAD = \$00010000

Clone options: Set child in thread group of calling process.

CLONE\_UNTRACED = \$00800000

Clone option: Do not allow a ptrace call on this clone.

CLONE\_VFORK = \$00004000

Clone options: suspend parent till child execs

CLONE\_VM = \$00000100

Clone (361) option: VM shared between processes

CSIGNAL = \$000000ff

Clone (361) option: Signal mask to be sent at exit

EPOLLERR = \$08

event\_wait error condition on file descriptor

EPOLLET = \$80000000

Set event\_wait edge trigger behaviour on file descriptor

EPOLLHUP = \$10

event\_wait hang up event

EPOLLIN = \$01

event\_wait input file descriptor ready event

EPOLLONESHOT = \$40000000

Set single-shot behaviour on epoll\_wait.

EPOLLOUT = \$04

event\_wait output file descriptor ready event

EPOLLPRI = \$02

event\_wait high priority data available on input file descriptor

`EPOLL_CTL_ADD = 1`

Add filedescriptor to list of events

`EPOLL_CTL_DEL = 2`

Delete event for filedescriptor

`EPOLL_CTL_MOD = 3`

Modify event for filedescriptor

`FUTEX_CMP_REQUEUE = 4`

Futex option: requeue waiting processes on other futex, but check it's value first

`FUTEX_FD = 2`

Futex option: Associate file descriptor with futex.

`FUTEX_LOCK_PI = 6`

Futex option: Undocumented

`FUTEX_OP_ADD = 1`

Futex operation: Undocumented

`FUTEX_OP_ANDN = 3`

Futex operation: Undocumented

`FUTEX_OP_CMP_EQ = 0`

Futex operation: Undocumented

`FUTEX_OP_CMP_GE = 5`

Futex operation: Undocumented

`FUTEX_OP_CMP_GT = 4`

Futex operation: Undocumented

`FUTEX_OP_CMP_LE = 3`

Futex operation: Undocumented

`FUTEX_OP_CMP_LT = 2`

Futex operation: Undocumented

FUTEX\_OP\_CMP\_NE = 1

Futex operation: Undocumented

FUTEX\_OP\_OPARG\_SHIFT = 8

Futex operation: Undocumented

FUTEX\_OP\_OR = 2

Futex operation: Undocumented

FUTEX\_OP\_SET = 0

Futex operation: Undocumented

FUTEX\_OP\_XOR = 4

Futex operation: Undocumented

FUTEX\_REQUEUE = 3

Futex option: requeue waiting processes on other futex.

FUTEX\_TRYLOCK\_PI = 8

Futex option: Undocumented

FUTEX\_UNLOCK\_PI = 7

Futex option: Undocumented

FUTEX\_WAIT = 0

Futex option: Wait on futex till wake call arrives.

FUTEX\_WAKE = 1

Futex option: wakes any waiting processes on this futex

FUTEX\_WAKE\_OP = 5

Futex option: Undocumented

GIO\_CMAP = \$4B70

IOCTL: Get colour palette on VGA+

GIO\_FONT = \$4B60

IOCTL: Get font in expanded form.

GIO\_FONTX = \$4B6B

IOCTL: Get font in consolefontdesc record.

GIO\_SCRNMAP = \$4B40

IOCTL: get screen mapping from kernel

GIO\_UNIMAP = \$4B66

IOCTL: get unicode-to-font mapping from kernel

GIO\_UNISCRNMAP = \$4B69

IOCTL: get full Unicode screen mapping

IN\_ACCESS = \$00000001

Data was read from file.

IN\_ALL\_EVENTS = IN\_ACCESS or IN\_MODIFY or IN\_ATTRIB or IN\_CLOSE or IN\_OPEN or IN\_MOVE

All possible events OR-ed together.

IN\_ATTRIB = \$00000004

File attributes changed.

IN\_CLOEXEC = &02000000

IN\_CLOEXEC can be set to indicate that the inotify file handle must be closed on exec.

IN\_CLOSE = IN\_CLOSE\_WRITE or IN\_CLOSE\_NOWRITE

File was closed (read or write)

IN\_CLOSE\_NOWRITE = \$00000010

File opened for read was closed

IN\_CLOSE\_WRITE = \$00000008

File opened for write was closed

IN\_CREATE = \$00000100

A file was created in the directory.

IN\_DELETE = \$00000200

A file was deleted from the directory.



IN\_DELETE\_SELF = \$00000400

Directory or file under observation was deleted.

IN\_DONT\_FOLLOW = \$02000000

Do not follow symlinks

IN\_IGNORED = \$00008000

Watch was ignored (removed). Only reported.

IN\_ISDIR = \$40000000

Event subject is a directory (reported only)

IN\_MASK\_ADD = \$20000000

Add events to existing watch (OR-ing the sets) if one exists.

IN\_MODIFY = \$00000002

Data was written to file.

IN\_MOVE = IN\_MOVED\_FROM or IN\_MOVED\_TO

File was moved (in or out of directory)

IN\_MOVED\_FROM = \$00000040

File was moved away from watched directory

IN\_MOVED\_TO = \$00000080

File was moved into watched directory

IN\_MOVE\_SELF = \$00000800

Directory or file under observation was moved.

IN\_NONBLOCK = &00004000

IN\_NONBLOCK can be set to indicate that the inotify file handle should not block read operations.

IN\_ONESHOT = \$80000000

Only report one event, then remove the watch.

IN\_ONLYDIR = \$01000000

Only watch filename if it is a directory.

IN\_OPEN = \$00000020

File was opened

IN\_Q\_OVERFLOW = \$00004000

Queue overflowed. Only reported.

IN\_UNMOUNT = \$00002000

File system on which file resides was unmounted. Only reported.

KB\_101 = 2

IOCTL: Keyboard types: 101 keys

KB\_84 = 1

IOCTL: Keyboard types: 84 keys

KB\_OTHER = 3

IOCTL: Keyboard types: other type

KDADDIO = \$4B34

IOCTL: add i/o port as valid

KDDELIO = \$4B35

IOCTL: delete i/o port as valid

KDDISABIO = \$4B37

IOCTL: disable i/o to video board

KDENABIO = \$4B36

IOCTL: enable i/o to video board

KDFONTOP = \$4B72

IOCTL: font operations

KDGETKEYCODE = \$4B4C

IOCTL: read kernel keycode table entry

KDGETLED = \$4B31

IOCTL: return current led state

KDGETMODE = \$4B3B

**IOCTL: get current mode**

KDGKBDIACR = \$4B4A

**IOCTL: read kernel accent table**

KDGKBTYPE = \$4B33

**IOCTL: get keyboard type**

KDMAPDISP = \$4B3C

**IOCTL: map display into address space**

KDMKTONE = \$4B30

**IOCTL: generate tone**

KDSETKEYCODE = \$4B4D

**IOCTL: write kernel keycode table entry**

KDSETLED = \$4B32

**IOCTL: set led state**

KDSETMODE = \$4B3A

**IOCTL: set text/graphics mode**

KDSIGACCEPT = \$4B4E

**IOCTL: accept kbd generated signals**

KDSKBDIACR = \$4B4B

**IOCTL: write kernel accent table**

KDUNMAPDISP = \$4B3D

**IOCTL: unmap display from address space**

KD\_GRAPHICS = 1

**IOCTL: Tty modes: graphics mode**

KD\_TEXT = 0

**IOCTL: Tty modes: Text mode**

KD\_TEXT0 = 2

IOCTL: Tty modes: Text mode (obsolete)

KD\_TEXT1 = 3

IOCTL: Tty modes: Text mode (obsolete)

KIOCSOUND = \$4B2F

IOCTL: start/stop sound generation (0 for off)

LED\_CAP = 4

IOCTL: LED\_CAP : caps lock led

LED\_NUM = 2

IOCTL: LED\_SCR : Num lock led

LED\_SCR = 1

IOCTL: LED\_SCR : scroll lock led

LINUX\_CAPABILITY\_VERSION = \$19980330

Current capability version in use by kernel

MAP\_DENYWRITE = \$800

Read-only

MAP\_EXECUTABLE = \$1000

Memory area is marked as executable

MAP\_GROWSDOWN = \$100

Memory map grows down, like stack

MAP\_LOCKED = \$2000

Memory pages are locked

MAP\_NORESERVE = \$4000

Do not check for reservations

MAX\_CLOCKS = 16

Maximum number of clocks in the system

PIO\_CMAP = \$4B71

IOCTL: Set colour palette on VGA+

PIO\_FONT = \$4B61

IOCTL: Use font in expanded form.

PIO\_FONTRESET = \$4B6D

IOCTL: Reset to default font

PIO\_FONTX = \$4B6C

IOCTL: Set font in consolefontdesc record.

PIO\_SCRNMAP = \$4B41

IOCTL: put screen mapping table in kernel

PIO\_UNIMAP = \$4B67

IOCTL: put unicode-to-font mapping in kernel

PIO\_UNIMAPCLR = \$4B68

IOCTL: clear table, possibly advise hash algorithm

PIO\_UNISCRNMAP = \$4B6A

IOCTL: set full Unicode screen mapping

POLLMSG = \$0400

Unused in linux

POLLRDHUP = \$2000

Peer Shutdown/closed writing half of connection

POLLREMOVE = \$1000

Undocumented linux extension of Poll

SPLICE\_F\_GIFT = 8

Pages spliced in are a gift

SPLICE\_F\_MORE = 4

Expect more data

```
SPLICE_F_MOVE = 1
```

Move pages instead of copying

```
SPLICE_F_NONBLOCK = 2
```

Don't block on pipe splicing operations

```
SYNC_FILE_RANGE_WAIT_AFTER = 4
```

Wait upon write-out of specified pages in the range after performing any write.

```
SYNC_FILE_RANGE_WAIT_BEFORE = 1
```

Wait for write-out of previously-submitted specified pages before writing more data.

```
SYNC_FILE_RANGE_WRITE = 2
```

Initiate write of all dirty pages in the specified range.

### 61.3.2 Types

```
clockid_t = cint
```

Clock id type

```
EPoll_Data = record
case Integer of
0: (
    ptr : pointer;
);
1: (
    fd : cint;
);
2: (
    u32 : cuint;
);
3: (
    u64 : cuint64;
);
end
```

Data structure used in EPOLL IOCTL call.

```
EPoll_Event = record
    Events : cuint32;
    Data : TEPoll_Data;
end
```

Structure used in `epoll_ctl` ([363](#)) call.

```

inotify_event = record
  wd : cint;
  mask : cuint32;
  cookie : cuint32;
  len : cuint32;
  name : Char;
end

```

`inotify_event` is the structure used to report changes in a directory. When reading a `inotify` file descriptor, one or more `inotify_event` records can be read from the file descriptor.

```

PEPoll_Data = ^EPoll_Data

```

Pointer to `EPoll_Data` (357) record

```

PEpoll_Event = ^EPoll_Event

```

Pointer to `EPoll_Event` (357) type

```

Pinotify_event = ^inotify_event

```

Pointer to `inotify_event` (358) structure.

```

PSysInfo = ^TSysInfo

```

Pointer to `TSysInfo` (359) record.

```

Puser_cap_data = ^user_cap_data

```

Pointer to `user_cap_data` (359) record

```

Puser_cap_header = ^user_cap_header

```

Pointer to `user_cap_header` (359) record

```

TCloneFunc = function(args: pointer) : LongInt

```

Clone function prototype.

```

TEPoll_Data = EPoll_Data

```

Alias for `EPoll_Data` (357) type

```

TEPoll_Event = EPoll_Event

```

Alias for `EPoll_Event` (357) type

```

TSysInfo = record
  uptime : clong;
  loads : Array[0..2] of culong;
  totalram : culong;
  freeram : culong;
  sharedram : culong;
  bufferram : culong;
  totalswap : culong;
  freeswap : culong;
  procs : cushort;
  pad : cushort;
  totalhigh : culong;
  freehigh : culong;
  mem_unit : cint;
  _f : Array[0..19-2*sizeof(clong)-sizeof(cint)] of cChar;
end

```

Record with system information, used by the SysInfo (368) call.

```

user_cap_data = record
  effective : cuint32;
  permitted : cuint32;
  inheritable : cuint32;
end

```

user\_cap\_data describes the set of capabilities for the indicated thread.

```

user_cap_header = record
  version : cuint32;
  pid : cint;
end

```

user\_cap\_header describes the root user capabilities for the current thread, as set by capget (359) and capset (360)

## 61.4 Procedures and functions

### 61.4.1 capget

**Synopsis:** Return the capabilities for the indicated thread

**Declaration:** `function capget(header: Puser_cap_header; data: Puser_cap_data) : cint`

**Visibility:** default

**Description:** capget returns the capabilities of the indicated thread in header. The thread is identified by the process ID, or -1 for all caller (and child) process ID's.

Refer to the linux man pages (7 capabilities) for more info.

**Errors:** On success, zero is returned, on error -1 is returned, and fperrno is set to the error.

See also: capset (360)



### 61.4.2 capset

Synopsis: Set the capabilities for the indicated thread

Declaration: `function capset(header: Puser_cap_header; data: Puser_cap_data) : cint`

Visibility: default

Description: `capset` sets the capabilities of the indicated thread in `header`. The thread is identified by the process ID, or -1 for all caller (and child) process ID's.

Refer to the linux man pages (7 capabilities) for more info.

Errors: On success, zero is returned, on error -1 is returned, and `fperrno` is set to the error.

See also: `capget` ([359](#))

### 61.4.3 clock\_getres

Synopsis: Get clock resolution

Declaration: `function clock_getres(clk_id: clockid_t; res: ptimespec) : cint`

Visibility: default

Description: `clock_getres` returns the resolution of the clock specified in `clk_id` in the `res` structure. It can be `Nil`. if the clock exists and the resolution can be retrieved, 0 is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `clock_gettime` ([360](#)), `clock_settime` ([360](#))

### 61.4.4 clock\_gettime

Synopsis: Get the time of a clock

Declaration: `function clock_gettime(clk_id: clockid_t; tp: ptimespec) : cint`

Visibility: default

Description: `clock_gettime` returns the current time of the clock specified in `clk_id` in the `tp` structure. If the clock exists and the time can be retrieved, 0 is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `clock_getres` ([360](#)), `clock_settime` ([360](#))

### 61.4.5 clock\_settime

Synopsis: Set the time of a clock

Declaration: `function clock_settime(clk_id: clockid_t; tp: ptimespec) : cint`

Visibility: default

Description: `clock_settime` sets the current time of the clock specified in `clk_id`. The time is specified in the `tp` structure. If the clock exists and the time can be retrieved, 0 is returned. The resolution is truncated to the resolution supported by the specified clock. Note that not all clocks can be set.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `clock_getres` ([360](#)), `clock_gettime` ([360](#))

### 61.4.6 clone

**Synopsis:** Clone current process (create new thread)

**Declaration:** `function clone(func: TCloneFunc; sp: pointer; flags: LongInt;  
args: pointer) : LongInt`

**Visibility:** default

**Description:** `Clone` creates a child process which is a copy of the parent process, just like `FpFork` (51) does. In difference with `Fork`, however, the child process shares some parts of it's execution context with its parent, so it is suitable for the implementation of threads: many instances of a program that share the same memory.

When the child process is created, it starts executing the function `Func`, and passes it `Args`. The return value of `Func` is either the explicit return value of the function, or the exit code of the child process.

The `sp` pointer points to the memory reserved as stack space for the child process. This address should be the top of the memory block to be used as stack.

The `Flags` determine the behaviour of the `Clone` call. The low byte of the `Flags` contains the number of the signal that will be sent to the parent when the child dies. This may be bitwise OR'ed with the following constants:

**CLONE\_VMParent** and child share the same memory space, including memory (un)mapped with subsequent `mmap` calls.

**CLONE\_FSParent** and child have the same view of the filesystem; the `chroot`, `chdir` and `umask` calls affect both processes.

**CLONE\_FILES**the file descriptor table of parent and child is shared.

**CLONE\_SIGHAND**the parent and child share the same table of signal handlers. The signal masks are different, though.

**CLONE\_PIDP**arent and child have the same process ID.

`Clone` returns the process ID in the parent process, and -1 if an error occurred.

**Errors:** On error, -1 is returned to the parent, and no child is created.

**sys\_eagain**Too many processes are running.

**sys\_enomem**Not enough memory to create child process.

See also: `#rtl.baseunix.FpFork` (51)

**Listing:** `./linuxex/ex71.pp`

---

**program** `TestC{clone};`

`{ $ifdef Linux }`  
*// close is very Linux specific. 1.9.x threading is done via pthreads.*

**uses**

`Linux , Errors , crt ;`

**const**

`Ready : Boolean = false ;`  
`aChar : Char = 'a' ;`

**function** `CloneProc ( Arg : Pointer ) : LongInt ; Cdecl ;`

```

begin
  WriteLn('Hello from the clone ',PChar(Arg));
  repeat
    Write(aChar);
    Select(0,0,0,0,600);
  until Ready;
  WriteLn('Clone finished. ');
  CloneProc := 1;
end;

var
  PID : LongInt;

procedure MainProc;
begin
  WriteLn('cloned process PID: ', PID );
  WriteLn('Press <ESC> to kill ... ');
  repeat
    Write(' ');
    Select(0,0,0,0,300);
    if KeyPressed then
      case ReadKey of
        #27: Ready := true;
        'a': aChar := 'A';
        'A': aChar := 'a';
        'b': aChar := 'b';
        'B': aChar := 'B';
      end;
    until Ready;
    WriteLn('Ready. ');
  end;

  const
    StackSize = 16384;
    theFlags = CLONE_VM+CLONE_FS+CLONE_FILES+CLONE_SIGHAND;
    aMsg      : PChar = 'Oops !';

  var
    theStack : Pointer;
    ExitStat  : LongInt;

  begin
    GetMem(theStack, StackSize);
    PID := Clone(@CloneProc,
                  Pointer( LongInt(theStack)+StackSize),
                  theFlags,
                  aMsg);
    if PID < 0 then
      WriteLn('Error : ', LinuxError, ' when cloning. ')
    else
      begin
        MainProc;
        case WaitPID(0, @ExitStat, Wait_Untraced or wait_clone) of
          -1: WriteLn('error: ', LinuxError, '; ', StrError(LinuxError));
          0: WriteLn('error: ', LinuxError, '; ', StrError(LinuxError));
        else
          WriteLn('Clone exited with: ', ExitStat shr 8);
        end;
      end;
    end;
  end;
end;

```

---

```

    end;
    FreeMem( theStack , StackSize );
  { $else }
  begin
  { $endif }
end .

```

---

### 61.4.7 `epoll_create`

Synopsis: Create new epoll file descriptor

Declaration: `function epoll_create(size: cint) : cint`

Visibility: default

Description: `epoll_create` creates a new epoll file descriptor. The `size` argument indicates to the kernel approximately how many structures should be allocated, but is by no means an upper limit.

On success, a file descriptor is returned that can be used in subsequent `epoll_ctl` (363) or `epoll_wait` (364) calls, and should be closed using the `fpClose` (51) call.

Errors: On error, -1 is returned, and `errno` (51) is set.

See also: `epoll_ctl` (363), `epoll_wait` (364), `fpClose` (51)

### 61.4.8 `epoll_ctl`

Synopsis: Modify an epoll file descriptor

Declaration: `function epoll_ctl(epfd: cint;op: cint;fd: cint;event: PEPoll_Event) : cint`

Visibility: default

Description: `epoll_ctl` performs the `op` operation on epoll file descriptor `epfd`. The operation will be monitored on file descriptor `fd`, and is optionally controlled by `event`.

`op` can be one of the following values:

**EPOLL\_CTL\_ADD**Add filedescriptor to list of events

**EPOLL\_CTL\_MOD**Modify event for filedescriptor

**EPOLL\_CTL\_DEL**Delete event for filedescriptor

The `events` field in `event_data` is a bitmask of one or more of the following values:

**EPOLLIN**The file is ready for read operations

**EPOLLOUT**The file is ready for write operations.

**EPOLLPRI**Urgent data is available for read operations.

**EPOLLERR**An error condition is signaled on the file descriptor.

**EPOLLHUP**A Hang up happened on the file descriptor.

**EPOLLET**Set the Edge Triggered behaviour for the file descriptor.

**EPOLLONESHOT**Set One-Shot behaviour for the file descriptor. The event will be triggered only once.

Errors: On error -1 is returned, and `errno` is set accordingly.

See also: `epoll_create` (363), `epoll_wait` (364), `fpClose` (51)

### 61.4.9 `epoll_wait`

**Synopsis:** Wait for an event on an `epoll` file descriptor.

**Declaration:** `function epoll_wait(epfd: cint; events: PEPoll_Event; maxevents: cint; timeout: cint) : cint`

**Visibility:** default

**Description:** `epoll_wait` waits for `timeout` milliseconds for an event to occur on `epoll` file descriptor `epfd`. If `timeout` is -1, it waits indefinitely, if `timeout` is zero, it does not wait, but returns immediately, even if no events were detected.

On return, data for at most `maxevents` will be returned in the memory pointed to by `events`. The function returns the number of file descriptors for which events were reported. This can be zero if the timeout was reached.

**Errors:** On error -1 is returned, and `errno` is set accordingly.

See also: `epoll_create` (363), `epoll_ctl` (363), `fpClose` (51)

### 61.4.10 `fdatasync`

**Synopsis:** Synchronize the data in memory with the data on storage device

**Declaration:** `function fdatasync(fd: cint) : cint`

**Visibility:** default

**Description:** `fdatasync` does the same as `ffsync` but does not flush the metadata, unless it is vital to the correct reading/writing of the file. In practice, this means that unless the file size changed, the file metadata will not be synced.

See also: `#rtl.unix.fsync` (734)

### 61.4.11 `futex`

**Synopsis:** Perform a `futex` operation

**Declaration:** `function futex(uaddr: Pcint; op: cint; val: cint; timeout: Ptimespec; addr2: Pcint; val3: cint) : cint`  
`function futex(var uaddr; op: cint; val: cint; timeout: Ptimespec; var addr2; val3: cint) : cint`  
`function futex(var uaddr; op: cint; val: cint; var timeout: Ttimespec; var addr2; val3: cint) : cint`  
`function futex(uaddr: Pcint; op: cint; val: cint; timeout: Ptimespec) : cint`  
`function futex(var uaddr; op: cint; val: cint; timeout: Ptimespec) : cint`  
`function futex(var uaddr; op: cint; val: cint; var timeout: Ttimespec) : cint`

**Visibility:** default

**Description:** `futex` performs an operation on a memory `futex` as described in the kernel manual page for `futex`. The mutex is located at `uaddr`, the operation `op` is one of the following constants:

**FUTEX\_WAIT** `Futex` option: Wait on `futex` till wake call arrives.

**FUTEX\_WAKE** `Futex` option: Wait on `futex` till wake call arrives.

**FUTEX\_FD**Futex option: Associate file descriptor with futex.

**FUTEX\_REQUEUE**Futex option: requeue waiting processes on other futex.

**FUTEX\_CMP\_REQUEUE**Futex option: requeue waiting processes on other futex, but check it's value first

The value to check for is indicated in `val`, and a timeout can be specified in `timeout`. The optional arguments `addr2` and `val3` are used only with the **FUTEX\_REQUEUE** and **FUTEX\_CMP\_REQUEUE** operations.

In case of an error, -1 is return. All other return values must be interpreted according to the operation performed.

This call directly interfaces with the Linux kernel, more information can be found in the kernel manual pages.

Errors: On error, -1 is returned. Use `#rtl.baseunix.fpgeterrno` ([51](#)) to get the error code.

### 61.4.12 futex\_op

Synopsis: Futex operation:

Declaration: `function futex_op(op: cint;oparg: cint;cmp: cint;cmparg: cint) : cint`

Visibility: default

Description: **FUTEX\_OP** Performs an operation on a futex:

```
FUTEX_OP := ((op and $F) shl 28) or
             ((cmp and $F) shl 24) or
             ((oparg and $FFF) shl 12)
             or (cmparg and $FFF);
```

### 61.4.13 inotify\_add\_watch

Synopsis: Add a watch to a notify file descriptor

Declaration: `function inotify_add_watch(fd: cint;name: Pchar;mask: cuint32) : cint`

Visibility: default

Description: `inotify_add_watch` can be used to add a watch to an initialized inotify file descriptor (`fd`).

The file or directory to watch can be specified in the `name` parameter, and the events that must be reported can be specified in `mask`. The following flags can be specified:

**IN\_ACCESS**Data was read from file.

**IN\_MODIFY**Data was written to file.

**IN\_ATTRIB**File attributes changed.

**IN\_CLOSE\_WRITE**File opened for write was closed

**IN\_CLOSE\_NOWRITE**File opened for read was closed

**IN\_CLOSE**File was closed (read or write)

**IN\_OPEN**File was opened

**IN\_MOVED\_FROM**File was moved away from watched directory

**IN\_MOVED\_TO**File was moved into watched directory

**IN\_MOVE**File was moved (in or out of directory)

**IN\_CREATE**A file was created in the directory.

**IN\_DELETE**A file was deleted from the directory.

**IN\_DELETE\_SELF**Directory or file under observation was deleted.

**IN\_MOVE\_SELF**Directory or file under observation was moved.

**IN\_ALL\_EVENTS**All possible events OR-ed together.

These events can be OR-ed with some flags, controlling the behaviour of the watch:

**IN\_ONLYDIR**Only watch filename if it is a directory.

**IN\_ISDIR**Event occurred against directory.

**IN\_DONT\_FOLLOW**Do not follow symlinks

**IN\_MASK\_ADD**Add events to existing watch (OR-ing the sets) if one exists.

**IN\_ONESHOT**Only report one event, then remove the watch.

On return, the function returns a watch descriptor, which will be reported in the `inotify_event` (358) structure's `wd`.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `inotify_init` (366), `inotify_init1` (366), `inotify_rm_watch` (367), `inotify_event` (358)

#### 61.4.14 `inotify_init`

Synopsis: Initialize a new `inotify` file descriptor

Declaration: `function inotify_init : cint`

Visibility: default

Description: `inotify_init` initializes a new `INotify` file descriptor. No options can be specified. On return, the file descriptor is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information

See also: `inotify_init1` (366), `inotify_add_watch` (365), `inotify_rm_watch` (367)

#### 61.4.15 `inotify_init1`

Synopsis: Initialize a new `inotify` file descriptor with extra options.

Declaration: `function inotify_init1(flags: cint) : cint`

Visibility: default

Description: `inotify_init1` initializes a new `INotify` file descriptor. The following options can be OR-ed and passed in flags:

**IN\_NONBLOCK**Do not block on read

**IN\_CLOEXEC**`inotify` close on exec flag.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `inotify_init` (366), `inotify_add_watch` (365), `inotify_rm_watch` (367)

### 61.4.16 inotify\_rm\_watch

Synopsis: Remove watch from Inotify file descriptor.

Declaration: `function inotify_rm_watch(fd: cint;wd: cint) : cint`

Visibility: default

Description: `inotify_rm_watch` removes watch descriptor `wd` from inotify descriptor `fd`. On success, 0 is returned.

Errors: On Error, -1 is returned. `fpgeterrno` can be used to get more detailed error information.

See also: `inotify_init` (366), `inotify_init1` (366), `inotify_add_watch` (365), `inotify_event` (358)

### 61.4.17 sched\_yield

Synopsis: Yield the processor to another thread.

Declaration: `procedure sched_yield`

Visibility: default

Description: `sched_yield` yields the processor to another thread. The current thread is put at the back of its queue. If there is only 1 thread in the application, the thread continues to run. The call always returns zero.

### 61.4.18 setregid

Declaration: `function setregid(rgid: uid_t;egid: uid_t) : cint`

Visibility: default

### 61.4.19 setreuid

Declaration: `function setreuid(ruid: uid_t;euid: uid_t) : cint`

Visibility: default

### 61.4.20 sync\_file\_range

Synopsis: Force committing of data to disk

Declaration: `function sync_file_range(fd: cInt;offset: off64_t;nbytes: off64_t; flags: cuInt) : cInt`

Visibility: default

Description: `sync_file_range` forces the linux kernel to write any data pages of a specified file (file descriptor `fd`) to disk. The range of the file is specified by the offset `offset` and the number of bytes `nbytes`. Options is an OR-ed combination of

**SYNC\_FILE\_RANGE\_WAIT\_BEFORE** Wait for write-out of previously-submitted specified pages before writing more data.

**SYNC\_FILE\_RANGE\_WRITE** Initiate write of all dirty pages in the specified range.



**SYNC\_FILE\_RANGE\_WAIT\_AFTER** Wait upon write-out of specified pages in the range after performing any write.

If none is specified, the operation does nothing.

**Errors:** On return -1 is returned and `fperno` is set to the actual error code. See the linux man page for more on the error codes.

See also: `fdatasync` ([364](#))

### 61.4.21 Sysinfo

**Synopsis:** Return kernel system information

**Declaration:** `function Sysinfo(Info: PSysInfo) : cInt`

**Visibility:** default

**Description:** `SysInfo` returns system information in `Info`. Returned information in `Info` includes:

- uptime** Number of seconds since boot.
- loads** 1, 5 and 15 minute load averages.
- totalram** total amount of main memory.
- freeram** amount of free memory.
- sharedram** amount of shared memory.
- bufferram** amount of memory used by buffers.
- totalswap** total amount of swap space.
- freeswap** amount of free swap space.
- procs** number of current processes.

**Errors:** None.

See also: `#rtl.baseunix.fpUname` ([51](#))

**Listing:** `./linuxex/ex64.pp`

---

**program** Example64;

*{ Example to demonstrate the SysInfo function.  
Sysinfo is Linux-only. }*

*{ \$ifdef Linux }*

**Uses** Linux;

**Function** Mb(L : Longint) : longint;

**begin**

    Mb:=L div (1024\*1024);

**end**;

**Var** Info : TSysInfo;

    D,M,Secs,H : longint;

*{ \$endif }*

**begin**

---

```
{ $ifdef Linux}
If Not SysInfo(Info) then
  Halt(1);
With Info do
  begin
    D:=Uptime div (3600*24);
    UpTime:=UpTime mod (3600*24);
    h:=uptime div 3600;
    uptime:=uptime mod 3600;
    m:=uptime div 60;
    secs:=uptime mod 60;
    Writeln( 'Uptime : ',d,'days', ' ',h,' hours', ' ',m,' min', ' ',secs,' s. ');
    Writeln( 'Loads   : ',Loads[1], '/' ,Loads[2], '/' ,Loads[3]);
    Writeln( 'Total Ram  : ',Mb(totalram), 'Mb. ');
    Writeln( 'Free Ram   : ',Mb.freeram), 'Mb. ');
    Writeln( 'Shared Ram : ',Mb(sharedram), 'Mb. ');
    Writeln( 'Buffer Ram : ',Mb(bufferram), 'Mb. ');
    Writeln( 'Total Swap : ',Mb(totalswap), 'Mb. ');
    Writeln( 'Free Swap  : ',Mb(freeswap), 'Mb. ');
  end;
  { $endif}
end.
```

---

## Chapter 62

# Reference for unit 'Infodwrf'

### 62.1 Overview

The `Infodwrf` provides a routine that reads the debug information of an executable (if any exists) and returns source code information about this address. It works with DWARF debug information. Note that this unit is not thread-safe, and that its behaviour is undefined if multiple threads try to write a backtrace at the same time.

For stabs debug information, the `lineinfo` ([341](#)) unit must be used.

### 62.2 Procedures and functions

#### 62.2.1 GetLineInfo

**Synopsis:** Return source line information about an address.

**Declaration:**

```
function GetLineInfo(addr: ptruint; var func: string; var source: string;  
                    var line: LongInt) : Boolean
```

**Visibility:** default

**Description:** `GetLineInfo` returns source line information about the address `addr`. It searches this information in the DWARF debugging information found in the binary: If the file was compiled without debug information, nothing will be returned. Upon successful retrieval of the debug information, `True` is returned, and the `func` parameter is filled with the name of the function in which the address is located. The `source` parameter contains the name of the file in which the function was implemented, and `line` contains the line number in the source file for `addr`.

**Errors:** If no debug information is found, `False` is returned.

## Chapter 63

# Reference for unit 'math'

### 63.1 Used units

Table 63.1: Used units by unit 'math'

Name	Page
System	<a href="#">622</a>
sysutils	<a href="#">628</a>

### 63.2 Overview

This document describes the `math` unit. The `math` unit was initially written by Florian Klaempfl. It provides mathematical functions which aren't covered by the system unit.

This chapter starts out with a definition of all types and constants that are defined, after which an overview is presented of the available functions, grouped by category, and the last part contains a complete explanation of each function.

The following things must be taken into account when using this unit:

1. This unit is compiled in Object Pascal mode so all `integers` are 32 bit.
2. Some overloaded functions exist for data arrays of integers and floats. When using the address operator (`@`) to pass an array of data to such a function, make sure the address is typecasted to the right type, or turn on the 'typed address operator' feature. failing to do so, will cause the compiler not be able to decide which function you want to call.

### 63.3 Cash flow functions

The cash flow functions in the `math` unit resolve the following equation:

$$FV + PV * q^n + PMT * (q^n - 1) / (q - 1) = 0$$

In this formula, the following variables are present:

**FV** Future value

**PV** Present value

**PMT** Payment per period

**n** Number of payments (number of periods)

**q>** Interest Rate (return rate)

The financial functions FutureValue (388), NumberOfPeriods (404), Payment (404), PresentValue (407) and InterestRate (391) solve this equation for one of the variables, when the other variables are known.

See also: FutureValue (388), NumberOfPeriods (404), Payment (404), PresentValue (407), TPaymentTime (377)

## 63.4 Geometrical functions

Table 63.2:

Name	Description
hypot (390)	Hypotenuse of triangle
norm (403)	Euclidian norm

## 63.5 Statistical functions

Table 63.3:

Name	Description
mean (398)	Mean of values
meanandstddev (399)	Mean and standard deviation of values
momentskewkurtosis (402)	Moments, skew and kurtosis
popnstddev (404)	Population standard deviation
popnvariance (405)	Population variance
randg (409)	Gaussian distributed random value
stddev (413)	Standard deviation
sum (414)	Sum of values
sumofsquares (415)	Sum of squared values
sumsandsquares (416)	Sum of values and squared values
totalvariance (418)	Total variance of values
variance (419)	variance of values

## 63.6 Number converting

Table 63.4:

Name	Description
<code>ceil</code> (381)	Round to infinity
<code>floor</code> (387)	Round to minus infinity
<code>frexp</code> (387)	Return mantissa and exponent

## 63.7 Exponential and logarithmic functions

Table 63.5:

Name	Description
<code>intpower</code> (391)	Raise float to integer power
<code>ldexp</code> (393)	Calculate $2^x \times \text{float}$
<code>lnxp1</code> (393)	calculate $\log(x+1)$
<code>log10</code> (394)	calculate 10-base log
<code>log2</code> (394)	calculate 2-base log
<code>logn</code> (395)	calculate N-base log
<code>power</code> (406)	raise float to arbitrary power

## 63.8 Hyperbolic functions

Table 63.6:

Name	Description
<code>arcosh</code> (378)	calculate reverse hyperbolic cosine
<code>arsinh</code> (380)	calculate reverse hyperbolic sine
<code>artanh</code> (381)	calculate reverse hyperbolic tangent
<code>cosh</code> (383)	calculate hyperbolic cosine
<code>sinh</code> (413)	calculate hyperbolic sine
<code>tanh</code> (418)	calculate hyperbolic tangent

## 63.9 Trigonometric functions

Table 63.7:

Name	Description
<code>arccos</code> (377)	calculate reverse cosine
<code>arcsin</code> (379)	calculate reverse sine
<code>arctan2</code> (380)	calculate reverse tangent
<code>cotan</code> (384)	calculate cotangent
<code>sincos</code> (412)	calculate sine and cosine
<code>tan</code> (417)	calculate tangent

## 63.10 Angle unit conversion

Routines to convert angles between different angle units.

Table 63.8:

Name	Description
<code>cycleto rad</code> (384)	convert cycles to radians
<code>degtograd</code> (385)	convert degrees to grads
<code>degtorad</code> (386)	convert degrees to radians
<code>gradtodeg</code> (389)	convert grads to degrees
<code>gradtorad</code> (389)	convert grads to radians
<code>radto cycle</code> (407)	convert radians to cycles
<code>radtodeg</code> (408)	convert radians to degrees
<code>radto grad</code> (408)	convert radians to grads

## 63.11 Min/max determination

Functions to determine the minimum or maximum of numbers:

Table 63.9:

Name	Description
<code>max</code> (396)	Maximum of 2 values
<code>maxIntValue</code> (396)	Maximum of an array of integer values
<code>maxvalue</code> (397)	Maximum of an array of values
<code>min</code> (400)	Minimum of 2 values
<code>minIntValue</code> (400)	Minimum of an array of integer values
<code>minvalue</code> (401)	Minimum of an array of values

## 63.12 Constants, types and variables

### 63.12.1 Constants

`EqualsValue` = 0

Values are the same

`GreaterThanValue` = (TValueRelationship)

First values is greater than second value

`Infinity` = 1.0 / 0.0

Value is infinity

`LessThanValue` = (TValueRelationship)

First value is less than second value

`MaxComp` = 9.223372036854775807e + 18

`MaxDouble` = 1.7e + 308

`MaxExtended` = 1.1e + 4932

Maximum value of extended type

`MaxFloat` = 0

Maximum value of float type

`MaxSingle` = 3.4e + 38

`MinComp` = -9.223372036854775807e + 18

`MinDouble` = 5.0e - 324

`MinExtended` = 3.4e - 4932

Minimum value (closest to zero) of extended type

`MinFloat` = 0

Minimum value (closest to zero) of float type

`MinSingle` = 1.5e - 45



`NaN = 0.0 / 0.0`

Value is Not a Number

`NegativeValue = (TValueSign)`

Value is negative

`NegInfinity = (-1.0) / 0.0`

Value is negative (minus) infinity

`PositiveValue = (TValueSign)`

Value is positive

`ZeroValue = 0`

Value is zero

### 63.12.2 Types

`Float = MaxFloatType`

All calculations are done with the Float type which is the largest float type available for the current CPU. This allows to recompile the unit with a different float type to obtain a desired precision. The pointer type PFloat (376) is used in functions that accept an array of values of arbitrary length.

`Float = MaxFloatType`

All calculations are done with the Float type which is the largest float type available for the current CPU. This allows to recompile the unit with a different float type to obtain a desired precision. The pointer type PFloat (376) is used in functions that accept an array of values of arbitrary length.

`PFloat = ^Float`

Pointer to Float (376) type.

`PInteger = ObjPas.PInteger`

Pointer to integer type

`TFPUException = system.TFPUException`

Type describing Floating Point processor exceptions.

`TFPUExceptionMask = system.TFPUExceptionMask`

Type to set the Floating Point Unit exception mask.

`TFPUPrecisionMode = system.TFPUPrecisionMode`

Type describing the default precision for the Floating Point processor.

`TFPURoundingMode = system.TFPURoundingMode`

Type describing the rounding mode for the Floating Point processor.

`tpaymenttime = (ptendofperiod,ptstartofperiod)`

Table 63.10: Enumeration values for type `tpaymenttime`

Value	Explanation
<code>ptendofperiod</code>	End of period.
<code>ptstartofperiod</code>	Start of period.

Type used in financial (interest) calculations.

`TRoundToRange = -37..37`

`TRoundToRange` is the range of valid digits to be used in the `RoundTo` (410) function.

`TValueRelationship = -1..1`

Type to describe relational order between values

`TValueSign = -1..1`

Type indicating sign of a valuea

## 63.13 Procedures and functions

### 63.13.1 arccos

Synopsis: Return inverse cosine

Declaration: `function arccos(x: Float) : Float`

Visibility: default

Description: `Arccos` returns the inverse cosine of its argument `x`. The argument `x` should lie between -1 and 1 (borders included).

Errors: If the argument `x` is not in the allowed range, an `EInvalidArgument` exception is raised.

See also: `arcsin` (379), `arcosh` (378), `arsinh` (380), `artanh` (381)

**Listing:** `./mathex/ex1.pp`

---

**Program** Example1;

*{ Program to demonstrate the arccos function. }*

**Uses** math;

**Procedure** WriteRadDeg(X : float);

**begin**

**WriteIn**(X:8:5, ' rad = ', radtodeg(x):8:5, ' degrees. ')

**end**;

**begin**

WriteRadDeg ( arccos(1));

WriteRadDeg ( arccos(**sqrt**(3)/2));

WriteRadDeg ( arccos(**sqrt**(2)/2));

WriteRadDeg ( arccos(1/2));

WriteRadDeg ( arccos(0));

WriteRadDeg ( arccos(-1));

**end**.

---

### 63.13.2 arccosh

Synopsis: Return inverse hyperbolic cosine

Declaration: function arccosh(x: Float) : Float

Visibility: default

Description: `arccosh` returns the inverse hyperbolic cosine of its argument `x`.

This function is an alias for `arcosh` (378), provided for Delphi compatibility.

See also: `arcosh` (378)

### 63.13.3 arcosh

Synopsis: Return inverse hyperbolic cosine

Declaration: function arcosh(x: Float) : Float

Visibility: default

Description: `Arcosh` returns the inverse hyperbolic cosine of its argument `x`. The argument `x` should be larger than 1. The `arccosh` variant of this function is supplied for Delphi compatibility.

Errors: If the argument `x` is not in the allowed range, an `EInvalidArgument` exception is raised.

See also: `cosh` (383), `sinh` (413), `arcsin` (379), `arsinh` (380), `artanh` (381), `tanh` (418)

**Listing:** ./mathex/ex3.pp

---

**Program** Example3;

*{ Program to demonstrate the arcosh function. }*

**Uses** math;

```

begin
  WriteLn(arcosh(1));
  WriteLn(arcosh(2));
end.

```

---

### 63.13.4 arcsin

Synopsis: Return inverse sine

Declaration: `function arcsin(x: Float) : Float`

Visibility: default

Description: `Arcsin` returns the inverse sine of its argument `x`. The argument `x` should lie between -1 and 1.

Errors: If the argument `x` is not in the allowed range, an `EInvalidArgument` exception is raised.

See also: `arccos` (377), `arcosh` (378), `arsinh` (380), `artanh` (381)

**Listing:** `./mathex/ex2.pp`

---

**Program** Example1;

*{ Program to demonstrate the arcsin function. }*

**Uses** math;

**Procedure** WriteRadDeg(X : float);

**begin**

  WriteLn(X:8:5, ' rad = ', radtodeg(x):8:5, ' degrees.')

**end;**

**begin**

  WriteRadDeg ( arcsin(1));  
  WriteRadDeg ( arcsin(sqrt(3)/2));  
  WriteRadDeg ( arcsin(sqrt(2)/2));  
  WriteRadDeg ( arcsin(1/2));  
  WriteRadDeg ( arcsin(0));  
  WriteRadDeg ( arcsin(-1));

**end.**

---

### 63.13.5 arcsinh

Synopsis: Return inverse hyperbolic sine

Declaration: `function arcsinh(x: Float) : Float`

Visibility: default

Description: `arcsinh` returns the inverse hyperbolic sine of its argument `x`.

This function is an alias for `arsinh` (380), provided for Delphi compatibility.

See also: `arsinh` (380)

### 63.13.6 arctan2

Synopsis: Return arctangent of (y/x)

Declaration: `function arctan2(y: Float; x: Float) : Float`

Visibility: default

Description: `arctan2` calculates `arctan(y/x)`, and returns an angle in the correct quadrant. The returned angle will be in the range  $-\pi$  to  $\pi$  radians. The values of `x` and `y` must be between  $-2^{64}$  and  $2^{64}$ , moreover `x` should be different from zero. On Intel systems this function is implemented with the native intel `fpatan` instruction.

See also: `arccos` (377), `arcosh` (378), `arsinh` (380), `artanh` (381)

**Listing:** `./mathex/ex6.pp`

**Program** Example6;

*{ Program to demonstrate the arctan2 function. }*

**Uses** math;

**Procedure** WriteRadDeg(X : float);

**begin**

**WriteLn**(X:8:5, ' rad = ', radtodeg(x):8:5, ' degrees.')

**end**;

**begin**

**WriteRadDeg** ( arctan2 (2,1));

**end**.

### 63.13.7 artanh

Synopsis: Return inverse hyperbolic tangent

Declaration: `function artanh(x: Float) : Float`

Visibility: default

Description: `arcsinh` returns the inverse hyperbolic tangent of its argument `x`.

This function is an alias for `artanh` (381), provided for Delphi compatibility.

See also: `artanh` (381)

### 63.13.8 arsinh

Synopsis: Return inverse hyperbolic sine

Declaration: `function arsinh(x: Float) : Float`

Visibility: default

Description: `arsinh` returns the inverse hyperbolic sine of its argument `x`. The `arcsinh` variant of this function is supplied for Delphi compatibility.

Errors: None.

See also: [arcosh \(378\)](#), [arccos \(377\)](#), [arcsin \(379\)](#), [artanh \(381\)](#)

**Listing:** ./mathex/ex4.pp

---

```

Program Example4;

{ Program to demonstrate the arsinh function. }

Uses math;

begin
    Writeln(arsinh(0));
    Writeln(arsinh(1));
end.

```

---

### 63.13.9 artanh

Synopsis: Return inverse hyperbolic tangent

Declaration: `function artanh(x: Float) : Float`

Visibility: default

Description: `artanh` returns the inverse hyperbolic tangent of its argument `x`, where `x` should lie in the interval `[-1,1]`, borders included. The `arctanh` variant of this function is supplied for Delphi compatibility.

Errors: In case `x` is not in the interval `[-1,1]`, an `EInvalidArgument` exception is raised.

See also: [arcosh \(378\)](#), [arccos \(377\)](#), [arcsin \(379\)](#), [artanh \(381\)](#)

**Listing:** ./mathex/ex5.pp

---

```

Program Example5;

{ Program to demonstrate the artanh function. }

Uses math;

begin
    Writeln(artanh(0));
    Writeln(artanh(0.5));
end.

```

---

### 63.13.10 ceil

Synopsis: Return the lowest integer number greater than or equal to argument

Declaration: `function ceil(x: Float) : Integer`

Visibility: default

Description: `Ceil` returns the lowest integer number greater than or equal to `x`. The absolute value of `x` should be less than `maxint`.

Errors: If the absolute value of `x` is larger than `maxint`, an overflow error will occur.

See also: [floor \(387\)](#)

**Listing:** ./mathex/ex7.pp

**Program** Example7;

*{ Program to demonstrate the Ceil function. }*

**Uses** math;

**begin**

**WriteLn**(Ceil(-3.7)); *// should be -3*

**WriteLn**(Ceil(3.7)); *// should be 4*

**WriteLn**(Ceil(-4.0)); *// should be -4*

**end.**

### 63.13.11 ClearExceptions

**Synopsis:** Clear Floating Point Unit exceptions

**Declaration:** procedure ClearExceptions(RaisePending: Boolean)

**Visibility:** default

**Description:** Clear Floating Point Unit exceptions

### 63.13.12 CompareValue

**Synopsis:** Compare 2 values

**Declaration:** function CompareValue(const A: Integer;const B: Integer)

                                  : TValueRelationship

function CompareValue(const A: Int64;const B: Int64)

                                  : TValueRelationship

function CompareValue(const A: QWord;const B: QWord)

                                  : TValueRelationship

function CompareValue(const A: Single;const B: Single;delta: Single)

                                  : TValueRelationship

function CompareValue(const A: Double;const B: Double;delta: Double)

                                  : TValueRelationship

function CompareValue(const A: Extended;const B: Extended;

                          delta: Extended) : TValueRelationship

**Visibility:** default

**Description:** CompareValue compares 2 integer or floating point values A and B and returns one of the following values:

**-1**if A<B

**0**if A=B

**1**if A>B

See also: TValueRelationship ([377](#))

**63.13.13 cosecant**

Synopsis: Calculate cosecant

Declaration: `function cosecant (x: Float) : Float`

Visibility: default

Description: `cosecant` calculates the cosecant ( $1/\sin(x)$ ) of its argument `x`.

Errors: If 0 or 180 degrees is specified, an exception will be raised.

See also: `secant` ([411](#))

**63.13.14 cosh**

Synopsis: Return hyperbolic cosine

Declaration: `function cosh (x: Float) : Float`

Visibility: default

Description: `Cosh` returns the hyperbolic cosine of its argument `{x}`.

Errors: None.

See also: `arcosh` ([378](#)), `sinh` ([413](#)), `arsinh` ([380](#))

**Listing:** `./mathex/ex8.pp`

---

**Program** `Example8`;

*{ Program to demonstrate the cosh function. }*

**Uses** `math`;

**begin**

**WriteLn** (`Cosh (0)`);

**WriteLn** (`Cosh (1)`);

**end**.

---

**63.13.15 cot**

Synopsis: Alias for `Cotan`

Declaration: `function cot (x: Float) : Float`

Visibility: default

Description: `cot` is an alias for the `cotan` ([384](#)) function.

See also: `cotan` ([384](#))



**63.13.16 cotan**

Synopsis: Return cotangent

Declaration: `function cotan(x: Float) : Float`

Visibility: default

Description: `Cotan` returns the cotangent of it's argument `x`. The argument `x` must be in radians. `x` should be different from zero.

Errors: If `x` is zero then a overflow error will occur.

See also: `tanh` ([418](#))

**Listing:** `./mathex/ex9.pp`

---

**Program** `Example9`;

*{ Program to demonstrate the cotan function. }*

**Uses** `math`;

**begin**

`writeln(cotan(pi/2));`

`Writeln(cotan(pi/3));`

`Writeln(cotan(pi/4));`

**end.**

---

**63.13.17 csc**

Synopsis: Alias for cosecant

Declaration: `function csc(x: Float) : Float`

Visibility: default

Description: `csc` is an alias for the cosecant ([383](#)) function.

See also: `cosecant` ([383](#))

**63.13.18 cycletorad**

Synopsis: Convert cycle angle to radians angle

Declaration: `function cycletorad(cycle: Float) : Float`

Visibility: default

Description: `Cycletorad` transforms it's argument `cycle` (an angle expressed in cycles) to radians. (1 cycle is  $2\pi$  radians).

Errors: None.

See also: `degtograd` ([385](#)), `degtorad` ([386](#)), `radtodeg` ([408](#)), `radtograd` ([408](#)), `radto cycle` ([407](#))

**Listing:** `./mathex/ex10.pp`

---

**Program** Example10;

*{ Program to demonstrate the cycletorad function. }*

**Uses** math;

**begin**

**writeln**(cos(cycletorad(1/6))); *// Should print 1/2*

**writeln**(cos(cycletorad(1/8))); *// should be sqrt(2)/2*

**end.**

---

### 63.13.19 DegNormalize

Synopsis: Normalize an angle measured in degrees

Declaration: function DegNormalize(deg: single) : single  
 function DegNormalize(deg: Double) : Double  
 function DegNormalize(deg: extended) : extended

Visibility: default

Description: DegNormalize returns the angle deg as a positive angle between 0 and 360 degrees.

### 63.13.20 degtograd

Synopsis: Convert degree angle to grads angle

Declaration: function degtograd(deg: Float) : Float

Visibility: default

Description: Degtograd transforms it's argument deg (an angle in degrees) to grads. (90 degrees is 100 grad.)

Errors: None.

See also: cycletorad ([384](#)), degtorad ([386](#)), radtodeg ([408](#)), radtograd ([408](#)), radtocycle ([407](#))

**Listing:** ./mathex/ex11.pp

---

**Program** Example11;

*{ Program to demonstrate the degtograd function. }*

**Uses** math;

**begin**

**writeln**(deltograd(90));

**writeln**(deltograd(180));

**writeln**(deltograd(270))

**end.**

---

**63.13.21 degtorad**

Synopsis: Convert degree angle to radians angle.

Declaration: `function degtorad(deg: Float) : Float`

Visibility: default

Description: Degtorad converts it's argument deg (an angle in degrees) to radians. (pi radians is 180 degrees)

Errors: None.

See also: cycletorad ([384](#)), degtograd ([385](#)), radtodeg ([408](#)), radtograd ([408](#)), radtcycle ([407](#))

**Listing:** ./mathex/ex12.pp

**Program** Example12;

*{ Program to demonstrate the degtorad function. }*

**Uses** math;

```
begin
  writeln (degtorad (45));
  writeln (degtorad (90));
  writeln (degtorad (180));
  writeln (degtorad (270));
  writeln (degtorad (360));
end.
```

**63.13.22 DivMod**

Synopsis: Return DIV and MOD of arguments

Declaration: `procedure DivMod(Dividend: LongInt; Divisor: Word; var Result: Word; var Remainder: Word)`  
`procedure DivMod(Dividend: LongInt; Divisor: Word; var Result: SmallInt; var Remainder: SmallInt)`  
`procedure DivMod(Dividend: DWord; Divisor: DWord; var Result: DWord; var Remainder: DWord)`  
`procedure DivMod(Dividend: LongInt; Divisor: LongInt; var Result: LongInt; var Remainder: LongInt)`

Visibility: default

Description: DivMod returns Dividend DIV Divisor in Result, and Dividend MOD Divisor in Remainder

**63.13.23 EnsureRange**

Synopsis: Change value to it falls in specified range.

Declaration: `function EnsureRange(const AValue: Integer; const AMin: Integer; const AMax: Integer) : Integer; Overload`  
`function EnsureRange(const AValue: Int64; const AMin: Int64; const AMax: Int64) : Int64; Overload`  
`function EnsureRange(const AValue: Double; const AMin: Double; const AMax: Double) : Double; Overload`

Visibility: default

**Description:** `EnsureRange` returns `Value` if `AValue` is in the range `AMin..AMax`. It returns `AMin` if the value is less than `AMin`, or `AMax` if the value is larger than `AMax`.

See also: `InRange` ([391](#))

### 63.13.24 floor

**Synopsis:** Return the largest integer smaller than or equal to argument

**Declaration:** `function floor(x: Float) : Integer`

Visibility: default

**Description:** `Floor` returns the largest integer smaller than or equal to `x`. The absolute value of `x` should be less than `maxint`.

**Errors:** If `x` is larger than `maxint`, an overflow will occur.

See also: `ceil` ([381](#))

**Listing:** `./mathex/ex13.pp`

---

**Program** `Example13;`

*{ Program to demonstrate the floor function. }*

**Uses** `math;`

**begin**

`WriteLn (Ceil (-3.7)); // should be -4`

`WriteLn (Ceil (3.7)); // should be 3`

`WriteLn (Ceil (-4.0)); // should be -4`

**end.**

---

### 63.13.25 Frexp

**Synopsis:** Return mantissa and exponent.

**Declaration:** `procedure Frexp(X: Float; var Mantissa: Float; var Exponent: Integer)`

Visibility: default

**Description:** `Frexp` returns the mantissa and exponent of it's argument `x` in mantissa and exponent.

**Errors:** None

**Listing:** `./mathex/ex14.pp`

---

**Program** `Example14;`

*{ Program to demonstrate the frexp function. }*

**Uses** `math;`

**Procedure** `dofrexp(Const X : extended);`

```

var man : extended;
    exp : longint;

begin
    man:=0;
    exp:=0;
    frexp(x,man,exp);
    write(x,' has ');
    WriteLn('mantissa ',man,' and exponent ',exp);
end;

begin
//    dofexp(1.00);
    dofexp(1.02e-1);
    dofexp(1.03e-2);
    dofexp(1.02e1);
    dofexp(1.03e2);
end.

```

---

### 63.13.26 FutureValue

Synopsis: Calculate the future value of an investment.

Declaration: `function FutureValue(ARate: Float;NPeriods: Integer;APayment: Float;APresentValue: Float;APaymentTime: tpaymenttime): Float`

Visibility: default

Description: `FutureValue` calculates the future value of an investment (FV) in the cash flow formula (see [CashFlowFunctions \(371\)](#)) The function result is the future value of an investment of `APresentValue` (PV), where `APayment` (PMT) is invested for `NPeriods` (n) at the rate of `ARate` (q) per period.

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: [InterestRate \(391\)](#), [NumberOfPeriods \(404\)](#), [Payment \(404\)](#), [PresentValue \(407\)](#), [TPaymentTime \(377\)](#), [CashFlowFunctions \(371\)](#)

### 63.13.27 GetExceptionMask

Synopsis: Get the Floating Point Unit exception mask.

Declaration: `function GetExceptionMask : TFPUExceptionMask`

Visibility: default

Description: Get the Floating Point Unit exception mask.

### 63.13.28 GetPrecisionMode

Synopsis: Return the Floating Point Unit precision mode.

Declaration: `function GetPrecisionMode : TFPUPrecisionMode`

Visibility: default

Description: Return the Floating Point Unit precision mode.

### 63.13.29 GetRoundMode

Synopsis: Return the Floating Point Unit rounding mode.

Declaration: `function GetRoundMode : TFPURoundingMode`

Visibility: default

Description: Return the Floating Point Unit rounding mode.

### 63.13.30 gradtodeg

Synopsis: Convert grads angle to degrees angle

Declaration: `function gradtodeg(grad: Float) : Float`

Visibility: default

Description: `Gradtodeg` converts its argument `grad` (an angle in grads) to degrees. (100 grad is 90 degrees)

Errors: None.

See also: `cycletorad` ([384](#)), `degtograd` ([385](#)), `radtodeg` ([408](#)), `radtograd` ([408](#)), `radtcycle` ([407](#)), `gradtorad` ([389](#))

**Listing:** `./mathex/ex15.pp`

---

**Program** `Example15;`

*{ Program to demonstrate the gradtodeg function. }*

**Uses** `math;`

**begin**

`writeln (gradtodeg (100));`

`writeln (gradtodeg (200));`

`writeln (gradtodeg (300));`

**end.**

---

### 63.13.31 gradtorad

Synopsis: Convert grads angle to radians angle

Declaration: `function gradtorad(grad: Float) : Float`

Visibility: default

Description: `Gradtorad` converts its argument `grad` (an angle in grads) to radians. (200 grad is pi degrees).

Errors: None.

See also: `cycletorad` ([384](#)), `degtograd` ([385](#)), `radtodeg` ([408](#)), `radtograd` ([408](#)), `radtcycle` ([407](#)), `gradtodeg` ([389](#))

---

**Listing:** ./mathex/ex16.pp

---

**Program** Example16;

*{ Program to demonstrate the gradtorad function. }*

**Uses** math;

**begin**  
     **writeln**(gradtorad(100));  
     **writeln**(gradtorad(200));  
     **writeln**(gradtorad(300));  
**end.**

---

### 63.13.32 hypot

Synopsis: Return hypotenuse of triangle

Declaration: `function hypot(x: Float;y: Float) : Float`

Visibility: default

Description: `Hypot` returns the hypotenuse of the triangle where the sides adjacent to the square angle have lengths `x` and `y`. The function uses Pythagoras' rule for this.

Errors: None.

---

**Listing:** ./mathex/ex17.pp

---

**Program** Example17;

*{ Program to demonstrate the hypot function. }*

**Uses** math;

**begin**  
     **WriteLn**(hypot(3,4)); *// should be 5*  
**end.**

---

### 63.13.33 ifthen

Synopsis: Return one of two values, depending on a boolean condition

Declaration: `function ifthen(val: Boolean;const iftrue: Integer;  
                           const iffalse: Integer) : Integer; Overload`  
`function ifthen(val: Boolean;const iftrue: Int64;const iffalse: Int64)  
                   : Int64; Overload`  
`function ifthen(val: Boolean;const iftrue: Double;const iffalse: Double)  
                   : Double; Overload`

Visibility: default

Description: `ifthen` returns `iftrue` if `val` is `True`, and `iffalse` if `val` is `False`.

This function can be used in expressions.

**63.13.34 InRange**

Synopsis: Check whether value is in range.

Declaration: 

```
function InRange(const AValue: Integer;const AMin: Integer;
                const AMax: Integer) : Boolean; Overload
function InRange(const AValue: Int64;const AMin: Int64;
                const AMax: Int64) : Boolean; Overload
function InRange(const AValue: Double;const AMin: Double;
                const AMax: Double) : Boolean; Overload
```

Visibility: default

Description: `InRange` returns `True` if `AValue` is in the range `AMin..AMax`. It returns `False` if `Value` lies outside the specified range.

See also: `EnsureRange` ([386](#))

**63.13.35 InterestRate**

Synopsis: Calculate the interest rate value of an investment

Declaration: 

```
function InterestRate(NPeriods: Integer;APayment: Float;
                    APresentValue: Float;AFutureValue: Float;
                    APaymentTime: tpaymenttime) : Float
```

Visibility: default

Description: `InterestRate` calculates the future value of an investment (`q`) in the cash flow formula (see `CashFlowFunctions` ([371](#))). The function result is the interest rate value in case of a future value `AFutureValue` for an investment of a start value `APresentValue` (PV), where `APayment` (PMT) is invested for `NPeriods` (n).

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` ([388](#)), `NumberOfPeriods` ([404](#)), `Payment` ([404](#)), `PresentValue` ([407](#)), `TPaymentTime` ([377](#)), `CashFlowFunctions` ([371](#))

**63.13.36 intpower**

Synopsis: Return integer power.

Declaration: 

```
function intpower(base: Float;const exponent: Integer) : Float
```

Visibility: default

Description: `Intpower` returns `base` to the power `exponent`, where `exponent` is an integer value.

Errors: If `base` is zero and the `exponent` is negative, then an overflow error will occur.

See also: `power` ([406](#))

**Listing:** `./mathex/ex18.pp`



---

**Program** Example18;

*{ Program to demonstrate the intpower function. }*

**Uses** math;

**Procedure** DoIntpower (X : extended; Pow : Integer);

**begin**

**writeln**(X:8:4, '^', Pow:2, ' = ', intpower(X, pow):8:4);

**end**;

**begin**

    dointpower(0.0,0);

    dointpower(1.0,0);

    dointpower(2.0,5);

    dointpower(4.0,3);

    dointpower(2.0,-1);

    dointpower(2.0,-2);

    dointpower(-2.0,4);

    dointpower(-4.0,3);

**end**.

---

### 63.13.37 IsInfinite

Synopsis: Check whether value is infinite

**Declaration:** function IsInfinite(const d: Double) : Boolean

    Visibility: default

**Description:** IsInfinite returns True if the double d contains the infinite value.

See also: IsZero ([392](#)), IsInfinite ([392](#))

### 63.13.38 IsNan

Synopsis: Check whether value is Not a Number

**Declaration:** function IsNan(const d: Single) : Boolean; Overload  
    function IsNan(const d: Double) : Boolean; Overload  
    function IsNan(const d: Extended) : Boolean; Overload

    Visibility: default

**Description:** IsNan returns True if the double d contains Not A Number (a value which cannot be represented correctly in double format).

See also: IsZero ([392](#)), IsInfinite ([392](#))

### 63.13.39 IsZero

Synopsis: Check whether value is zero

Visibility: default

The default value for `Epsilon` depends on the type of the argument: it is 1E-4 for `Single`, 1E-12 for `Double` and 1E-16 for extended.

See also: [IsNan \(392\)](#), [IsInfinite \(392\)](#), [SameValue \(410\)](#)

Synopsis: Return (2 to the power p) times x

Visibility: default

Errors: None.

See also: [lnxp1 \(393\)](#), [log10 \(394\)](#), [log2 \(394\)](#), [logn \(395\)](#)

**Program** Example19;

**Uses** `math`:

```
begin
  writeln(ldexp(2,4):8:4);
  writeln(ldexp(0.5,3):8:4);
end.
```

**Synopsis:** Return natural logarithm of  $1+X$

Visibility: default

**Errors:** If  $x \leq -1$  then an `EInvalidArgument` exception will be raised.

See also: [ldexp \(393\)](#), [log10 \(394\)](#), [log2 \(394\)](#), [logn \(395\)](#)

**Listing:** ./mathex/ex20.pp

---

```
Program Example20;

{ Program to demonstrate the Inxp1 function. }

Uses math;

begin
  writeln(Inxp1(0));
  writeln(Inxp1(0.5));
  writeln(Inxp1(1));
end.
```

---

### 63.13.42 log10

Synopsis: Return 10-Based logarithm.

Declaration: `function log10(x: Float) : Float`

Visibility: default

Description: `Log10` returns the 10-base logarithm of X.

Errors: If x is less than or equal to 0 an 'invalid fpu operation' error will occur.

See also: [ldexp \(393\)](#), [lnxp1 \(393\)](#), [log2 \(394\)](#), [logn \(395\)](#)

**Listing:** ./mathex/ex21.pp

---

```
Program Example21;

{ Program to demonstrate the log10 function. }

Uses math;

begin
  Writeln(Log10(10):8:4);
  Writeln(Log10(100):8:4);
  Writeln(Log10(1000):8:4);
  Writeln(Log10(1):8:4);
  Writeln(Log10(0.1):8:4);
  Writeln(Log10(0.01):8:4);
  Writeln(Log10(0.001):8:4);
end.
```

---

### 63.13.43 log2

Synopsis: Return 2-based logarithm

Declaration: `function log2(x: Float) : Float`

Visibility: default

Description: `Log2` returns the 2-base logarithm of X.

Errors: If  $x$  is less than or equal to 0 an 'invalid fpu operation' error will occur.

See also: [ldexp \(393\)](#), [lnxp1 \(393\)](#), [log10 \(394\)](#), [logn \(395\)](#)

**Listing:** ./mathex/ex22.pp

---

**Program** Example22;

*{ Program to demonstrate the log2 function. }*

**Uses** math;

**begin**

```
WriteLn(Log2(2):8:4);
WriteLn(Log2(4):8:4);
WriteLn(Log2(8):8:4);
WriteLn(Log2(1):8:4);
WriteLn(Log2(0.5):8:4);
WriteLn(Log2(0.25):8:4);
WriteLn(Log2(0.125):8:4);
```

**end.**

---

### 63.13.44 logn

Synopsis: Return N-based logarithm.

Declaration: `function logn(n: Float;x: Float) : Float`

Visibility: default

Description: Logn returns the n-base logarithm of X.

Errors: If  $x$  is less than or equal to 0 an 'invalid fpu operation' error will occur.

See also: [ldexp \(393\)](#), [lnxp1 \(393\)](#), [log10 \(394\)](#), [log2 \(394\)](#)

**Listing:** ./mathex/ex23.pp

---

**Program** Example23;

*{ Program to demonstrate the logn function. }*

**Uses** math;

**begin**

```
WriteLn(Logn(3,4):8:4);
WriteLn(Logn(2,4):8:4);
WriteLn(Logn(6,9):8:4);
WriteLn(Logn(exp(1),exp(1)):8:4);
WriteLn(Logn(0.5,1):8:4);
WriteLn(Logn(0.25,3):8:4);
WriteLn(Logn(0.125,5):8:4);
```

**end.**

---

**63.13.45 Max**

Synopsis: Return largest of 2 values

Declaration: `function Max(a: Integer;b: Integer) : Integer; Overload`  
`function Max(a: Int64;b: Int64) : Int64; Overload`  
`function Max(a: Single;b: Single) : Single; Overload`  
`function Max(a: Double;b: Double) : Double; Overload`  
`function Max(a: Extended;b: Extended) : Extended; Overload`

Visibility: default

Description: `Max` returns the maximum of `Int1` and `Int2`.

Errors: None.

See also: `min` ([400](#)), `maxIntValue` ([396](#)), `maxvalue` ([397](#))

**Listing:** `./mathex/ex24.pp`

---

**Program** `Example24;`

*{ Program to demonstrate the max function. }*

**Uses** `math;`

**Var**

`A,B : Cardinal;`

**begin**

`A:=1;b:=2;`

`writeln(max(a,b));`

**end.**

---

**63.13.46 MaxIntValue**

Synopsis: Return largest element in integer array

Declaration: `function MaxIntValue(const Data: Array of Integer) : Integer`

Visibility: default

Description: `MaxIntValue` returns the largest integer out of the `Data` array.

This function is provided for Delphi compatibility, use the `maxvalue` ([397](#)) function instead.

Errors: None.

See also: `maxvalue` ([397](#)), `minvalue` ([401](#)), `minIntValue` ([400](#))

**Listing:** `./mathex/ex25.pp`

---

**Program** `Example25;`

*{ Program to demonstrate the MaxIntValue function. }*

*{ Make sure integer is 32 bit }*

*{ \$mode objfpc }*

**Uses** math;

**Type**

TExArray = **Array**[1..100] **of** Integer;

**Var**

l : Integer;

ExArray : TExArray;

**begin**

**Randomize**;

**for** l:=**low**(exarray) **to high**(exarray) **do**

    ExArray[l]:=**Random**(l)-**Random**(100);

**WriteLn**(MaxIntValue(ExArray));

**end.**

### 63.13.47 maxvalue

Synopsis: Return largest value in array

**Declaration:** function maxvalue(const data: Array of Single) : Single  
 function maxvalue(const data: PSingle;const N: Integer) : Single  
 function maxvalue(const data: Array of Double) : Double  
 function maxvalue(const data: PDouble;const N: Integer) : Double  
 function maxvalue(const data: Array of Extended) : Extended  
 function maxvalue(const data: PExtended;const N: Integer) : Extended  
 function maxvalue(const data: Array of Integer) : Integer  
 function maxvalue(const data: PInteger;const N: Integer) : Integer

Visibility: default

**Description:** Maxvalue returns the largest value in the data array with integer or float values. The return value has the same type as the elements of the array.

The third and fourth forms accept a pointer to an array of N integer or float values.

Errors: None.

See also: maxIntValue (396), minvalue (401), minIntValue (400)

**Listing:** ./mathex/ex26.pp

**program** Example26;

*{ Program to demonstrate the MaxValue function. }*

*{ Make sure integer is 32 bit }*

*{ \$mode objfpc }*

**uses** math;

**var** i:1..100;

  f\_array:array[1..100] **of** Float;

  i\_array:array[1..100] **of** Integer;

  Pf\_array:Pfloat;

  PI\_array:Pinteger;

**begin**

---

```

randomize;

Pf_array := @f_array[1];
Pi_array := @i_array[1];

for i := low(f_array) to high(f_array) do
  f_array[i] := (random - random) * 100;
for i := low(i_array) to high(i_array) do
  i_array[i] := random(1) - random(100);

Writeln( 'Max Float      : ', MaxValue(f_array):8:4);
Writeln( 'Max Float   (b) : ', MaxValue(Pf_array, 100):8:4);
Writeln( 'Max Integer   : ', MaxValue(i_array):8);
Writeln( 'Max Integer (b) : ', MaxValue(Pi_array, 100):8);
end.

```

---

### 63.13.48 mean

Synopsis: Return mean value of array

**Declaration:** function mean(const data: Array of Single) : Float  
 function mean(const data: PSingle; const N: LongInt) : Float  
 function mean(const data: Array of Double) : Float  
 function mean(const data: PDouble; const N: LongInt) : Float  
 function mean(const data: Array of Extended) : Float  
 function mean(const data: PExtended; const N: LongInt) : Float

Visibility: default

**Description:** Mean returns the average value of data. The second form accepts a pointer to an array of N values.

Errors: None.

See also: meanandstddev ([399](#)), momentskewkurtosis ([402](#)), sum ([414](#))

**Listing:** ./mathex/ex27.pp

---

**Program** Example27;

*{ Program to demonstrate the Mean function. }*

**Uses** math;

**Type**

TExArray = **Array**[1..100] **of** Float;

**Var**

I : Integer;  
 ExArray : TExArray;

**begin**

**Randomize**;  
**for** I := **low**(ExArray) **to high**(ExArray) **do**  
 ExArray[I] := (**Random** - **Random**) \* 100;  
**Writeln**( 'Max : ', MaxValue(ExArray):8:4);  
**Writeln**( 'Min : ', MinValue(ExArray):8:4);  
**Writeln**( 'Mean : ', Mean(ExArray):8:4);

---

```

    WriteLn ( 'Mean (b) : ', Mean(@ExArray[1], 100):8:4);
end.

```

---

### 63.13.49 meanandstddev

Synopsis: Return mean and standard deviation of array

Declaration:

```

procedure meanandstddev(const data: Array of Single; var mean: Float;
                        var stddev: Float)
procedure meanandstddev(const data: PSingle; const N: LongInt;
                        var mean: Float; var stddev: Float)
procedure meanandstddev(const data: Array of Double; var mean: Float;
                        var stddev: Float)
procedure meanandstddev(const data: PDouble; const N: LongInt;
                        var mean: Float; var stddev: Float)
procedure meanandstddev(const data: Array of Extended; var mean: Float;
                        var stddev: Float)
procedure meanandstddev(const data: PExtended; const N: LongInt;
                        var mean: Float; var stddev: Float)

```

Visibility: default

Description: `meanandstddev` calculates the mean and standard deviation of data and returns the result in `mean` and `stddev`, respectively. `Stddev` is zero if there is only one value. The second form accepts a pointer to an array of `N` values.

Errors: None.

See also: `mean` ([398](#)), `sum` ([414](#)), `sumofsquares` ([415](#)), `momentskewkurtosis` ([402](#))

**Listing:** `./mathex/ex28.pp`

---

**Program** `Example28`;

```
{ Program to demonstrate the Meanandstddev function. }
```

**Uses** `math`;

**Type**

```
TExArray = Array[1..100] of Extended;
```

**Var**

```

I : Integer;
ExArray : TExArray;
Mean, stddev : Extended;

```

**begin**

```

    Randomize;
    for I:=low(ExArray) to high(ExArray) do
        ExArray[I]:=(Random-Random)*100;
    MeanAndStdDev(ExArray, Mean, StdDev);
    WriteLn( 'Mean      : ', Mean:8:4);
    WriteLn( 'StdDev     : ', StdDev:8:4);
    MeanAndStdDev(@ExArray[1], 100, Mean, StdDev);
    WriteLn( 'Mean      (b) : ', Mean:8:4);
    WriteLn( 'StdDev     (b) : ', StdDev:8:4);

```

**end.**

---



**63.13.50 Min**

Synopsis: Return smallest of two values.

Declaration: `function Min(a: Integer;b: Integer) : Integer; Overload`  
`function Min(a: Int64;b: Int64) : Int64; Overload`  
`function Min(a: Single;b: Single) : Single; Overload`  
`function Min(a: Double;b: Double) : Double; Overload`  
`function Min(a: Extended;b: Extended) : Extended; Overload`

Visibility: default

Description: `min` returns the smallest value of `Int1` and `Int2`;

Errors: None.

See also: `max` ([396](#))

**Listing:** `./mathex/ex29.pp`

---

**Program** `Example29;`

*{ Program to demonstrate the min function. }*

**Uses** `math;`

**Var**

`A,B : Cardinal;`

**begin**

`A:=1;b:=2;`

`writeln(min(a,b));`

**end.**

---

**63.13.51 MinIntValue**

Synopsis: Return smallest value in integer array

Declaration: `function MinIntValue(const Data: Array of Integer) : Integer`

Visibility: default

Description: `MinIntvalue` returns the smallest value in the `Data` array.

This function is provided for Delphi compatibility, use `minvalue` instead.

Errors: None

See also: `minvalue` ([401](#)), `maxIntValue` ([396](#)), `maxvalue` ([397](#))

**Listing:** `./mathex/ex30.pp`

---

**Program** `Example30;`

*{ Program to demonstrate the MinIntValue function. }*

*{ Make sure integer is 32 bit }*

*{ \$mode objfpc }*

**Uses** math;

**Type**

TExArray = **Array**[1..100] **of** Integer;

**Var**

I : Integer;

ExArray : TExArray;

**begin**

**Randomize**;

**for** I:=**low**(ExArray) **to high**(ExArray) **do**

    ExArray[I]:=**Random**(I)-**Random**(100);

**WriteLn**(MinIntValue(ExArray));

**end.**

### 63.13.52 minvalue

Synopsis: Return smallest value in array

**Declaration:** function minvalue(const data: Array of Single) : Single  
 function minvalue(const data: PSingle;const N: Integer) : Single  
 function minvalue(const data: Array of Double) : Double  
 function minvalue(const data: PDouble;const N: Integer) : Double  
 function minvalue(const data: Array of Extended) : Extended  
 function minvalue(const data: PExtended;const N: Integer) : Extended  
 function minvalue(const data: Array of Integer) : Integer  
 function MinValue(const Data: PInteger;const N: Integer) : Integer

Visibility: default

**Description:** Minvalue returns the smallest value in the data array with integer or float values. The return value has the same type as the elements of the array.

The third and fourth forms accept a pointer to an array of N integer or float values.

Errors: None.

See also: maxIntValue (396), maxvalue (397), minIntValue (400)

**Listing:** ./mathex/ex31.pp

**program** Example31;

*{ Program to demonstrate the MinValue function. }*

*{ Make sure integer is 32 bit }*

*{ \$mode objfpc }*

**uses** math;

**var** i:1..100;

  f\_array:array[1..100] **of** Float;

  i\_array:array[1..100] **of** Integer;

  Pf\_array:Pfloat;

  PI\_array:Pinteger;

**begin**

---

```

randomize;

Pf_array := @f_array[1];
Pi_array := @i_array[1];

for i := low(f_array) to high(f_array) do
    f_array[i] := (random - random) * 100;
for i := low(i_array) to high(i_array) do
    i_array[i] := random(1) - random(100);

WriteIn ('Min Float      : ', MinValue(f_array):8:4);
WriteIn ('Min Float    (b) : ', MinValue(Pf_array, 100):8:4);
WriteIn ('Min Integer   : ', MinValue(i_array):8);
WriteIn ('Min Integer (b) : ', MinValue(Pi_array, 100):8);
end.

```

---

### 63.13.53 momentskewkurtosis

Synopsis: Return 4 first moments of distribution

**Declaration:** procedure momentskewkurtosis(const data: Array of Single; out m1: Float;  
   out m2: Float; out m3: Float; out m4: Float;  
   out skew: Float; out kurtosis: Float)  
 procedure momentskewkurtosis(const data: PSingle; const N: Integer;  
                                   out m1: Float; out m2: Float; out m3: Float;  
                                   out m4: Float; out skew: Float;  
                                   out kurtosis: Float)  
 procedure momentskewkurtosis(const data: Array of Double; out m1: Float;  
                                   out m2: Float; out m3: Float; out m4: Float;  
                                   out skew: Float; out kurtosis: Float)  
 procedure momentskewkurtosis(const data: PDouble; const N: Integer;  
                                   out m1: Float; out m2: Float; out m3: Float;  
                                   out m4: Float; out skew: Float;  
                                   out kurtosis: Float)  
 procedure momentskewkurtosis(const data: Array of Extended;  
                                   out m1: Float; out m2: Float; out m3: Float;  
                                   out m4: Float; out skew: Float;  
                                   out kurtosis: Float)  
 procedure momentskewkurtosis(const data: PExtended; const N: Integer;  
                                   out m1: Float; out m2: Float; out m3: Float;  
                                   out m4: Float; out skew: Float;  
                                   out kurtosis: Float)

Visibility: default

**Description:** momentskewkurtosis calculates the 4 first moments of the distribution of values in data and returns them in m1, m2, m3 and m4, as well as the skew and kurtosis.

Errors: None.

See also: mean ([398](#)), meanandstddev ([399](#))

**Listing:** ./mathex/ex32.pp

---

**program** Example32;

---

```

{ Program to demonstrate the momentskewkurtosis function. }

uses math;

var distarray: array[1..1000] of float;
    l: longint;
    m1,m2,m3,m4,skew,kurtosis: float;

begin
    randomize;
    for l:=low(distarray) to high(distarray) do
        distarray[l]:=random;
    momentskewkurtosis( DistArray ,m1,m2,m3,m4,skew,kurtosis );

    Writeln ( '1st moment : ',m1:8:6);
    Writeln ( '2nd moment : ',m2:8:6);
    Writeln ( '3rd moment : ',m3:8:6);
    Writeln ( '4th moment : ',m4:8:6);
    Writeln ( 'Skew      : ',skew:8:6);
    Writeln ( 'kurtosis   : ',kurtosis:8:6);
end.

```

---

### 63.13.54 norm

Synopsis: Return Euclidian norm

Declaration: function norm(const data: Array of Single) : Float  
function norm(const data: PSingle;const N: Integer) : Float  
function norm(const data: Array of Double) : Float  
function norm(const data: PDouble;const N: Integer) : Float  
function norm(const data: Array of Extended) : Float  
function norm(const data: PExtended;const N: Integer) : Float

Visibility: default

Description: Norm calculates the Euclidian norm of the array of data. This equals `sqrt (sumofsquares (data))`.

The second form accepts a pointer to an array of N values.

Errors: None.

See also: sumofsquares ([415](#))

**Listing:** ./mathex/ex33.pp

---

```

program Example33;

{ Program to demonstrate the norm function. }

uses math;

var v: array[1..10] of Float;
    l: 1..10;

begin
    for l:=low(v) to high(v) do
        v[l]:=random;
    writeln(norm(v));
end.

```

---

**63.13.55 NumberOfPeriods**

Synopsis: Calculate the number of periods for an investment

Declaration: `function NumberOfPeriods (ARate: Float; APayment: Float;  
APresentValue: Float; AFutureValue: Float;  
APaymentTime: tpaymenttime) : Float`

Visibility: default

Description: `NumberOfPeriods` calculates the number of periods (n) needed to obtain future value of an investment in the cash flow formula (see `CashFlowFunctions` (371)). The function result is the number of periods a payment `APayment` (PMT) must be paid in order to obtain a future value `AFutureValue` for an investment of a start value `APresentValue` (PV), where `APayment` (PMT) is invested at a rate `ARate` (q).

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` `NumberOfPeriods` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` (388), `InterestRate` (391), `Payment` (404), `PresentValue` (407), `TPaymentTime` (377), `CashFlowFunctions` (371)

**63.13.56 Payment**

Synopsis: Calculate the payment for an investment

Declaration: `function Payment (ARate: Float; NPeriods: Integer; APresentValue: Float;  
AFutureValue: Float; APaymentTime: tpaymenttime) : Float`

Visibility: default

Description: `Payment` calculates the amount that must be payed (PMT) during number of periods (n) needed to obtain future value of an investment in the cash flow formula (see `CashFlowFunctions` (371)). The function result is the amount (PMT) that must be paid in order to obtain a future value `AFutureValue` for an investment of a start value `APresentValue` (PV), where the amount must be payed `NPeriods` (PMT) and the interest rate is `ARate` (q).

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` `NumberOfPeriods` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` (388), `InterestRate` (391), `NumberOfPeriods` (404), `PresentValue` (407), `TPaymentTime` (377), `CashFlowFunctions` (371)

**63.13.57 popnstddev**

Synopsis: Return population variance

Declaration: `function popnstddev(const data: Array of Single) : Float  
function popnstddev(const data: PSingle; const N: Integer) : Float  
function popnstddev(const data: Array of Double) : Float  
function popnstddev(const data: PDouble; const N: Integer) : Float  
function popnstddev(const data: Array of Extended) : Float  
function popnstddev(const data: PExtended; const N: Integer) : Float`

Visibility: default

**Description:** `Popnstddev` returns the square root of the population variance of the values in the `Data` array. It returns zero if there is only one value.

The second form of this function accepts a pointer to an array of `N` values.

Errors: None.

See also: `popnvariance` (405), `mean` (398), `meanandstddev` (399), `stddev` (413), `momentskewkurtosis` (402)

**Listing:** `./mathex/ex35.pp`

---

**Program** `Example35`;

*{ Program to demonstrate the PopnStdDev function. }*

**Uses** `Math`;

**Type**

`TExArray = Array[1..100] of Float`;

**Var**

`I : Integer`;

`ExArray : TExArray`;

**begin**

**Randomize**;

**for** `I:=low(ExArray) to high(ExArray)` **do**

`ExArray[I]:=(Random-Random)*100`;

**WriteIn** ('Max' : ',MaxValue(ExArray):8:4');

**WriteIn** ('Min' : ',MinValue(ExArray):8:4');

**WriteIn** ('Pop. stddev.' : ',PopnStdDev(ExArray):8:4');

**WriteIn** ('Pop. stddev. (b)' : ',PopnStdDev(@ExArray[1],100):8:4');

**end.**

---

### 63.13.58 popnvariance

Synopsis: Return population variance

**Declaration:**

```
function popnvariance(const data: PSingle;const N: Integer) : Float
function popnvariance(const data: Array of Single) : Float
function popnvariance(const data: PDouble;const N: Integer) : Float
function popnvariance(const data: Array of Double) : Float
function popnvariance(const data: PExtended;const N: Integer) : Float
function popnvariance(const data: Array of Extended) : Float
```

Visibility: default

**Description:** `Popnvariance` the population variance of the values in the `Data` array. It returns zero if there is only one value.

The second form of this function accepts a pointer to an array of `N` values.

Errors: None.

See also: `popnstddev` (404), `mean` (398), `meanandstddev` (399), `stddev` (413), `momentskewkurtosis` (402)

**Listing:** `./mathex/ex36.pp`

---

```

Program Example36;

{ Program to demonstrate the PopnVariance function. }

Uses math;

Var
  I : Integer;
  ExArray : Array[1..100] of Float;

begin
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:= (Random-Random)*100;
  Writeln('Max      : ',MaxValue(ExArray):8:4);
  Writeln('Min      : ',MinValue(ExArray):8:4);
  Writeln('Pop. var. : ',PopnVariance(ExArray):8:4);
  Writeln('Pop. var. (b) : ',PopnVariance(@ExArray[1],100):8:4);
end.

```

---

### 63.13.59 power

Synopsis: Return real power.

Declaration: `function power(base: Float;exponent: Float) : Float`

Visibility: default

Description: `power` raises `base` to the power `power`. This is equivalent to `exp (power*ln (base) )`. Therefore `base` should be non-negative.

Errors: None.

See also: `intpower` ([391](#))

**Listing:** `./mathex/ex34.pp`

---

```

Program Example34;

{ Program to demonstrate the power function. }

Uses Math;

procedure dopower(x,y : float);

begin
  writeln(x:8:6, '^',y:8:6, ' = ',power(x,y):8:6)
end;

begin
  dopower(2,2);
  dopower(2,-2);
  dopower(2,0.0);
end.

```

---

**63.13.60 power(Float,Float):Float**

Declaration: `operator ** (bas: Float; expo: Float) : Float`

Visibility: default

**63.13.61 power(Int64,Int64):Int64**

Declaration: `operator ** (bas: Int64; expo: Int64) : Int64`

Visibility: default

**63.13.62 PresentValue**

Synopsis: Calculate the present value given the future value of an investment.

Declaration: `function PresentValue (ARate: Float; NPeriods: Integer; APayment: Float;  
AFutureValue: Float; APaymentTime: tpaymenttime)  
: Float`

Visibility: default

Description: `PresentValue` calculates the present (start) value of an investment (PV) in the cash flow formula (see `CashFlowFunctions` (371)) The function result is the start value of an investment, when the future value is `AFutureValue` (FV) and `APayment` (PMT) is invested for `NPeriods` (n) at the rate of `ARate` (q) per period.

The `APaymentTime` parameter determines whether the investment (payment) is an ordinary annuity or an annuity due: `ptEndOfPeriod` must be used if payments are at the end of each period. If the payments are at the beginning of the periode, `ptStartOfPeriod` must be used.

See also: `FutureValue` (388), `InterestRate` (391), `NumberOfPeriods` (404), `Payment` (404), `TPaymentTime` (377), `CashFlowFunctions` (371)

**63.13.63 radtocycle**

Synopsis: Convert radians angle to cycle angle

Declaration: `function radtocycle (rad: Float) : Float`

Visibility: default

Description: `Radtocycle` converts its argument `rad` (an angle expressed in radians) to an angle in cycles.  
(1 cycle equals 2 pi radians)

Errors: None.

See also: `degtograd` (385), `degtorad` (386), `radtodeg` (408), `radto grad` (408), `cycletorad` (384)

**Listing:** `./mathex/ex37.pp`

---

**Program** `Example37;`

*{ Program to demonstrate the radtocycle function. }*

**Uses** `math;`

**begin**



---

```

writeln (radto cycle(2*pi):8:6);
writeln (radto cycle(pi):8:6);
writeln (radto cycle(pi/2):8:6);
end.

```

---

### 63.13.64 radtodeg

Synopsis: Convert radians angle to degrees angle

Declaration: `function radtodeg(rad: Float) : Float`

Visibility: default

Description: `Radtodeg` converts its argument `rad` (an angle expressed in radians) to an angle in degrees. (180 degrees equals  $\pi$  radians)

Errors: None.

See also: `degtograd` ([385](#)), `degtorad` ([386](#)), `radto cycle` ([407](#)), `radto grad` ([408](#)), `cycleto rad` ([384](#))

**Listing:** `./mathex/ex38.pp`

---

**Program** `Example38;`

*{ Program to demonstrate the radtodeg function. }*

**Uses** `math;`

```

begin
  writeln (radtodeg(2*pi):8:6);
  writeln (radtodeg(pi):8:6);
  writeln (radtodeg(pi/2):8:6);
end.

```

---

### 63.13.65 radto grad

Synopsis: Convert radians angle to grads angle

Declaration: `function radto grad(rad: Float) : Float`

Visibility: default

Description: `Radtodeg` converts its argument `rad` (an angle expressed in radians) to an angle in grads. (200 grads equals  $\pi$  radians)

Errors: None.

See also: `degtograd` ([385](#)), `degtorad` ([386](#)), `radto cycle` ([407](#)), `radtodeg` ([408](#)), `cycleto rad` ([384](#))

**Listing:** `./mathex/ex39.pp`

---

**Program** `Example39;`

*{ Program to demonstrate the radto grad function. }*

**Uses** `math;`

---

```

begin
  writeln(radto grad(2*pi):8:6);
  writeln(radto grad(pi):8:6);
  writeln(radto grad(pi/2):8:6);
end.

```

---

### 63.13.66 randg

Synopsis: Return gaussian distributed random number.

Declaration: `function randg(mean: Float; stddev: Float) : Float`

Visibility: default

Description: `randg` returns a random number which - when produced in large quantities - has a Gaussian distribution with mean `mean` and standard deviation `stddev`.

Errors: None.

See also: `mean` ([398](#)), `stddev` ([413](#)), `meanandstddev` ([399](#))

**Listing:** `./mathex/ex40.pp`

---

**Program** Example40;

*{ Program to demonstrate the randg function. }*

**Uses** Math;

**Var**

```

  I : Integer;
  ExArray : Array[1..10000] of Float;;
  Mean, stddev : Float;

```

**begin**

```

  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:=Randg(1,0.2);
  MeanAndStdDev(ExArray,Mean,StdDev);
  Writeln('Mean      : ',Mean:8:4);
  Writeln('StdDev    : ',StdDev:8:4);
end.

```

---

### 63.13.67 RandomFrom

Synopsis: Return a random element of an array of numbers

Declaration: `function RandomFrom(const AValues: Array of Double) : Double; Overload`  
`function RandomFrom(const AValues: Array of Integer) : Integer`  
`; Overload`  
`function RandomFrom(const AValues: Array of Int64) : Int64; Overload`

Visibility: default

Description: `RandomFrom` returns a random element from the array `AValues`. The return value has the same type as the type of the array elements.

See also: `#rtl.system.Random` ([622](#)), `RandomRange` ([410](#))

### 63.13.68 RandomRange

Synopsis: Return a random number in a range

Declaration: `function RandomRange(const aFrom: Integer;const aTo: Integer) : Integer`  
`function RandomRange(const aFrom: Int64;const aTo: Int64) : Int64`

Visibility: default

Description: `RandomRange` returns a random value in the range `AFrom` to `ATo`. `AFrom` and `ATo` do not need to be in increasing order. The upper border is not included in the generated value, but the lower border is.

See also: `#rtl.system.Random` ([622](#)), `RandomFrom` ([409](#))

### 63.13.69 RoundTo

Synopsis: Round to the specified number of digits

Declaration: `function RoundTo(const AValue: Double;const Digits: TRoundToRange)`  
`: Double`  
`function RoundTo(const AValue: Extended;const Digits: TRoundToRange)`  
`: Extended`  
`function RoundTo(const AValue: Single;const Digits: TRoundToRange)`  
`: Single`

Visibility: default

Description: `RoundTo` rounds the specified float `AValue` to the specified number of digits and returns the result. This result is accurate to "10 to the power `Digits`". It uses the standard `Round` function for this.

See also: `TRoundToRange` ([377](#)), `SimpleRoundTo` ([412](#))

### 63.13.70 SameValue

Synopsis: Check whether 2 float values are the same

Declaration: `function SameValue(const A: Extended;const B: Extended) : Boolean`  
`; Overload`  
`function SameValue(const A: Double;const B: Double) : Boolean; Overload`  
`function SameValue(const A: Single;const B: Single) : Boolean; Overload`  
`function SameValue(const A: Extended;const B: Extended;`  
`Epsilon: Extended) : Boolean; Overload`  
`function SameValue(const A: Double;const B: Double;Epsilon: Double)`  
`: Boolean; Overload`  
`function SameValue(const A: Single;const B: Single;Epsilon: Single)`  
`: Boolean; Overload`

Visibility: default

Description: `SameValue` returns `True` if the floating-point values `A` and `B` are the same, i.e. whether the absolute value of their difference is smaller than `Epsilon`. If their difference is larger, then `False` is returned.

If unspecified, the default value for `Epsilon` is 0.0.

See also: `MinFloat` ([375](#)), `IsZero` ([392](#))

### 63.13.71 **sec**

Synopsis: Alias for `secant`

Declaration: `function sec(x: Float) : Float`

Visibility: default

Description: `sec` is an alias for the `secant` ([411](#)) function.

See also: `secant` ([411](#))

### 63.13.72 **secant**

Synopsis: Calculate `secant`

Declaration: `function secant(x: Float) : Float`

Visibility: default

Description: `Secant` calculates the `secant` ( $1/\cos(x)$ ) of its argument `x`.

Errors: If 90 or 270 degrees is specified, an exception will be raised.

See also: `cosecant` ([383](#))

### 63.13.73 **SetExceptionMask**

Synopsis: Set the Floating Point Unit exception mask.

Declaration: `function SetExceptionMask(const Mask: TFPUEExceptionMask)  
: TFPUEExceptionMask`

Visibility: default

Description: Set the Floating Point Unit exception mask.

### 63.13.74 **SetPrecisionMode**

Synopsis: Set the Floating Point Unit precision mode.

Declaration: `function SetPrecisionMode(const Precision: TFPUPrecisionMode)  
: TFPUPrecisionMode`

Visibility: default

Description: Set the Floating Point Unit precision mode.

### 63.13.75 **SetRoundMode**

Synopsis: Set the Floating Point Unit rounding mode.

Declaration: `function SetRoundMode(const RoundMode: TFPURoundingMode)  
: TFPURoundingMode`

Visibility: default

Description: Set the Floating Point Unit rounding mode.

**Synopsis:** Return sign of argument

Visibility: default

### 63.13.77 SimpleRoundTo

**Synopsis:** Round to the specified number of digits (rounding up if needed)

Visibility: default

See also: TRoundToRange (377), RoundTo (410)

Synopsis: Return sine and cosine of argument

Visibility: default

On Intel hardware, This calculation will be faster than making 2 calls to calculate the sine and cosine separately.

Errors: None.

**Listing:** ./mathex/ex41.pp

---

```

Program Example41;

{ Program to demonstrate the sincos function. }

Uses math;

Procedure dosincos(Angle : Float);

Var
    Sine, Cosine : Float;

begin
    sincos(angle, sine, cosine);
    Write('Angle : ', Angle:8:6);
    Write(' Sine : ', sine:8:6);
    Write(' Cosine : ', cosine:8:6);
end;

begin
    dosincos(pi);
    dosincos(pi/2);
    dosincos(pi/3);
    dosincos(pi/4);
    dosincos(pi/6);
end.

```

---

### 63.13.79 sinh

Synopsis: Return hyperbolic sine

Declaration: `function sinh(x: Float) : Float`

Visibility: default

Description: `Sinh` returns the hyperbolic sine of its argument `x`.

See also: `cosh` ([383](#)), `arsinh` ([380](#)), `tanh` ([418](#)), `artanh` ([381](#))

**Listing:** `./mathex/ex42.pp`

---

```

Program Example42;

{ Program to demonstrate the sinh function. }

Uses math;

begin
    writeln(sinh(0));
    writeln(sinh(1));
    writeln(sinh(-1));
end.

```

---

### 63.13.80 stddev

Synopsis: Return standard deviation of data

**Declaration:** `function stddev(const data: Array of Single) : Float`  
`function stddev(const data: PSingle;const N: Integer) : Float`  
`function stddev(const data: Array of Double) : Float`  
`function stddev(const data: PDouble;const N: Integer) : Float`  
`function stddev(const data: Array of Extended) : Float`  
`function stddev(const data: PExtended;const N: Integer) : Float`

**Visibility:** default

**Description:** Stddev returns the standard deviation of the values in Data. It returns zero if there is only one value.

The second form of the function accepts a pointer to an array of N values.

**Errors:** None.

See also: mean ([398](#)), meanandstddev ([399](#)), variance ([419](#)), totalvariance ([418](#))

**Listing:** ./mathex/ex43.pp

---

**Program** Example40;

*{ Program to demonstrate the stddev function. }*

**Uses** Math;

**Var**

  I : Integer;  
  ExArray : **Array**[1..10000] **of** Float;

**begin**

**Randomize**;

**for** I:=**low**(ExArray) **to high**(ExArray) **do**

    ExArray[I]:=Randg(1,0.2);

**WriteIn**('StdDev       : ',StdDev(ExArray):8:4);

**WriteIn**('StdDev (b) : ',StdDev(@ExArray[0],10000):8:4);

**end.**

---

### 63.13.81 sum

**Synopsis:** Return sum of values

**Declaration:** `function sum(const data: Array of Single) : Float`  
`function sum(const data: PSingle;const N: LongInt) : Float`  
`function sum(const data: Array of Double) : Float`  
`function sum(const data: PDouble;const N: LongInt) : Float`  
`function sum(const data: Array of Extended) : Float`  
`function sum(const data: PExtended;const N: LongInt) : Float`

**Visibility:** default

**Description:** Sum returns the sum of the values in the data array.

The second form of the function accepts a pointer to an array of N values.

**Errors:** None.

See also: sumofsquares ([415](#)), sumsandsquares ([416](#)), totalvariance ([418](#)), variance ([419](#))

**Listing:** ./mathex/ex44.pp

**Program** Example44;

*{ Program to demonstrate the Sum function. }*

**Uses** math;

**Var**

  I : 1..100;

  ExArray : **Array**[1..100] of Float;

**begin**

**Randomize**;

**for** I:=**low**(ExArray) **to high**(ExArray) **do**

    ExArray[I]:=(**Random-~~Random~~**)\*100;

**WriteIn**( 'Max      : ',MaxValue(ExArray):8:4);

**WriteIn**( 'Min      : ',MinValue(ExArray):8:4);

**WriteIn**( 'Sum      : ',Sum(ExArray):8:4);

**WriteIn**( 'Sum (b) : ',Sum(@ExArray[1],100):8:4);

**end.**

### 63.13.82 sumInt

Synopsis: Return the sum of an array of integers

**Declaration:** function sumInt(const data: PInt64;const N: LongInt) : Int64  
  function sumInt(const data: Array of Int64) : Int64

Visibility: default

**Description:** SumInt returns the sum of the N integers in the Data array, where this can be an open array or a pointer to an array.

**Errors:** An overflow may occur.

### 63.13.83 sumofsquares

Synopsis: Return sum of squares of values

**Declaration:** function sumofsquares(const data: Array of Single) : Float  
  function sumofsquares(const data: PSingle;const N: Integer) : Float  
  function sumofsquares(const data: Array of Double) : Float  
  function sumofsquares(const data: PDouble;const N: Integer) : Float  
  function sumofsquares(const data: Array of Extended) : Float  
  function sumofsquares(const data: PExtended;const N: Integer) : Float

Visibility: default

**Description:** Sumofsquares returns the sum of the squares of the values in the data array.

The second form of the function accepts a pointer to an array of N values.

**Errors:** None.

See also: sum (414), sumsandsquares (416), totalvariance (418), variance (419)

**Listing:** ./mathex/ex45.pp



---

**Program** Example45;

*{ Program to demonstrate the SumOfSquares function. }*

**Uses** math;

**Var**

  I : 1..100;

  ExArray : **Array**[1..100] of Float;

**begin**

**Randomize**;

**for** I:=**low**(ExArray) **to high**(ExArray) **do**

    ExArray[I]:=(~~Random~~-Random)\*100;

**Writeln**('Max : ',MaxValue(ExArray):8:4);

**Writeln**('Min : ',MinValue(ExArray):8:4);

**Writeln**('Sum squares : ',SumOfSquares(ExArray):8:4);

**Writeln**('Sum squares (b) : ',SumOfSquares(@ExArray[1],100):8:4);

**end.**

---

### 63.13.84 sumsandsquares

Synopsis: Return sum and sum of squares of values.

**Declaration:** procedure sumsandsquares(const data: Array of Single;var sum: Float;  
   var sumofsquares: Float)  
 procedure sumsandsquares(const data: PSingle;const N: Integer;  
   var sum: Float;var sumofsquares: Float)  
 procedure sumsandsquares(const data: Array of Double;var sum: Float;  
   var sumofsquares: Float)  
 procedure sumsandsquares(const data: PDouble;const N: Integer;  
   var sum: Float;var sumofsquares: Float)  
 procedure sumsandsquares(const data: Array of Extended;var sum: Float;  
   var sumofsquares: Float)  
 procedure sumsandsquares(const data: PExtended;const N: Integer;  
   var sum: Float;var sumofsquares: Float)

Visibility: default

**Description:** sumsandsquares calculates the sum of the values and the sum of the squares of the values in the data array and returns the results in sum and sumofsquares.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: sum (414), sumofsquares (415), totalvariance (418), variance (419)

**Listing:** ./mathex/ex46.pp

---

**Program** Example45;

*{ Program to demonstrate the SumOfSquares function. }*

**Uses** math;

**Var**

```

I : 1..100;
ExArray : Array[1..100] of Float
s,ss : float;

begin
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:=(Random-Random)*100;
  Writeln ( 'Max           : ',MaxValue(ExArray):8:4);
  Writeln ( 'Min           : ',MinValue(ExArray):8:4);
  SumsAndSquares(ExArray,S,SS);
  Writeln ( 'Sum           : ',S:8:4);
  Writeln ( 'Sum squares    : ',SS:8:4);
  SumsAndSquares(@ExArray[1],100,S,SS);
  Writeln ( 'Sum (b)       : ',S:8:4);
  Writeln ( 'Sum squares (b) : ',SS:8:4);
end.

```

---

### 63.13.85 tan

Synopsis: Return tangent

Declaration: `function tan(x: Float) : Float`

Visibility: default

Description: Tan returns the tangent of x. The argument x must be in radians.

Errors: If x (normalized) is pi/2 or 3pi/2 then an overflow will occur.

See also: tanh (418), arcsin (379), sincos (412), arccos (377)

**Listing:** ./mathex/ex47.pp

---

**Program** Example47;

*{ Program to demonstrate the Tan function. }*

**Uses** math;

**Procedure** DoTan(Angle : Float);

```

begin
  Write ( 'Angle : ',RadToDeg(Angle):8:6);
  Writeln ( 'Tangent : ',Tan(Angle):8:6);
end;

```

```

begin
  DoTan(0);
  DoTan(Pi);
  DoTan(Pi/3);
  DoTan(Pi/4);
  DoTan(Pi/6);
end.

```

---

**63.13.86 tanh**

Synopsis: Return hyperbolic tangent

Declaration: `function tanh(x: Float) : Float`

Visibility: default

Description: Tanh returns the hyperbolic tangent of x.

Errors: None.

See also: [arcsin \(379\)](#), [sincos \(412\)](#), [arccos \(377\)](#)

**Listing:** `./mathex/ex48.pp`

---

**Program** Example48;

*{ Program to demonstrate the Tanh function. }*

**Uses** math;

```
begin
  writeln(tanh(0));
  writeln(tanh(1));
  writeln(tanh(-1));
end.
```

---

**63.13.87 totalvariance**

Synopsis: Return total varians of values

Declaration: `function totalvariance(const data: Array of Single) : Float`  
`function totalvariance(const data: PSingle;const N: Integer) : Float`  
`function totalvariance(const data: Array of Double) : Float`  
`function totalvariance(const data: PDouble;const N: Integer) : Float`  
`function totalvariance(const data: Array of Extended) : Float`  
`function totalvariance(const data: PExtended;const N: Integer) : Float`

Visibility: default

Description: TotalVariance returns the total variance of the values in the data array. It returns zero if there is only one value.

The second form of the function accepts a pointer to an array of N values.

Errors: None.

See also: [variance \(419\)](#), [stddev \(413\)](#), [mean \(398\)](#)

**Listing:** `./mathex/ex49.pp`

---

**Program** Example49;

*{ Program to demonstrate the TotalVariance function. }*

**Uses** math;

**Type**

```

TExArray = Array[1..100] of Float;

Var
  I : Integer;
  ExArray : TExArray;
  TV : float;

begin
  Randomize;
  for I:=1 to 100 do
    ExArray[I]:=(Random-Random)*100;
  TV:=TotalVariance(ExArray);
  WriteIn('Total variance      : ',TV:8:4);
  TV:=TotalVariance(@ExArray[1],100);
  WriteIn('Total Variance (b) : ',TV:8:4);
end.

```

---

### 63.13.88 variance

Synopsis: Return variance of values

Declaration: `function variance(const data: Array of Single) : Float`  
`function variance(const data: PSingle;const N: Integer) : Float`  
`function variance(const data: Array of Double) : Float`  
`function variance(const data: PDouble;const N: Integer) : Float`  
`function variance(const data: Array of Extended) : Float`  
`function variance(const data: PExtended;const N: Integer) : Float`

Visibility: default

Description: `Variance` returns the variance of the values in the `data` array. It returns zero if there is only one value.

The second form of the function accepts a pointer to an array of `N` values.

Errors: None.

See also: `totalvariance` (418), `stddev` (413), `mean` (398)

**Listing:** `./mathex/ex50.pp`

---

**Program** Example50;

*{ Program to demonstrate the Variance function. }*

**Uses** math;

```

Var
  I : 1..100;
  ExArray : Array[1..100] of Float;
  V : float;

begin
  Randomize;
  for I:=low(ExArray) to high(ExArray) do
    ExArray[I]:=(Random-Random)*100;
  V:=Variance(ExArray);
  WriteIn('Variance      : ',V:8:4);

```

```
V:= Variance (@ExArray[1],100);  
WriteLn('Variance (b) : ',V:8:4);  
end.
```

---

## **63.14 EInvalidArgument**

### **63.14.1 Description**

Exception raised when invalid arguments are passed to a function.

## Chapter 64

# Reference for unit 'matrix'

### 64.1 Overview

The unit `matrix` is a unit that provides objects for the common two, three and four dimensional vectors matrixes. These vectors and matrixes are very common in computer graphics and are often implemented from scratch by programmers while every implementation provides exactly the same functionality.

It makes therefore sense to provide this functionality in the runtime library. This eliminates the need for programmers to reinvent the wheel and also allows libraries that use matrix operations to become more compatible.

The matrix unit does not provide n-dimensional matrixes. The functionality needs of a general matrix unit varies from application to application; one can think of reduced memory usage tricks for matrixes that only have data around the diagonal etc., desire for parallelization etc. etc. It is believed that programmers that do use n-dimensional matrices would not necessarily benefit from such a unit in the runtime library.

Design goals:

- Provide common dimensions, two three and four.
- Provide multiple floating point precisions, single, double, extended.
- Simple trivial binary representation; it is possible to typecast vectors into other implementations that use the same trivial representation.
- No dynamic memory management in the background. It must be possible to write expressions like `matrix A * B * C` without worrying about memory management.

Design decisions:

- Class object model is ruled out. The objects object model, without virtual methods, is suitable.
- Operator overloading is a good way to allow programmers to write matrix expressions.
- 3 dimensions \* 3 precision means 9 vector and 9 matrix objects. Macro's have been used in the source to take care of this.

## 64.2 Constants, types and variables

### 64.2.1 Types

```
Tmatrix2_double_data = Array[0..1,0..1] of Double
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix2_extended_data = Array[0..1,0..1] of extended
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix2_single_data = Array[0..1,0..1] of single
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix3_double_data = Array[0..2,0..2] of Double
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix3_extended_data = Array[0..2,0..2] of extended
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix3_single_data = Array[0..2,0..2] of single
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix4_double_data = Array[0..3,0..3] of Double
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix4_extended_data = Array[0..3,0..3] of extended
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tmatrix4_single_data = Array[0..3,0..3] of single
```

This is the matrix internal data for a matrix. It uses a simple array structure so data from other libraries that define their own matrix type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector2_double_data = Array[0..1] of Double
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector2_extended_data = Array[0..1] of extended
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector2_single_data = Array[0..1] of single
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector3_double_data = Array[0..2] of Double
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector3_extended_data = Array[0..2] of extended
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector3_single_data = Array[0..2] of single
```



This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector4_double_data = Array[0..3] of Double
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector4_extended_data = Array[0..3] of extended
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

```
Tvector4_single_data = Array[0..3] of single
```

This is the vector internal data for a vector. It uses a simple array structure so data from other libraries that define their own vector type as a simple array structure can simply be moved to and from this data, or typecasted into it. As this is the only field in the object, the object itself can be used just as fine for typecasting purposes etc.

## 64.3 Procedures and functions

### 64.3.1 add(Tmatrix2\_double,Double):Tmatrix2\_double

Synopsis: Add scalar to two-dimensional double precision matrix

Declaration: `operator +(const m: Tmatrix2_double;const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

### 64.3.2 add(Tmatrix2\_double,Tmatrix2\_double):Tmatrix2\_double

Synopsis: Add two two-dimensional double precision matrices together.

Declaration: `operator +(const m1: Tmatrix2_double;const m2: Tmatrix2_double)  
: Tmatrix2_double`

Visibility: default

Description: This operator allows you to add two two-dimensional double precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.3 add(Tmatrix2\_extended,extended):Tmatrix2\_extended**

Synopsis: Add scalar to two-dimensional extended precision matrix

Declaration: `operator +(const m: Tmatrix2_extended; const x: extended)  
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.4 add(Tmatrix2\_extended,Tmatrix2\_extended):Tmatrix2\_extended**

Synopsis: Add two two-dimensional extended precision matrices together.

Declaration: `operator +(const m1: Tmatrix2_extended; const m2: Tmatrix2_extended)  
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to add two two-dimensional extended precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.5 add(Tmatrix2\_single,single):Tmatrix2\_single**

Synopsis: Add scalar to two-dimensional single precision matrix

Declaration: `operator +(const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.6 add(Tmatrix2\_single,Tmatrix2\_single):Tmatrix2\_single**

Synopsis: Add two two-dimensional single precision matrices together.

Declaration: `operator +(const m1: Tmatrix2_single; const m2: Tmatrix2_single)  
: Tmatrix2_single`

Visibility: default

Description: This operator allows you to add two two-dimensional single precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.7 add(Tmatrix3\_double,Double):Tmatrix3\_double**

Synopsis: Add scalar to three-dimensional double precision matrix

Declaration: `operator +(const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.8 add(Tmatrix3\_double,Tmatrix3\_double):Tmatrix3\_double**

Synopsis: Add two three-dimensional double precision matrices together.

Declaration: `operator +(const m1: Tmatrix3_double;const m2: Tmatrix3_double)  
: Tmatrix3_double`

Visibility: default

Description: This operator allows you to add two three-dimensional double precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.9 add(Tmatrix3\_extended,extended):Tmatrix3\_extended**

Synopsis: Add scalar to three-dimensional extended precision matrix

Declaration: `operator +(const m: Tmatrix3_extended;const x: extended)  
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.10 add(Tmatrix3\_extended,Tmatrix3\_extended):Tmatrix3\_extended**

Synopsis: Add two three-dimensional extended precision matrices together.

Declaration: `operator +(const m1: Tmatrix3_extended;const m2: Tmatrix3_extended)  
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to add two three-dimensional extended precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.11 add(Tmatrix3\_single,single):Tmatrix3\_single**

Synopsis: Add scalar to three-dimensional single precision matrix

Declaration: `operator +(const m: Tmatrix3_single;const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.12 add(Tmatrix3\_single,Tmatrix3\_single):Tmatrix3\_single**

Synopsis: Add two three-dimensional single precision matrices together.

Declaration: `operator +(const m1: Tmatrix3_single;const m2: Tmatrix3_single)  
: Tmatrix3_single`

Visibility: default

Description: This operator allows you to add two three-dimensional single precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.13 add(Tmatrix4\_double,Double):Tmatrix4\_double**

Synopsis: Add scalar to four-dimensional double precision matrix

Declaration: `operator +(const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.14 add(Tmatrix4\_double,Tmatrix4\_double):Tmatrix4\_double**

Synopsis: Add two four-dimensional double precision matrices together.

Declaration: `operator +(const m1: Tmatrix4_double; const m2: Tmatrix4_double)  
: Tmatrix4_double`

Visibility: default

Description: This operator allows you to add two four-dimensional double precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.15 add(Tmatrix4\_extended,extended):Tmatrix4\_extended**

Synopsis: Add scalar to four-dimensional extended precision matrix

Declaration: `operator +(const m: Tmatrix4_extended; const x: extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.16 add(Tmatrix4\_extended,Tmatrix4\_extended):Tmatrix4\_extended**

Synopsis: Add two four-dimensional extended precision matrices together.

Declaration: `operator +(const m1: Tmatrix4_extended; const m2: Tmatrix4_extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to add two four-dimensional extended precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.17 add(Tmatrix4\_single,single):Tmatrix4\_single**

Synopsis: Add scalar to four-dimensional single precision matrix

Declaration: `operator +(const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to add a scalar value to a matrix. The scalar is added to all elements of the matrix, the result is returned as a new vector.

**64.3.18 add(Tmatrix4\_single,Tmatrix4\_single):Tmatrix4\_single**

Synopsis: Add two four-dimensional single precision matrices together.

Declaration: `operator +(const m1: Tmatrix4_single;const m2: Tmatrix4_single)  
: Tmatrix4_single`

Visibility: default

Description: This operator allows you to add two four-dimensional single precision matrices together. A new matrix is returned with all elements of the two matrices added together.

**64.3.19 add(Tvector2\_double,Double):Tvector2\_double**

Synopsis: Add scalar to two-dimensional double precision vector

Declaration: `operator +(const x: Tvector2_double;y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.20 add(Tvector2\_double,Tvector2\_double):Tvector2\_double**

Synopsis: Add two-dimensional double precision vectors together

Declaration: `operator +(const x: Tvector2_double;const y: Tvector2_double)  
: Tvector2_double`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with double precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.21 add(Tvector2\_extended,extended):Tvector2\_extended**

Synopsis: Add scalar to two-dimensional extended precision vector

Declaration: `operator +(const x: Tvector2_extended;y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.22 add(Tvector2\_extended,Tvector2\_extended):Tvector2\_extended**

Synopsis: Add two-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector2_extended;const y: Tvector2_extended)  
: Tvector2_extended`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with extended precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.23 add(Tvector2\_single,single):Tvector2\_single**

Synopsis: Add scalar to two-dimensional single precision vector

Declaration: `operator +(const x: Tvector2_single;y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.24 add(Tvector2\_single,Tvector2\_single):Tvector2\_single**

Synopsis: Add two-dimensional single precision vectors together

Declaration: `operator +(const x: Tvector2_single;const y: Tvector2_single)  
: Tvector2_single`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.25 add(Tvector3\_double,Double):Tvector3\_double**

Synopsis: Add scalar to three-dimensional double precision vector

Declaration: `operator +(const x: Tvector3_double;y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.26 add(Tvector3\_double,Tvector3\_double):Tvector3\_double**

Synopsis: Add three-dimensional double precision vectors together

Declaration: `operator +(const x: Tvector3_double;const y: Tvector3_double)  
: Tvector3_double`

Visibility: default

Description: This operator allows you to add two three-dimensional vectors with double precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.27 add(Tvector3\_extended,extended):Tvector3\_extended**

Synopsis: Add scalar to three-dimensional extended precision vector

Declaration: `operator +(const x: Tvector3_extended;y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.28 add(Tvector3\_extended,Tvector3\_extended):Tvector3\_extended**

Synopsis: Add three-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector3_extended;const y: Tvector3_extended)  
: Tvector3_extended`

Visibility: default

Description: This operator allows you to add two three-dimensional vectors with extended precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.29 add(Tvector3\_single,single):Tvector3\_single**

Synopsis: Add scalar to three-dimensional single precision vector

Declaration: `operator +(const x: Tvector3_single;y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.30 add(Tvector3\_single,Tvector3\_single):Tvector3\_single**

Synopsis: Add three-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector3_single;const y: Tvector3_single)  
: Tvector3_single`

Visibility: default

Description: This operator allows you to add two three-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.31 add(Tvector4\_double,Double):Tvector4\_double**

Synopsis: Add scalar to four-dimensional double precision vector

Declaration: `operator +(const x: Tvector4_double;y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.32 add(Tvector4\_double,Tvector4\_double):Tvector4\_double**

Synopsis: Add four-dimensional double precision vectors together

Declaration: `operator +(const x: Tvector4_double;const y: Tvector4_double)  
: Tvector4_double`

Visibility: default

Description: This operator allows you to add two four-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.33 add(Tvector4\_extended,extended):Tvector4\_extended**

Synopsis: Add scalar to four-dimensional extended precision vector

Declaration: `operator +(const x: Tvector4_extended;y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.34 add(Tvector4\_extended,Tvector4\_extended):Tvector4\_extended**

Synopsis: Add four-dimensional extended precision vectors together

Declaration: `operator +(const x: Tvector4_extended;const y: Tvector4_extended)  
: Tvector4_extended`

Visibility: default

Description: This operator allows you to add two two-dimensional vectors with extended precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.35 add(Tvector4\_single,single):Tvector4\_single**

Synopsis: Add scalar to four-dimensional single precision vector

Declaration: `operator +(const x: Tvector4_single;y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to add a scalar value to a vector. The scalar is added to all elements of the vector, the result is returned as a new vector.

**64.3.36 add(Tvector4\_single,Tvector4\_single):Tvector4\_single**

Synopsis: Add four-dimensional single precision vectors together

Declaration: `operator +(const x: Tvector4_single;const y: Tvector4_single)  
: Tvector4_single`

Visibility: default

Description: This operator allows you to add two four-dimensional vectors with single precision together. The result is a new vector which consists of the sums of the individual elements of the two vectors.

**64.3.37 assign(Tmatrix2\_double):Tmatrix2\_extended**

Synopsis: Allow assignment of two-dimensional double precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a two-dimensional matrix with extended precision is expected.



**64.3.38 assign(Tmatrix2\_double):Tmatrix2\_single**

Synopsis: Allow assignment of two-dimensional double precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a two-dimensional matrix with single precision is expected. Some accuracy is lost because of the conversion.

**64.3.39 assign(Tmatrix2\_double):Tmatrix3\_double**

Synopsis: Allow assignment of two-dimensional double precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a three-dimensional matrix with double precision is expected. The extra fields are set to 0.

**64.3.40 assign(Tmatrix2\_double):Tmatrix3\_extended**

Synopsis: Allow assignment of two-dimensional double precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a three-dimensional matrix with extended precision is expected. The extra fields are set to 0.

**64.3.41 assign(Tmatrix2\_double):Tmatrix3\_single**

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with single precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

**64.3.42 assign(Tmatrix2\_double):Tmatrix4\_double**

Synopsis: Allow assignment of two-dimensional double precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a four-dimensional matrix with double precision is expected. The extra fields are set to 0.

### 64.3.43 **assign(Tmatrix2\_double):Tmatrix4\_extended**

Synopsis: Allow assignment of two-dimensional double precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a four-dimensional matrix with extended precision is expected. The extra fields are set to 0.

### 64.3.44 **assign(Tmatrix2\_double):Tmatrix4\_single**

Synopsis: Allow assignment of two-dimensional double precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_double) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with double precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0 and some precision is lost because of the conversion.

### 64.3.45 **assign(Tmatrix2\_extended):Tmatrix2\_double**

Synopsis: Allow assignment of two-dimensional extended precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a two-dimensional two with extended precision values wherever a two-dimensional matrix with double precision is expected. Some accuracy is lost because of the conversion.

### 64.3.46 **assign(Tmatrix2\_extended):Tmatrix2\_single**

Synopsis: Allow assignment of two-dimensional extended precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a two-dimensional matrix with single precision is expected. Some accuracy is lost because of the conversion.

**64.3.47 assign(Tmatrix2\_extended):Tmatrix3\_double**

Synopsis: Allow assignment of two-dimensional extended precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

**64.3.48 assign(Tmatrix2\_extended):Tmatrix3\_extended**

Synopsis: Allow assignment of two-dimensional extended precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a three-dimensional matrix with extended precision is expected. The extra fields are set to 0.

**64.3.49 assign(Tmatrix2\_extended):Tmatrix3\_single**

Synopsis: Allow assignment of two-dimensional extended precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a three-dimensional matrix with single precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

**64.3.50 assign(Tmatrix2\_extended):Tmatrix4\_double**

Synopsis: Allow assignment of two-dimensional extended precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a four-dimensional matrix with double precision is expected. The extra fields are set to 0 and some accuracy is lost because of the conversion.

**64.3.51 assign(Tmatrix2\_extended):Tmatrix4\_extended**

Synopsis: Allow assignment of two-dimensional extended precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0.

**64.3.52 assign(Tmatrix2\_extended):Tmatrix4\_single**

Synopsis: Allow assignment of two-dimensional extended precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_extended) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with extended precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0 and some precision is lost because of the conversion.

**64.3.53 assign(Tmatrix2\_single):Tmatrix2\_double**

Synopsis: Allow assignment of two-dimensional single precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a two-dimensional matrix with double precision is expected.

**64.3.54 assign(Tmatrix2\_single):Tmatrix2\_extended**

Synopsis: Allow assignment of two-dimensional single precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a two-dimensional matrix with extended precision is expected.

**64.3.55 assign(Tmatrix2\_single):Tmatrix3\_double**

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with double precision is expected. The extra fields are set to 0.

**64.3.56 assign(Tmatrix2\_single):Tmatrix3\_extended**

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with extended precision is expected. The extra fields are set to 0.

**64.3.57 assign(Tmatrix2\_single):Tmatrix3\_single**

Synopsis: Allow assignment of two-dimensional single precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a three-dimensional matrix with single precision is expected. The extra fields are set to 0.

**64.3.58 assign(Tmatrix2\_single):Tmatrix4\_double**

Synopsis: Allow assignment of two-dimensional single precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with double precision is expected. The extra fields are set to 0.

**64.3.59 assign(Tmatrix2\_single):Tmatrix4\_extended**

Synopsis: Allow assignment of two-dimensional single precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with extended precision is expected. The extra fields are set to 0.

**64.3.60 assign(Tmatrix2\_single):Tmatrix4\_single**

Synopsis: Allow assignment of two-dimensional single precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix2_single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional matrix with single precision values wherever a four-dimensional matrix with single precision is expected. The extra fields are set to 0.

**64.3.61 assign(Tmatrix3\_double):Tmatrix2\_double**

Synopsis: Allow assignment of three-dimensional double precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

**64.3.62 assign(Tmatrix3\_double):Tmatrix2\_extended**

Synopsis: Allow assignment of three-dimensional double precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

**64.3.63 assign(Tmatrix3\_double):Tmatrix2\_single**

Synopsis: Allow assignment of three-dimensional double precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some accuracy is lost because of the conversion.

**64.3.64 assign(Tmatrix3\_double):Tmatrix3\_extended**

Synopsis: Allow assignment of three-dimensional double precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with double precision values wherever a three-dimensional matrix with extended precision is expected.

**64.3.65 assign(Tmatrix3\_double):Tmatrix3\_single**

Synopsis: Allow assignment of three-dimensional double precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_double) : Tmatrix3_single`

Visibility: default

**Description:** This operator allows you to use a three-dimensional matrix with double precision values wherever a three-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

#### 64.3.66 **assign(Tmatrix3\_double):Tmatrix4\_double**

**Synopsis:** Allow assignment of three-dimensional double precision matrix to four-dimensional double precision matrix

**Declaration:** `operator :=(const v: Tmatrix3_double) : Tmatrix4_double`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional matrix with double precision values wherever a four-dimensional matrix with double precision is expected.

#### 64.3.67 **assign(Tmatrix3\_double):Tmatrix4\_extended**

**Synopsis:** Allow assignment of three-dimensional double precision matrix to four-dimensional extended precision matrix

**Declaration:** `operator :=(const v: Tmatrix3_double) : Tmatrix4_extended`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional matrix with double precision values wherever a four-dimensional matrix with extended precision is expected.

#### 64.3.68 **assign(Tmatrix3\_double):Tmatrix4\_single**

**Synopsis:** Allow assignment of three-dimensional double precision matrix to four-dimensional single precision matrix

**Declaration:** `operator :=(const v: Tmatrix3_double) : Tmatrix4_single`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional matrix with double precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

#### 64.3.69 **assign(Tmatrix3\_extended):Tmatrix2\_double**

**Synopsis:** Allow assignment of three-dimensional extended precision matrix to two-dimensional double precision matrix

**Declaration:** `operator :=(const v: Tmatrix3_extended) : Tmatrix2_double`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional matrix with extended precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away and some accuracy is lost because of the conversion.

**64.3.70 assign(Tmatrix3\_extended):Tmatrix2\_extended**

Synopsis: Allow assignment of three-dimensional extended precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

**64.3.71 assign(Tmatrix3\_extended):Tmatrix2\_single**

Synopsis: Allow assignment of three-dimensional extended precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost because of the conversion.

**64.3.72 assign(Tmatrix3\_extended):Tmatrix3\_double**

Synopsis: Allow assignment of three-dimensional extended precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. Some precision is lost because of the conversion.

**64.3.73 assign(Tmatrix3\_extended):Tmatrix3\_single**

Synopsis: Allow assignment of three-dimensional extended precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a three-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.



**64.3.74 assign(Tmatrix3\_extended):Tmatrix4\_double**

Synopsis: Allow assignment of three-dimensional extended precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a four-dimensional matrix with double precision is expected. Some precision is lost because of the conversion.

**64.3.75 assign(Tmatrix3\_extended):Tmatrix4\_extended**

Synopsis: Allow assignment of three-dimensional extended precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a four-dimensional matrix with extended precision is expected.

**64.3.76 assign(Tmatrix3\_extended):Tmatrix4\_single**

Synopsis: Allow assignment of three-dimensional extended precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_extended) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with extended precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

**64.3.77 assign(Tmatrix3\_single):Tmatrix2\_double**

Synopsis: Allow assignment of three-dimensional single precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

**64.3.78 assign(Tmatrix3\_single):Tmatrix2\_extended**

Synopsis: Allow assignment of three-dimensional single precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

### 64.3.79 **assign(Tmatrix3\_single):Tmatrix2\_single**

Synopsis: Allow assignment of three-dimensional single precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away.

### 64.3.80 **assign(Tmatrix3\_single):Tmatrix3\_double**

Synopsis: Allow assignment of three-dimensional single precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a three-dimensional matrix with double precision is expected.

### 64.3.81 **assign(Tmatrix3\_single):Tmatrix3\_extended**

Synopsis: Allow assignment of three-dimensional single precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a three-dimensional matrix with extended precision is expected.

### 64.3.82 **assign(Tmatrix3\_single):Tmatrix4\_double**

Synopsis: Allow assignment of three-dimensional single precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a four-dimensional matrix with double precision is expected.

**64.3.83 assign(Tmatrix3\_single):Tmatrix4\_extended**

Synopsis: Allow assignment of three-dimensional single precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a four-dimensional matrix with extended precision is expected.

**64.3.84 assign(Tmatrix3\_single):Tmatrix4\_single**

Synopsis: Allow assignment of three-dimensional single precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix3_single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional matrix with single precision values wherever a four-dimensional matrix with single precision is expected.

**64.3.85 assign(Tmatrix4\_double):Tmatrix2\_double**

Synopsis: Allow assignment of four-dimensional double precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

**64.3.86 assign(Tmatrix4\_double):Tmatrix2\_extended**

Synopsis: Allow assignment of four-dimensional double precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

**64.3.87 assign(Tmatrix4\_double):Tmatrix2\_single**

Synopsis: Allow assignment of four-dimensional double precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost in the conversion.

**64.3.88 assign(Tmatrix4\_double):Tmatrix3\_double**

Synopsis: Allow assignment of four-dimensional double precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

**64.3.89 assign(Tmatrix4\_double):Tmatrix3\_extended**

Synopsis: Allow assignment of four-dimensional double precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a three-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

**64.3.90 assign(Tmatrix4\_double):Tmatrix3\_single**

Synopsis: Allow assignment of four-dimensional double precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a three-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost because of the conversion.

**64.3.91 assign(Tmatrix4\_double):Tmatrix4\_extended**

Synopsis: Allow assignment of four-dimensional double precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a four-dimensional matrix with extended precision is expected.

**64.3.92 assign(Tmatrix4\_double):Tmatrix4\_single**

Synopsis: Allow assignment of four-dimensional single precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_double) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with double precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

### 64.3.93 **assign(Tmatrix4\_extended):Tmatrix2\_double**

Synopsis: Allow assignment of four-dimensional extended precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away and some precision is lost in the conversion.

### 64.3.94 **assign(Tmatrix4\_extended):Tmatrix2\_extended**

Synopsis: Allow assignment of four-dimensional extended precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away.

### 64.3.95 **assign(Tmatrix4\_extended):Tmatrix2\_single**

Synopsis: Allow assignment of four-dimensional extended precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost in the conversion.

### 64.3.96 **assign(Tmatrix4\_extended):Tmatrix3\_double**

Synopsis: Allow assignment of four-dimensional extended precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

**64.3.97 assign(Tmatrix4\_extended):Tmatrix3\_extended**

Synopsis: Allow assignment of four-dimensional extended precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

**64.3.98 assign(Tmatrix4\_extended):Tmatrix3\_single**

Synopsis: Allow assignment of four-dimensional extended precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a three-dimensional matrix with single precision is expected. The surplus fields are thrown away and some precision is lost because of the conversion.

**64.3.99 assign(Tmatrix4\_extended):Tmatrix4\_double**

Synopsis: Allow assignment of four-dimensional extended precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a four-dimensional matrix with double precision is expected.

**64.3.100 assign(Tmatrix4\_extended):Tmatrix4\_single**

Synopsis: Allow assignment of four-dimensional extended precision matrix to four-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_extended) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with extended precision values wherever a four-dimensional matrix with single precision is expected. Some precision is lost because of the conversion.

**64.3.101 assign(Tmatrix4\_single):Tmatrix2\_double**

Synopsis: Allow assignment of four-dimensional single precision matrix to two-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with double precision is expected. The surplus fields are thrown away.

### 64.3.102 **assign(Tmatrix4\_single):Tmatrix2\_extended**

Synopsis: Allow assignment of four-dimensional single precision matrix to two-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

### 64.3.103 **assign(Tmatrix4\_single):Tmatrix2\_single**

Synopsis: Allow assignment of four-dimensional single precision matrix to two-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a two-dimensional matrix with single precision is expected. The surplus fields are thrown away.

### 64.3.104 **assign(Tmatrix4\_single):Tmatrix3\_double**

Synopsis: Allow assignment of four-dimensional single precision matrix to three-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a three-dimensional matrix with double precision is expected. The surplus fields are thrown away.

### 64.3.105 **assign(Tmatrix4\_single):Tmatrix3\_extended**

Synopsis: Allow assignment of four-dimensional single precision matrix to three-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a three-dimensional matrix with extended precision is expected. The surplus fields are thrown away.

**64.3.106 assign(Tmatrix4\_single):Tmatrix3\_single**

Synopsis: Allow assignment of four-dimensional single precision matrix to three-dimensional single precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a three-dimensional matrix with single precision is expected. The surplus fields are thrown away.

**64.3.107 assign(Tmatrix4\_single):Tmatrix4\_double**

Synopsis: Allow assignment of four-dimensional single precision matrix to four-dimensional double precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a four-dimensional matrix with double precision is expected.

**64.3.108 assign(Tmatrix4\_single):Tmatrix4\_extended**

Synopsis: Allow assignment of four-dimensional single precision matrix to four-dimensional extended precision matrix

Declaration: `operator :=(const v: Tmatrix4_single) : Tmatrix4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional matrix with single precision values wherever a four-dimensional matrix with extended precision is expected.

**64.3.109 assign(Tvector2\_double):Tvector2\_extended**

Synopsis: Allow assignment of double precision vector to extended precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a vector with double precision values wherever an extended precision vector is expected.

**64.3.110 assign(Tvector2\_double):Tvector2\_single**

Synopsis: Allow assignment of double precision vector to single precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a vector with double precision values wherever a single precision vector is expected, at the cost of loosing some precision.



**64.3.111 assign(Tvector2\_double):Tvector3\_double**

Synopsis: Allow assignment of two-dimensional double precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a three-dimensional vector with double precision is expected. The third dimension is set to 0.0.

**64.3.112 assign(Tvector2\_double):Tvector3\_extended**

Synopsis: Allow assignment of two-dimensional double precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a three-dimensional vector with extended precision is expected. The third dimension is set to 0.0.

**64.3.113 assign(Tvector2\_double):Tvector3\_single**

Synopsis: Allow assignment of two-dimensional double precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a three-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third dimension is set to 0.0.

**64.3.114 assign(Tvector2\_double):Tvector4\_double**

Synopsis: Allow assignment of two-dimensional double precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a four-dimensional vector with double precision is expected. The third and fourth dimensions are set to 0.0.

**64.3.115 assign(Tvector2\_double):Tvector4\_extended**

Synopsis: Allow assignment of two-dimensional double precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected. The third and fourth dimensions are set to 0.0.

#### 64.3.116 `assign(Tvector2_double):Tvector4_single`

Synopsis: Allow assignment of two-dimensional double precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_double) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with double precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third and fourth dimensions are set to 0.0.

#### 64.3.117 `assign(Tvector2_extended):Tvector2_double`

Synopsis: Allow assignment of extended precision vector to double precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a vector with extended precision values wherever a double precision vector is expected, at the cost of losing some precision.

#### 64.3.118 `assign(Tvector2_extended):Tvector2_single`

Synopsis: Allow assignment of extended precision vector to single precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a vector with extended precision values wherever a single precision vector is expected, at the cost of losing some precision.

#### 64.3.119 `assign(Tvector2_extended):Tvector3_double`

Synopsis: Allow assignment of two-dimensional extended precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a three-dimensional vector with double precision is expected. Some accuracy is lost because of the conversion and the third dimension is set to 0.0.

**64.3.120 assign(Tvector2\_extended):Tvector3\_extended**

Synopsis: Allow assignment of two-dimensional extended precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a three-dimensional vector with extended precision is expected. The third dimension is set to 0.0.

**64.3.121 assign(Tvector2\_extended):Tvector3\_single**

Synopsis: Allow assignment of two-dimensional extended precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a three-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third dimension is set to 0.0.

**64.3.122 assign(Tvector2\_extended):Tvector4\_double**

Synopsis: Allow assignment of two-dimensional extended precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a four-dimensional vector with double precision is expected. Some accuracy is lost because of the conversion and the third and fourth dimensions are set to 0.0.

**64.3.123 assign(Tvector2\_extended):Tvector4\_extended**

Synopsis: Allow assignment of two-dimensional extended precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a four-dimensional vector with extended precision is expected. The third and fourth dimensions are set to 0.0.

**64.3.124 assign(Tvector2\_extended):Tvector4\_single**

Synopsis: Allow assignment of two-dimensional extended precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_extended) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with extended precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion and the third and fourth dimensions are set to 0.0.

**64.3.125 assign(Tvector2\_single):Tvector2\_double**

Synopsis: Allow assignment of single precision vector to double precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a vector with single precision values wherever a double precision vector is expected.

**64.3.126 assign(Tvector2\_single):Tvector2\_extended**

Synopsis: Allow assignment of single precision vector to extended precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a vector with single precision values wherever an extended precision vector is expected.

**64.3.127 assign(Tvector2\_single):Tvector3\_double**

Synopsis: Allow assignment of two-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected. The third dimension is set to 0.0.

**64.3.128 assign(Tvector2\_single):Tvector3\_extended**

Synopsis: Allow assignment of two-dimensional single precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a three-dimensional vector with extended precision is expected. The third dimension is set to 0.0.

**64.3.129 assign(Tvector2\_single):Tvector3\_single**

Synopsis: Allow assignment of two-dimensional single precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a three-dimensional vector with single precision is expected. The third dimension is set to 0.0.

**64.3.130 assign(Tvector2\_single):Tvector4\_double**

Synopsis: Allow assignment of two-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected. The third and fourth dimensions are set to 0.0.

**64.3.131 assign(Tvector2\_single):Tvector4\_extended**

Synopsis: Allow assignment of two-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected. The third and fourth dimensions are set to 0.0.

**64.3.132 assign(Tvector2\_single):Tvector4\_single**

Synopsis: Allow assignment of two-dimensional single precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector2_single) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a two-dimensional vector with single precision values wherever a four-dimensional vector with single precision is expected. The third and fourth dimensions are set to 0.0.

**64.3.133 assign(Tvector3\_double):Tvector2\_double**

Synopsis: Allow assignment of three-dimensional double precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a two-dimensional vector with double precision is expected. The third dimension is thrown away.

**64.3.134 assign(Tvector3\_double):Tvector2\_extended**

Synopsis: Allow assignment of three-dimensional double precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a two-dimensional vector with extended precision is expected. The third dimension is thrown away.

**64.3.135 assign(Tvector3\_double):Tvector2\_single**

Synopsis: Allow assignment of three-dimensional double precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a two-dimensional vector with single precision is expected. The third dimension is thrown away and some precision is lost because of the conversion.

**64.3.136 assign(Tvector3\_double):Tvector3\_extended**

Synopsis: Allow assignment of three-dimensional double precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with double precision values wherever a three-dimensional vector with extended precision is expected.

**64.3.137 assign(Tvector3\_double):Tvector3\_single**

Synopsis: Allow assignment of three-dimensional double precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_double) : Tvector3_single`

Visibility: default

**Description:** This operator allows you to use a three-dimensional vector with double precision values wherever a three-dimensional vector with single precision is expected. Some precision is lost because of the conversion.

### 64.3.138 **assign(Tvector3\_double):Tvector4\_double**

**Synopsis:** Allow assignment of three-dimensional double precision vector to four-dimensional double precision vector

**Declaration:** `operator :=(const v: Tvector3_double) : Tvector4_double`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional vector with double precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0.

### 64.3.139 **assign(Tvector3\_double):Tvector4\_extended**

**Synopsis:** Allow assignment of three-dimensional double precision vector to four-dimensional extended precision vector

**Declaration:** `operator :=(const v: Tvector3_double) : Tvector4_extended`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional vector with double precision values wherever a four-dimensional vector with extended precision is expected. The fourth dimension is set to 0.

### 64.3.140 **assign(Tvector3\_double):Tvector4\_single**

**Synopsis:** Allow assignment of three-dimensional double precision vector to four-dimensional single precision vector

**Declaration:** `operator :=(const v: Tvector3_double) : Tvector4_single`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0 and some precision is lost because of the conversion.

### 64.3.141 **assign(Tvector3\_extended):Tvector2\_double**

**Synopsis:** Allow assignment of three-dimensional extended precision vector to two-dimensional double precision vector

**Declaration:** `operator :=(const v: Tvector3_extended) : Tvector2_double`

**Visibility:** default

**Description:** This operator allows you to use a three-dimensional vector with extended precision values wherever a two-dimensional vector with double precision is expected. The third dimension is thrown away and some precision is lost because of the conversion.

**64.3.142 assign(Tvector3\_extended):Tvector2\_extended**

Synopsis: Allow assignment of three-dimensional extended precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a two-dimensional vector with extended precision is expected. The third dimension is thrown away.

**64.3.143 assign(Tvector3\_extended):Tvector2\_single**

Synopsis: Allow assignment of three-dimensional extended precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a two-dimensional vector with single precision is expected. The third dimension is thrown away and some precision is lost because of the conversion.

**64.3.144 assign(Tvector3\_extended):Tvector3\_double**

Synopsis: Allow assignment of three-dimensional extended precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a three-dimensional vector with double precision is expected. Some precision is lost because of the conversion.

**64.3.145 assign(Tvector3\_extended):Tvector3\_single**

Synopsis: Allow assignment of three-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected. Some precision is lost because of the conversion.



**64.3.146 assign(Tvector3\_extended):Tvector4\_double**

Synopsis: Allow assignment of three-dimensional extended precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0 and some accuracy is lost because of the conversion.

**64.3.147 assign(Tvector3\_extended):Tvector4\_extended**

Synopsis: Allow assignment of three-dimensional extended precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a four-dimensional vector with extended precision is expected. The fourth dimension is set to 0.

**64.3.148 assign(Tvector3\_extended):Tvector4\_single**

Synopsis: Allow assignment of three-dimensional extended precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_extended) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with extended precision values wherever a four-dimensional vector with single precision is expected. The fourth dimension is set to 0 and some accuracy is lost because of the conversion.

**64.3.149 assign(Tvector3\_single):Tvector2\_double**

Synopsis: Allow assignment of three-dimensional single precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a two-dimensional vector with double precision is expected. The third dimension is thrown away.

**64.3.150 assign(Tvector3\_single):Tvector2\_extended**

Synopsis: Allow assignment of three-dimensional single precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a two-dimensional vector with extended precision is expected. The third dimension is thrown away.

### 64.3.151 `assign(Tvector3_single):Tvector2_single`

Synopsis: Allow assignment of three-dimensional single precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a two-dimensional vector with single precision is expected. The third dimension is thrown away.

### 64.3.152 `assign(Tvector3_single):Tvector3_double`

Synopsis: Allow assignment of three-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected.

### 64.3.153 `assign(Tvector3_single):Tvector3_extended`

Synopsis: Allow assignment of three-dimensional single precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a three-dimensional vector with extended precision is expected.

### 64.3.154 `assign(Tvector3_single):Tvector4_double`

Synopsis: Allow assignment of three-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected. The fourth dimension is set to 0.

**64.3.155 assign(Tvector3\_single):Tvector4\_extended**

Synopsis: Allow assignment of three-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected. The fourth dimension is set to 0.

**64.3.156 assign(Tvector3\_single):Tvector4\_single**

Synopsis: Allow assignment of three-dimensional single precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector3_single) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a three-dimensional vector with single precision values wherever a four-dimensional vector with single precision is expected. The fourth dimension is set to 0.

**64.3.157 assign(Tvector4\_double):Tvector2\_double**

Synopsis: Allow assignment of four-dimensional double precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a two-dimensional vector with double precision is expected. The third and fourth dimensions are thrown away.

**64.3.158 assign(Tvector4\_double):Tvector2\_extended**

Synopsis: Allow assignment of four-dimensional double precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a two-dimensional vector with extended precision is expected. The third and fourth dimensions are thrown away.

**64.3.159 assign(Tvector4\_double):Tvector2\_single**

Synopsis: Allow assignment of four-dimensional double precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a two-dimensional vector with single precision is expected. The third and fourth dimensions are thrown away and some accuracy is lost because of the conversion.

### 64.3.160 **assign(Tvector4\_double):Tvector3\_double**

Synopsis: Allow assignment of four-dimensional double precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a three-dimensional vector with double precision is expected. The fourth dimension is thrown away.

### 64.3.161 **assign(Tvector4\_double):Tvector3\_extended**

Synopsis: Allow assignment of four-dimensional double precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a three-dimensional vector with extended precision is expected. The fourth dimension is thrown away.

### 64.3.162 **assign(Tvector4\_double):Tvector3\_single**

Synopsis: Allow assignment of four-dimensional double precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a three-dimensional vector with single precision is expected. The fourth dimension is thrown away and some accuracy is lost because of the conversion.

### 64.3.163 **assign(Tvector4\_double):Tvector4\_extended**

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a four-dimensional vector with extended precision is expected.

**64.3.164 assign(Tvector4\_double):Tvector4\_single**

Synopsis: Allow assignment of four-dimensional double precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_double) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with double precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion.

**64.3.165 assign(Tvector4\_extended):Tvector2\_double**

Synopsis: Allow assignment of four-dimensional extended precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a two-dimensional vector with double precision is expected. The third and fourth dimensions are thrown away and some accuracy is lost because of the conversion.

**64.3.166 assign(Tvector4\_extended):Tvector2\_extended**

Synopsis: Allow assignment of four-dimensional extended precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a two-dimensional vector with extended precision is expected. The third and fourth dimensions are thrown away.

**64.3.167 assign(Tvector4\_extended):Tvector2\_single**

Synopsis: Allow assignment of four-dimensional extended precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a two-dimensional vector with single precision is expected. The third and fourth dimensions are thrown away and some accuracy is lost because of the conversion.

**64.3.168 assign(Tvector4\_extended):Tvector3\_double**

Synopsis: Allow assignment of four-dimensional extended precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a three-dimensional vector with double precision is expected. The fourth dimension is thrown away and some accuracy is lost because of the conversion.

**64.3.169 assign(Tvector4\_extended):Tvector3\_extended**

Synopsis: Allow assignment of four-dimensional extended precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a three-dimensional vector with extended precision is expected. The fourth dimensions are thrown away.

**64.3.170 assign(Tvector4\_extended):Tvector3\_single**

Synopsis: Allow assignment of four-dimensional extended precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a three-dimensional vector with single precision is expected. The fourth dimension is thrown away and some accuracy is lost because of the conversion.

**64.3.171 assign(Tvector4\_extended):Tvector4\_double**

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a four-dimensional vector with double precision is expected. Some accuracy is lost because of the conversion.

**64.3.172 assign(Tvector4\_extended):Tvector4\_single**

Synopsis: Allow assignment of four-dimensional extended precision vector to four-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_extended) : Tvector4_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with extended precision values wherever a four-dimensional vector with single precision is expected. Some accuracy is lost because of the conversion.

**64.3.173 assign(Tvector4\_single):Tvector2\_double**

Synopsis: Allow assignment of four-dimensional single precision vector to two-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector2_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a two-dimensional vector with double precision is expected. The third and fourth dimensions are thrown away.

**64.3.174 assign(Tvector4\_single):Tvector2\_extended**

Synopsis: Allow assignment of four-dimensional single precision vector to two-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector2_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a two-dimensional vector with extended precision is expected. The third and fourth dimensions are thrown away.

**64.3.175 assign(Tvector4\_single):Tvector2\_single**

Synopsis: Allow assignment of four-dimensional single precision vector to two-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector2_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a two-dimensional vector with single precision is expected. The third and fourth dimensions are thrown away.

**64.3.176 assign(Tvector4\_single):Tvector3\_double**

Synopsis: Allow assignment of four-dimensional single precision vector to three-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector3_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a three-dimensional vector with double precision is expected. The fourth dimension is thrown away.

**64.3.177 assign(Tvector4\_single):Tvector3\_extended**

Synopsis: Allow assignment of four-dimensional single precision vector to three-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector3_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a three-dimensional vector with extended precision is expected. The fourth dimension is thrown away.

**64.3.178 assign(Tvector4\_single):Tvector3\_single**

Synopsis: Allow assignment of four-dimensional single precision vector to three-dimensional single precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector3_single`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a three-dimensional vector with single precision is expected. The fourth dimension is thrown away.

**64.3.179 assign(Tvector4\_single):Tvector4\_double**

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional double precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector4_double`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a four-dimensional vector with double precision is expected.

**64.3.180 assign(Tvector4\_single):Tvector4\_extended**

Synopsis: Allow assignment of four-dimensional single precision vector to four-dimensional extended precision vector

Declaration: `operator :=(const v: Tvector4_single) : Tvector4_extended`

Visibility: default

Description: This operator allows you to use a four-dimensional vector with single precision values wherever a four-dimensional vector with extended precision is expected.



**64.3.181 divide(Tmatrix2\_double,Double):Tmatrix2\_double**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix2_double; const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.182 divide(Tmatrix2\_extended,extended):Tmatrix2\_extended**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix2_extended; const x: extended) : Tmatrix2_extended`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.183 divide(Tmatrix2\_single,single):Tmatrix2\_single**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.184 divide(Tmatrix3\_double,Double):Tmatrix3\_double**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.185 divide(Tmatrix3\_extended,extended):Tmatrix3\_extended**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix3_extended; const x: extended) : Tmatrix3_extended`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.186 divide(Tmatrix3\_single,single):Tmatrix3\_single**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix3_single; const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.187 divide(Tmatrix4\_double,Double):Tmatrix4\_double**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.188 divide(Tmatrix4\_extended,extended):Tmatrix4\_extended**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix4_extended; const x: extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.189 divide(Tmatrix4\_single,single):Tmatrix4\_single**

Synopsis: Divide a two-dimensional single precision matrix by a scalar

Declaration: `operator / (const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to divide a matrix by a scalar. All elements in the matrix are divided by the scalar, the result is returned as a new matrix.

**64.3.190 divide(Tvector2\_double,Double):Tvector2\_double**

Synopsis: Divide a two-dimensional double precision vector by a scalar

Declaration: `operator / (const x: Tvector2_double; y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.191 divide(Tvector2\_extended,extended):Tvector2\_extended**

Synopsis: Divide a two-dimensional extended precision vector by a scalar

Declaration: `operator / (const x: Tvector2_extended; y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.192 divide(Tvector2\_single,single):Tvector2\_single**

Synopsis: Divide a two-dimensional single precision vector by a scalar

Declaration: `operator / (const x: Tvector2_single; y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.193 divide(Tvector3\_double,Double):Tvector3\_double**

Synopsis: Divide a three-dimensional double precision vector by a scalar

Declaration: `operator / (const x: Tvector3_double; y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.194 divide(Tvector3\_extended,extended):Tvector3\_extended**

Synopsis: Divide a three-dimensional extended precision vector by a scalar

Declaration: `operator / (const x: Tvector3_extended; y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.195 divide(Tvector3\_single,single):Tvector3\_single**

Synopsis: Divide a three-dimensional single precision vector by a scalar

Declaration: `operator / (const x: Tvector3_single; y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.196 divide(Tvector4\_double,Double):Tvector4\_double**

Synopsis: Divide a four-dimensional double precision vector by a scalar

Declaration: `operator /(const x: Tvector4_double;y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.197 divide(Tvector4\_extended,extended):Tvector4\_extended**

Synopsis: Divide a four-dimensional extended precision vector by a scalar

Declaration: `operator /(const x: Tvector4_extended;y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.198 divide(Tvector4\_single,single):Tvector4\_single**

Synopsis: Divide a four-dimensional single precision vector by a scalar

Declaration: `operator /(const x: Tvector4_single;y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to divide a vector by a scalar value. Each vector element is divided by the scalar value; the result is returned as a new vector.

**64.3.199 multiply(Tmatrix2\_double,Double):Tmatrix2\_double**

Synopsis: Multiply a two-dimensional double precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix2_double;const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.200 multiply(Tmatrix2\_double,Tmatrix2\_double):Tmatrix2\_double**

Synopsis: Give product of two two-dimensional double precision matrices

Declaration: `operator *(const m1: Tmatrix2_double;const m2: Tmatrix2_double)  
: Tmatrix2_double`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.201 multiply(Tmatrix2\_double,Tvector2\_double):Tvector2\_double**

Synopsis: Give product of a two-dimensional double precision matrix and vector

Declaration: `operator *(const m: Tmatrix2_double; const v: Tvector2_double)  
: Tvector2_double`

Visibility: default

Description: This operator allows you to multiply a two-dimensional double precision matrices with a two dimensional double precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.202 multiply(Tmatrix2\_extended,extended):Tmatrix2\_extended**

Synopsis: Multiply a two-dimensional extended precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix2_extended; const x: extended)  
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.203 multiply(Tmatrix2\_extended,Tmatrix2\_extended):Tmatrix2\_extended**

Synopsis: Give product of two two-dimensional extended precision matrices

Declaration: `operator *(const m1: Tmatrix2_extended; const m2: Tmatrix2_extended)  
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.204 multiply(Tmatrix2\_extended,Tvector2\_extended):Tvector2\_extended**

Synopsis: Give product of a two-dimensional extended precision matrix and vector

Declaration: `operator *(const m: Tmatrix2_extended; const v: Tvector2_extended)  
: Tvector2_extended`

Visibility: default

Description: This operator allows you to multiply a two-dimensional extended precision matrices with a two dimensional extended precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.205 multiply(Tmatrix2\_single,single):Tmatrix2\_single**

Synopsis: Multiply a two-dimensional single precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix2_single;const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.206 multiply(Tmatrix2\_single,Tmatrix2\_single):Tmatrix2\_single**

Synopsis: Give product of two two-dimensional single precision matrices

Declaration: `operator *(const m1: Tmatrix2_single;const m2: Tmatrix2_single)  
: Tmatrix2_single`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.207 multiply(Tmatrix2\_single,Tvector2\_single):Tvector2\_single**

Synopsis: Give product of a two-dimendional single precision matrix and vector

Declaration: `operator *(const m: Tmatrix2_single;const v: Tvector2_single)  
: Tvector2_single`

Visibility: default

Description: This operator allows you to multiply a two-dimensional single precision matrices with a two dimensional single precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.208 multiply(Tmatrix3\_double,Double):Tmatrix3\_double**

Synopsis: Multiply a three-dimensional double precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix3_double;const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.209 multiply(Tmatrix3\_double,Tmatrix3\_double):Tmatrix3\_double**

Synopsis: Give product of two three-dimensional double precision matrices

Declaration: `operator *(const m1: Tmatrix3_double;const m2: Tmatrix3_double)  
: Tmatrix3_double`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.210 multiply(Tmatrix3\_double,Tvector3\_double):Tvector3\_double**

Synopsis: Give product of a three-dimensional double precision matrix and vector

Declaration: `operator *(const m: Tmatrix3_double; const v: Tvector3_double)  
: Tvector3_double`

Visibility: default

Description: This operator allows you to multiply a three-dimensional double precision matrices with a three dimensional double precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.211 multiply(Tmatrix3\_extended,extended):Tmatrix3\_extended**

Synopsis: Multiply a three-dimensional extended precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix3_extended; const x: extended)  
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.212 multiply(Tmatrix3\_extended,Tmatrix3\_extended):Tmatrix3\_extended**

Synopsis: Give product of two three-dimensional extended precision matrices

Declaration: `operator *(const m1: Tmatrix3_extended; const m2: Tmatrix3_extended)  
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.213 multiply(Tmatrix3\_extended,Tvector3\_extended):Tvector3\_extended**

Synopsis: Give product of a three-dimensional extended precision matrix and vector

Declaration: `operator *(const m: Tmatrix3_extended; const v: Tvector3_extended)  
: Tvector3_extended`

Visibility: default

Description: This operator allows you to multiply a three-dimensional extended precision matrices with a three dimensional extended precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.214 multiply(Tmatrix3\_single,single):Tmatrix3\_single**

Synopsis: Multiply a three-dimensional single precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix3_single;const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.215 multiply(Tmatrix3\_single,Tmatrix3\_single):Tmatrix3\_single**

Synopsis: Give product of two three-dimensional single precision matrices

Declaration: `operator *(const m1: Tmatrix3_single;const m2: Tmatrix3_single)  
: Tmatrix3_single`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.216 multiply(Tmatrix3\_single,Tvector3\_single):Tvector3\_single**

Synopsis: Give product of a three-dimendional single precision matrix and vector

Declaration: `operator *(const m: Tmatrix3_single;const v: Tvector3_single)  
: Tvector3_single`

Visibility: default

Description: This operator allows you to multiply a three-dimensional single precision matrices with a three dimensional single precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.217 multiply(Tmatrix4\_double,Double):Tmatrix4\_double**

Synopsis: Multiply a four-dimensional double precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix4_double;const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.218 multiply(Tmatrix4\_double,Tmatrix4\_double):Tmatrix4\_double**

Synopsis: Give product of two four-dimensional double precision matrices

Declaration: `operator *(const m1: Tmatrix4_double;const m2: Tmatrix4_double)  
: Tmatrix4_double`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.



**64.3.219 multiply(Tmatrix4\_double,Tvector4\_double):Tvector4\_double**

Synopsis: Give product of a four-dimensional double precision matrix and vector

Declaration: `operator *(const m: Tmatrix4_double; const v: Tvector4_double)  
: Tvector4_double`

Visibility: default

Description: This operator allows you to multiply a four-dimensional double precision matrices with a four dimensional double precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.220 multiply(Tmatrix4\_extended,extended):Tmatrix4\_extended**

Synopsis: Multiply a four-dimensional extended precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix4_extended; const x: extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.221 multiply(Tmatrix4\_extended,Tmatrix4\_extended):Tmatrix4\_extended**

Synopsis: Give product of two four-dimensional extended precision matrices

Declaration: `operator *(const m1: Tmatrix4_extended; const m2: Tmatrix4_extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.222 multiply(Tmatrix4\_extended,Tvector4\_extended):Tvector4\_extended**

Synopsis: Give product of a four-dimensional extended precision matrix and vector

Declaration: `operator *(const m: Tmatrix4_extended; const v: Tvector4_extended)  
: Tvector4_extended`

Visibility: default

Description: This operator allows you to multiply a four-dimensional extended precision matrices with a four dimensional extended precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.223 multiply(Tmatrix4\_single,single):Tmatrix4\_single**

Synopsis: Multiply a four-dimensional single precision matrix by a scalar

Declaration: `operator *(const m: Tmatrix4_single;const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to multiply a matrix with a scalar. All elements in the matrix are multiplied by the scalar, the result is returned as a new matrix.

**64.3.224 multiply(Tmatrix4\_single,Tmatrix4\_single):Tmatrix4\_single**

Synopsis: Give product of two four-dimensional single precision matrices

Declaration: `operator *(const m1: Tmatrix4_single;const m2: Tmatrix4_single)  
: Tmatrix4_single`

Visibility: default

Description: This operator allows you to multiply two two-dimensional single precision matrices. A new matrix is returned which is the product of both matrices. The product is calculated using the well known matrix multiplication algorithm.

**64.3.225 multiply(Tmatrix4\_single,Tvector4\_single):Tvector4\_single**

Synopsis: Give product of a four-dimendional single precision matrix and vector

Declaration: `operator *(const m: Tmatrix4_single;const v: Tvector4_single)  
: Tvector4_single`

Visibility: default

Description: This operator allows you to multiply a four-dimensional single precision matrices with a four dimensional single precision vector. A new vector is returned which is the product of the matrix and the vector. The product is calculated using the well known matrix-vector multiplication algorithm.

**64.3.226 multiply(Tvector2\_double,Double):Tvector2\_double**

Synopsis: Multiply a two-dimensional double precision vector by a scalar

Declaration: `operator *(const x: Tvector2_double;y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.227 multiply(Tvector2\_double,Tvector2\_double):Tvector2\_double**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector2_double;const y: Tvector2_double)  
: Tvector2_double`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.228 multiply(Tvector2\_extended,extended):Tvector2\_extended**

Synopsis: Multiply a two-dimensional extended precision vector by a scalar

Declaration: `operator *(const x: Tvector2_extended;y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.229 multiply(Tvector2\_extended,Tvector2\_extended):Tvector2\_extended**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector2_extended;const y: Tvector2_extended)  
: Tvector2_extended`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.230 multiply(Tvector2\_single,single):Tvector2\_single**

Synopsis: Multiply a two-dimensional single precision vector by a scalar

Declaration: `operator *(const x: Tvector2_single;y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.231 multiply(Tvector2\_single,Tvector2\_single):Tvector2\_single**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector2_single;const y: Tvector2_single)  
: Tvector2_single`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.232 multiply(Tvector3\_double,Double):Tvector3\_double**

Synopsis: Multiply a three-dimensional double precision vector by a scalar

Declaration: `operator *(const x: Tvector3_double;y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.233 multiply(Tvector3\_double,Tvector3\_double):Tvector3\_double**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector3_double; const y: Tvector3_double)  
: Tvector3_double`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.234 multiply(Tvector3\_extended,extended):Tvector3\_extended**

Synopsis: Multiply a three-dimensional extended precision vector by a scalar

Declaration: `operator *(const x: Tvector3_extended; y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.235 multiply(Tvector3\_extended,Tvector3\_extended):Tvector3\_extended**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector3_extended; const y: Tvector3_extended)  
: Tvector3_extended`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.236 multiply(Tvector3\_single,single):Tvector3\_single**

Synopsis: Multiply a three-dimensional single precision vector by a scalar

Declaration: `operator *(const x: Tvector3_single; y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.237 multiply(Tvector3\_single,Tvector3\_single):Tvector3\_single**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector3_single; const y: Tvector3_single)  
: Tvector3_single`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.238 multiply(Tvector4\_double,Double):Tvector4\_double**

Synopsis: Multiply a four-dimensional double precision vector by a scalar

Declaration: `operator *(const x: Tvector4_double; y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.239 multiply(Tvector4\_double,Tvector4\_double):Tvector4\_double**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector4_double; const y: Tvector4_double)  
: Tvector4_double`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.240 multiply(Tvector4\_extended,extended):Tvector4\_extended**

Synopsis: Multiply a four-dimensional extended precision vector by a scalar

Declaration: `operator *(const x: Tvector4_extended; y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.241 multiply(Tvector4\_extended,Tvector4\_extended):Tvector4\_extended**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector4_extended; const y: Tvector4_extended)  
: Tvector4_extended`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.242 multiply(Tvector4\_single,single):Tvector4\_single**

Synopsis: Multiply a four-dimensional single precision vector by a scalar

Declaration: `operator *(const x: Tvector4_single; y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to multiply a vector by a scalar value. Each vector element is multiplied by the scalar value; the result is returned as a new vector.

**64.3.243 multiply(Tvector4\_single,Tvector4\_single):Tvector4\_single**

Synopsis: Multiply two vectors element wise

Declaration: `operator *(const x: Tvector4_single; const y: Tvector4_single)  
: Tvector4_single`

Visibility: default

Description: This operator returns a vector that contains the element by element multiplication of the two multiplied vectors.

**64.3.244 negative(Tmatrix2\_double):Tmatrix2\_double**

Synopsis: Negate two-dimensional double precision matrix.

Declaration: `operator -(const m1: Tmatrix2_double) : Tmatrix2_double`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.245 negative(Tmatrix2\_extended):Tmatrix2\_extended**

Synopsis: Negate two-dimensional extended precision matrix.

Declaration: `operator -(const m1: Tmatrix2_extended) : Tmatrix2_extended`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.246 negative(Tmatrix2\_single):Tmatrix2\_single**

Synopsis: Negate two-dimensional single precision matrix.

Declaration: `operator -(const m1: Tmatrix2_single) : Tmatrix2_single`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.247 negative(Tmatrix3\_double):Tmatrix3\_double**

Synopsis: Negate three-dimensional double precision matrix.

Declaration: `operator -(const m1: Tmatrix3_double) : Tmatrix3_double`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.248 negative(Tmatrix3\_extended):Tmatrix3\_extended**

Synopsis: Negate three-dimensional extended precision matrix.

Declaration: `operator -(const m1: Tmatrix3_extended) : Tmatrix3_extended`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.249 negative(Tmatrix3\_single):Tmatrix3\_single**

Synopsis: Negate three-dimensional single precision matrix.

Declaration: `operator -(const m1: Tmatrix3_single) : Tmatrix3_single`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.250 negative(Tmatrix4\_double):Tmatrix4\_double**

Synopsis: Negate four-dimensional double precision matrix.

Declaration: `operator -(const m1: Tmatrix4_double) : Tmatrix4_double`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.251 negative(Tmatrix4\_extended):Tmatrix4\_extended**

Synopsis: Negate four-dimensional extended precision matrix.

Declaration: `operator -(const m1: Tmatrix4_extended) : Tmatrix4_extended`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.252 negative(Tmatrix4\_single):Tmatrix4\_single**

Synopsis: Negate four-dimensional single precision matrix.

Declaration: `operator -(const m1: Tmatrix4_single) : Tmatrix4_single`

Visibility: default

Description: This operation returns a matrix with all elements negated.

**64.3.253 negative(Tvector2\_double):Tvector2\_double**

Synopsis: Negate two-dimensional vector.

Declaration: `operator -(const x: Tvector2_double) : Tvector2_double`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.254 negative(Tvector2\_extended):Tvector2\_extended**

Synopsis: Negate two-dimensional vector.

Declaration: `operator -(const x: Tvector2_extended) : Tvector2_extended`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.255 negative(Tvector2\_single):Tvector2\_single**

Synopsis: Negate two-dimensional vector.

Declaration: `operator -(const x: Tvector2_single) : Tvector2_single`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.256 negative(Tvector3\_double):Tvector3\_double**

Synopsis: Negate three-dimensional vector.

Declaration: `operator -(const x: Tvector3_double) : Tvector3_double`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.257 negative(Tvector3\_extended):Tvector3\_extended**

Synopsis: Negate three-dimensional vector.

Declaration: `operator -(const x: Tvector3_extended) : Tvector3_extended`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.258 negative(Tvector3\_single):Tvector3\_single**

Synopsis: Negate three-dimensional vector.

Declaration: `operator -(const x: Tvector3_single) : Tvector3_single`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.259 negative(Tvector4\_double):Tvector4\_double**

Synopsis: Negate four-dimensional vector.

Declaration: `operator -(const x: Tvector4_double) : Tvector4_double`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.



**64.3.260 negative(Tvector4\_extended):Tvector4\_extended**

Synopsis: Negate four-dimensional vector.

Declaration: `operator -(const x: Tvector4_extended) : Tvector4_extended`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.261 negative(Tvector4\_single):Tvector4\_single**

Synopsis: Negate four-dimensional vector.

Declaration: `operator -(const x: Tvector4_single) : Tvector4_single`

Visibility: default

Description: This operation returns a vector in the opposite direction of the vector that is passed. In order to do so, all values in the vector are negated.

**64.3.262 power(Tvector2\_double,Tvector2\_double):Double**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector2_double; const y: Tvector2_double) : Double`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.263 power(Tvector2\_extended,Tvector2\_extended):extended**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector2_extended; const y: Tvector2_extended)  
: extended`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.264 power(Tvector2\_single,Tvector2\_single):single**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector2_single; const y: Tvector2_single) : single`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.265 power(Tvector3\_double,Tvector3\_double):Double**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector3_double; const y: Tvector3_double) : Double`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.266 power(Tvector3\_extended,Tvector3\_extended):extended**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector3_extended; const y: Tvector3_extended)  
: extended`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.267 power(Tvector3\_single,Tvector3\_single):single**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector3_single; const y: Tvector3_single) : single`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.268 power(Tvector4\_double,Tvector4\_double):Double**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector4_double; const y: Tvector4_double) : Double`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.269 power(Tvector4\_extended,Tvector4\_extended):extended**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector4_extended; const y: Tvector4_extended)  
: extended`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.270 power(Tvector4\_single,Tvector4\_single):single**

Synopsis: Calculate the internal product of two vectors.

Declaration: `operator ** (const x: Tvector4_single; const y: Tvector4_single) : single`

Visibility: default

Description: This operator returns the internal product of the two vectors, that is, the elements of the two vectors are element-wise multiplied, and then added together.

**64.3.271 subtract(Tmatrix2\_double,Double):Tmatrix2\_double**

Synopsis: Subtract scalar to two-dimensional double precision matrix

Declaration: `operator - (const m: Tmatrix2_double; const x: Double) : Tmatrix2_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.272 subtract(Tmatrix2\_double,Tmatrix2\_double):Tmatrix2\_double**

Synopsis: Subtract a two-dimensional double precision matrix from another.

Declaration: `operator - (const m1: Tmatrix2_double; const m2: Tmatrix2_double)  
: Tmatrix2_double`

Visibility: default

Description: This operator allows you to subtract a two-dimensional double precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.273 subtract(Tmatrix2\_extended,extended):Tmatrix2\_extended**

Synopsis: Add scalar to two-dimensional extended precision matrix

Declaration: `operator - (const m: Tmatrix2_extended; const x: extended)  
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.274 subtract(Tmatrix2\_extended,Tmatrix2\_extended):Tmatrix2\_extended**

Synopsis: Subtract a two-dimensional extended precision matrix from another.

Declaration: `operator - (const m1: Tmatrix2_extended; const m2: Tmatrix2_extended)  
: Tmatrix2_extended`

Visibility: default

Description: This operator allows you to subtract a two-dimensional extended precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.275 subtract(Tmatrix2\_single,single):Tmatrix2\_single**

Synopsis: Subtract scalar to two-dimensional single precision matrix

Declaration: `operator -(const m: Tmatrix2_single; const x: single) : Tmatrix2_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.276 subtract(Tmatrix2\_single,Tmatrix2\_single):Tmatrix2\_single**

Synopsis: Subtract a two-dimensional single precision matrix from another.

Declaration: `operator -(const m1: Tmatrix2_single; const m2: Tmatrix2_single)  
: Tmatrix2_single`

Visibility: default

Description: This operator allows you to subtract a two-dimensional single precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.277 subtract(Tmatrix3\_double,Double):Tmatrix3\_double**

Synopsis: Add scalar to three-dimensional double precision matrix

Declaration: `operator -(const m: Tmatrix3_double; const x: Double) : Tmatrix3_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.278 subtract(Tmatrix3\_double,Tmatrix3\_double):Tmatrix3\_double**

Synopsis: Subtract a three-dimensional double precision matrix from another.

Declaration: `operator -(const m1: Tmatrix3_double; const m2: Tmatrix3_double)  
: Tmatrix3_double`

Visibility: default

Description: This operator allows you to subtract a three-dimensional double precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.279 subtract(Tmatrix3\_extended,extended):Tmatrix3\_extended**

Synopsis: Add scalar to three-dimensional extended precision matrix

Declaration: `operator -(const m: Tmatrix3_extended; const x: extended)  
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.280 subtract(Tmatrix3\_extended,Tmatrix3\_extended):Tmatrix3\_extended**

Synopsis: Subtract a three-dimensional extended precision matrix from another.

Declaration: `operator -(const m1: Tmatrix3_extended; const m2: Tmatrix3_extended)  
: Tmatrix3_extended`

Visibility: default

Description: This operator allows you to subtract a three-dimensional extended precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.281 subtract(Tmatrix3\_single,single):Tmatrix3\_single**

Synopsis: Add scalar to three-dimensional single precision matrix

Declaration: `operator -(const m: Tmatrix3_single; const x: single) : Tmatrix3_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.282 subtract(Tmatrix3\_single,Tmatrix3\_single):Tmatrix3\_single**

Synopsis: Subtract a three-dimensional single precision matrix from another.

Declaration: `operator -(const m1: Tmatrix3_single; const m2: Tmatrix3_single)  
: Tmatrix3_single`

Visibility: default

Description: This operator allows you to subtract a three-dimensional single precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.283 subtract(Tmatrix4\_double,Double):Tmatrix4\_double**

Synopsis: Add scalar to four-dimensional double precision matrix

Declaration: `operator -(const m: Tmatrix4_double; const x: Double) : Tmatrix4_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.284 subtract(Tmatrix4\_double,Tmatrix4\_double):Tmatrix4\_double**

Synopsis: Subtract a four-dimensional double precision matrix from another.

Declaration: `operator -(const m1: Tmatrix4_double; const m2: Tmatrix4_double)  
: Tmatrix4_double`

Visibility: default

Description: This operator allows you to subtract a four-dimensional double precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.285 subtract(Tmatrix4\_extended,extended):Tmatrix4\_extended**

Synopsis: Add scalar to four-dimensional extended precision matrix

Declaration: `operator -(const m: Tmatrix4_extended; const x: extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.286 subtract(Tmatrix4\_extended,Tmatrix4\_extended):Tmatrix4\_extended**

Synopsis: Subtract a four-dimensional extended precision matrix from another.

Declaration: `operator -(const m1: Tmatrix4_extended; const m2: Tmatrix4_extended)  
: Tmatrix4_extended`

Visibility: default

Description: This operator allows you to subtract a four-dimensional extended precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.287 subtract(Tmatrix4\_single,single):Tmatrix4\_single**

Synopsis: Add scalar to four-dimensional single precision matrix

Declaration: `operator -(const m: Tmatrix4_single; const x: single) : Tmatrix4_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a matrix. The scalar is subtracted from all elements of the matrix, the result is returned as a new matrix.

**64.3.288 subtract(Tmatrix4\_single,Tmatrix4\_single):Tmatrix4\_single**

Synopsis: Subtract a four-dimensional single precision matrix from another.

Declaration: `operator -(const m1: Tmatrix4_single; const m2: Tmatrix4_single)  
: Tmatrix4_single`

Visibility: default

Description: This operator allows you to subtract a four-dimensional single precision matrix from another. A new matrix is returned with all elements of the two matrices subtracted from each other.

**64.3.289 subtract(Tvector2\_double,Double):Tvector2\_double**

Synopsis: Subtract scalar from two-dimensional double precision vector

Declaration: `operator -(const x: Tvector2_double; y: Double) : Tvector2_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.290 subtract(Tvector2\_double,Tvector2\_double):Tvector2\_double**

Synopsis: Subtract two-dimensional double precision vectors from each other

Declaration: `operator -(const x: Tvector2_double; const y: Tvector2_double)  
: Tvector2_double`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with double precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.291 subtract(Tvector2\_extended,extended):Tvector2\_extended**

Synopsis: Subtract scalar from two-dimensional extended precision vector

Declaration: `operator -(const x: Tvector2_extended; y: extended) : Tvector2_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.292 subtract(Tvector2\_extended,Tvector2\_extended):Tvector2\_extended**

Synopsis: Subtract two-dimensional extended precision vectors from each other

Declaration: `operator -(const x: Tvector2_extended; const y: Tvector2_extended)  
: Tvector2_extended`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with extended precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.293 subtract(Tvector2\_single,single):Tvector2\_single**

Synopsis: Subtract scalar from two-dimensional single precision vector

Declaration: `operator -(const x: Tvector2_single; y: single) : Tvector2_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.294 subtract(Tvector2\_single,Tvector2\_single):Tvector2\_single**

Synopsis: Subtract two-dimensional single precision vectors from each other

Declaration: `operator -(const x: Tvector2_single; const y: Tvector2_single)  
: Tvector2_single`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with single precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.295 subtract(Tvector3\_double,Double):Tvector3\_double**

Synopsis: Subtract scalar from three-dimensional double precision vector

Declaration: `operator -(const x: Tvector3_double;y: Double) : Tvector3_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.296 subtract(Tvector3\_double,Tvector3\_double):Tvector3\_double**

Synopsis: Subtract three-dimensional double precision vectors from each other

Declaration: `operator -(const x: Tvector3_double;const y: Tvector3_double)  
: Tvector3_double`

Visibility: default

Description: This operator allows you to subtract two two-dimensional vectors with double precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.297 subtract(Tvector3\_extended,extended):Tvector3\_extended**

Synopsis: Subtract scalar from three-dimensional extended precision vector

Declaration: `operator -(const x: Tvector3_extended;y: extended) : Tvector3_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.298 subtract(Tvector3\_extended,Tvector3\_extended):Tvector3\_extended**

Synopsis: Subtract three-dimensional extended precision vectors from each other

Declaration: `operator -(const x: Tvector3_extended;const y: Tvector3_extended)  
: Tvector3_extended`

Visibility: default

Description: This operator allows you to subtract two three-dimensional vectors with extended precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.299 subtract(Tvector3\_single,single):Tvector3\_single**

Synopsis: Subtract scalar from three-dimensional single precision vector

Declaration: `operator -(const x: Tvector3_single;y: single) : Tvector3_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.



**64.3.300 subtract(Tvector3\_single,Tvector3\_single):Tvector3\_single**

Synopsis: Subtract three-dimensional single precision vectors from each other

Declaration: `operator -(const x: Tvector3_single; const y: Tvector3_single)  
: Tvector3_single`

Visibility: default

Description: This operator allows you to subtract two three-dimensional vectors with single precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.301 subtract(Tvector4\_double,Double):Tvector4\_double**

Synopsis: Subtract scalar from four-dimensional double precision vector

Declaration: `operator -(const x: Tvector4_double; y: Double) : Tvector4_double`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.302 subtract(Tvector4\_double,Tvector4\_double):Tvector4\_double**

Synopsis: Subtract four-dimensional double precision vectors from each other

Declaration: `operator -(const x: Tvector4_double; const y: Tvector4_double)  
: Tvector4_double`

Visibility: default

Description: This operator allows you to subtract two four-dimensional vectors with double precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.303 subtract(Tvector4\_extended,extended):Tvector4\_extended**

Synopsis: Subtract scalar from four-dimensional extended precision vector

Declaration: `operator -(const x: Tvector4_extended; y: extended) : Tvector4_extended`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.304 subtract(Tvector4\_extended,Tvector4\_extended):Tvector4\_extended**

Synopsis: Subtract four-dimensional extended precision vectors from each other

Declaration: `operator -(const x: Tvector4_extended; const y: Tvector4_extended)  
: Tvector4_extended`

Visibility: default

Description: This operator allows you to subtract two four-dimensional vectors with extended precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.305 subtract(Tvector4\_single,single):Tvector4\_single**

Synopsis: Subtract scalar from four-dimensional single precision vector

Declaration: `operator -(const x: Tvector4_single;y: single) : Tvector4_single`

Visibility: default

Description: This operator allows you to subtract a scalar value from a vector. The scalar is subtracted from all elements of the vector, the result is returned as a new vector.

**64.3.306 subtract(Tvector4\_single,Tvector4\_single):Tvector4\_single**

Synopsis: Subtract four-dimensional single precision vectors from each other

Declaration: `operator -(const x: Tvector4_single;const y: Tvector4_single)  
: Tvector4_single`

Visibility: default

Description: This operator allows you to subtract two four-dimensional vectors with single precision from each other. The result is a new vector which consists of the difference of the individual elements of the two vectors.

**64.3.307 symmetricaldifference(Tvector3\_double,Tvector3\_double):Tvector3\_double**

Synopsis: Calculate the external product of two three-dimensional vectors

Declaration: `operator ><(const x: Tvector3_double;const y: Tvector3_double)  
: Tvector3_double`

Visibility: default

Description: This operator returns the external product of two three dimensional vector. It is a vector orthonormal to the two multiplied vectors. The length of that vector is equal to the surface area of a parallelogram with the two vectors as sides.

The external product is often used to get a vector orthonormal to two other vectors, but of a predefined length. In order to do so, the result vector from the external product, is divided by its length, and then multiplied by the desired size.

**64.3.308 symmetricaldifference(Tvector3\_extended,Tvector3\_extended):Tvector3\_extended**

Synopsis: Calculate the external product of two three-dimensional vectors

Declaration: `operator ><(const x: Tvector3_extended;const y: Tvector3_extended)  
: Tvector3_extended`

Visibility: default

Description: This operator returns the external product of two three dimensional vector. It is a vector orthonormal to the two multiplied vectors. The length of that vector is equal to the surface area of a parallelogram with the two vectors as sides.

The external product is often used to get a vector orthonormal to two other vectors, but of a predefined length. In order to do so, the result vector from the external product, is divided by its length, and then multiplied by the desired size.

**64.3.309 symmetricaldifference(Tvector3\_single,Tvector3\_single):Tvector3\_single**

Synopsis: Calculate the external product of two three-dimensional vectors

Declaration: `operator ><(const x: Tvector3_single;const y: Tvector3_single)  
: Tvector3_single`

Visibility: default

Description: This operator returns the external product of two three dimensional vector. It is a vector orthonormal to the two multiplied vectors. The length of that vector is equal to the surface area of a parallelogram with the two vectors as sides.

The external product is often used to get a vector orthonormal to two other vectors, but of a predefined length. In order to do so, the result vector from the external product, is divided by its length, and then multiplied by the desired size.

**64.4 Tmatrix2\_double****64.4.1 Description**

The `Tmatrix2_double` object provides a matrix of 2\*2 double precision scalars.

**64.4.2 Method overview**

Page	Method	Description
<a href="#">491</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">491</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">491</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">491</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">490</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">490</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">492</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">491</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">491</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">492</a>	<code>transpose</code>	Returns the transposition of the matrix.

**64.4.3 Tmatrix2\_double.init\_zero**

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

**64.4.4 Tmatrix2\_double.init\_identity**

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.4.5 Tmatrix2\_double.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: Double; ab: Double; ba: Double; bb: Double)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

### 64.4.6 Tmatrix2\_double.get\_column

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector2_double`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

### 64.4.7 Tmatrix2\_double.get\_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector2_double`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

### 64.4.8 Tmatrix2\_double.set\_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector2_double)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

### 64.4.9 Tmatrix2\_double.set\_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector2_double)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

### 64.4.10 Tmatrix2\_double.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : Double`

Visibility: default

Description: Returns the determinant of the matrix.

### 64.4.11 Tmatrix2\_double.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: Double) : Tmatrix2_double`

Visibility: default

Description: `Tmatrix2_double.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

### 64.4.12 Tmatrix2\_double.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix2_double`

Visibility: default

Description: `Tmatrix2_double.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

## 64.5 Tmatrix2\_extended

### 64.5.1 Description

The `Tmatrix2_extended` object provides a matrix of 2\*2 extended precision scalars.

### 64.5.2 Method overview

Page	Method	Description
<a href="#">494</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">493</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">493</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">493</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">493</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">492</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">494</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">493</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">493</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">494</a>	<code>transpose</code>	Returns the transposition of the matrix.

### 64.5.3 Tmatrix2\_extended.init\_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.5.4 Tmatrix2\_extended.init\_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.5.5 Tmatrix2\_extended.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: extended; ab: extended; ba: extended; bb: extended)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

### 64.5.6 Tmatrix2\_extended.get\_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector2_extended`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

### 64.5.7 Tmatrix2\_extended.get\_row

Synopsis: Returns the r-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector2_extended`

Visibility: default

Description: Returns the r-th row of the matrix as vector. The row numbering starts at 0.

### 64.5.8 Tmatrix2\_extended.set\_column

Synopsis: Sets c-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector2_extended)`

Visibility: default

Description: Replaces the c-th column of the matrix with vector v. The column numbering starts at 0.

### 64.5.9 Tmatrix2\_extended.set\_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector2_extended)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

### 64.5.10 Tmatrix2\_extended.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : extended`

Visibility: default

Description: Returns the determinant of the matrix.

### 64.5.11 Tmatrix2\_extended.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse (Adeterminant: extended) : Tmatrix2_extended`

Visibility: default

Description: `Tmatrix2_extended.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

### 64.5.12 Tmatrix2\_extended.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix2_extended`

Visibility: default

Description: `Tmatrix2_extended.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

## 64.6 Tmatrix2\_single

### 64.6.1 Description

The `Tmatrix2_single` object provides a matrix of 2\*2 single precision scalars.

### 64.6.2 Method overview

Page	Method	Description
<a href="#">496</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">495</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">495</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">495</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">495</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">495</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">496</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">495</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">496</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">496</a>	<code>transpose</code>	Returns the transposition of the matrix.

**64.6.3 Tmatrix2\_single.init\_zero**

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

**64.6.4 Tmatrix2\_single.init\_identity**

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

**64.6.5 Tmatrix2\_single.init**

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: single;ab: single;ba: single;bb: single)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

**64.6.6 Tmatrix2\_single.get\_column**

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector2_single`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

**64.6.7 Tmatrix2\_single.get\_row**

Synopsis: Returns the r-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector2_single`

Visibility: default

Description: Returns the r-th row of the matrix as vector. The row numbering starts at 0.

**64.6.8 Tmatrix2\_single.set\_column**

Synopsis: Sets c-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte;const v: Tvector2_single)`

Visibility: default

Description: Replaces the c-th column of the matrix with vector v. The column numbering starts at 0.



### 64.6.9 Tmatrix2\_single.set\_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector2_single)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

### 64.6.10 Tmatrix2\_single.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : single`

Visibility: default

Description: Returns the determinant of the matrix.

### 64.6.11 Tmatrix2\_single.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A: Tmatrix2_single) : Tmatrix2_single`

Visibility: default

Description: `Tmatrix2_single.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

### 64.6.12 Tmatrix2\_single.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix2_single`

Visibility: default

Description: `Tmatrix2_single.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

## 64.7 Tmatrix3\_double

### 64.7.1 Description

The `Tmatrix3_double` object provides a matrix of 3\*3 double precision scalars.

### 64.7.2 Method overview

Page	Method	Description
<a href="#">498</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">497</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">498</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">497</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">497</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">497</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">498</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">498</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">498</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">498</a>	<code>transpose</code>	Returns the transposition of the matrix.

### 64.7.3 Tmatrix3\_double.init\_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.7.4 Tmatrix3\_double.init\_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.7.5 Tmatrix3\_double.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: Double;ab: Double;ac: Double;ba: Double;bb: Double;  
bc: Double;ca: Double;cb: Double;cc: Double)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

### 64.7.6 Tmatrix3\_double.get\_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector3_double`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

### 64.7.7 Tmatrix3\_double.get\_row

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector3_double`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

### 64.7.8 Tmatrix3\_double.set\_column

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector3_double)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

### 64.7.9 Tmatrix3\_double.set\_row

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector3_double)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

### 64.7.10 Tmatrix3\_double.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : Double`

Visibility: default

Description: Returns the determinant of the matrix.

### 64.7.11 Tmatrix3\_double.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A_determinant: Double) : Tmatrix3_double`

Visibility: default

Description: `Tmatrix3_double.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

### 64.7.12 Tmatrix3\_double.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix3_double`

Visibility: default

Description: `Tmatrix2_double.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the *x* and *y* coordinates of the values swapped.

## 64.8 Tmatrix3\_extended

### 64.8.1 Description

The `Tmatrix3_extended` object provides a matrix of 3\*3 extended precision scalars.

### 64.8.2 Method overview

Page	Method	Description
500	<code>determinant</code>	Calculates the determinant of the matrix.
500	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
500	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
499	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
499	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
499	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
500	<code>inverse</code>	Calculates the inverse of the matrix.
500	<code>set\_column</code>	Sets r-th column of the matrix with a vector.
500	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
501	<code>transpose</code>	Returns the transposition of the matrix.

### 64.8.3 Tmatrix3\_extended.init\_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.8.4 Tmatrix3\_extended.init\_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.8.5 Tmatrix3\_extended.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: extended;ab: extended;ac: extended;ba: extended;  
bb: extended;bc: extended;ca: extended;cb: extended;  
cc: extended)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

**64.8.6 Tmatrix3\_extended.get\_column**

Synopsis: Returns the *c*-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector3_extended`

Visibility: default

Description: Returns the *c*-th column of the matrix as vector. The column numbering starts at 0.

**64.8.7 Tmatrix3\_extended.get\_row**

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector3_extended`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

**64.8.8 Tmatrix3\_extended.set\_column**

Synopsis: Sets *r*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector3_extended)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

**64.8.9 Tmatrix3\_extended.set\_row**

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector3_extended)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

**64.8.10 Tmatrix3\_extended.determinant**

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : extended`

Visibility: default

Description: Returns the determinant of the matrix.

**64.8.11 Tmatrix3\_extended.inverse**

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse (Adeterminant: extended) : Tmatrix3_extended`

Visibility: default

Description: `Tmatrix3_extended.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

### 64.8.12 Tmatrix3\_extended.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix3_extended`

Visibility: default

Description: `Tmatrix2_extended.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

## 64.9 Tmatrix3\_single

### 64.9.1 Description

The `Tmatrix3_single` object provides a matrix of 3\*3 single precision scalars.

### 64.9.2 Method overview

Page	Method	Description
<a href="#">502</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">502</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">502</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">502</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">501</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">501</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">503</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">502</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">502</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">503</a>	<code>transpose</code>	Returns the transposition of the matrix.

### 64.9.3 Tmatrix3\_single.init\_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.9.4 Tmatrix3\_single.init\_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.9.5 Tmatrix3\_single.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: single;ab: single;ac: single;ba: single;bb: single;  
bc: single;ca: single;cb: single;cc: single)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

### 64.9.6 Tmatrix3\_single.get\_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector3_single`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

### 64.9.7 Tmatrix3\_single.get\_row

Synopsis: Returns the r-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector3_single`

Visibility: default

Description: Returns the r-th row of the matrix as vector. The row numbering starts at 0.

### 64.9.8 Tmatrix3\_single.set\_column

Synopsis: Sets c-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte;const v: Tvector3_single)`

Visibility: default

Description: Replaces the c-th column of the matrix with vector v. The column numbering starts at 0.

### 64.9.9 Tmatrix3\_single.set\_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte;const v: Tvector3_single)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

### 64.9.10 Tmatrix3\_single.determinant

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : single`

Visibility: default

Description: Returns the determinant of the matrix.

### 64.9.11 Tmatrix3\_single.inverse

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: single) : Tmatrix3_single`

Visibility: default

Description: `Tmatrix3_single.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter.

### 64.9.12 Tmatrix3\_single.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix3_single`

Visibility: default

Description: `Tmatrix2_single.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

## 64.10 Tmatrix4\_double

### 64.10.1 Description

The `Tmatrix4_double` object provides a matrix of 4\*4 double precision scalars.

### 64.10.2 Method overview

Page	Method	Description
<a href="#">505</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">504</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">504</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">504</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">504</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">503</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">505</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">504</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">505</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">505</a>	<code>transpose</code>	Returns the transposition of the matrix.

### 64.10.3 Tmatrix4\_double.init\_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default



### 64.10.4 Tmatrix4\_double.init\_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.10.5 Tmatrix4\_double.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: Double;ab: Double;ac: Double;ad: Double;ba: Double;  
bb: Double;bc: Double;bd: Double;ca: Double;cb: Double;  
cc: Double;cd: Double;da: Double;db: Double;dc: Double;  
dd: Double)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

### 64.10.6 Tmatrix4\_double.get\_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector4_double`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

### 64.10.7 Tmatrix4\_double.get\_row

Synopsis: Returns the r-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector4_double`

Visibility: default

Description: Returns the r-th row of the matrix as vector. The row numbering starts at 0.

### 64.10.8 Tmatrix4\_double.set\_column

Synopsis: Sets c-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte;const v: Tvector4_double)`

Visibility: default

Description: Replaces the c-th column of the matrix with vector v. The column numbering starts at 0.

**64.10.9 Tmatrix4\_double.set\_row**

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector4_double)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

**64.10.10 Tmatrix4\_double.determinant**

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : Double`

Visibility: default

Description: Returns the determinant of the matrix. Note: Calculating the determinant of a 4\*4 matrix requires quite a few operations.

**64.10.11 Tmatrix4\_double.inverse**

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: Double) : Tmatrix4_double`

Visibility: default

Description: `Tmatrix4_double.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter. Note: Calculating the inverse of a 4\*4 matrix requires quite a few operations.

**64.10.12 Tmatrix4\_double.transpose**

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix4_double`

Visibility: default

Description: `Tmatrix2_double.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

**64.11 Tmatrix4\_extended****64.11.1 Description**

The `Tmatrix4_extended` object provides a matrix of 4\*4 extended precision scalars.

**64.11.2 Method overview**

Page	Method	Description
<a href="#">507</a>	determinant	Calculates the determinant of the matrix.
<a href="#">506</a>	get\_column	Returns the c-th column of the matrix as vector.
<a href="#">507</a>	get\_row	Returns the r-th row of the matrix as vector.
<a href="#">506</a>	init	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">506</a>	init\_identity	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">506</a>	init\_zero	Initializes the matrix and sets its elements to zero
<a href="#">507</a>	inverse	Calculates the inverse of the matrix.
<a href="#">507</a>	set\_column	Sets c-th column of the matrix with a vector.
<a href="#">507</a>	set\_row	Sets r-th row of the matrix with a vector.
<a href="#">508</a>	transpose	Returns the transposition of the matrix.

**64.11.3 Tmatrix4\_extended.init\_zero**

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

**64.11.4 Tmatrix4\_extended.init\_identity**

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

**64.11.5 Tmatrix4\_extended.init**

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: extended;ab: extended;ac: extended;ad: extended;  
ba: extended;bb: extended;bc: extended;bd: extended;  
ca: extended;cb: extended;cc: extended;cd: extended;  
da: extended;db: extended;dc: extended;dd: extended)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

**64.11.6 Tmatrix4\_extended.get\_column**

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector4_extended`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

**64.11.7 Tmatrix4\_extended.get\_row**

Synopsis: Returns the *r*-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector4_extended`

Visibility: default

Description: Returns the *r*-th row of the matrix as vector. The row numbering starts at 0.

**64.11.8 Tmatrix4\_extended.set\_column**

Synopsis: Sets *c*-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte; const v: Tvector4_extended)`

Visibility: default

Description: Replaces the *c*-th column of the matrix with vector *v*. The column numbering starts at 0.

**64.11.9 Tmatrix4\_extended.set\_row**

Synopsis: Sets *r*-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte; const v: Tvector4_extended)`

Visibility: default

Description: Replaces the *r*-th row of the matrix with vector *v*. The row numbering starts at 0.

**64.11.10 Tmatrix4\_extended.determinant**

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : extended`

Visibility: default

Description: Returns the determinant of the matrix. Note: Calculating the determinant of a 4\*4 matrix requires quite a few operations.

**64.11.11 Tmatrix4\_extended.inverse**

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(A: Tmatrix4_extended) : Tmatrix4_extended`

Visibility: default

Description: `Tmatrix4_extended.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter. Note: Calculating the inverse of a 4\*4 matrix requires quite a few operations.

### 64.11.12 Tmatrix4\_extended.transpose

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix4_extended`

Visibility: default

Description: `Tmatrix2_extended.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

## 64.12 Tmatrix4\_single

### 64.12.1 Description

The `Tmatrix4_single` object provides a matrix of 4\*4 single precision scalars.

### 64.12.2 Method overview

Page	Method	Description
<a href="#">510</a>	<code>determinant</code>	Calculates the determinant of the matrix.
<a href="#">509</a>	<code>get\_column</code>	Returns the c-th column of the matrix as vector.
<a href="#">509</a>	<code>get\_row</code>	Returns the r-th row of the matrix as vector.
<a href="#">509</a>	<code>init</code>	Initializes the matrix, setting its elements to the values passed to the constructor.
<a href="#">508</a>	<code>init\_identity</code>	Initializes the matrix and sets its elements to the identity matrix.
<a href="#">508</a>	<code>init\_zero</code>	Initializes the matrix and sets its elements to zero
<a href="#">510</a>	<code>inverse</code>	Calculates the inverse of the matrix.
<a href="#">509</a>	<code>set\_column</code>	Sets c-th column of the matrix with a vector.
<a href="#">509</a>	<code>set\_row</code>	Sets r-th row of the matrix with a vector.
<a href="#">510</a>	<code>transpose</code>	Returns the transposition of the matrix.

### 64.12.3 Tmatrix4\_single.init\_zero

Synopsis: Initializes the matrix and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.12.4 Tmatrix4\_single.init\_identity

Synopsis: Initializes the matrix and sets its elements to the identity matrix.

Declaration: `constructor init_identity`

Visibility: default

Description: Initializes the matrix and sets its elements to the identity matrix, that is, elements to 1 on the left-upper to right-lower diagonal, the rest zero.

### 64.12.5 Tmatrix4\_single.init

Synopsis: Initializes the matrix, setting its elements to the values passed to the constructor.

Declaration: `constructor init(aa: single;ab: single;ac: single;ad: single;ba: single;  
bb: single;bc: single;bd: single;ca: single;cb: single;  
cc: single;cd: single;da: single;db: single;dc: single;  
dd: single)`

Visibility: default

Description: Initializes the matrix, setting its elements to the values passed to the constructor. The order of the values is left to right, then top to bottom.

### 64.12.6 Tmatrix4\_single.get\_column

Synopsis: Returns the c-th column of the matrix as vector.

Declaration: `function get_column(c: Byte) : Tvector4_single`

Visibility: default

Description: Returns the c-th column of the matrix as vector. The column numbering starts at 0.

### 64.12.7 Tmatrix4\_single.get\_row

Synopsis: Returns the r-th row of the matrix as vector.

Declaration: `function get_row(r: Byte) : Tvector4_single`

Visibility: default

Description: Returns the r-th row of the matrix as vector. The row numbering starts at 0.

### 64.12.8 Tmatrix4\_single.set\_column

Synopsis: Sets c-th column of the matrix with a vector.

Declaration: `procedure set_column(c: Byte;const v: Tvector4_single)`

Visibility: default

Description: Replaces the c-th column of the matrix with vector v. The column numbering starts at 0.

### 64.12.9 Tmatrix4\_single.set\_row

Synopsis: Sets r-th row of the matrix with a vector.

Declaration: `procedure set_row(r: Byte;const v: Tvector4_single)`

Visibility: default

Description: Replaces the r-th row of the matrix with vector v. The row numbering starts at 0.

**64.12.10 Tmatrix4\_single.determinant**

Synopsis: Calculates the determinant of the matrix.

Declaration: `function determinant : single`

Visibility: default

Description: Returns the determinant of the matrix. Note: Calculating the determinant of a 4\*4 matrix requires quite a few operations.

**64.12.11 Tmatrix4\_single.inverse**

Synopsis: Calculates the inverse of the matrix.

Declaration: `function inverse(Adeterminant: single) : Tmatrix4_single`

Visibility: default

Description: `Tmatrix4_single.inverse` returns a new matrix that is the inverse of the matrix. You must pass the determinant of the matrix as parameter. Note: Calculating the inverse of a 4\*4 matrix requires quite a few operations.

**64.12.12 Tmatrix4\_single.transpose**

Synopsis: Returns the transposition of the matrix.

Declaration: `function transpose : Tmatrix4_single`

Visibility: default

Description: `Tmatrix2_single.transpose` returns a new matrix that is the transposition of the matrix, that is, the matrix with the x and y coordinates of the values swapped.

**64.13 Tvector2\_double****64.13.1 Description**

The `Tvector2_double` object provides a vector of two double precision scalars.

**64.13.2 Method overview**

Page	Method	Description
<a href="#">511</a>	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
<a href="#">511</a>	<code>init\_one</code>	Initializes the vector and sets its elements to one
<a href="#">510</a>	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
<a href="#">511</a>	<code>length</code>	Calculates the length of the vector.
<a href="#">511</a>	<code>squared\_length</code>	Calculates the squared length of the vector.

**64.13.3 Tvector2\_double.init\_zero**

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.13.4 Tvector2\_double.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.13.5 Tvector2\_double.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: Double;b: Double)`

Visibility: default

### 64.13.6 Tvector2\_double.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : Double`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2)`. Try to use `squared_length` (511) if you are able to, as it is faster.

### 64.13.7 Tvector2\_double.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : Double`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2`.

## 64.14 Tvector2\_extended

### 64.14.1 Description

The `Tvector2_extended` object provides a vector of two extended precision scalars.

### 64.14.2 Method overview

Page	Method	Description
<a href="#">512</a>	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
<a href="#">512</a>	<code>init\_one</code>	Initializes the vector and sets its elements to one
<a href="#">512</a>	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
<a href="#">512</a>	<code>length</code>	Calculates the length of the vector.
<a href="#">512</a>	<code>squared\_length</code>	Calculates the squared length of the vector.



### 64.14.3 Tvector2\_extended.init\_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.14.4 Tvector2\_extended.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.14.5 Tvector2\_extended.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: extended;b: extended)`

Visibility: default

### 64.14.6 Tvector2\_extended.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : extended`

Visibility: default

Description: Calculate the length of the vector:  $\text{length} = \sqrt{\text{data}[0]**2 + \text{data}[1]**2}$ . Try to use `squared_length` ([512](#)) if you are able to, as it is faster.

### 64.14.7 Tvector2\_extended.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : extended`

Visibility: default

Description: Calculate the squared length of the vector:  $\text{squared\_length} = \text{data}[0]**2 + \text{data}[1]**2$ .

## 64.15 Tvector2\_single

### 64.15.1 Description

The `Tvector2_single` object provides a vector of two single precision scalars.

**64.15.2 Method overview**

Page	Method	Description
<a href="#">513</a>	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
<a href="#">513</a>	<code>init\_one</code>	Initializes the vector and sets its elements to one
<a href="#">513</a>	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
<a href="#">513</a>	<code>length</code>	Calculates the length of the vector.
<a href="#">513</a>	<code>squared\_length</code>	Calculates the squared length of the vector.

**64.15.3 Tvector2\_single.init\_zero**

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

**64.15.4 Tvector2\_single.init\_one**

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

**64.15.5 Tvector2\_single.init**

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: single;b: single)`

Visibility: default

**64.15.6 Tvector2\_single.length**

Synopsis: Calculates the length of the vector.

Declaration: `function length : single`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2)`. Try to use `squared_length` ([513](#)) if you are able to, as it is faster.

**64.15.7 Tvector2\_single.squared\_length**

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : single`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2`.

## 64.16 Tvector3\_double

### 64.16.1 Description

The `Tvector3_double` object provides a vector of three double precision scalars.

### 64.16.2 Method overview

Page	Method	Description
<a href="#">514</a>	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
<a href="#">514</a>	<code>init\_one</code>	Initializes the vector and sets its elements to one
<a href="#">514</a>	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
<a href="#">514</a>	<code>length</code>	Calculates the length of the vector.
<a href="#">515</a>	<code>squared\_length</code>	Calculates the squared length of the vector.

### 64.16.3 Tvector3\_double.init\_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.16.4 Tvector3\_double.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.16.5 Tvector3\_double.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: Double;b: Double;c: Double)`

Visibility: default

### 64.16.6 Tvector3\_double.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : Double`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2)`. Try to use `squared_length` ([515](#)) if you are able to, as it is faster.

### 64.16.7 Tvector3\_double.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : Double`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2`.

## 64.17 Tvector3\_extended

### 64.17.1 Description

The `Tvector3_extended` object provides a vector of three extended precision scalars.

### 64.17.2 Method overview

Page	Method	Description
<a href="#">515</a>	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
<a href="#">515</a>	<code>init\_one</code>	Initializes the vector and sets its elements to one
<a href="#">515</a>	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
<a href="#">516</a>	<code>length</code>	Calculates the length of the vector.
<a href="#">516</a>	<code>squared\_length</code>	Calculates the squared length of the vector.

### 64.17.3 Tvector3\_extended.init\_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.17.4 Tvector3\_extended.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.17.5 Tvector3\_extended.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: extended;b: extended;c: extended)`

Visibility: default

### 64.17.6 Tvector3\_extended.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : extended`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2)`. Try to use `squared_length` (516) if you are able to, as it is faster.

### 64.17.7 Tvector3\_extended.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : extended`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2`.

## 64.18 Tvector3\_single

### 64.18.1 Description

The `Tvector3_single` object provides a vector of three single precision scalars.

### 64.18.2 Method overview

Page	Method	Description
517	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
516	<code>init\_one</code>	Initializes the vector and sets its elements to one
516	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
517	<code>length</code>	Calculates the length of the vector.
517	<code>squared\_length</code>	Calculates the squared length of the vector.

### 64.18.3 Tvector3\_single.init\_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.18.4 Tvector3\_single.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.18.5 Tvector3\_single.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: single;b: single;c: single)`

Visibility: default

### 64.18.6 Tvector3\_single.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : single`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2)`. Try to use `squared_length` (517) if you are able to, as it is faster.

### 64.18.7 Tvector3\_single.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : single`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2`.

## 64.19 Tvector4\_double

### 64.19.1 Description

The `Tvector4_double` object provides a vector of four double precision scalars.

### 64.19.2 Method overview

Page	Method	Description
518	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
518	<code>init\_one</code>	Initializes the vector and sets its elements to one
517	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
518	<code>length</code>	Calculates the length of the vector.
518	<code>squared\_length</code>	Calculates the squared length of the vector.

### 64.19.3 Tvector4\_double.init\_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.19.4 Tvector4\_double.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.19.5 Tvector4\_double.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: Double;b: Double;c: Double;d: Double)`

Visibility: default

### 64.19.6 Tvector4\_double.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : Double`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2+data[3]**2)`. Try to use `squared_length` (518) if you are able to, as it is faster.

### 64.19.7 Tvector4\_double.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : Double`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2+data[3]**2`.

## 64.20 Tvector4\_extended

### 64.20.1 Description

The `Tvector4_extended` object provides a vector of four extended precision scalars.

### 64.20.2 Method overview

Page	Method	Description
519	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
519	<code>init\_one</code>	Initializes the vector and sets its elements to one
519	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
519	<code>length</code>	Calculates the length of the vector.
519	<code>squared\_length</code>	Calculates the squared length of the vector.

### 64.20.3 Tvector4\_extended.init\_zero

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

### 64.20.4 Tvector4\_extended.init\_one

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

### 64.20.5 Tvector4\_extended.init

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: extended;b: extended;c: extended;d: extended)`

Visibility: default

### 64.20.6 Tvector4\_extended.length

Synopsis: Calculates the length of the vector.

Declaration: `function length : extended`

Visibility: default

Description: Calculate the length of the vector:  $\text{length} = \sqrt{\text{data}[0]**2 + \text{data}[1]**2 + \text{data}[2]**2 + \text{data}[3]**2}$ . Try to use `squared_length` ([519](#)) if you are able to, as it is faster.

### 64.20.7 Tvector4\_extended.squared\_length

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : extended`

Visibility: default

Description: Calculate the squared length of the vector:  $\text{squared\_length} = \text{data}[0]**2 + \text{data}[1]**2 + \text{data}[2]**2 + \text{data}[3]**2$ .

## 64.21 Tvector4\_single

### 64.21.1 Description

The `Tvector4_single` object provides a vector of four single precision scalars.



**64.21.2 Method overview**

Page	Method	Description
<a href="#">520</a>	<code>init</code>	Initializes the vector, setting its elements to the values passed to the constructor.
<a href="#">520</a>	<code>init\_one</code>	Initializes the vector and sets its elements to one
<a href="#">520</a>	<code>init\_zero</code>	Initializes the vector and sets its elements to zero
<a href="#">520</a>	<code>length</code>	Calculates the length of the vector.
<a href="#">520</a>	<code>squared\_length</code>	Calculates the squared length of the vector.

**64.21.3 Tvector4\_single.init\_zero**

Synopsis: Initializes the vector and sets its elements to zero

Declaration: `constructor init_zero`

Visibility: default

**64.21.4 Tvector4\_single.init\_one**

Synopsis: Initializes the vector and sets its elements to one

Declaration: `constructor init_one`

Visibility: default

**64.21.5 Tvector4\_single.init**

Synopsis: Initializes the vector, setting its elements to the values passed to the constructor.

Declaration: `constructor init(a: single;b: single;c: single;d: single)`

Visibility: default

**64.21.6 Tvector4\_single.length**

Synopsis: Calculates the length of the vector.

Declaration: `function length : single`

Visibility: default

Description: Calculate the length of the vector: `length=sqrt(data[0]**2+data[1]**2+data[2]**2+data[3]**2)`. Try to use `squared_length` ([520](#)) if you are able to, as it is faster.

**64.21.7 Tvector4\_single.squared\_length**

Synopsis: Calculates the squared length of the vector.

Declaration: `function squared_length : single`

Visibility: default

Description: Calculate the squared length of the vector: `squared_length=data[0]**2+data[1]**2+data[2]**2+data[3]**2`.

## Chapter 65

# Reference for unit 'mmx'

### 65.1 Overview

This document describes the MMX unit. This unit allows you to use the MMX capabilities of the Free Pascal compiler. It was written by Florian Klaempfl for the I386 processor. It should work on all platforms that use the Intel processor.

### 65.2 Constants, types and variables

#### 65.2.1 Constants

```
is_amd_3d_cpu : Boolean = False
```

The `is_amd_3d_cpu` initialized constant allows you to determine if the computer has the AMD 3D extensions. It is set correctly in the unit's initialization code.

```
is_amd_3d_dsp_cpu : Boolean = False
```

The `is_amd_3d_dsp_cpu` initialized constant allows you to determine if the computer has the AMD 3D DSP extensions. It is set correctly in the unit's initialization code.

```
is_amd_3d_mmx_cpu : Boolean = False
```

The `is_amd_3d_mmx_cpu` initialized constant allows you to determine if the computer has the AMD 3D MMX extensions. It is set correctly in the unit's initialization code.

```
is_mmx_cpu : Boolean = False
```

The `is_mmx_cpu` initialized constant allows you to determine if the computer has MMX extensions. It is set correctly in the unit's initialization code.

```
is_sse2_cpu : Boolean = False
```

The `is_sse2_cpu` initialized constant allows you to determine if the computer has the SSE2 extensions. It is set correctly in the unit's initialization code.

```
is_sse_cpu : Boolean = False
```

The `is_sse_cpu` initialized constant allows you to determine if the computer has the SSE extensions. It is set correctly in the unit's initialization code.

### 65.2.2 Types

`pmmxbyte = ^tmmxbyte`

Pointer to `tmmxbyte` (522) array type

`pmmxcardinal = ^tmmxcardinal`

Pointer to `tmmxcardinal` (522) array type

`pmmxinteger = ^tmmxinteger`

Pointer to `tmmxinteger` (522) array type

`pmmxlongint = ^tmmxlongint`

Pointer to `tmmxlongint` (522) array type

`pmmxshortint = ^tmmxshortint`

Pointer to `tmmxshortint` (522) array type

`pmmxsingle = ^tmmxsingle`

Pointer to `tmmxsingle` (522) array type

`pmmxword = ^tmmxword`

Pointer to `tmmxword` (522) array type

`tmmxbyte = Array[0..7] of Byte`

Array of bytes, 64 bits in size

`tmmxcardinal = Array[0..1] of Cardinal`

Array of cardinals, 64 bits in size

`tmmxinteger = Array[0..3] of Integer`

Array of integers, 64 bits in size

`tmmxlongint = Array[0..1] of LongInt`

Array of longint, 64 bits in size

`tmmxshortint = Array[0..7] of ShortInt`

Array of shortints, 64 bits in size

`tmmxsingle = Array[0..1] of single`

Array of singles, 64 bits in size

`tmmxword = Array[0..3] of Word`

Array of words, 64 bits in size

## 65.3 Procedures and functions

### 65.3.1 emms

Synopsis: Reset floating point registers

Declaration: `procedure emms`

Visibility: `default`

Description: `Emms` sets all floating point registers to empty. This procedure must be called after you have used any MMX instructions, if you want to use floating point arithmetic. If you just want to move floating point data around, it isn't necessary to call this function, the compiler doesn't use the FPU registers when moving data. Only when doing calculations, you should use this function. The following code demonstrates this:

```
Program MMXDemo;
uses mmx;
var
  dl : double;
  a : array[0..10000] of double;
  i : longint;
begin
  dl:=1.0;
  {$mmx+}
  { floating point data is used, but we do _no_ arithmetic }
  for i:=0 to 10000 do
    a[i]:=dl; { this is done with 64 bit moves }
  {$mmx-}
  emms; { clear fpu }
  { now we can do floating point arithmetic again }
end.
```

See also: `femms` ([523](#))

### 65.3.2 femms

Synopsis: Reset floating point registers - AMD version

Declaration: `procedure femms`

Visibility: `default`

Description: `femms` executes the `femms` assembler instruction for AMD processors. it is not supported by all assemblers, hence it is coded as byte codes.

See also: `emms` ([523](#))

## Chapter 66

# Reference for unit 'Mouse'

### 66.1 Overview

The `Mouse` unit implements a platform independent mouse handling interface. It is implemented identically on all platforms supported by Free Pascal and can be enhanced with custom drivers, should this be needed. It is intended to be used only in text-based screens, for instance in conjunction with the keyboard and video unit. No support for graphical screens is implemented, and there are (currently) no plans to implement this.

### 66.2 Writing a custom mouse driver

The `mouse` unit has support for adding a custom mouse driver. This can be used to add support for mice not supported by the standard Free Pascal driver, but also to enhance an existing driver for instance to log mouse events or to implement a record and playback function.

The following unit shows how a mouse driver can be enhanced by adding some logging capabilities to the driver.

**Listing:** `./mouseex/logmouse.pp`

---

```
unit logmouse ;

interface

Procedure StartMouseLogging ;
Procedure StopMouseLogging ;
Function IsMouseLogging : Boolean ;
Procedure SetMouseLogFileName ( FileName : String ) ;

implementation

uses sysutils , Mouse ;

var
    NewMouseDriver ,
    OldMouseDriver : TMouseDriver ;
    Active , Logging : Boolean ;
    LogFileName : String ;
    MouseLog : Text ;
```

```

Function TimeStamp : String;

begin
  TimeStamp:=FormatDateTime( 'hh:nn:ss ',Time());
end;

Procedure StartMouseLogging;

begin
  Logging:=True;
  WriteIn(MouseLog,'Start logging mouse events at: ',TimeStamp);
end;

Procedure StopMouseLogging;

begin
  WriteIn(MouseLog,'Stop logging mouse events at: ',TimeStamp);
  Logging:=False;
end;

Function IsMouseLogging : Boolean;

begin
  IsMouseLogging:=Logging;
end;

Procedure LogGetMouseEvent(Var Event : TMouseEvent);

Var
  M : TMouseEvent;

begin
  OldMouseDriver.GetMouseEvent(M);
  If Logging then
    begin
      Write(MouseLog,TimeStamp,' : Mouse ');
      With M do
        begin
          Case Action of
            MouseActionDown : Write(MouseLog,'down');
            MouseActionUp   : Write(MouseLog,'up');
            MouseActionMove  : Write(MouseLog,'move');
          end;
        Write(MouseLog,' event at ',X,', ',Y);
        If (Buttons<>0) then
          begin
            Write(MouseLog,' for buttons: ');
            If (Buttons and MouseLeftbutton)<>0 then
              Write(MouseLog,' Left ');
            If (Buttons and MouseRightbutton)<>0 then
              Write(MouseLog,' Right ');
            If (Buttons and MouseMiddlebutton)<>0 then
              Write(MouseLog,' Middle ');
            end;
          WriteIn(MouseLog);
        end;
      end;
    end;

```

**end;**

**Procedure** LogInitMouse;

**begin**

OldMouseDriver.InitDriver();  
Assign(MouseLog, logFileName);  
**Rewrite**(MouseLog);  
Active := True;  
StartMouseLogging;

**end;**

**Procedure** LogDoneMouse;

**begin**

StopMouseLogging;  
Close(MouseLog);  
Active := False;  
OldMouseDriver.DoneDriver();

**end;**

**Procedure** SetMouseLogFileName(FileName : **String**);

**begin**

**If Not** Active **then**  
LogFileName := FileName;

**end;**

**Initialization**

GetMouseDriver(OldMouseDriver);  
NewMouseDriver := OldMouseDriver;  
NewMouseDriver.GetMouseEvent := @LogGetMouseEvent;  
NewMouseDriver.InitDriver := @LogInitMouse;  
NewMouseDriver.DoneDriver := @LogDoneMouse;  
LogFileName := 'Mouse.log';  
Logging := False;  
SetMouseDriver(NewMouseDriver);

**end.**

---

## Chapter 67

# Reference for unit 'Objects'

### 67.1 Overview

This document documents the `objects` unit. The unit was implemented by many people, and was mainly taken from the FreeVision sources. It has been ported to all supported platforms.

The methods and fields that are in a `Private` part of an object declaration have been left out of this documentation.

### 67.2 Constants, types and variables

#### 67.2.1 Constants

`coIndexError = -1`

Collection list error: Index out of range

`coOverflow = -2`

Collection list error: Overflow

`DefaultTPCompatible : Boolean = False`

`DefaultTPCompatible` is used to initialize `tstream.tpcompatible` (??).

`MaxBytes = 128 * 1024 * 128`

Maximum data size (in bytes)

`MaxCollectionSize = MaxBytes div (Pointer)`

Maximum collection size (in items)

`MaxPtrs = MaxBytes div (Pointer)`

Maximum data size (in pointers)



`MaxReadBytes = $7fffffff`

Maximum data that can be read from a stream (not used)

`MaxTPCompatibleCollectionSize = 65520 div 4`

Maximum collection size (in items, same value as in TP)

`MaxWords = MaxBytes div (Word)`

Maximum data size (in words)

`RCollection : TStreamRec = (ObjType: 50; VmtLink: (^TCollection)); Load: @TCollection`

Default stream record for the TCollection (544) object.

`RStrCollection : TStreamRec = (ObjType: 69; VmtLink: (^TStrCollection)); Load: @TStrCollection`

Default stream record for the TStrCollection (583) object.

`RStringCollection : TStreamRec = (ObjType: 51; VmtLink: (^TStringCollection)); Load: @TStringCollection`

Default stream record for the TStringCollection (593) object.

`RStringList : TStreamRec = (ObjType: 52; VmtLink: (^TStringList)); Load: @TStringList`

Default stream record for the TStringList (595) object.

`RStrListMaker : TStreamRec = (ObjType: 52; VmtLink: (^TStrListMaker)); Load: Nil; S`

Default stream record for the TStrListMaker (597) object.

`stCreate = $3C00`

Stream initialization mode: Create new file

`stError = -1`

Stream error codes: Access error

`stGetError = -5`

Stream error codes: Get object error

`stInitError = -2`

Stream error codes: Initialize error

`stOk = 0`

Stream error codes: No error

`stOpen = $3D02`

Stream initialization mode: Read/write access

`stOpenError = -8`

Stream error codes: Error opening stream

`stOpenRead = $3D00`

Stream initialization mode: Read access only

`stOpenWrite = $3D01`

Stream initialization mode: Write access only

`stPutError = -6`

Stream error codes: Put object error

`stReadError = -3`

Stream error codes: Stream read error

`StreamError : CodePointer = Nil`

Pointer to default stream error handler.

`stSeekError = -7`

Stream error codes: Seek error in stream

`stWriteError = -4`

Stream error codes: Stream write error

`vmtHeaderSize = 8`

Size of the VMT header in an object (not used).

## 67.2.2 Types

`AsciiZ = Array[0..255] of Char`

Filename - null terminated array of characters.

`FNameStr = String`

Filename - shortstring version.

```
LongRec = packed record
  Hi : Word;
  Lo : Word;
end
```

Record describing a longint (in Words)

```
PBufStream = ^TBufStream
```

Pointer to TBufStream ([540](#)) object.

```
PByteArray = ^TByteArray
```

Pointer to TByteArray ([532](#))

```
PCharSet = ^TCharSet
```

Pointer to TCharSet ([532](#)).

```
PCollection = ^TCollection
```

Pointer to TCollection ([544](#)) object.

```
PDosStream = ^TDosStream
```

Pointer to TDosStream ([558](#)) object.

```
PItemList = ^TItemList
```

Pointer to TItemList ([532](#)) object.

```
PMemoryStream = ^TMemoryStream
```

Pointer to TMemoryStream ([563](#)) object.

```
PObject = ^TObject
```

Pointer to TObject ([565](#)) object.

```
PPoint = ^TPoint
```

Pointer to TPoint ([567](#)) record.

```
PPointerArray = ^TPointerArray
```

Pointer to TPointerArray ([532](#))

```
PRect = ^TRect
```

Pointer to TRect ([567](#)) object.

`PResourceCollection = ^TResourceCollection`

Pointer to `TResourceCollection` (573) object.

`PResourceFile = ^TResourceFile`

Pointer to `TResourceFile` (574) object.

`PSortedCollection = ^TSortedCollection`

Pointer to `TSortedCollection` (577) object.

`PStrCollection = ^TStrCollection`

Pointer to `TStrCollection` (583) object.

`PStream = ^TStream`

Pointer type to `TStream` (585)

`PStreamRec = ^TStreamRec`

Pointer to `TStreamRec` (532)

`PStrIndex = ^TStrIndex`

Pointer to `TStrIndex` (532) array.

`PString = PShortString`

Pointer to a shortstring.

`PStringCollection = ^TStringCollection`

Pointer to `TStringCollection` (593) object.

`PStringList = ^TStringList`

Pointer to `TStringList` (595) object.

`PStrListMaker = ^TStrListMaker`

Pointer to `TStrListMaker` (597) object.

```
PtrRec = packed record
  Ofs : Word;
  Seg : Word;
end
```

Record describing a pointer to a memory location.

`PUnSortedStrCollection = ^TUnSortedStrCollection`

Pointer to `TUnSortedStrCollection` (598) object.

`PWordArray = ^TWordArray`

Pointer to `TWordArray` (533)

`Sw_Integer = LongInt`

Alias for `longint`

`Sw_Word = Cardinal`

Alias for `Cardinal`

`TByteArray = Array[0..MaxBytes-1] of Byte`

Array with maximum allowed number of bytes.

`TCharSet = Set of Char`

Generic set of characters type.

`TItemList = Array[0..MaxCollectionSize-1] of Pointer`

Pointer array type used in a `TCollection` (544)

`TPointerArray = Array[0..MaxPtrs-1] of Pointer`

Array with maximum allowed number of pointers

```
TStreamRec = packed record
  ObjType : Sw_Word;
  VmtLink : pointer;
  Load : CodePointer;
  Store : CodePointer;
  Next : PStreamRec;
end
```

`TStreamRec` is used by the `Objects` unit streaming mechanism: when an object is registered, a `TStreamRec` record is added to a list of records. This list is used when objects need to be streamed from/streamed to a stream. It contains all the information needed to stream the object.

`TStrIndex = Array[0..9999] of TStrIndexRec`

Pointer array type used in a `TStringList` (595)

```
TStrIndexRec = packed record
  Key : Sw_Word;
  Count : Word;
  Offset : Word;
end
```

Record type used in a TStringList (595) to store the strings

```
TWordArray = Array[0..MaxWords-1] of Word
```

Array with maximum allowed number of words.

```
WordRec = packed record
  Hi : Byte;
  Lo : Byte;
end
```

Record describing a Word (in bytes)

### 67.2.3 Variables

```
invalidhandle : THandle
```

Value for invalid handle. Initial value for file stream handles or when the stream is closed.

## 67.3 Procedures and functions

### 67.3.1 Abstract

Synopsis: Abstract error handler.

Declaration: `procedure Abstract`

Visibility: default

Description: When implementing abstract methods, do not declare them as `abstract`. Instead, define them simply as `virtual`. In the implementation of such abstract methods, call the `Abstract` procedure. This allows explicit control of what happens when an abstract method is called.

The current implementation of `Abstract` terminates the program with a run-time error 211.

Errors: None.

### 67.3.2 CallPointerConstructor

Synopsis: Call a constructor with a pointer argument.

Declaration: `function CallPointerConstructor(Ctor: codepointer; Obj: pointer;  
VMT: pointer; Param1: pointer) : pointer`

Visibility: default

**Description:** `CallVoidConstructor` calls the constructor of an object. `Ctor` is the address of the constructor, `Obj` is a pointer to the instance. If it is `Nil`, then a new instance is allocated. `VMT` is a pointer to the object's VMT. `Param1` is passed to the constructor. The return value is a pointer to the instance.

Note that this can only be used on constructors that require a pointer as the sole argument. It can also be used to call a constructor with a single argument by reference.

**Errors:** If the constructor expects other arguments than a pointer, the stack may be corrupted.

**See also:** `CallVoidConstructor` (535), `CallPointerMethod` (534), `CallVoidLocal` (535), `CallPointerLocal` (534), `CallVoidMethodLocal` (536), `CallPointerMethodLocal` (534)

### 67.3.3 CallPointerLocal

**Synopsis:** Call a local nested function with a pointer argument

**Declaration:** `function CallPointerLocal(Func: codepointer;Frame: Pointer;  
Param1: pointer) : pointer`

**Visibility:** default

**Description:** `CallPointerLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping function. It passes `Param1` to the local function.

**Errors:** If the local function expects other parameters than a pointer, the stack may become corrupted.

**See also:** `CallPointerMethod` (534), `CallVoidMethod` (535), `CallVoidLocal` (535), `CallVoidMethodLocal` (536), `CallPointerMethodLocal` (534), `CallVoidConstructor` (535), `CallPointerConstructor` (533)

### 67.3.4 CallPointerMethod

**Synopsis:** Call a method with a single pointer argument

**Declaration:** `function CallPointerMethod(Method: codepointer;Obj: pointer;  
Param1: pointer) : pointer`

**Visibility:** default

**Description:** `CallPointerMethod` calls the method with address `Method` for instance `Obj`. It passes `Param1` to the method as the single argument. It returns a pointer to the instance.

**Errors:** If the method expects other parameters than a single pointer, the stack may become corrupted.

**See also:** `CallVoidMethod` (535), `CallVoidLocal` (535), `CallPointerLocal` (534), `CallVoidMethodLocal` (536), `CallPointerMethodLocal` (534), `CallVoidConstructor` (535), `CallPointerConstructor` (533)

### 67.3.5 CallPointerMethodLocal

**Synopsis:** Call a local procedure of a method with a pointer argument

**Declaration:** `function CallPointerMethodLocal(Func: codepointer;Frame: Pointer;  
Obj: pointer;Param1: pointer) : pointer`

**Visibility:** default

**Description:** `CallPointerMethodLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping method. It passes `Param1` to the local function.

Errors: If the local function expects other parameters than a pointer, the stack may become corrupted.

See also: [CallPointerMethod \(534\)](#), [CallVoidMethod \(535\)](#), [CallPointerLocal \(534\)](#), [CallVoidLocal \(535\)](#), [CallVoidMethodLocal \(536\)](#), [CallVoidConstructor \(535\)](#), [CallPointerConstructor \(533\)](#)

### 67.3.6 CallVoidConstructor

Synopsis: Call a constructor with no arguments

Declaration: `function CallVoidConstructor(Ctor: codepointer; Obj: pointer;  
VMT: pointer) : pointer`

Visibility: default

Description: `CallVoidConstructor` calls the constructor of an object. `Ctor` is the address of the constructor, `Obj` is a pointer to the instance. If it is `Nil`, then a new instance is allocated. `VMT` is a pointer to the object's VMT. The return value is a pointer to the instance.

Note that this can only be used on constructors that require no arguments.

Errors: If the constructor expects arguments, the stack may be corrupted.

See also: [CallPointerConstructor \(533\)](#), [CallPointerMethod \(534\)](#), [CallVoidLocal \(535\)](#), [CallPointerLocal \(534\)](#), [CallVoidMethodLocal \(536\)](#), [CallPointerMethodLocal \(534\)](#)

### 67.3.7 CallVoidLocal

Synopsis: Call a local nested procedure.

Declaration: `function CallVoidLocal(Func: codepointer; Frame: Pointer) : pointer`

Visibility: default

Description: `CallVoidLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping function.

Errors: If the local function expects parameters, the stack may become corrupted.

See also: [CallPointerMethod \(534\)](#), [CallVoidMethod \(535\)](#), [CallPointerLocal \(534\)](#), [CallVoidMethodLocal \(536\)](#), [CallPointerMethodLocal \(534\)](#), [CallVoidConstructor \(535\)](#), [CallPointerConstructor \(533\)](#)

### 67.3.8 CallVoidMethod

Synopsis: Call an object method

Declaration: `function CallVoidMethod(Method: codepointer; Obj: pointer) : pointer`

Visibility: default

Description: `CallVoidMethod` calls the method with address `Method` for instance `Obj`. It returns a pointer to the instance.

Errors: If the method expects parameters, the stack may become corrupted.

See also: [CallPointerMethod \(534\)](#), [CallVoidLocal \(535\)](#), [CallPointerLocal \(534\)](#), [CallVoidMethodLocal \(536\)](#), [CallPointerMethodLocal \(534\)](#), [CallVoidConstructor \(535\)](#), [CallPointerConstructor \(533\)](#)



### 67.3.9 CallVoidMethodLocal

Synopsis: Call a local procedure of a method

Declaration: `function CallVoidMethodLocal (Func: codepointer; Frame: Pointer;  
Obj: pointer) : pointer`

Visibility: default

Description: `CallVoidMethodLocal` calls the local procedure with address `Func`, where `Frame` is the frame of the wrapping method.

Errors: If the local function expects parameters, the stack may become corrupted.

See also: `CallPointerMethod` (534), `CallVoidMethod` (535), `CallPointerLocal` (534), `CallVoidLocal` (535), `CallPointerMethodLocal` (534), `CallVoidConstructor` (535), `CallPointerConstructor` (533)

### 67.3.10 DisposeStr

Synopsis: Dispose of a shortstring which was allocated on the heap.

Declaration: `procedure DisposeStr (P: PString)`

Visibility: default

Description: `DisposeStr` removes a dynamically allocated string from the heap.

For an example, see `NewStr` (537).

Errors: None.

See also: `NewStr` (537), `SetStr` (539)

### 67.3.11 LongDiv

Synopsis: Overflow safe divide

Declaration: `function LongDiv (X: LongInt; Y: Integer) : Integer`

Visibility: default

Description: `LongDiv` divides `X` by `Y`. The result is of type `Integer` instead of type `Longint`, as you would get normally.

Errors: If `Y` is zero, a run-time error will be generated.

See also: `LongMul` (536)

### 67.3.12 LongMul

Synopsis: Overflow safe multiply.

Declaration: `function LongMul (X: Integer; Y: Integer) : LongInt`

Visibility: default

Description: `LongMul` multiplies `X` with `Y`. The result is of type `Longint`. This avoids possible overflow errors you would normally get when multiplying `X` and `Y` that are too big.

Errors: None.

See also: `LongDiv` (536)

### 67.3.13 NewStr

Synopsis: Allocate a copy of a shortstring on the heap.

Declaration: `function NewStr(const S: string) : PString`

Visibility: default

Description: `NewStr` makes a copy of the string `S` on the heap, and returns a pointer to this copy. If the string is empty then `Nil` is returned.

The allocated memory is not based on the declared size of the string passed to `NewStr`, but is based on the actual length of the string.

Errors: If not enough memory is available, an 'out of memory' error will occur.

See also: `DisposeStr` ([536](#)), `SetStr` ([539](#))

**Listing:** `./objectex/ex40.pp`

---

```

Program ex40;

{ Program to demonstrate the NewStr function }

Uses Objects;

Var S : String;
    P : PString;

begin
    S:= 'Some really cute string';
    P:=NewStr(S);
    If P^<>S then
        WriteLn ( 'Oh-oh... Something is wrong !!' );
    DisposeStr(P);
end.

```

---

### 67.3.14 RegisterObjects

Synopsis: Register standard objects.

Declaration: `procedure RegisterObjects`

Visibility: default

Description: `RegisterObjects` registers the following objects for streaming:

1. `TCollection`, see `TCollection` ([544](#)).
2. `TStringCollection`, see `TStringCollection` ([593](#)).
3. `TStrCollection`, see `TStrCollection` ([583](#)).

Errors: None.

See also: `RegisterType` ([538](#))

### 67.3.15 RegisterType

**Synopsis:** Register new object for streaming.

**Declaration:** `procedure RegisterType (var S: TStreamRec)`

**Visibility:** default

**Description:** `RegisterType` registers a new type for streaming. An object cannot be streamed unless it has been registered first. The stream record `S` needs to have the following fields set:

**ObjType: Sw\_Word** This should be a unique identifier. Each possible type should have it's own identifier.

**VmtLink: pointer** This should contain a pointer to the VMT (Virtual Method Table) of the object you try to register.

**Load : Pointer** is a pointer to a method that initializes an instance of that object, and reads the initial values from a stream. This method should accept as it's sole argument a `PStream` type variable.

**Store: Pointer** is a pointer to a method that stores an instance of the object to a stream. This method should accept as it's sole argument a `PStream` type variable.

The VMT of the object can be retrieved with the following expression:

```
VmtLink: Ofs (TypeOf (MyType) ^);
```

**Errors:** In case of error (if a object with the same `ObjType`) is already registered), run-time error 212 occurs.

**Listing:** `./objectex/myobject.pp`

---

```
Unit MyObject;
```

#### Interface

```
Uses Objects;
```

#### Type

```
PMyObject = ^TMyObject;
TMyObject = Object (TObject)
  Field : Longint;
  Constructor Init;
  Constructor Load (Var Stream : TStream);
  Destructor Done;
  Procedure Store (Var Stream : TStream);
  Function GetField : Longint;
  Procedure SetField (Value : Longint);
end;
```

#### Implementation

```
Constructor TMyobject.Init;

begin
  Inherited Init;
  Field := -1;
end;
```

---

```

Constructor TMyobject.Load ( Var Stream : TStream);

begin
    Stream.Read( Field , Sizeof( Field ));
end;

Destructor TMyObject.Done;

begin
end;

Function TMyObject.GetField : Longint;

begin
    GetField:= Field;
end;

Procedure TMyObject.SetField ( Value : Longint);

begin
    Field:= Value;
end;

Procedure TMyObject.Store ( Var Stream : TStream);

begin
    Stream.Write( Field , SizeOf( Field ));
end;

Const MyObjectRec : TStreamRec = (
    Objtype : 666;
    vmtlink : Ofs( TypeOf( TMyObject ) ^ );
    Load : @TMyObject.Load;
    Store : @TMyObject.Store;
    );

begin
    RegisterObjects;
    RegisterType ( MyObjectRec );
end.

```

---

### 67.3.16 SetStr

**Synopsis:** Allocate a copy of a shortstring on the heap.

**Declaration:** `procedure SetStr(var p: PString; const s: string)`

**Visibility:** default

**Description:** `SetStr` makes a copy of the string `S` on the heap and returns the pointer to this copy in `P`. If `P` pointed to another string (i.e. was not `Nil`, the memory is released first. Contrary to `NewStr` (537), if the string is empty then a pointer to an empty string is returned.

The allocated memory is not based on the declared size of the string passed to `NewStr`, but is based on the actual length of the string.

**Errors:** If not enough memory is available, an 'out of memory' error will occur.

See also: `DisposeStr` ([536](#)), `NewStr` ([537](#))

## 67.4 TBufStream

### 67.4.1 Description

`TBufStream` implements a buffered file stream. That is, all data written to the stream is written to memory first. Only when the buffer is full, or on explicit request, the data is written to disk.

Also, when reading from the stream, first the buffer is checked if there is any unread data in it. If so, this is read first. If not the buffer is filled again, and then the data is read from the buffer.

The size of the buffer is fixed and is set when constructing the file.

This is useful if you need heavy throughput for your stream, because it speeds up operations.

### 67.4.2 Method overview

Page	Method	Description
<a href="#">541</a>	<code>Close</code>	Flush data and Close the file.
<a href="#">541</a>	<code>Done</code>	Close the file and cleans up the instance.
<a href="#">541</a>	<code>Flush</code>	FLush data from buffer, and write it to stream.
<a href="#">540</a>	<code>Init</code>	Initialize an instance of <code>TBufStream</code> and open the file.
<a href="#">543</a>	<code>Open</code>	Open the file if it is closed.
<a href="#">543</a>	<code>Read</code>	Read data from the file to a buffer in memory.
<a href="#">542</a>	<code>Seek</code>	Set current position in file.
<a href="#">542</a>	<code>Truncate</code>	Flush buffer, and truncate the file at current position.
<a href="#">543</a>	<code>Write</code>	Write data to the file from a buffer in memory.

### 67.4.3 TBufStream.Init

**Synopsis:** Initialize an instance of `TBufStream` and open the file.

**Declaration:** `constructor Init (FileName: FNameStr; Mode: Word; Size: Word)`

**Visibility:** default

**Description:** `Init` instantiates an instance of `TBufStream`. The name of the file that contains (or will contain) the data of the stream is given in `FileName`. The `Mode` parameter determines whether a new file should be created and what access rights you have on the file. It can be one of the following constants:

**stCreate** Creates a new file.

**stOpenRead** Read access only.

**stOpenWrite** Write access only.

**stOpenRead** and write access.

The `Size` parameter determines the size of the buffer that will be created. It should be different from zero.

For an example see `TBufStream.Flush` ([541](#)).

**Errors:** On error, `Status` is set to `stInitError`, and `ErrorInfo` is set to the dos error code.

See also: `TDosStream.Init` ([559](#)), `TBufStream.Done` ([541](#))

#### 67.4.4 TBufStream.Done

Synopsis: Close the file and cleans up the instance.

Declaration: `destructor Done; Virtual`

Visibility: `default`

Description: `Done` flushes and closes the file if it was open and cleans up the instance of `TBufStream`.

For an example see `TBufStream.Flush` (541).

Errors: None.

See also: `TDosStream.Done` (559), `TBufStream.Init` (540), `TBufStream.Close` (541)

#### 67.4.5 TBufStream.Close

Synopsis: Flush data and Close the file.

Declaration: `procedure Close; Virtual`

Visibility: `default`

Description: `Close` flushes and closes the file if it was open, and sets `Handle` to -1. Contrary to `Done` (541) it does not clean up the instance of `TBufStream`

For an example see `TBufStream.Flush` (541).

Errors: None.

See also: `TStream.Close` (589), `TBufStream.Init` (540), `TBufStream.Done` (541)

#### 67.4.6 TBufStream.Flush

Synopsis: FLush data from buffer, and write it to stream.

Declaration: `procedure Flush; Virtual`

Visibility: `default`

Description: When the stream is in write mode, the contents of the buffer are written to disk, and the buffer position is set to zero. When the stream is in read mode, the buffer position is set to zero.

Errors: Write errors may occur if the file was in write mode. see `Write` (543) for more info on the errors.

See also: `TStream.Close` (589), `TBufStream.Init` (540), `TBufStream.Done` (541)

**Listing:** `./objectex/ex15.pp`

---

**Program** `ex15;`

*{ Program to demonstrate the TStream.Flush method }*

**Uses** `Objects;`

**Var** `L : String;`

`P : PString;`

`S : PBufStream; { Only one with Flush implemented. }`

**begin**

---

```

L:= 'Some constant string';
{ Buffer size of 100 }
S:=New(PBufStream, Init('test.dat', stcreate, 100));
WriteLn ('Writing "', L, '" to stream with handle ', S^.Handle);
S^.WriteStr(@L);
{ At this moment, there is no data on disk yet. }
S^.Flush;
{ Now there is. }
S^.WriteStr(@L);
{ Close calls flush first }
S^.Close;
WriteLn ('Closed stream. File handle is ', S^.Handle);
S^.Open (stOpenRead);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
WriteLn ('Read "', L, '" from stream with handle ', S^.Handle);
S^.Close;
Dispose (S, Done);
end.

```

---

#### 67.4.7 TBufStream.Truncate

Synopsis: Flush buffer, and truncate the file at current position.

Declaration: `procedure Truncate; Virtual`

Visibility: default

Description: If the status of the stream is `stOK`, then `Truncate` tries to flush the buffer, and then truncates the stream size to the current file position.

For an example, see `TDosStream.Truncate` (560).

Errors: Errors can be those of `Flush` (541) or `TDosStream.Truncate` (560).

See also: `TStream.Truncate` (590), `TDosStream.Truncate` (560), `TStream.GetSize` (587)

#### 67.4.8 TBufStream.Seek

Synopsis: Set current position in file.

Declaration: `procedure Seek(Pos: LongInt); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, then `Seek` sets the file position to `Pos`. `Pos` is a zero-based offset, counted from the beginning of the file.

For an example, see `TStream.Seek` (591);

Errors: In case an error occurs, the stream's status is set to `stSeekError`, and the OS error code is stored in `ErrorInfo`.

See also: `TStream.Seek` (591), `TStream.GetPos` (587)

### 67.4.9 TBufStream.Open

Synopsis: Open the file if it is closed.

Declaration: `procedure Open(OpenMode: Word); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, and the stream is closed then `Open` re-opens the file stream with mode `OpenMode`. This call can be used after a `Close` (541) call.

For an example, see `TDosStream.Open` (562).

Errors: If an error occurs when re-opening the file, then `Status` is set to `stOpenError`, and the OS error code is stored in `ErrorInfo`

See also: `TStream.Open` (589), `TBufStream.Close` (541)

### 67.4.10 TBufStream.Read

Synopsis: Read data from the file to a buffer in memory.

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Read` will read `Count` bytes from the stream and place them in `Buf`.

`Read` will first try to read the data from the stream's internal buffer. If insufficient data is available, the buffer will be filled before continuing to read. This process is repeated until all needed data has been read.

For an example, see `TStream.Read` (592).

Errors: In case of an error, `Status` is set to `StReadError`, and `ErrorInfo` gets the OS specific error, or 0 when an attempt was made to read beyond the end of the stream.

See also: `TStream.Read` (592), `TBufStream.Write` (543)

### 67.4.11 TBufStream.Write

Synopsis: Write data to the file from a buffer in memory.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Write` will write `Count` bytes from `Buf` and place them in the stream.

`Write` will first try to write the data to the stream's internal buffer. When the internal buffer is full, then the contents will be written to disk. This process is repeated until all data has been written.

For an example, see `TStream.Read` (592).

Errors: In case of an error, `Status` is set to `StWriteError`, and `ErrorInfo` gets the OS specific error.

See also: `TStream.Write` (592), `TBufStream.Read` (543)



## 67.5 TCollection

### 67.5.1 Description

The `TCollection` object manages a collection of pointers or objects. It also provides a series of methods to manipulate these pointers or objects.

Whether or not objects are used depends on the kind of calls you use. All kinds come in 2 flavors, one for objects, one for pointers.

### 67.5.2 Method overview

Page	Method	Description
<a href="#">546</a>	<code>At</code>	Return the item at a certain index.
<a href="#">554</a>	<code>AtDelete</code>	Delete item at certain position.
<a href="#">553</a>	<code>AtFree</code>	Free an item at the indicates position, calling it's destructor.
<a href="#">557</a>	<code>AtInsert</code>	Insert an element at a certain position in the collection.
<a href="#">557</a>	<code>AtPut</code>	Set collection item, overwriting an existing value.
<a href="#">553</a>	<code>Delete</code>	Delete an item from the collection, but does not destroy it.
<a href="#">551</a>	<code>DeleteAll</code>	Delete all elements from the collection. Objects are not destroyed.
<a href="#">545</a>	<code>Done</code>	Clean up collection, release all memory.
<a href="#">556</a>	<code>Error</code>	Set error code.
<a href="#">548</a>	<code>FirstThat</code>	Return first item which matches a test.
<a href="#">555</a>	<code>ForEach</code>	Execute procedure for each item in the list.
<a href="#">552</a>	<code>Free</code>	Free item from collection, calling it's destructor.
<a href="#">550</a>	<code>FreeAll</code>	Release all objects from the collection.
<a href="#">554</a>	<code>FreeItem</code>	Destroy a non-nil item.
<a href="#">547</a>	<code>GetItem</code>	Read one item off the stream.
<a href="#">546</a>	<code>IndexOf</code>	Find the position of a certain item.
<a href="#">544</a>	<code>Init</code>	Instantiate a new collection.
<a href="#">552</a>	<code>Insert</code>	Insert a new item in the collection at the end.
<a href="#">548</a>	<code>LastThat</code>	Return last item which matches a test.
<a href="#">545</a>	<code>Load</code>	Initialize a new collection and load collection from a stream.
<a href="#">549</a>	<code>Pack</code>	Remove all <code>&gt;Nil</code> pointers from the collection.
<a href="#">558</a>	<code>PutItem</code>	Put one item on the stream
<a href="#">556</a>	<code>SetLimit</code>	Set maximum number of elements in the collection.
<a href="#">558</a>	<code>Store</code>	Write collection to a stream.

### 67.5.3 TCollection.Init

Synopsis: Instantiate a new collection.

Declaration: `constructor Init (ALimit: Sw_Integer;ADelta: Sw_Integer)`

Visibility: default

Description: `Init` initializes a new instance of a collection. It sets the (initial) maximum number of items in the collection to `ALimit`. `ADelta` is the increase size : The number of memory places that will be allocated in case `ALimit` is reached, and another element is added to the collection.

For an example, see `TCollection.ForEach` ([555](#)).

Errors: None.

See also: `TCollection.Load` ([545](#)), `TCollection.Done` ([545](#))

### 67.5.4 TCollection.Load

Synopsis: Initialize a new collection and load collection from a stream.

Declaration: constructor Load(var S: TStream)

Visibility: default

Description: Load initializes a new instance of a collection. It reads from stream S the item count, the item limit count, and the increase size. After that, it reads the specified number of items from the stream.

Errors: Errors returned can be those of GetItem (547).

See also: TCollection.Init (544), TCollection.GetItem (547), TCollection.Done (545)

**Listing:** ./objectex/ex22.pp

---

**Program** ex22;

*{ Program to demonstrate the TCollection.Load method }*

**Uses** Objects, MyObject; *{ For TMyObject definition and registration }*

**Var** C : PCollection;  
       M : PMyObject;  
       I : Longint;  
       S : PMemoryStream;

**begin**

  C:=**New**(PCollection, Init(100,10));

**For** I:=1 **to** 100 **do**

**begin**

      M:=**New**(PMyObject, Init);

      M^.SetField(100-I);

      C^.Insert(M);

**end**;

**WriteLn** ('Inserted ', C^.Count, ' objects');

  S:=**New**(PMemoryStream, Init(1000,10));

  C^.Store(S^);

  C^.FreeAll;

**Dispose**(C, Done);

  S^.Seek(0);

  C^.Load(S^);

**WriteLn** ('Read ', C^.Count, ' objects from stream.');

**Dispose**(S, Done);

**Dispose**(C, Done);

**end.**

---

### 67.5.5 TCollection.Done

Synopsis: Clean up collection, release all memory.

Declaration: destructor Done; Virtual

Visibility: default

Description: Done frees all objects in the collection, and then releases all memory occupied by the instance.

For an example, see TCollection.ForEach (555).

Errors: None.

See also: `TCollection.Init` (544), `TCollection.FreeAll` (550)

### 67.5.6 `TCollection.At`

Synopsis: Return the item at a certain index.

Declaration: `function At(Index: Sw_Integer) : Pointer`

Visibility: default

Description: `At` returns the item at position `Index`.

Errors: If `Index` is less than zero or larger than the number of items in the collection, `seep{Error}{TCollection.Error}` is called with `coIndexError` and `Index` as arguments, resulting in a run-time error.

See also: `TCollection.Insert` (552)

**Listing:** `./objectex/ex23.pp`

---

**Program** `ex23`;

*{ Program to demonstrate the TCollection.At method }*

**Uses** `Objects, MyObject`; *{ For TMyObject definition and registration }*

**Var** `C` : `PCollection`;  
       `M` : `PMMyObject`;  
       `I` : `Longint`;

**begin**  
   `C:=New(PCollection, Init(100,10));`  
   **For** `I:=1 to 100 do`  
     **begin**  
       `M:=New(PMyObject, Init);`  
       `M^.SetField(100-I);`  
       `C^.Insert(M);`  
     **end**;  
   **For** `I:=0 to C^.Count-1 do`  
     **begin**  
       `M:=C^.At(I);`  
       `Writeln('Object ',i,' has field : ',M^.GetField);`  
     **end**;  
   `C^.FreeAll;`  
   `Dispose(C, Done);`  
**end.**

---

### 67.5.7 `TCollection.IndexOf`

Synopsis: Find the position of a certain item.

Declaration: `function IndexOf(Item: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `IndexOf` returns the index of `Item` in the collection. If `Item` isn't present in the collection, -1 is returned.

Errors: If the item is not present, -1 is returned.

See also: `TCollection.At` (546), `TCollection.GetItem` (547), `TCollection.Insert` (552)

**Listing:** ./objectex/ex24.pp

---

**Program** ex24;

*{ Program to demonstrate the TCollection.IndexOf method }*

**Uses** Objects, MyObject; *{ For TMyObject definition and registration }*

**Var** C : PCollection;  
       M, Keep : PMyObject;  
       I : Longint;

**begin**

**Randomize**;

  C:=**New**(PCollection, Init(100,10));

  Keep:=**Nil**;

**For** I:=1 **to** 100 **do**

**begin**

      M:=**New**(PMyObject, Init);

      M^.SetField(I-1);

**If** **Random**<0.1 **then**

        Keep:=M;

      C^.Insert(M);

**end**;

**If** Keep=**Nil** **then**

**begin**

**Writeln** ( 'Please run again. No object selected' );

**Halt** (1);

**end**;

**Writeln** ( 'Selected object has field : ', Keep^.GetField );

**Write** ( 'Selected object has index : ', C^.IndexOf(Keep) );

**Writeln** ( ' should match it's field.' );

  C^.FreeAll;

**Dispose**(C, Done);

**end**.

---

### 67.5.8 TCollection.GetItem

Synopsis: Read one item off the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a single item off the stream S, and returns a pointer to this item. This method is used internally by the `Load` method, and should not be used directly.

Errors: Possible errors are the ones from `TStream.Get` (585).

See also: `TStream.Get` (585), `TCollection.Store` (558)

### 67.5.9 TCollection.LastThat

Synopsis: Return last item which matches a test.

Declaration: `function LastThat (Test: CodePointer) : Pointer`

Visibility: default

Description: This function returns the last item in the collection for which `Test` returns a non-nil result. `Test` is a function that accepts 1 argument: a pointer to an object, and that returns a pointer as a result.

Errors: None.

See also: `TCollection.FirstThat` ([548](#))

**Listing:** ./objectex/ex25.pp

---

**Program** ex21;

*{ Program to demonstrate the TCollection.Foreach method }*

**Uses** Objects, MyObject; *{ For TMyObject definition and registration }*

**Var** C : PCollection;  
       M : PMyObject;  
       I : Longint;

**Function** CheckField (Dummy: Pointer; P : PMyObject) : Longint;

**begin**  
     **If** P^.GetField < 56 **then**  
         CheckField := 1  
     **else**  
         CheckField := 0;  
**end**;

**begin**  
     C := **New**(PCollection, Init(100, 10));  
     **For** I := 1 **to** 100 **do**  
         **begin**  
             M := **New**(PMyObject, Init);  
             M^.SetField(I);  
             C^.Insert(M);  
         **end**;  
     **WriteLn** ('Inserted ', C^.Count, ' objects');  
     **WriteLn** ('Last one for which Field < 56 has index (should be 54) : ',  
             C^.IndexOf(C^.LastThat(@CheckField)));  
     C^.FreeAll;  
     **Dispose**(C, Done);  
**end**.

---

### 67.5.10 TCollection.FirstThat

Synopsis: Return first item which matches a test.

Declaration: `function FirstThat (Test: CodePointer) : Pointer`

Visibility: default

**Description:** This function returns the first item in the collection for which `Test` returns a non-nil result. `Test` is a function that accepts 1 argument: a pointer to an object, and that returns a pointer as a result.

**Errors:** None.

**See also:** `TCollection.LastThat` ([548](#))

**Listing:** `./objectex/ex26.pp`

---

**Program** `ex21`;

*{ Program to demonstrate the TCollection.FirstThat method }*

**Uses** `Objects, MyObject`; *{ For TMyObject definition and registration }*

**Var** `C` : `PCollection`;  
       `M` : `PMMyObject`;  
       `I` : `Longint`;

**Function** `CheckField` (`Dummy`: `Pointer`; `P` : `PMMyObject`) : `Longint`;

**begin**  
     **If** `P^.GetField > 56` **then**  
         `Checkfield := 1`  
     **else**  
         `CheckField := 0`;  
**end**;

**begin**  
     `C := New(PCollection, Init(100, 10));`  
     **For** `I := 1` **to** `100` **do**  
         **begin**  
             `M := New(PMyObject, Init);`  
             `M^.SetField(I);`  
             `C^.Insert(M);`  
         **end**;  
     **Writeln** ('Inserted ', `C^.Count`, ' objects');  
     **Writeln** ('first one for which Field > 56 has index (should be 56) : ',  
               `C^.IndexOf(C^.FirstThat(@CheckField))`);  
     `C^.FreeAll`;  
     **Dispose**(`C`, `Done`);  
**end**.

---

### 67.5.11 TCollection.Pack

**Synopsis:** Remove all `>Nil` pointers from the collection.

**Declaration:** `procedure Pack`

**Visibility:** `default`

**Description:** `Pack` removes all `Nil` pointers from the collection, and adjusts `Count` to reflect this change. No memory is freed as a result of this call. In order to free any memory, you can call `SetLimit` with an argument of `Count` after a call to `Pack`.

**Errors:** None.

**See also:** `TCollection.SetLimit` ([556](#))

**Listing:** ./objectex/ex26.pp

---

**Program** ex21;

*{ Program to demonstrate the TCollection.FirstThat method }*

**Uses** Objects, MyObject; *{ For TMyObject definition and registration }*

**Var** C : PCollection;  
       M : PMyObject;  
       I : Longint;

**Function** CheckField (Dummy: Pointer; P : PMyObject) : Longint;

**begin**

**If** P^.GetField > 56 **then**  
     Checkfield := 1

**else**  
     CheckField := 0;

**end**;

**begin**

  C := **New**(PCollection, Init(100, 10));

**For** I := 1 **to** 100 **do**

**begin**

      M := **New**(PMyObject, Init);

      M^.SetField(I);

      C^.Insert(M);

**end**;

**WriteLn** ('Inserted ', C^.Count, ' objects');

**WriteLn** ('first one for which Field > 56 has index (should be 56) : ',  
           C^.IndexOf(C^.FirstThat(@CheckField)));

  C^.FreeAll;

**Dispose**(C, Done);

**end**.

---

### 67.5.12 TCollection.FreeAll

**Synopsis:** Release all objects from the collection.

**Declaration:** procedure FreeAll

**Visibility:** default

**Description:** FreeAll calls the destructor of each object in the collection. It doesn't release any memory occupied by the collection itself, but it does set Count to zero.

**See also:** TCollection.DeleteAll ([551](#)), TCollection.FreeItem ([554](#))

**Listing:** ./objectex/ex28.pp

---

**Program** ex28;

*{ Program to demonstrate the TCollection.FreeAll method }*

**Uses** Objects, MyObject; *{ For TMyObject definition and registration }*

**Var** C : PCollection;

```

M : PMyObject;
I : Longint;

begin
  Randomize;
  C:=New( PCollection , Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(I-1);
      C^.Insert(M);
    end;
  Writeln ( 'Added 100 Items. ');
  C^.FreeAll;
  Writeln ( 'Freed all objects. ');
  Dispose(C,Done);
end.

```

---

### 67.5.13 TCollection.DeleteAll

Synopsis: Delete all elements from the collection. Objects are not destroyed.

Declaration: `procedure DeleteAll`

Visibility: `default`

Description: `DeleteAll` deletes all elements from the collection. It just sets the `Count` variable to zero. Contrary to `FreeAll` (550), `DeleteAll` doesn't call the destructor of the objects.

Errors: None.

See also: `TCollection.FreeAll` (550), `TCollection.Delete` (553)

**Listing:** `./objectex/ex29.pp`

---

**Program** `ex29`;

```

{
  Program to demonstrate the TCollection.DeleteAll method
  Compare with example 28, where FreeAll is used.
}

```

**Uses** `Objects, MyObject; { For TMyObject definition and registration }`

```

Var C : PCollection;
      M : PMyObject;
      I : Longint;

```

```

begin
  Randomize;
  C:=New( PCollection , Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(I-1);
      C^.Insert(M);
    end;
  Writeln ( 'Added 100 Items. ');

```



```

C^.DeleteAll;
WriteLn ( 'Deleted all objects.' );
Dispose (C,Done);
end.

```

---

#### 67.5.14 TCollection.Free

Synopsis: Free item from collection, calling it's destructor.

Declaration: `procedure Free (Item: Pointer)`

Visibility: default

Description: `Free` Deletes `Item` from the collection, and calls the destructor `Done` of the object.

Errors: If the `Item` is not in the collection, `Error` will be called with `coIndexError`.

See also: `TCollection.FreeItem` ([554](#))

**Listing:** `./objectex/ex30.pp`

---

```

Program ex30;

{ Program to demonstrate the TCollection.Free method }

Uses Objects,MyObject; { For TMyObject definition and registration }

Var C : PCollection;
    M : PMyObject;
    I : Longint;

begin
    Randomize;
    C:=New (PCollection, Init (120,10));
    For I:=1 to 100 do
        begin
            M:=New (PMyObject, Init);
            M^.SetField (I-1);
            C^.Insert (M);
        end;
    WriteLn ( 'Added 100 Items.' );
    With C^ do
        While Count>0 do Free (At (Count-1));
    WriteLn ( 'Freed all objects.' );
    Dispose (C,Done);
end.

```

---

#### 67.5.15 TCollection.Insert

Synopsis: Insert a new item in the collection at the end.

Declaration: `procedure Insert (Item: Pointer); Virtual`

Visibility: default

Description: `Insert` inserts `Item` in the collection. `TCollection` inserts this item at the end, but descendent objects may insert it at another place.

Errors: None.

See also: `TCollection.AtInsert` (557), `TCollection.AtPut` (557)

### 67.5.16 `TCollection.Delete`

Synopsis: Delete an item from the collection, but does not destroy it.

Declaration: `procedure Delete(Item: Pointer)`

Visibility: default

Description: `Delete` deletes `Item` from the collection. It doesn't call the item's destructor, though. For this the `Free` (552) call is provided.

Errors: If the `Item` is not in the collection, `Error` will be called with `coIndexError`.

See also: `TCollection.AtDelete` (554), `TCollection.Free` (552)

**Listing:** `./objectex/ex31.pp`

---

**Program** `ex31`;

*{ Program to demonstrate the TCollection.Delete method }*

**Uses** `Objects, MyObject`; *{ For TMyObject definition and registration }*

**Var** `C` : `PCollection`;  
       `M` : `PMMyObject`;  
       `I` : `Longint`;

**begin**  
     **Randomize**;  
     `C:=New(PCollection, Init(120,10));`  
     **For** `I:=1 to 100 do`  
       **begin**  
         `M:=New(PMyObject, Init);`  
         `M^.SetField(I-1);`  
         `C^.Insert(M);`  
       **end**;  
     **WriteLn** ( 'Added 100 Items. ' );  
     **With** `C^ do`  
       **While** `Count>0 do Delete(At(Count-1));`  
     **WriteLn** ( 'Freed all objects' );  
     **Dispose**(`C`, `Done`);  
**end.**

---

### 67.5.17 `TCollection.AtFree`

Synopsis: Free an item at the indicates position, calling it's destructor.

Declaration: `procedure AtFree(Index: Sw_Integer)`

Visibility: default

Description: `AtFree` deletes the item at position `Index` in the collection, and calls the item's destructor if it is not `Nil`.

Errors: If `Index` isn't valid then Error (556) is called with `CoIndexError`.

See also: `TCollection.Free` (552), `TCollection.AtDelete` (554)

**Listing:** ./objectex/ex32.pp

---

```

Program ex32;

  { Program to demonstrate the TCollection.AtFree method }

Uses Objects, MyObject; { For TMyObject definition and registration }

Var C : PCollection;
      M : PMyObject;
      I : Longint;

begin
  Randomize;
  C:=New( PCollection, Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New( PMyObject, Init );
      M^.SetField(I-1);
      C^.Insert(M);
    end;
  Writeln ( 'Added 100 Items' );
  With C^ do
    While Count>0 do AtFree(Count-1);
  Writeln ( 'Freed all objects.' );
  Dispose(C,Done);
end.

```

---

### 67.5.18 TCollection.FreeItem

Synopsis: Destroy a non-nil item.

Declaration: `procedure FreeItem(Item: Pointer); Virtual`

Visibility: default

Description: `FreeItem` calls the destructor of `Item` if it is not nil.

**Remark:** This function is used internally by the `TCollection` object, and should not be called directly.

Errors: None.

See also: `TCollection.Free` (552), `TCollection.AtFree` (553)

### 67.5.19 TCollection.AtDelete

Synopsis: Delete item at certain position.

Declaration: `procedure AtDelete(Index: Sw_Integer)`

Visibility: default

Description: `AtDelete` deletes the pointer at position `Index` in the collection. It doesn't call the object's destructor.

Errors: If `Index` isn't valid then Error (556) is called with `CoIndexError`.

See also: `TCollection.Delete` (553)

**Listing:** ./objectex/ex33.pp

---

```

Program ex33;

{ Program to demonstrate the TCollection.AtDelete method }

Uses Objects, MyObject; { For TMyObject definition and registration }

Var C : PCollection;
    M : PMyObject;
    I : Longint;

begin
  Randomize;
  C:=New( PCollection, Init(120,10));
  For I:=1 to 100 do
    begin
      M:=New( PMyObject, Init );
      M^. SetField (I-1);
      C^. Insert (M);
    end;
    WriteLn ( 'Added 100 Items. ');
    With C^ do
      While Count>0 do AtDelete(Count-1);
    WriteLn ( 'Freed all objects. ');
    Dispose(C,Done);
end.
```

---

### 67.5.20 TCollection.ForEach

Synopsis: Execute procedure for each item in the list.

Declaration: `procedure ForEach(Action: CodePointer)`

Visibility: default

Description: `ForEach` calls `Action` for each element in the collection, and passes the element as an argument to `Action`.

`Action` is a procedural type variable that accepts a pointer as an argument.

Errors: None.

See also: `TCollection.FirstThat` (548), `TCollection.LastThat` (548)

**Listing:** ./objectex/ex21.pp

---

```

Program ex21;

{ Program to demonstrate the TCollection.Foreach method }

Uses Objects, MyObject; { For TMyObject definition and registration }

Var C : PCollection;
```

```

    M : PMyObject;
    I : Longint;

Procedure PrintField (Dummy: Pointer;P : PMyObject);

begin
    Writeln ( 'Field : ',P^.GetField);
end;

begin
    C:=New( PCollection , Init(100,10));
    For I:=1 to 100 do
        begin
            M:=New(PMyObject, Init);
            M^.SetField(100-I);
            C^.Insert(M);
        end;
        Writeln ( 'Inserted ',C^.Count, ' objects ');
        C^.ForEach( @PrintField );
        C^.FreeAll;
        Dispose(C, Done);
    end.

```

---

### 67.5.21 TCollection.SetLimit

Synopsis: Set maximum number of elements in the collection.

Declaration: `procedure SetLimit(ALimit: Sw_Integer); Virtual`

Visibility: default

Description: `SetLimit` sets the maximum number of elements in the collection. `ALimit` must not be less than `Count`, and should not be larger than `MaxCollectionSize`

For an example, see Pack (549).

Errors: None.

See also: `TCollection.Init` (544)

### 67.5.22 TCollection.Error

Synopsis: Set error code.

Declaration: `procedure Error(Code: Integer;Info: Integer); Virtual`

Visibility: default

Description: `Error` is called by the various `TCollection` methods in case of an error condition. The default behaviour is to make a call to `RunError` with an error of 212-Code.

This method can be overridden by descendent objects to implement a different error-handling.

See also: `Abstract` (533)

### 67.5.23 TCollection.AtPut

Synopsis: Set collection item, overwriting an existing value.

Declaration: `procedure AtPut (Index: Sw_Integer; Item: Pointer)`

Visibility: default

Description: `AtPut` sets the element at position `Index` in the collection to `Item`. Any previous value is overwritten.

For an example, see `Pack` (549).

Errors: If `Index` isn't valid then `Error` (556) is called with `CoIndexError`.

### 67.5.24 TCollection.AtInsert

Synopsis: Insert an element at a certain position in the collection.

Declaration: `procedure AtInsert (Index: Sw_Integer; Item: Pointer)`

Visibility: default

Description: `AtInsert` inserts `Item` in the collection at position `Index`, shifting all elements by one position. In case the current limit is reached, the collection will try to expand with a call to `SetLimit`

Errors: If `Index` isn't valid then `Error` (556) is called with `CoIndexError`. If the collection fails to expand, then `coOverflow` is passed to `Error`.

See also: `TCollection.Insert` (552)

**Listing:** `./objectex/ex34.pp`

---

**Program** `ex34`;

*{ Program to demonstrate the TCollection.AtInsert method }*

**Uses** `Objects, MyObject`; *{ For TMyObject definition and registration }*

**Var** `C` : `PCollection`;  
       `M` : `PMMyObject`;  
       `I` : `Longint`;

**Procedure** `PrintField` (`Dummy`: `Pointer`; `P` : `PMMyObject`);

**begin**  
     `WriteLn` ( 'Field : ', `P`^.`GetField` );  
**end**;

**begin**  
     `Randomize`;  
     `C` := `New`(`PCollection`, `Init`(120, 10));  
     `WriteLn` ( 'Inserting 100 records at random places.' );  
     **For** `I` := 1 **to** 100 **do**  
         **begin**  
             `M` := `New`(`PMMyObject`, `Init` );  
             `M`^.`SetField`(`I` - 1);  
             **If** `I` = 1 **then**  
                 `C`^.`Insert`(`M`)  
         **end**

```

    else
      With C^ do
        AtInsert(Random(Count),M);
      end;
      WriteLn ('Values : ');
      C^.Foreach (@PrintField);
      Dispose(C,Done);
    end.

```

---

### 67.5.25 TCollection.Store

Synopsis: Write collection to a stream.

Declaration: `procedure Store(var S: TStream)`

Visibility: default

Description: `Store` writes the collection to the stream `S`. It does this by writeing the current `Count`, `Limit` and `Delta` to the stream, and then writing each item to the stream.

The contents of the stream are then suitable for instantiating another collection with `Load` ([545](#)).

For an example, see `TCollection.Load` ([545](#)).

Errors: Errors returned are those by `TStream.Put` ([590](#)).

See also: `TCollection.Load` ([545](#)), `TCollection.PutItem` ([558](#))

### 67.5.26 TCollection.PutItem

Synopsis: Put one item on the stream

Declaration: `procedure PutItem(var S: TStream;Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes `Item` to stream `S`. This method is used internaly by the `TCollection` object, and should not be called directly.

Errors: Errors are those returned by `TStream.Put` ([590](#)).

See also: `Store` ([558](#)), `GetItem` ([547](#))

## 67.6 TDosStream

### 67.6.1 Description

`TDosStream` is a stream that stores it's contents in a file. it overrides a couple of methods of `TStream` ([585](#)) for this.

In addition to the fields inherited from `TStream` (see `TStream` ([585](#))), there are some extra fields, that describe the file. (mainly the name and the OS file handle)

No buffering in memory is done when using `TDosStream`. All data are written directly to the file. For a stream that buffers in memory, see `TBufStream` ([540](#)).

### 67.6.2 Method overview

Page	Method	Description
<a href="#">560</a>	Close	Close the file.
<a href="#">559</a>	Done	Closes the file and cleans up the instance.
<a href="#">559</a>	Init	Instantiate a new instance of TDosStream.
<a href="#">562</a>	Open	Open the file stream
<a href="#">562</a>	Read	Read data from the stream to a buffer.
<a href="#">561</a>	Seek	Set file position.
<a href="#">560</a>	Truncate	Truncate the file on the current position.
<a href="#">563</a>	Write	Write data from a buffer to the stream.

### 67.6.3 TDosStream.Init

Synopsis: Instantiate a new instance of TDosStream.

Declaration: `constructor Init (FileName: FNameStr; Mode: Word)`

Visibility: default

Description: `Init` instantiates an instance of `TDosStream`. The name of the file that contains (or will contain) the data of the stream is given in `FileName`. The `Mode` parameter determines whether a new file should be created and what access rights you have on the file. It can be one of the following constants:

**stCreate** Creates a new file.

**stOpenRead** Read access only.

**stOpenWrite** Write access only.

**stOpenRead** and write access.

For an example, see `TDosStream.Truncate` ([560](#)).

Errors: On error, `Status` (??) is set to `stInitError`, and `ErrorInfo` is set to the dos error code.

See also: `TDosStream.Done` ([559](#))

### 67.6.4 TDosStream.Done

Synopsis: Closes the file and cleans up the instance.

Declaration: `destructor Done; Virtual`

Visibility: default

Description: `Done` closes the file if it was open and cleans up the instance of `TDosStream`.  
for an example, see e.g. `TDosStream.Truncate` ([560](#)).

Errors: None.

See also: `TDosStream.Init` ([559](#)), `TDosStream.Close` ([560](#))



### 67.6.5 TDosStream.Close

Synopsis: Close the file.

Declaration: `procedure Close; Virtual`

Visibility: `default`

Description: `Close` closes the file if it was open, and sets `Handle` to -1. Contrary to `Done` (559) it does not clean up the instance of `TDosStream`

For an example, see `TDosStream.Open` (562).

Errors: None.

See also: `TStream.Close` (589), `TDosStream.Init` (559), `TDosStream.Done` (559)

### 67.6.6 TDosStream.Truncate

Synopsis: Truncate the file on the current position.

Declaration: `procedure Truncate; Virtual`

Visibility: `default`

Description: If the status of the stream is `stOK`, then `Truncate` tries to truncate the stream size to the current file position.

Errors: If an error occurs, the stream's status is set to `stError` and `ErrorInfo` is set to the OS error code.

See also: `TStream.Truncate` (590), `TStream.GetSize` (587)

**Listing:** `./objectex/ex16.pp`

---

**Program** `ex16;`

*{ Program to demonstrate the TStream.Truncate method }*

**Uses** `Objects;`

**Var** `L : String;`  
`P : PString;`  
`S : PDosStream; { Only one with Truncate implemented. }`

**begin**

```

L:= 'Some constant string';
{ Buffer size of 100 }
S:=New(PDosStream, Init('test.dat', stcreate));
Writeln ('Writing "', L, '" to stream with handle ', S.Handle);
S^.WriteStr(@L);
S^.WriteStr(@L);
{ Close calls flush first }
S^.Close;
S^.Open (stOpen);
Writeln ('Size of stream is : ', S.GetSize);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
Writeln ('Read "', L, '" from stream with handle ', S.Handle);

```

---

```

S^.Truncate;
Writeln ( 'Truncated stream. Size is : ',S^.GetSize);
S^.Close;
Dispose (S,Done);
end.

```

---

### 67.6.7 TDosStream.Seek

Synopsis: Set file position.

Declaration: `procedure Seek(Pos: LongInt); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, then `Seek` sets the file position to `Pos`. `Pos` is a zero-based offset, counted from the beginning of the file.

Errors: In case an error occurs, the stream's status is set to `stSeekError`, and the OS error code is stored in `ErrorInfo`.

See also: `TStream.Seek` ([591](#)), `TStream.GetPos` ([587](#))

**Listing:** `./objectex/ex17.pp`

---

```

Program ex17;

{ Program to demonstrate the TStream.Seek method }

Uses Objects;

Var L : String;
    Marker : Word;
    P : PString;
    S : PDosStream;

begin
  L:= 'Some constant string';
  { Buffer size of 100 }
  S:=New(PDosStream, Init( 'test.dat', stcreate));
  Writeln ( 'Writing "',L, '" to stream.' );
  S^.WriteStr(@L);
  Marker:=S^.GetPos;
  Writeln ( 'Set marker at ',Marker);
  L:= 'Some other constant String';
  Writeln ( 'Writing "',L, '" to stream.' );
  S^.WriteStr(@L);
  S^.Close;
  S^.Open (stOpenRead);
  Writeln ( 'Size of stream is : ',S^.GetSize);
  Writeln ( 'Seeking to marker');
  S^.Seek(Marker);
  P:=S^.ReadStr;
  L:=P^;
  DisposeStr(P);
  Writeln ( 'Read "',L, '" from stream.' );
  S^.Close;
  Dispose (S,Done);
end.

```

---

### 67.6.8 TDosStream.Open

Synopsis: Open the file stream

Declaration: `procedure Open (OpenMode: Word); Virtual`

Visibility: default

Description: If the stream's status is `stOK`, and the stream is closed then `Open` re-opens the file stream with mode `OpenMode`. This call can be used after a `Close` (560) call.

Errors: If an error occurs when re-opening the file, then `Status` is set to `stOpenError`, and the OS error code is stored in `ErrorInfo`

See also: `TStream.Open` (589), `TDosStream.Close` (560)

**Listing:** `./objectex/ex14.pp`

---

**Program** `ex14;`

*{ Program to demonstrate the TStream.Close method }*

**Uses** `Objects;`

**Var** `L : String;`  
       `P : PString;`  
       `S : PDosStream; { Only one with Close implemented. }`

**begin**

```

L:= 'Some constant string';
S:=New(PDosStream, Init('test.dat', stcreate));
Writeln ('Writing "', L, '" to stream with handle ', S^.Handle);
S^.WriteStr(@L);
S^.Close;
Writeln ('Closed stream. File handle is ', S^.Handle);
S^.Open (stOpenRead);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
Writeln ('Read "', L, '" from stream with handle ', S^.Handle);
S^.Close;
Dispose (S, Done);

```

**end.**

---

### 67.6.9 TDosStream.Read

Synopsis: Read data from the stream to a buffer.

Declaration: `procedure Read (var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Read` will read `Count` bytes from the stream and place them in `Buf`.

For an example, see `TStream.Read` (592).

Errors: In case of an error, `Status` is set to `StReadError`, and `ErrorInfo` gets the OS specific error, or 0 when an attempt was made to read beyond the end of the stream.

See also: `TStream.Read` (592), `TDosStream.Write` (563)

### 67.6.10 TDosStream.Write

Synopsis: Write data from a buffer to the stream.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: If the Stream is open and the stream status is `stOK` then `Write` will write `Count` bytes from `Buf` and place them in the stream.

For an example, see `TStream.Read` (592).

Errors: In case of an error, `Status` is set to `StWriteError`, and `ErrorInfo` gets the OS specific error.

See also: `TStream.Write` (592), `TDosStream.Read` (562)

## 67.7 TMemoryStream

### 67.7.1 Description

The `TMemoryStream` object implements a stream that stores its data in memory. The data is stored on the heap, with the possibility to specify the maximum amount of data, and the size of the memory blocks being used.

See also: `TStream` (585)

### 67.7.2 Method overview

Page	Method	Description
<a href="#">564</a>	<code>Done</code>	Clean up memory and destroy the object instance.
<a href="#">563</a>	<code>Init</code>	Initialize memory stream, reserves memory for stream data.
<a href="#">565</a>	<code>Read</code>	Read data from the stream to a location in memory.
<a href="#">564</a>	<code>Truncate</code>	Set the stream size to the current position.
<a href="#">565</a>	<code>Write</code>	Write data to the stream.

### 67.7.3 TMemoryStream.Init

Synopsis: Initialize memory stream, reserves memory for stream data.

Declaration: `constructor Init(ALimit: LongInt; ABlockSize: Word)`

Visibility: default

Description: `Init` instantiates a new `TMemoryStream` object. The `memorystreamobject` will initially allocate at least `ALimit` bytes memory, divided into memory blocks of size `ABlockSize`. The number of blocks needed to get to `ALimit` bytes is rounded up.

By default, the number of blocks is 1, and the size of a block is 8192. This is selected if you specify 0 as the `blocksize`.

For an example, see e.g. `TStream.CopyFrom` (593).

Errors: If the stream cannot allocate the initial memory needed for the memory blocks, then the stream's status is set to `stInitError`.

See also: `TMemoryStream.Done` (564)

### 67.7.4 TMemoryStream.Done

Synopsis: Clean up memory and destroy the object instance.

Declaration: `destructor Done; Virtual`

Visibility: `default`

Description: `Done` releases the memory blocks used by the stream, and then cleans up the memory used by the stream object itself.

For an example, see e.g `TStream.CopyFrom` ([593](#)).

Errors: `None`.

See also: `TMemoryStream.Init` ([563](#))

### 67.7.5 TMemoryStream.Truncate

Synopsis: Set the stream size to the current position.

Declaration: `procedure Truncate; Virtual`

Visibility: `default`

Description: `Truncate` sets the size of the memory stream equal to the current position. It de-allocates any memory-blocks that are no longer needed, so that the new size of the stream is the current position in the stream, rounded up to the first multiple of the stream blocksize.

Errors: If an error occurs during memory de-allocation, the stream's status is set to `stError`

See also: `TStream.Truncate` ([590](#))

**Listing:** `./objectex/ex20.pp`

---

**Program** `ex20;`

*{ Program to demonstrate the TMemoryStream.Truncate method }*

**Uses** `Objects;`

**Var** `L : String;`  
`P : PString;`  
`S : PMemoryStream;`  
`I : Longint;`

**begin**

```

L:= 'Some constant string';
{ Buffer size of 100 }
S:=New(PMemoryStream, Init(1000,100));
Writeln ( 'Writing 100 times "',L,'" to stream.' );
For I:=1 to 100 do
  S^.WriteStr(@L);
Writeln ( 'Finished.' );
S^.Seek(100);
S^.Truncate;
Writeln ( 'Truncated at byte 100.' );
Dispose (S,Done);
Writeln ( 'Finished.' );

```

**end.**

---

### 67.7.6 TMemoryStream.Read

Synopsis: Read data from the stream to a location in memory.

Declaration: `procedure Read(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: Read reads Count bytes from the stream to Buf. It updates the position of the stream.

For an example, see TStream.Read (592).

Errors: If there is not enough data available, no data is read, and the stream's status is set to stReadError.

See also: TStream.Read (592), TMemoryStream.Write (565)

### 67.7.7 TMemoryStream.Write

Synopsis: Write data to the stream.

Declaration: `procedure Write(var Buf; Count: LongInt); Virtual`

Visibility: default

Description: Write copies Count bytes from Buf to the stream. It updates the position of the stream.

If not enough memory is available to hold the extra Count bytes, then the stream will try to expand, by allocating as much blocks with size BlkSize (as specified in the constructor call Init (563)) as needed.

For an example, see TStream.Read (592).

Errors: If the stream cannot allocate more memory, then the status is set to stWriteError

See also: TStream.Write (592), TMemoryStream.Read (565)

## 67.8 TObject

### 67.8.1 Description

This type serves as the basic object for all other objects in the Objects unit.

### 67.8.2 Method overview

Page	Method	Description
<a href="#">567</a>	Done	Destroy an object.
<a href="#">566</a>	Free	Destroy an object and release all memory.
<a href="#">565</a>	Init	Construct (initialize) a new object
<a href="#">566</a>	Is\_Object	Check whether a pointer points to an object.

### 67.8.3 TObject.Init

Synopsis: Construct (initialize) a new object

Declaration: `constructor Init`

Visibility: default

Description: Instantiates a new object of type `TObject`. It fills the instance up with Zero bytes.

For an example, see [Free \(566\)](#)

Errors: None.

See also: [TObject.Free \(566\)](#), [TObject.Done \(567\)](#)

#### 67.8.4 TObject.Free

Synopsis: Destroy an object and release all memory.

Declaration: `procedure Free`

Visibility: default

Description: `Free` calls the destructor of the object, and releases the memory occupied by the instance of the object.

Errors: No checking is performed to see whether `self` is `nil` and whether the object is indeed allocated on the heap.

See also: [TObject.Init \(565\)](#), [TObject.Done \(567\)](#)

**Listing:** `./objectex/ex7.pp`

---

```

program ex7;

  { Program to demonstrate the TObject.Free call }

Uses Objects;

Var O : TObject;

begin
  // Allocate memory for object.
  O:=New(TObject, Init);
  // Free memory of object.
  O^.free;
end.
```

---

#### 67.8.5 TObject.Is\_Object

Synopsis: Check whether a pointer points to an object.

Declaration: `function Is_Object(P: Pointer) : Boolean`

Visibility: default

Description: `Is_Object` returns `True` if the pointer `P` points to an instance of a `TObject` descendent, it returns `false` otherwise.

### 67.8.6 TObject.Done

Synopsis: Destroy an object.

Declaration: `destructor Done; Virtual`

Visibility: `default`

Description: `Done`, the destructor of `TObject` does nothing. It is mainly intended to be used in the `TObject.Free` (566) method.

The destructore `Done` does not free the memory occupied by the object.

Errors: `None`.

See also: `TObject.Free` (566), `TObject.Init` (565)

**Listing:** `./objectex/ex8.pp`

---

```

program ex8;

  { Program to demonstrate the TObject.Done call }

Uses Objects;

Var O : PObject;

begin
  // Allocate memory for object.
  O:=New(PObject, Init);
  O^.Done;
end.

```

---

## 67.9 TPoint

### 67.9.1 Description

Record describing a point in a 2 dimensional plane.

## 67.10 TRect

### 67.10.1 Description

Describes a rectangular region in a plane.

### 67.10.2 Method overview

Page	Method	Description
572	Assign	Set rectangle corners.
569	Contains	Determine if a point is inside the rectangle
569	Copy	Copy cornerpoints from another rectangle.
568	Empty	Is the surface of the rectangle zero
569	Equals	Do the corners of the rectangles match
572	Grow	Expand rectangle with certain size.
570	Intersect	Reduce rectangle to intersection with another rectangle
571	Move	Move rectangle along a vector.
570	Union	Enlarges rectangle to encompass another rectangle.

---



**67.10.3 TRect.Empty**

Synopsis: Is the surface of the rectangle zero

Declaration: `function Empty : Boolean`

Visibility: default

Description: `Empty` returns `True` if the rectangle defined by the corner points A, B has zero or negative surface.

Errors: None.

See also: `TRect.Equals` ([569](#)), `TRect.Contains` ([569](#))

**Listing:** `./objectex/ex1.pp`

---

**Program** `ex1`;

*{ Program to demonstrate TRect.Empty }*

**Uses** `objects`;

**Var** `ARect,BRect : TRect`;  
       `P : TPoint`;

**begin**

**With** `ARect.A` **do**

**begin**

`X:=10`;

`Y:=10`;

**end**;

**With** `ARect.B` **do**

**begin**

`X:=20`;

`Y:=20`;

**end**;

*{ Offset B by (5,5) }*

**With** `BRect.A` **do**

**begin**

`X:=15`;

`Y:=15`;

**end**;

**With** `BRect.B` **do**

**begin**

`X:=25`;

`Y:=25`;

**end**;

*{ Point }*

**With** `P` **do**

**begin**

`X:=15`;

`Y:=15`;

**end**;

**Writeln** ( 'A empty : ',`ARect.Empty`);

**Writeln** ( 'B empty : ',`BRect.Empty`);

**Writeln** ( 'A Equals B : ',`ARect.Equals(BRect)`);

**Writeln** ( 'A Contains (15,15) : ',`ARect.Contains(P)`);

**end.**

---

### 67.10.4 TRect.Equals

Synopsis: Do the corners of the rectangles match

Declaration: `function Equals(R: TRect) : Boolean`

Visibility: default

Description: `Equals` returns `True` if the rectangle has the same corner points A, B as the rectangle R, and `False` otherwise.

For an example, see `TRect.Empty` (568)

Errors: None.

See also: `TRect.Empty` (568), `TRect.Contains` (569)

### 67.10.5 TRect.Contains

Synopsis: Determine if a point is inside the rectangle

Declaration: `function Contains(P: TPoint) : Boolean`

Visibility: default

Description: `Contains` returns `True` if the point P is contained in the rectangle (including borders), `False` otherwise.

Errors: None.

See also: `TRect.Intersect` (570), `TRect.Equals` (569)

### 67.10.6 TRect.Copy

Synopsis: Copy cornerpoints from another rectangle.

Declaration: `procedure Copy(R: TRect)`

Visibility: default

Description: Assigns the rectangle R to the object. After the call to `Copy`, the rectangle R has been copied to the object that invoked `Copy`.

Errors: None.

See also: `TRect.Assign` (572)

**Listing:** `./objectex/ex2.pp`

---

**Program** `ex2`;

*{ Program to demonstrate TRect.Copy }*

**Uses** `objects`;

**Var** `ARect, BRect, CRect : TRect`;

**begin**

`ARect.Assign(10,10,20,20);`

`BRect.Assign(15,15,25,25);`

---

```

CRect.Copy(ARect);
If ARect.Equals(CRect) Then
  Writeln ( 'ARect equals CRect')
Else
  Writeln ( 'ARect does not equal CRect !');
end.

```

---

### 67.10.7 TRect.Union

Synopsis: Enlarges rectangle to encompass another rectangle.

Declaration: `procedure Union(R: TRect)`

Visibility: default

Description: `Union` enlarges the current rectangle so that it becomes the union of the current rectangle with the rectangle `R`.

Errors: None.

See also: `TRect.Intersect` ([570](#))

**Listing:** `./objectex/ex3.pp`

---

**Program** `ex3`;

*{ Program to demonstrate TRect.Union }*

**Uses** `objects`;

**Var** `ARect, BRect, CRect : TRect`;

**begin**

```

  ARect.Assign(10,10,20,20);
  BRect.Assign(15,15,25,25);
  { CRect is union of ARect and BRect }

```

```

  CRect.Assign(10,10,25,25);
  { Calculate it explicitly }

```

```

  ARect.Union(BRect);

```

```

  If ARect.Equals(CRect) Then
    Writeln ( 'ARect equals CRect')

```

```

  Else
    Writeln ( 'ARect does not equal CRect !');

```

```

end.

```

---

### 67.10.8 TRect.Intersect

Synopsis: Reduce rectangle to intersection with another rectangle

Declaration: `procedure Intersect(R: TRect)`

Visibility: default

Description: `Intersect` makes the intersection of the current rectangle with `R`. If the intersection is empty, then the rectangle is set to the empty rectangle at coordinate (0,0).

Errors: None.

See also: `TRect.Union` ([570](#))

**Listing:** ./objectex/ex4.pp

---

```

Program ex4;

{ Program to demonstrate TRect.Intersect }

Uses objects;

Var ARect, BRect, CRect : TRect;

begin
  ARect.Assign(10,10,20,20);
  BRect.Assign(15,15,25,25);
  { CRect is intersection of ARect and BRect }
  CRect.Assign(15,15,20,20);
  { Calculate it explicitly }
  ARect.Intersect(BRect);
  If ARect.Equals(CRect) Then
    Writeln ( 'ARect equals CRect' )
  Else
    Writeln ( 'ARect does not equal CRect !' );
  BRect.Assign(25,25,30,30);
  ARect.Intersect(BRect);
  If ARect.Empty Then
    Writeln ( 'ARect is empty' );
end.

```

---

### 67.10.9 TRect.Move

Synopsis: Move rectangle along a vector.

Declaration: `procedure Move(ADX: Sw_Integer; ADY: Sw_Integer)`

Visibility: default

Description: `Move` moves the current rectangle along a vector with components (ADX, ADY). It adds ADX to the X-coordinate of both corner points, and ADY to both end points.

Errors: None.

See also: `TRect.Grow` ([572](#))

**Listing:** ./objectex/ex5.pp

---

```

Program ex5;

{ Program to demonstrate TRect.Move }

Uses objects;

Var ARect, BRect : TRect;

```

---

```

begin
  ARect.Assign(10,10,20,20);
  ARect.Move(5,5);
  // Brect should be where new ARect is.
  BRect.Assign(15,15,25,25);
  If ARect.Equals(BRect) Then
    Writeln ('ARect equals BRect')
  Else
    Writeln ('ARect does not equal BRect !');
end.

```

---

### 67.10.10 TRect.Grow

Synopsis: Expand rectangle with certain size.

Declaration: `procedure Grow(ADX: Sw_Integer;ADY: Sw_Integer)`

Visibility: default

Description: `Grow` expands the rectangle with an amount `ADX` in the `X` direction (both on the left and right side of the rectangle, thus adding a length `2*ADX` to the width of the rectangle), and an amount `ADY` in the `Y` direction (both on the top and the bottom side of the rectangle, adding a length `2*ADY` to the height of the rectangle).

`ADX` and `ADY` can be negative. If the resulting rectangle is empty, it is set to the empty rectangle at `(0,0)`.

Errors: None.

See also: `TRect.Move` ([571](#))

**Listing:** `./objectex/ex6.pp`

---

```

Program ex6;

{ Program to demonstrate TRect.Grow }

Uses objects;

Var ARect,BRect : TRect;

begin
  ARect.Assign(10,10,20,20);
  ARect.Grow(5,5);
  // Brect should be where new ARect is.
  BRect.Assign(5,5,25,25);
  If ARect.Equals(BRect) Then
    Writeln ('ARect equals BRect')
  Else
    Writeln ('ARect does not equal BRect !');
end.

```

---

### 67.10.11 TRect.Assign

Synopsis: Set rectangle corners.

**Declaration:** `procedure Assign(XA: Sw_Integer; YA: Sw_Integer; XB: Sw_Integer;  
YB: Sw_Integer)`

**Visibility:** default

**Description:** `Assign` sets the corner points of the rectangle to `(XA, YA)` and `(Xb, Yb)`.

For an example, see `TRect.Copy` ([569](#)).

**Errors:** None.

See also: `TRect.Copy` ([569](#))

## 67.11 TResourceCollection

### 67.11.1 Description

A `TResourceCollection` manages a collection of resource names. It stores the position and the size of a resource, as well as the name of the resource. It stores these items in records that look like this:

```
TYPE
  TResourceItem = packed RECORD
    Posn: LongInt;
    Size: LongInt;
    Key : String;
  End;
  PResourceItem = ^TResourceItem;
```

It overrides some methods of `TStringCollection` in order to accomplish this.

**Remark:** Remark that the `TResourceCollection` manages the names of the resources and their associated positions and sizes, it doesn't manage the resources themselves.

### 67.11.2 Method overview

Page	Method	Description
<a href="#">574</a>	<code>FreeItem</code>	Release memory occupied by item.
<a href="#">574</a>	<code>GetItem</code>	Read an item from the stream.
<a href="#">573</a>	<code>KeyOf</code>	Return the key of an item in the collection.
<a href="#">574</a>	<code>PutItem</code>	Write an item to the stream.

### 67.11.3 TResourceCollection.KeyOf

**Synopsis:** Return the key of an item in the collection.

**Declaration:** `function KeyOf(Item: Pointer) : Pointer; Virtual`

**Visibility:** default

**Description:** `KeyOf` returns the key of an item in the collection. For resources, the key is a pointer to the string with the resource name.

**Errors:** None.

See also: `TStringCollection.Compare` ([594](#))

### 67.11.4 TResourceCollection.GetItem

Synopsis: Read an item from the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a resource item from the stream `S`. It reads the position, size and name from the stream, in that order. It DOES NOT read the resource itself from the stream.

The resulting item is not inserted in the collection. This call is mainly for internal use by the `TCollection.Load` (545) method.

Errors: Errors returned are those by `TStream.Read` (592)

See also: `TCollection.Load` (545), `TStream.Read` (592)

### 67.11.5 TResourceCollection.FreeItem

Synopsis: Release memory occupied by item.

Declaration: `procedure FreeItem(Item: Pointer); Virtual`

Visibility: default

Description: `FreeItem` releases the memory occupied by `Item`. It de-allocates the name, and then the resource item record.

It does NOT remove the item from the collection.

Errors: None.

See also: `TCollection.FreeItem` (554)

### 67.11.6 TResourceCollection.PutItem

Synopsis: Write an item to the stream.

Declaration: `procedure PutItem(var S: TStream; Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes `Item` to the stream `S`. It does this by writing the position and size and name of the resource item to the stream.

This method is used primarily by the `Store` (558) method.

Errors: Errors returned are those by `TStream.Write` (592).

See also: `TCollection.Store` (558)

## 67.12 TResourceFile

### 67.12.1 Description

`TResourceFile` (574) represents the resources in a binary file image.

**67.12.2 Method overview**

Page	Method	Description
<a href="#">575</a>	Count	Number of resources in the file
<a href="#">577</a>	Delete	Delete a resource from the file
<a href="#">575</a>	Done	Destroy the instance and remove it from memory.
<a href="#">576</a>	Flush	Writes the resources to the stream.
<a href="#">576</a>	Get	Return a resource by key name.
<a href="#">575</a>	Init	Instantiate a new instance.
<a href="#">576</a>	KeyAt	Return the key of the item at a certain position.
<a href="#">577</a>	Put	Set a resource by key name.
<a href="#">576</a>	SwitchTo	Write resources to a new stream.

**67.12.3 TResourceFile.Init**

Synopsis: Instantiate a new instance.

Declaration: `constructor Init (AStream: PStream)`

Visibility: default

Description: `Init` instantiates a new instance of a `TResourceFile` object. If `AStream` is not nil then it is considered as a stream describing an executable image on disk.

`Init` will try to position the stream on the start of the resources section, and read all resources from the stream.

Errors: None.

See also: `TResourceFile.Done` ([575](#))

**67.12.4 TResourceFile.Done**

Synopsis: Destroy the instance and remove it from memory.

Declaration: `destructor Done; Virtual`

Visibility: default

Description: `Done` cleans up the instance of the `TResourceFile` Object. If `Stream` was specified at initialization, then `Stream` is disposed of too.

Errors: None.

See also: `TResourceFile.Init` ([575](#))

**67.12.5 TResourceFile.Count**

Synopsis: Number of resources in the file

Declaration: `function Count : Sw_Integer`

Visibility: default

Description: `Count` returns the number of resources. If no resources were read, zero is returned.

Errors: None.

See also: `TResourceFile.Init` ([575](#))



**67.12.6 TResourceFile.KeyAt**

Synopsis: Return the key of the item at a certain position.

Declaration: `function KeyAt (I: Sw_Integer) : string`

Visibility: default

Description: `KeyAt` returns the key (the name) of the `I`-th resource.

Errors: In case `I` is invalid, `TCollection.Error` will be executed.

See also: `TResourceFile.Get` ([576](#))

**67.12.7 TResourceFile.Get**

Synopsis: Return a resource by key name.

Declaration: `function Get (Key: string) : PObject`

Visibility: default

Description: `Get` returns a pointer to a instance of a resource identified by `Key`. If `Key` cannot be found in the list of resources, then `Nil` is returned.

Errors: Errors returned may be those by `TStream.Get`

**67.12.8 TResourceFile.SwitchTo**

Synopsis: Write resources to a new stream.

Declaration: `function SwitchTo (AStream: PStream; Pack: Boolean) : PStream`

Visibility: default

Description: `SwitchTo` switches to a new stream to hold the resources in. `AStream` will be the new stream after the call to `SwitchTo`.

If `Pack` is true, then all the known resources will be copied from the current stream to the new stream (`AStream`). If `Pack` is False, then only the current resource is copied.

The return value is the value of the original stream: `Stream`.

The `Modified` flag is set as a consequence of this call.

Errors: Errors returned can be those of `TStream.Read` ([592](#)) and `TStream.Write` ([592](#)).

See also: `TResourceFile.Flush` ([576](#))

**67.12.9 TResourceFile.Flush**

Synopsis: Writes the resources to the stream.

Declaration: `procedure Flush`

Visibility: default

Description: If the `Modified` flag is set to `True`, then `Flush` writes the resources to the stream `Stream`. It sets the `Modified` flag to true after that.

Errors: Errors can be those by `TStream.Seek` ([591](#)) and `TStream.Write` ([592](#)).

See also: `TResourceFile.SwitchTo` ([576](#))

### 67.12.10 TResourceFile.Delete

Synopsis: Delete a resource from the file

Declaration: `procedure Delete(Key: string)`

Visibility: `default`

Description: `Delete` deletes the resource identified by `Key` from the collection. It sets the `Modified` flag to `true`.

Errors: `None`.

See also: `TResourceFile.Flush` ([576](#))

### 67.12.11 TResourceFile.Put

Synopsis: Set a resource by key name.

Declaration: `procedure Put(Item: PObject; Key: string)`

Visibility: `default`

Description: `Put` sets the resource identified by `Key` to `Item`. If no such resource exists, a new one is created. The item is written to the stream.

Errors: Errors returned may be those by `TStream.Put` ([590](#)) and `TStream.Seek`

See also: `Get` ([576](#))

## 67.13 TSortedCollection

### 67.13.1 Description

`TSortedCollection` is an abstract class, implementing a sorted collection. You should never use an instance of `TSortedCollection` directly, instead you should declare a descendent type, and override the `Compare` ([579](#)) method.

Because the collection is ordered, `TSortedCollection` overrides some `TCollection` methods, to provide faster routines for lookup.

The `Compare` ([579](#)) method decides how elements in the collection should be ordered. Since `TCollection` has no way of knowing how to order pointers, you must override the compare method.

Additionally, `TCollection` provides a means to filter out duplicates. if you set `Duplicates` to `False` (the default) then duplicates will not be allowed.

The example below defines a descendent of `TSortedCollection` which is used in the examples.

### 67.13.2 Method overview

Page	Method	Description
<a href="#">579</a>	Compare	Compare two items in the collection.
<a href="#">579</a>	IndexOf	Return index of an item in the collection.
<a href="#">578</a>	Init	Instantiates a new instance of a <code>TSortedCollection</code>
<a href="#">581</a>	Insert	Insert new item in collection.
<a href="#">578</a>	KeyOf	Return the key of an item
<a href="#">578</a>	Load	Instantiates a new instance of a <code>TSortedCollection</code> and loads it from stream.
<a href="#">580</a>	Search	Search for item with given key.
<a href="#">582</a>	Store	Write the collection to the stream.

### 67.13.3 TSortedCollection.Init

Synopsis: Instantiates a new instance of a `TSortedCollection`

Declaration: `constructor Init (ALimit: Sw_Integer; ADelta: Sw_Integer)`

Visibility: default

Description: `Init` calls the inherited constructor (see `TCollection.Init` ([544](#))) and sets the `Duplicates` flag to `false`.

You should not call this method directly, since `TSortedCollection` is a abstract class. Instead, the descendent classes should call it via the `inherited` keyword.

Errors: None.

See also: `TSortedCollection.Load` ([578](#)), `TCollection.Done` ([545](#))

### 67.13.4 TSortedCollection.Load

Synopsis: Instantiates a new instance of a `TSortedCollection` and loads it from stream.

Declaration: `constructor Load (var S: TStream)`

Visibility: default

Description: `Load` calls the inherited constructor (see `TCollection.Load` ([545](#))) and reads the `Duplicates` flag from the stream..

You should not call this method directly, since `TSortedCollection` is a abstract class. Instead, the descendent classes should call it via the `inherited` keyword.

For an example, see `TCollection.Load` ([545](#)).

Errors: None.

See also: `TSortedCollection.Init` ([578](#)), `TCollection.Done` ([545](#))

### 67.13.5 TSortedCollection.KeyOf

Synopsis: Return the key of an item

Declaration: `function KeyOf (Item: Pointer) : Pointer; Virtual`

Visibility: default

**Description:** `KeyOf` returns the key associated with `Item`. `TSortedCollection` returns the item itself as the key, descendent objects can override this method to calculate a (unique) key based on the item passed (such as hash values).

`Keys` are used to sort the objects, they are used to search and sort the items in the collection. If descendent types override this method then it allows possibly for faster search/sort methods based on keys rather than on the objects themselves.

**Errors:** None.

**See also:** `TSortedCollection.IndexOf` (579), `TSortedCollection.Compare` (579)

### 67.13.6 `TSortedCollection.IndexOf`

**Synopsis:** Return index of an item in the collection.

**Declaration:** `function IndexOf(Item: Pointer) : Sw_Integer; Virtual`

**Visibility:** default

**Description:** `IndexOf` returns the index of `Item` in the collection. It searches for the object based on it's key. If duplicates are allowed, then it returns the index of last object that matches `Item`.

In case `Item` is not found in the collection, -1 is returned.

For an example, see `TCollection.IndexOf` (546)

**Errors:** None.

**See also:** `TSortedCollection.Search` (580), `TSortedCollection.Compare` (579)

### 67.13.7 `TSortedCollection.Compare`

**Synopsis:** Compare two items in the collection.

**Declaration:** `function Compare(Key1: Pointer;Key2: Pointer) : Sw_Integer; Virtual`

**Visibility:** default

**Description:** `Compare` is an abstract method that should be overridden by descendent objects in order to compare two items in the collection. This method is used in the `Search` (580) method and in the `Insert` (581) method to determine the ordering of the objects.

The function should compare the two keys of items and return the following function results:

**Result < 0** If `Key1` is logically before `Key2` (`Key1<Key2`)

**Result = 0** If `Key1` and `Key2` are equal. (`Key1=Key2`)

**Result > 0** If `Key1` is logically after `Key2` (`Key1>Key2`)

**Errors:** An 'abstract run-time error' will be generated if you call `TSortedCollection.Compare` directly.

**See also:** `TSortedCollection.IndexOf` (579), `TSortedCollection.Search` (580)

**Listing:** `./objectex/mysortc.pp`

---

**Unit** MySortC;

**Interface**

**Uses** Objects;

**Type**

```

PMySortedCollection = ^TMySortedCollection;
TMySortedCollection = Object(TSortedCollection)
    Function Compare (Key1,Key2 : Pointer) : Sw_integer; virtual;
    end;

```

**Implementation**

**Uses** MyObject;

**Function** TMySortedCollection.Compare (Key1,Key2 : Pointer) : sw\_integer;

**begin**

```

    Compare:=PMyobject(Key1)^.GetField - PMyObject(Key2)^.GetField;

```

**end**;

**end**.

---

### 67.13.8 TSortedCollection.Search

Synopsis: Search for item with given key.

Declaration: `function Search(Key: Pointer;var Index: Sw_Integer) : Boolean; Virtual`

Visibility: default

Description: Search looks for the item with key Key and returns the position of the item (if present) in the collection in Index.

Instead of a linear search as TCollection does, TSortedCollection uses a binary search based on the keys of the objects. It uses the Compare (579) function to implement this search.

If the item is found, Search returns True, otherwise False is returned.

Errors: None.

See also: TCollection.IndexOf (546)

**Listing:** ./objectex/ex36.pp

---

**Program** ex36;

*{ Program to demonstrate the TSortedCollection.Insert method }*

**Uses** Objects ,MyObject ,MySortC;

*{ For TMyObject ,TMySortedCollection definition and registration }*

**Var** C : PSortedCollection;

    M : PMyObject;

    I : Longint;

**Procedure** PrintField (Dummy: Pointer;P : PMyObject);

```

begin
  Writeln ( 'Field : ', P^.GetField );
end;

begin
  Randomize;
  C:=New( PMySortedCollection, Init(120,10));
  C^.Duplicates:=True;
  Writeln ( 'Inserting 100 records at random places.' );
  For I:=1 to 100 do
    begin
      M:=New(PMyObject, Init);
      M^.SetField(Random(100));
      C^.Insert(M)
    end;
  M:=New(PMyObject, Init);
  Repeat;
    Write ( 'Value to search for (-1 stops) : ' );
    read ( I );
    If I<>-1 then
      begin
        M^.SetField(i);
        If Not C^.Search (M,I) then
          Writeln ( 'No such value found' )
        else
          begin
            Write ( 'Value ', PMyObject(C^.At(I))^ .GetField );
            Writeln ( ' present at position ', I );
          end;
      end;
    Until I=-1;
    Dispose (M, Done );
    Dispose (C, Done );
  end.

```

---

### 67.13.9 TSortedCollection.Insert

Synopsis: Insert new item in collection.

Declaration: `procedure Insert(Item: Pointer); Virtual`

Visibility: default

Description: `Insert` inserts an item in the collection at the correct position, such that the collection is ordered at all times. You should never use `Atinsert` (557), since then the collection ordering is not guaranteed.

If `Item` is already present in the collection, and `Duplicates` is `False`, the item will not be inserted.

Errors: None.

See also: `TCollection.AtInsert` (557)

**Listing:** `./objectex/ex35.pp`

---

```

Program ex35;

{ Program to demonstrate the TSortedCollection.Insert method }

Uses Objects, MyObject, MySortC;
      { For TMyObject, TMySortedCollection definition and registration }

Var C : PSortedCollection;
      M : PMyObject;
      I : Longint;

Procedure PrintField (Dummy: Pointer; P : PMyObject);

begin
  WriteLn ( 'Field : ', P^.GetField );
end;

begin
  Randomize;
  C:=New( PMySortedCollection, Init(120,10));
  WriteLn ( 'Inserting 100 records at random places.' );
  For I:=1 to 100 do
    begin
      M:=New( PMyObject, Init );
      M^.SetField( Random(100));
      C^.Insert( M )
    end;
  WriteLn ( 'Values : ' );
  C^.Foreach( @PrintField );
  Dispose(C, Done);
end.

```

---

### 67.13.10 TSortedCollection.Store

Synopsis: Write the collection to the stream.

Declaration: `procedure Store(var S: TStream)`

Visibility: default

Description: `Store` writes the collection to the stream `S`. It does this by calling the inherited `TCollection.Store` (558), and then writing the `Duplicates` flag to the stream.

After a `Store`, the collection can be loaded from the stream with the constructor `Load` (578)

For an example, see `TCollection.Load` (545).

Errors: Errors can be those of `TStream.Put` (590).

See also: `TSortedCollection.Load` (578)

## 67.14 TStrCollection

### 67.14.1 Description

The `TStrCollection` object manages a sorted collection of null-terminated strings (pchar strings). To this end, it overrides the `Compare` (579) method of `TSortedCollection`, and it introduces methods to read/write strings from a stream.

### 67.14.2 Method overview

Page	Method	Description
<a href="#">583</a>	<code>Compare</code>	Compare two strings in the collection.
<a href="#">584</a>	<code>FreeItem</code>	Free null-terminated string from the collection.
<a href="#">584</a>	<code>GetItem</code>	Read a null-terminated string from the stream.
<a href="#">584</a>	<code>PutItem</code>	Write a null-terminated string to the stream.

### 67.14.3 TStrCollection.Compare

Synopsis: Compare two strings in the collection.

Declaration: `function Compare(Key1: Pointer;Key2: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `TStrCollection` overrides the `Compare` function so it compares the two keys as if they were pointers to strings. The compare is done case sensitive. It returns

-1if the first string is alphabetically earlier than the second string.

0if the two strings are equal.

1if the first string is alphabetically later than the second string.

Errors: None.

See also: `TSortedCollection.Compare` (579)

**Listing:** `./objectex/ex38.pp`

**Program** `ex38;`

*{ Program to demonstrate the TStrCollection.Compare method }*

**Uses** `Objects , Strings ;`

**Var** `C : PStrCollection ;`

`S : String ;`

`I : longint ;`

`P : Pchar ;`

**begin**

`Randomize ;`

`C:=New( PStrCollection , Init(120,10));`

`C^.Duplicates:=True; { Duplicates allowed }`

`WriteLn ( 'Inserting 100 records at random places.' );`

**For** `I:=1 to 100 do`

`begin`

`Str(Random(100),S);`



---

```

S:= 'String with value '+S;
P:= StrAlloc (Length(S)+1);
C^.Insert(StrPCopy(P,S));
end;
For I:=0 to 98 do
  With C^ do
    If Compare (At(I),At(I+1))=0 then
      WriteLn ('Duplicate string found at position ',I);
    Dispose(C,Done);
  end.

```

---

#### 67.14.4 TStrCollection.GetItem

Synopsis: Read a null-terminated string from the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a null-terminated string from the stream `S` and returns a pointer to it. It doesn't insert the string in the collection.

This method is primarily introduced to be able to load and store the collection from and to a stream.

Errors: The errors returned are those of `TStream.StrRead` ([586](#)).

See also: `TStrCollection.PutItem` ([584](#))

#### 67.14.5 TStrCollection.FreeItem

Synopsis: Free null-terminated string from the collection.

Declaration: `procedure FreeItem(Item: Pointer); Virtual`

Visibility: default

Description: `TStrCollection` overrides `FreeItem` so that the string pointed to by `Item` is disposed from memory.

Errors: None.

See also: `TCollection.FreeItem` ([554](#))

#### 67.14.6 TStrCollection.PutItem

Synopsis: Write a null-terminated string to the stream.

Declaration: `procedure PutItem(var S: TStream; Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes the string pointed to by `Item` to the stream `S`.

This method is primarily used in the `Load` and `Store` methods, and should not be used directly.

Errors: Errors are those of `TStream.StrWrite` ([591](#)).

See also: `TStrCollection.GetItem` ([584](#))

## 67.15 TStream

### 67.15.1 Description

The `TStream` object is the ancestor for all streaming objects, i.e. objects that have the capability to store and retrieve data.

It defines a number of methods that are common to all objects that implement streaming, many of them are virtual, and are only implemented in the descendent types.

Programs should not instantiate objects of type `TStream` directly, but instead instantiate a descendant type, such as `TDosStream`, `TMemoryStream`.

See also: `PStream` ([531](#)), `TDosStream` ([558](#)), `TMemoryStream` ([563](#))

### 67.15.2 Method overview

Page	Method	Description
<a href="#">589</a>	<code>Close</code>	Close the stream
<a href="#">593</a>	<code>CopyFrom</code>	Copy data from another stream.
<a href="#">591</a>	<code>Error</code>	Set stream status
<a href="#">590</a>	<code>Flush</code>	Flush the stream data from the buffer, if any.
<a href="#">585</a>	<code>Get</code>	Read an object definition from the stream.
<a href="#">587</a>	<code>GetPos</code>	Return current position in the stream
<a href="#">587</a>	<code>GetSize</code>	Return the size of the stream.
<a href="#">585</a>	<code>Init</code>	Constructor for <code>TStream</code> instance
<a href="#">589</a>	<code>Open</code>	Open the stream
<a href="#">590</a>	<code>Put</code>	Write an object to the stream.
<a href="#">592</a>	<code>Read</code>	Read data from stream to buffer.
<a href="#">588</a>	<code>ReadStr</code>	Read a shortstring from the stream.
<a href="#">589</a>	<code>Reset</code>	Reset the stream
<a href="#">591</a>	<code>Seek</code>	Set stream position.
<a href="#">586</a>	<code>StrRead</code>	Read a null-terminated string from the stream.
<a href="#">591</a>	<code>StrWrite</code>	Write a null-terminated string to the stream.
<a href="#">590</a>	<code>Truncate</code>	Truncate the stream size on current position.
<a href="#">592</a>	<code>Write</code>	Write a number of bytes to the stream.
<a href="#">591</a>	<code>WriteStr</code>	Write a pascal string to the stream.

### 67.15.3 TStream.Init

Synopsis: Constructor for `TStream` instance

Declaration: `constructor Init`

Visibility: `default`

Description: `Init` initializes a `TStream` instance. Descendent streams should always call the inherited `Init`.

### 67.15.4 TStream.Get

Synopsis: Read an object definition from the stream.

Declaration: `function Get : PObject`

Visibility: `default`

**Description:** `Get` reads an object definition from a stream, and returns a pointer to an instance of this object.

**Errors:** On error, `TStream.Status` (??) is set, and `NIL` is returned.

See also: `TStream.Put` ([590](#))

**Listing:** `./objectex/ex9.pp`

---

**Program** `ex9`;

*{ Program to demonstrate TStream.Get and TStream.Put }*

**Uses** `Objects, MyObject`; *{ Definition and registration of TMyObject }*

**Var** `Obj : PMyObject`;  
       `S : PStream`;

**begin**

```

Obj:=New(PMyObject, Init);
Obj^.SetField($1111);
WriteLn ('Field value : ', Obj^.GetField);
{ Since Stream is an abstract type, we instantiate a TMemoryStream }
S:=New(PMemoryStream, Init(100,10));
S^.Put(Obj);
WriteLn ('Disposing object');
S^.Seek(0);
Dispose(Obj, Done);
WriteLn ('Reading object');
Obj:=PMyObject(S^.Get);
WriteLn ('Field Value : ', Obj^.GetField);
Dispose(Obj, Done);

```

**end.**

---

### 67.15.5 TStream.StrRead

**Synopsis:** Read a null-terminated string from the stream.

**Declaration:** `function StrRead : PChar`

**Visibility:** `default`

**Description:** `StrRead` reads a string from the stream, allocates memory for it, and returns a pointer to a null-terminated copy of the string on the heap.

**Errors:** On error, `Nil` is returned.

See also: `TStream.StrWrite` ([591](#)), `TStream.ReadStr` ([588](#))

**Listing:** `./objectex/ex10.pp`

---

**Program** `ex10`;

*{*  
*Program to demonstrate the TStream.StrRead TStream.StrWrite functions*  
*}*

**Uses** `objects`;

---

```

Var P : PChar;
      S : PStream;

begin
  P:= 'Constant Pchar string';
  Writeln ('Writing to stream : "',P,'"');
  S:=New(PMemoryStream, Init(100,10));
  S^.StrWrite(P);
  S^.Seek(0);
  P:= Nil;
  P:=S^.StrRead;
  Dispose (S,Done);
  Writeln ('Read from stream : "',P,'"');
  Freemem(P, Strlen(P)+1);
end.

```

---

### 67.15.6 TStream.GetPos

Synopsis: Return current position in the stream

Declaration: `function GetPos : LongInt; Virtual`

Visibility: default

Description: If the stream's status is `stOk`, `GetPos` returns the current position in the stream. Otherwise it returns `-1`

Errors: `-1` is returned if the status is an error condition.

See also: `TStream.Seek` ([591](#)), `TStream.GetSize` ([587](#))

**Listing:** `./objectex/ex11.pp`

---

```

Program ex11;

{ Program to demonstrate the TStream.GetPos function }

Uses objects;

Var L : String;
      S : PStream;

begin
  L:= 'Some kind of string';
  S:=New(PMemoryStream, Init(100,10));
  Writeln ('Stream position before write : ',S^.GetPos);
  S^.WriteStr(@L);
  Writeln ('Stream position after write : ',S^.GetPos);
  Dispose(S,Done);
end.

```

---

### 67.15.7 TStream.GetSize

Synopsis: Return the size of the stream.

Declaration: `function GetSize : LongInt; Virtual`

Visibility: default

Description: If the stream's status is `stOk` then `GetSize` returns the size of the stream, otherwise it returns `-1`.

Errors: `-1` is returned if the status is an error condition.

See also: `TStream.Seek` ([591](#)), `TStream.GetPos` ([587](#))

**Listing:** `./objectex/ex12.pp`

---

```

Program ex12;

{ Program to demonstrate the TStream.GetSize function }

Uses objects;

Var L : String;
    S : PStream;

begin
  L := 'Some kind of string';
  S := New(PMemoryStream, Init(100,10));
  WriteLn ( 'Stream size before write : ', S^.GetSize );
  S^.WriteStr(@L);
  WriteLn ( 'Stream size after write : ', S^.GetSize );
  Dispose(S, Done);
end.

```

---

### 67.15.8 TStream.ReadStr

Synopsis: Read a shortstring from the stream.

Declaration: `function ReadStr : PString`

Visibility: default

Description: `ReadStr` reads a string from the stream, copies it to the heap and returns a pointer to this copy. The string is saved as a pascal string, and hence is NOT null terminated.

Errors: On error (e.g. not enough memory), `Nil` is returned.

See also: `TStream.StrRead` ([586](#))

**Listing:** `./objectex/ex13.pp`

---

```

Program ex13;

{
  Program to demonstrate the TStream.ReadStr TStream.WriteStr functions
}

Uses objects;

Var P : PString;
    L : String;
    S : PStream;

begin

```

---

```

L:= 'Constant string line';
Writeln ( 'Writing to stream : " ',L,'" ');
S:=New(PMemoryStream, Init(100,10));
S^.WriteStr(@L);
S^.Seek(0);
P:=S^.ReadStr;
L:=P^;
DisposeStr(P);
Dispose (S,Done);
Writeln ( 'Read from stream : " ',L,'" ');
end.

```

---

### 67.15.9 TStream.Open

Synopsis: Open the stream

Declaration: `procedure Open(OpenMode: Word); Virtual`

Visibility: default

Description: `Open` is an abstract method, that should be overridden by descendent objects. Since opening a stream depends on the stream's type this is not surprising.

For an example, see `TDosStream.Open` ([562](#)).

Errors: None.

See also: `TStream.Close` ([589](#)), `TStream.Reset` ([589](#))

### 67.15.10 TStream.Close

Synopsis: Close the stream

Declaration: `procedure Close; Virtual`

Visibility: default

Description: `Close` is an abstract method, that should be overridden by descendent objects. Since Closing a stream depends on the stream's type this is not surprising.

for an example, see `TDosStream.Open` ([562](#)).

Errors: None.

See also: `TStream.Open` ([589](#)), `TStream.Reset` ([589](#))

### 67.15.11 TStream.Reset

Synopsis: Reset the stream

Declaration: `procedure Reset`

Visibility: default

Description: `Reset` sets the stream's status to 0, as well as the `ErrorInfo`

Errors: None.

See also: `TStream.Open` ([589](#)), `TStream.Close` ([589](#))

**67.15.12 TStream.Flush**

Synopsis: Flush the stream data from the buffer, if any.

Declaration: `procedure Flush; Virtual`

Visibility: default

Description: `Flush` is an abstract method that should be overridden by descendent objects. It serves to enable the programmer to tell streams that implement a buffer to clear the buffer.

for an example, see `TBufStream.Flush` ([541](#)).

Errors: None.

See also: `TStream.Truncate` ([590](#))

**67.15.13 TStream.Truncate**

Synopsis: Truncate the stream size on current position.

Declaration: `procedure Truncate; Virtual`

Visibility: default

Description: `Truncate` is an abstract procedure that should be overridden by descendent objects. It serves to enable the programmer to truncate the size of the stream to the current file position.

For an example, see `TDosStream.Truncate` ([560](#)).

Errors: None.

See also: `TStream.Seek` ([591](#))

**67.15.14 TStream.Put**

Synopsis: Write an object to the stream.

Declaration: `procedure Put (P: PObject)`

Visibility: default

Description: `Put` writes the object pointed to by `P`. `P` should be non-nil. The object type must have been registered with `RegisterType` ([538](#)).

After the object has been written, it can be read again with `Get` ([585](#)).

For an example, see `TStream.Get` ([585](#));

Errors: No check is done whether `P` is `Nil` or not. Passing `Nil` will cause a run-time error 216 to be generated. If the object has not been registered, the status of the stream will be set to `stPutError`.

See also: `TStream.Get` ([585](#))

### 67.15.15 TStream.StrWrite

Synopsis: Write a null-terminated string to the stream.

Declaration: `procedure StrWrite(P: PChar)`

Visibility: default

Description: `StrWrite` writes the null-terminated string `P` to the stream. `P` can only be 65355 bytes long.

For an example, see `TStream.StrRead` (586).

Errors: None.

See also: `TStream.WriteString` (591), `TStream.StrRead` (586), `TStream.ReadStr` (588)

### 67.15.16 TStream.WriteString

Synopsis: Write a pascal string to the stream.

Declaration: `procedure WriteStr(P: PString)`

Visibility: default

Description: `StrWrite` writes the pascal string pointed to by `P` to the stream.

For an example, see `TStream.ReadStr` (588).

Errors: None.

See also: `TStream.StrWrite` (591), `TStream.StrRead` (586), `TStream.ReadStr` (588)

### 67.15.17 TStream.Seek

Synopsis: Set stream position.

Declaration: `procedure Seek(Pos: LongInt); Virtual`

Visibility: default

Description: `Seek` sets the position to `Pos`. This position is counted from the beginning, and is zero based. (i.e. `seek(0)` sets the position pointer on the first byte of the stream)

For an example, see `TDosStream.Seek` (561).

Errors: If `Pos` is larger than the stream size, `Status` is set to `StSeekError`.

See also: `TStream.GetPos` (587), `TStream.GetSize` (587)

### 67.15.18 TStream.Error

Synopsis: Set stream status

Declaration: `procedure Error(Code: Integer; Info: Integer); Virtual`

Visibility: default

Description: `Error` sets the stream's status to `Code` and `ErrorInfo` to `Info`. If the `StreamError` procedural variable is set, `Error` executes it, passing `Self` as an argument.

This method should not be called directly from a program. It is intended to be used in descendent objects.

Errors: None.



**67.15.19 TStream.Read**

Synopsis: Read data from stream to buffer.

Declaration: `procedure Read(var Buf;Count: LongInt); Virtual`

Visibility: default

Description: Read is an abstract method that should be overridden by descendent objects.

Read reads Count bytes from the stream into Buf. It updates the position pointer, increasing it's value with Count. Buf must be large enough to contain Count bytes.

Errors: No checking is done to see if Buf is large enough to contain Count bytes.

See also: TStream.Write (592), TStream.ReadStr (588), TStream.StrRead (586)

**Listing:** ./objectex/ex18.pp

---

```

program ex18;

{ Program to demonstrate the TStream.Read method }

Uses Objects;

Var Buf1,Buf2 : Array[1..1000] of Byte;
    I : longint;
    S : PMemoryStream;

begin
    For I:=1 to 1000 do
        Buf1[I]:=Random(1000);
    Buf2:=Buf1;
    S:=New(PMemoryStream, Init(100,10));
    S^.Write(Buf1,SizeOf(Buf1));
    S^.Seek(0);
    For I:=1 to 1000 do
        Buf1[I]:=0;
    S^.Read(Buf1,SizeOf(Buf1));
    For I:=1 to 1000 do
        If Buf1[I]<>buf2[i] then
            WriteLn('Buffer differs at position ',I);
    Dispose(S,Done);
end.

```

---

**67.15.20 TStream.Write**

Synopsis: Write a number of bytes to the stream.

Declaration: `procedure Write(var Buf;Count: LongInt); Virtual`

Visibility: default

Description: Write is an abstract method that should be overridden by descendent objects.

Write writes Count bytes to the stream from Buf. It updates the position pointer, increasing it's value with Count.

For an example, see TStream.Read (592).

Errors: No checking is done to see if Buf actually contains Count bytes.

See also: TStream.Read (592), TStream.WriteString (591), TStream.StrWrite (591)

**67.15.21 TStream.CopyFrom**

Synopsis: Copy data from another stream.

Declaration: `procedure CopyFrom(var S: TStream; Count: LongInt)`

Visibility: default

Description: `CopyFrom` reads `Count` bytes from stream `S` and stores them in the current stream. It uses the `Read` (592) method to read the data, and the `Write` (592) method to write in the current stream.

Errors: None.

See also: `Read` (592), `Write` (592)

**Listing:** `./objectex/ex19.pp`

---

**Program** `ex19`;

*{ Program to demonstrate the TStream.CopyFrom function }*

**Uses** `objects`;

**Var** `P` : `PString`;  
       `L` : **`String`**;  
       `S1,S2` : `PStream`;

**begin**  
   `L:= 'Constant string line';`  
   **`Writeln`** ( 'Writing to stream 1 : " ',`L`, ' " ');  
   `S1:=New(PMemoryStream, Init(100,10));`  
   `S2:=New(PMemoryStream, Init(100,10));`  
   `S1^.WriteStr(@L);`  
   `S1^.Seek(0);`  
   **`Writeln`** ( 'Copying contents of stream 1 to stream 2 ');  
   `S2^.Copyfrom(S1^,S1^.GetSize);`  
   `S2^.Seek(0);`  
   `P:=S2^.ReadStr;`  
   `L:=P^;`  
   **`DisposeStr`**(`P`);  
   **`Dispose`** ( `S1`, `Done` );  
   **`Dispose`** ( `S2`, `Done` );  
   **`Writeln`** ( 'Read from stream 2 : " ',`L`, ' " ');  
**end.**

---

**67.16 TStringCollection****67.16.1 Description**

The `TStringCollection` object manages a sorted collection of pascal strings. To this end, it overrides the `Compare` (579) method of `TSortedCollection`, and it introduces methods to read/write strings from a stream.

**67.16.2 Method overview**

Page	Method	Description
<a href="#">594</a>	Compare	Compare two strings in the collection.
<a href="#">595</a>	FreeItem	Dispose a string in the collection from memory.
<a href="#">594</a>	GetItem	Get string from the stream.
<a href="#">595</a>	PutItem	Write a string to the stream.

**67.16.3 TStringCollection.GetItem**

Synopsis: Get string from the stream.

Declaration: `function GetItem(var S: TStream) : Pointer; Virtual`

Visibility: default

Description: `GetItem` reads a string from the stream `S` and returns a pointer to it. It doesn't insert the string in the collection.

This method is primarily introduced to be able to load and store the collection from and to a stream.

Errors: The errors returned are those of `TStream.ReadStr` ([588](#)).

See also: `TStringCollection.PutItem` ([595](#))

**67.16.4 TStringCollection.Compare**

Synopsis: Compare two strings in the collection.

Declaration: `function Compare(Key1: Pointer; Key2: Pointer) : Sw_Integer; Virtual`

Visibility: default

Description: `TStringCollection` overrides the `Compare` function so it compares the two keys as if they were pointers to strings. The compare is done case sensitive. It returns the following results:

- 1 if the first string is alphabetically earlier than the second string.
- 0 if the two strings are equal.
- 1 if the first string is alphabetically later than the second string.

Errors: None.

See also: `TSortedCollection.Compare` ([579](#))

**Listing:** `./objectex/ex37.pp`

---

```

Program ex37;

{ Program to demonstrate the TStringCollection.Compare method }

Uses Objects;

Var C : PStringCollection;
    S : String;
    I : longint;

begin
    Randomize;

```

---

```

C:=New(PStringCollection, Init(120,10));
C^.Duplicates:=True; { Duplicates allowed }
WriteLn ('Inserting 100 records at random places. ');
For I:=1 to 100 do
  begin
    Str(Random(100),S);
    S:='String with value '+S;
    C^.Insert(NewStr(S));
  end;
For I:=0 to 98 do
  With C^ do
    If Compare (At(i),At(I+1))=0 then
      WriteLn ('Duplicate string found at position ',i);
Dispose(C,Done);
end.

```

---

### 67.16.5 TStringCollection.FreeItem

Synopsis: Dispose a string in the collection from memory.

Declaration: `procedure FreeItem(Item: Pointer); Virtual`

Visibility: default

Description: `TStringCollection` overrides `FreeItem` so that the string pointed to by `Item` is disposed from memory.

Errors: None.

See also: `TCollection.FreeItem` ([554](#))

### 67.16.6 TStringCollection.PutItem

Synopsis: Write a string to the stream.

Declaration: `procedure PutItem(var S: TStream; Item: Pointer); Virtual`

Visibility: default

Description: `PutItem` writes the string pointed to by `Item` to the stream `S`.

This method is primarily used in the `Load` and `Store` methods, and should not be used directly.

Errors: Errors are those of `TStream.WriteString` ([591](#)).

See also: `TStringCollection.GetItem` ([594](#))

## 67.17 TStringList

### 67.17.1 Description

A `TStringList` object can be used to read a collection of strings stored in a stream. If you register this object with the `RegisterType` ([538](#)) function, you cannot register the `TStrListMaker` object.

**67.17.2 Method overview**

Page	Method	Description
<a href="#">596</a>	Done	Clean up the instance
<a href="#">596</a>	Get	Return a string by key name
<a href="#">596</a>	Load	Load stringlist from stream.

**67.17.3 TStringList.Load**

Synopsis: Load stringlist from stream.

Declaration: `constructor Load(var S: TStream)`

Visibility: default

Description: The `Load` constructor reads the `TStringList` object from the stream `S`. It also reads the descriptions of the strings from the stream. The string descriptions are stored as an array of `TStrIndexrec` records, where each record describes a string on the stream. These records are kept in memory.

Errors: If an error occurs, a stream error is triggered.

See also: `TStringList.Done` ([596](#))

**67.17.4 TStringList.Done**

Synopsis: Clean up the instance

Declaration: `destructor Done; Virtual`

Visibility: default

Description: The `Done` destructor frees the memory occupied by the string descriptions, and destroys the object.

Errors: None.

See also: `Load` ([596](#)), `TObject.Done` ([567](#))

**67.17.5 TStringList.Get**

Synopsis: Return a string by key name

Declaration: `function Get(Key: Sw_Word) : string`

Visibility: default

Description: `Get` reads the string with key `Key` from the list of strings on the stream, and returns this string. If there is no string with such a key, an empty string is returned.

Errors: If no string with key `Key` is found, an empty string is returned. A stream error may result if the stream doesn't contain the needed strings.

See also: `TStrListMaker.Put` ([597](#))

## 67.18 TStrListMaker

### 67.18.1 Description

The `TStrListMaker` object can be used to generate a stream with strings, which can be read with the `TStringList` object. If you register this object with the `RegisterType` (538) function, you cannot register the `TStringList` object.

### 67.18.2 Method overview

Page	Method	Description
<a href="#">597</a>	<code>Done</code>	Clean up the instance and free all related memory.
<a href="#">597</a>	<code>Init</code>	Instantiate a new instance of <code>TStrListMaker</code>
<a href="#">597</a>	<code>Put</code>	Add a new string to the list with associated key.
<a href="#">598</a>	<code>Store</code>	Write the strings to the stream.

### 67.18.3 TStrListMaker.Init

Synopsis: Instantiate a new instance of `TStrListMaker`

Declaration: constructor `Init (AStrSize: Sw_Word; AIndexSize: Sw_Word)`

Visibility: default

Description: The `Init` constructor creates a new instance of the `TstrListMaker` object. It allocates `AStrSize` bytes on the heap to hold all the strings you wish to store. It also allocates enough room for `AIndexSize` key description entries (of the type `TStrIndexrec`).

`AStrSize` must be large enough to contain all the strings you wish to store. If not enough memory is allocated, other memory will be overwritten. The same is true for `AIndexSize` : maximally `AIndexSize` strings can be written to the stream.

Errors: None.

See also: `TObject.Init` (565), `TStrListMaker.Done` (597)

### 67.18.4 TStrListMaker.Done

Synopsis: Clean up the instance and free all related memory.

Declaration: destructor `Done; Virtual`

Visibility: default

Description: The `Done` destructor de-allocates the memory for the index description records and the string data, and then destroys the object.

Errors: None.

See also: `TObject.Done` (567), `TStrListMaker.Init` (597)

### 67.18.5 TStrListMaker.Put

Synopsis: Add a new string to the list with associated key.

Declaration: procedure `Put (Key: Sw_Word; S: string)`

Visibility: default

Description: `Put` adds the string `S` with key `Key` to the collection of strings. This action doesn't write the string to a stream. To write the strings to the stream, see the `Store` (598) method.

Errors: None.

See also: `TStrListMaker.Store` (598)

### 67.18.6 TStrListMaker.Store

Synopsis: Write the strings to the stream.

Declaration: `procedure Store(var S: TStream)`

Visibility: default

Description: `Store` writes the collection of strings to the stream `S`. The collection can then be read with the `TStringList` object.

Errors: A stream error may occur when writing the strings to the stream.

See also: `TStringList.Load` (596), `TStrListMaker.Put` (597)

## 67.19 TUnSortedStrCollection

### 67.19.1 Description

The `TUnSortedStrCollection` object manages an unsorted list of strings. To this end, it overrides the `TSortedCollection.Insert` (581) method to add strings at the end of the collection, rather than in the alphabetically correct position.

Take care, the `Search` (580) and `IndexOf` (546) methods will not work on an unsorted string collection.

### 67.19.2 Method overview

Page	Method	Description
598	<code>Insert</code>	Insert a new string in the collection.

### 67.19.3 TUnSortedStrCollection.Insert

Synopsis: Insert a new string in the collection.

Declaration: `procedure Insert(Item: Pointer); Virtual`

Visibility: default

Description: `Insert` inserts a string at the end of the collection, instead of on its alphabetical place, resulting in an unsorted collection of strings.

Errors: None.

See also: `TCollection.Insert` (552)

Listing: `./objectex/ex39.pp`

---

**Program** ex39;

*{ Program to demonstrate the TUnsortedStrCollection.Insert method }*

**Uses** Objects, Strings;

**Var** C : PUnsortedStrCollection;  
      S : **String**;  
      I : longint;  
      P : Pchar;

**begin**

**Randomize**;

  C:=**New**(PUnsortedStrCollection, Init(120,10));

**Writeln** ( 'Inserting 100 records at random places.' );

**For** I:=1 **to** 100 **do**

**begin**

**Str**(Random(100),S);

      S:= 'String with value ' + S;

      C^.**Insert**(**NewStr**(S));

**end**;

**For** I:=0 **to** 99 **do**

**Writeln** ( I:2, ': ', PString(C^.**At**(i))^ );

**Dispose**(C,Done);

**end**.

---



## Chapter 68

# Reference for unit 'objpas'

### 68.1 Overview

The `objpas` unit is meant for compatibility with Object Pascal as implemented by Delphi. The unit is loaded automatically by the Free Pascal compiler whenever the `Delphi` or `objfpc` mode is entered, either through the command line switches `-Sd` or `-Sh` or with the `{ $MODE DELPHI }` or `{ $MODE OBJFPC }` directives.

It redefines some basic pascal types, introduces some functions for compatibility with Delphi's system unit, and introduces some methods for the management of the resource string tables.

### 68.2 Constants, types and variables

#### 68.2.1 Constants

`MaxInt = MaxLongint`

Maximum value for Integer (600) type.

#### 68.2.2 Types

`Integer = LongInt`

In OBJPAS mode and in DELPHI mode, an `Integer` has a size of 32 bit. In TP or regular FPC mode, an integer is 16 bit.

`IntegerArray = Array[0..$efffffff] of Integer`

Generic array of integer (600)

`PInteger = ^Integer`

Pointer to Integer (600) type.

`PIntegerArray = ^IntegerArray`

Pointer to TIntegerArray (601) type.

`PointerArray = Array[0..512*1024*1024-2] of Pointer`

Generic Array of pointers.

`PPointerArray = ^PointerArray`

Pointer to PointerArray ([601](#))

`PString = PAnsiString`

Pointer to ansistring type.

`TBoundArray = Array of Integer`

Array of integer, used in interfaces.

`TIntegerArray = IntegerArray`

Alias for IntegerArray ([600](#))

`TPointerArray = PointerArray`

Alias for PointerArray ([601](#))

## Chapter 69

# Reference for unit 'ports'

### 69.1 Overview

The ports unit implements the `port` constructs found in Turbo Pascal. It uses classes and default array properties to do this.

The unit exists on linux, os/2 and dos. It is implemented only for compatibility with Turbo Pascal. It's usage is discouraged, because using ports is not portable programming, and the operating system may not even allow it (for instance Windows).

Under linux, your program must be run as root, or the `IOPerm` call must be set in order to set appropriate permissions on the port access.

### 69.2 Constants, types and variables

#### 69.2.1 Variables

`port : tport`

Default instance of type `TPort` (603). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
port[221]:=12;
```

Will result in the integer 12 being written to port 221, if port is defined as a variable of type `tport`

`portb : tport`

Default instance of type `TPort` (603). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
portb[221]:=12;
```

Will result in the byte 12 being written to port 221, if port is defined as a variable of type `tport`

```
portl : tportl
```

Default instance of type TPortL (604). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
portl[221]:=12;
```

Will result in the longint 12 being written to port 221, if port is defined as a variable of type tport

```
portw : tportw
```

Default instance of type TPortW (604). Do not free. This variable is initialized in the unit initialization code, and freed at finalization.

Since there is a default property for a variable of this type, a sentence as

```
portw[221]:=12;
```

Will result in the word 12 being written to port 221, if port is defined as a variable of type tport

## 69.3 tport

### 69.3.1 Description

The TPort type is implemented specially for access to the ports in a TP compatible manner. There is no need to create an instance of this type: the standard TP variables are instantiated at unit initialization.

See also: port (602), TPortW (604), TPortL (604)

### 69.3.2 Property overview

Page	Properties	Access	Description
603	pp	rw	Access integer-sized port by port number

### 69.3.3 tport.pp

Synopsis: Access integer-sized port by port number

Declaration: Property pp[w: LongInt]: Byte; default

Visibility: public

Access: Read,Write

Description: Access integer-sized port by port number

## 69.4 tportl

### 69.4.1 Description

The `TPortL` type is implemented specially for access to the ports in a TP compatible manner. There is no need to create an instance of this type: the standard TP variables are instantiated at unit initialization.

See also: `portw` ([603](#)), `TPort` ([603](#)), `TPortL` ([604](#))

### 69.4.2 Property overview

Page	Properties	Access	Description
<a href="#">604</a>	<code>pp</code>	<code>rw</code>	Access Longint-sized port by port number

### 69.4.3 tportl.pp

Synopsis: Access Longint-sized port by port number

Declaration: `Property pp[w: LongInt]: LongInt; default`

Visibility: `public`

Access: `Read,Write`

Description: Access Longint-sized port by port number

## 69.5 tportw

### 69.5.1 Description

The `TPortW` type is implemented specially for access to the ports in a TP compatible manner. There is no need to create an instance of this type: the standard TP variables are instantiated at unit initialization.

See also: `portw` ([603](#)), `TPort` ([603](#)), `TPortL` ([604](#))

### 69.5.2 Property overview

Page	Properties	Access	Description
<a href="#">604</a>	<code>pp</code>	<code>rw</code>	Access word-sized port by port number

### 69.5.3 tportw.pp

Synopsis: Access word-sized port by port number

Declaration: `Property pp[w: LongInt]: Word; default`

Visibility: `public`

Access: `Read,Write`

Description: Access word-sized port by port number

## Chapter 70

# Reference for unit 'printer'

### 70.1 Overview

This chapter describes the `printer` unit for Free Pascal. It was written for DOS by Florian Klaempfl, and it was written for Linux by Michael Van Canneyt, and has been ported to Windows and OS/2 as well. Its basic functionality is the same for all supported systems, although there are minor differences on Linux and UNIX.

## Chapter 71

# Reference for unit 'sharemem'

### 71.1 Overview

`sharemem` implements a shared memory manager. Including this unit will replace the standard memory manager with a memory manager which uses shared memory. This means the memory allocated by this unit can be managed by a program and a DLL if they both use the shared memory manager: it allows, amongst other things, to pass ansistrings or unicode strings from a program to a DLL and vice versa.

This unit does not implement any routines: all actions to replace the memory manager are performed in the initialization section of the unit. The unit should be placed as the first unit in a program or DLL's uses section, memory corruption may occur if the unit is not placed first.

This unit requires the `fpcmemdll.dll` library to be distributed with both program and dll that use this unit. This DLL is distributed with the windows Free Pascal distribution.

## Chapter 72

# Reference for unit 'Sockets'

### 72.1 Used units

Table 72.1: Used units by unit 'Sockets'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 72.2 Overview

This document describes the SOCKETS unit for Free Pascal. it was written for linux by Michael Van Canneyt, and ported to Windows by Florian Klaempfl.



## Chapter 73

# Reference for unit 'strings'

### 73.1 Overview

This chapter describes the `STRINGS` unit for Free Pascal. This unit is system independent, and therefore works on all supported platforms.

### 73.2 Procedures and functions

#### 73.2.1 `stralloc`

Synopsis: Allocate memory for a new null-terminated string on the heap

Declaration: `function stralloc(L: SizeInt) : pchar`

Visibility: default

Description: `StrAlloc` reserves memory on the heap for a string with length `Len`, terminating `#0` included, and returns a pointer to it.

Errors: If there is not enough memory, a run-time error occurs.

See also: `StrNew` ([617](#)), `StrPCopy` ([618](#))

#### 73.2.2 `strcat`

Synopsis: Concatenate 2 null-terminated strings.

Declaration: `function strcat(dest: pchar; source: pchar) : pchar`

Visibility: default

Description: Attaches `Source` to `Dest` and returns `Dest`.

Errors: No length checking is performed.

See also: `StrLCat` ([613](#))

**Listing:** `./stringex/ex11.pp`

---

```

Program Example11;

Uses strings;

{ Program to demonstrate the StrCat function. }

Const P1 : PChar = 'This is a PChar String.';

Var P2 : PChar;

begin
  P2:= StrAlloc ( StrLen(P1)*2+1);
  StrMove (P2,P1,StrLen(P1)+1); { P2=P1 }
  StrCat (P2,P1);                { Append P2 once more }
  WriteLn ( 'P2 : ',P2);
  StrDispose(P2);
end.

```

---

### 73.2.3 strcmp

Synopsis: Compare 2 null-terminated strings, case sensitive.

Declaration: `function strcmp(str1: pchar;str2: pchar) : SizeInt`

Visibility: default

Description: Compares the null-terminated strings S1 and S2. The result is

- A negative `SizeInt` when  $S1 < S2$ .
- 0 when  $S1 = S2$ .
- A positive `SizeInt` when  $S1 > S2$ .

For an example, see `StrLComp` (614).

Errors: None.

See also: `StrLComp` (614), `StrIComp` (612), `StrLComp` (615)

### 73.2.4 strcpy

Synopsis: Copy a null-terminated string

Declaration: `function strcpy(dest: pchar;source: pchar) : pchar; Overload`

Visibility: default

Description: Copy the null terminated string in `Source` to `Dest`, and returns a pointer to `Dest`. `Dest` needs enough room to contain `Source`, i.e. `StrLen(Source)+1` bytes.

Errors: No length checking is performed.

See also: `StrPCopy` (618), `StrLCopy` (614), `StrECopy` (610)

**Listing:** `./stringex/ex4.pp`

---

```

Program Example4;

Uses strings;

{ Program to demonstrate the StrCopy function. }

Const P : PChar = 'This is a PCHAR string.';

var PP : PChar;

begin
  PP:= StrAlloc (StrLen (P)+1);
  StrCopy (PP,P);
  If StrComp (PP,P)<>0 then
    Writeln ( 'Oh-oh problems...' )
  else
    Writeln ( 'All is well : PP=',PP);
  StrDispose(PP);
end.

```

---

### 73.2.5 strdispose

Synopsis: disposes of a null-terminated string on the heap

Declaration: `procedure strdispose(p: pchar)`

Visibility: default

Description: Removes the string in P from the heap and releases the memory.

Errors: None.

See also: StrNew ([617](#))

**Listing:** ./stringex/ex17.pp

---

```

Program Example17;

Uses strings;

{ Program to demonstrate the StrDispose function. }

Const P1 : PChar = 'This is a PChar string';

var P2 : PChar;

begin
  P2:=StrNew (P1);
  Writeln ( 'P2 : ',P2);
  StrDispose(P2);
end.

```

---

### 73.2.6 strecopy

Synopsis: Copy a null-terminated string, return a pointer to the end.

**Declaration:** `function strecopy(dest: pchar;source: pchar) : pchar`

**Visibility:** default

**Description:** Copies the Null-terminated string in `Source` to `Dest`, and returns a pointer to the end (i.e. the terminating Null-character) of the copied string.

**Errors:** No length checking is performed.

**See also:** `StrLCopy` (614), `StrCopy` (609)

**Listing:** `./stringex/ex6.pp`

---

**Program** Example6;

**Uses** strings;

*{ Program to demonstrate the StrECopy function. }*

**Const** P : PChar = 'This is a PCHAR string.';

**Var** PP : PChar;

**begin**

PP:= StrAlloc (StrLen(P)+1);

**If** Longint(StrECopy(PP,P)) - Longint(PP) <> StrLen(P) **then**

    Writeln('Something is wrong here !')

**else**

    Writeln('PP= ',PP);

    StrDispose(PP);

**end.**

---

### 73.2.7 strend

**Synopsis:** Return a pointer to the end of a null-terminated string

**Declaration:** `function strend(p: pchar) : pchar`

**Visibility:** default

**Description:** Returns a pointer to the end of P. (i.e. to the terminating null-character.

**Errors:** None.

**See also:** `StrLen` (615)

**Listing:** `./stringex/ex7.pp`

---

**Program** Example6;

**Uses** strings;

*{ Program to demonstrate the StrEnd function. }*

**Const** P : PChar = 'This is a PCHAR string.';

**begin**

**If** Longint(StrEnd(P)) - Longint(P) <> StrLen(P) **then**

    Writeln('Something is wrong here !')

---

```

    else
      WriteLn ( 'All is well..' );
    end.

```

---

### 73.2.8 stricmp

Synopsis: Compare 2 null-terminated strings, case insensitive.

Declaration: `function stricmp(str1: pchar;str2: pchar) : SizeInt`

Visibility: default

Description: Compares the null-terminated strings S1 and S2, ignoring case. The result is

- A negative `SizeInt` when `S1<S2`.
- 0 when `S1=S2`.
- A positive `SizeInt` when `S1>S2`.

Errors: None.

See also: `StrLComp` ([614](#)), `StrComp` ([609](#)), `StrLComp` ([615](#))

**Listing:** `./stringex/ex8.pp`

---

**Program** Example8;

**Uses** strings;

*{ Program to demonstrate the StrLComp function. }*

```

Const P1 : PChar = 'This is the first string.';
      P2 : PChar = 'This is the second string.';

```

```

Var L : Longint;

```

```

begin

```

```

  Write ( 'P1 and P2 are ');
  If StrComp (P1,P2)<>0 then write ( 'NOT ');
  write ( 'equal. The first ');
  L:=1;
  While StrLComp(P1,P2,L)=0 do inc (L);
  dec(L);
  WriteLn (L,' characters are the same.');
```

```

end.

```

---

### 73.2.9 stripos

Synopsis: Return the position of a substring in a string, case insensitive.

Declaration: `function stripos(str1: pchar;str2: pchar) : pchar`

Visibility: default

Description: `stripos` returns the position of `str2` in `str1`. It searches in a case-insensitive manner, and if it finds a match, it returns a pointer to the location of the match. If no match is found, `Nil` is returned.

**Errors:** No checks are done on the validity of the pointers, and the pointers are assumed to point to a properly null-terminated string. If either of these conditions are not met, a run-time error may follow.

See also: `striscan` (613), `strpos` (619)

### 73.2.10 `striscan`

**Synopsis:** Scan a string for a character, case-insensitive

**Declaration:** `function striscan(p: pchar; c: Char) : pchar`

**Visibility:** default

**Description:** `striscan` does the same as `strscan` (620) but compares the characters case-insensitively. It returns a pointer to the first occurrence of the character `c` in the null-terminated string `p`, or `Nil` if `c` is not present in the string.

See also: `strscan` (620), `striscan` (619)

### 73.2.11 `strlcat`

**Synopsis:** Concatenate 2 null-terminated strings, with length boundary.

**Declaration:** `function strlcat(dest: pchar; source: pchar; l: SizeInt) : pchar`

**Visibility:** default

**Description:** Adds `L` characters from `Source` to `Dest`, and adds a terminating null-character. Returns `Dest`.

**Errors:** None.

See also: `StrCat` (608)

**Listing:** `./stringex/ex12.pp`

---

**Program** `Example12;`

**Uses** `strings;`

*{ Program to demonstrate the StrLCat function. }*

**Const** `P1 : PChar = '1234567890';`

**Var** `P2 : PChar;`

**begin**

`P2:=StrAlloc (StrLen(P1)*2+1);`

`P2^:=#0; { Zero length }`

`StrCat (P2,P1);`

`StrLCat (P2,P1,5);`

`Writeln ( 'P2 = ',P2);`

`StrDispose(P2)`

**end.**

---

### 73.2.12 strlcomp

Synopsis: Compare limited number of characters of 2 null-terminated strings

Declaration: `function strlcomp(str1: pchar;str2: pchar;l: SizeInt) : SizeInt`

Visibility: default

Description: Compares maximum L characters of the null-terminated strings S1 and S2. The result is

- A negative `SizeInt` when  $S1 < S2$ .
- 0 when  $S1 = S2$ .
- A positive `SizeInt` when  $S1 > S2$ .

Errors: None.

See also: `StrComp` (609), `StrIComp` (612), `StrLComp` (615)

**Listing:** `./stringex/ex8.pp`

**Program** `Example8;`

**Uses** `strings;`

*{ Program to demonstrate the StrLComp function. }*

**Const** `P1 : PChar = 'This is the first string.';`  
`P2 : PChar = 'This is the second string.';`

**Var** `L : Longint;`

**begin**

`Write ('P1 and P2 are ');`  
`If StrComp (P1,P2)<>0 then write ('NOT ');`  
`write ('equal. The first ');`  
`L:=1;`  
`While StrLComp(P1,P2,L)=0 do inc (L);`  
`dec(L);`  
`WriteLn (L,' characters are the same.');`

**end.**

### 73.2.13 strlcopy

Synopsis: Copy a null-terminated string, limited in length.

Declaration: `function strlcopy(dest: pchar;source: pchar;maxlen: SizeInt) : pchar`  
`; Overload`

Visibility: default

Description: Copies `MaxLen` characters from `Source` to `Dest`, and makes `Dest` a null terminated string.

Errors: No length checking is performed.

See also: `StrCopy` (609), `StrECopy` (610)

**Listing:** `./stringex/ex5.pp`

---

```

Program Example5;

Uses strings;

{ Program to demonstrate the StrLCopy function. }

Const P : PChar = '123456789ABCDEF';

var PP : PChar;

begin
  PP:= StrAlloc(11);
  WriteLn ( 'First 10 characters of P : ',StrLCopy (PP,P,10));
  StrDispose(PP);
end.

```

---

### 73.2.14 strlen

Synopsis: Length of a null-terminated string.

Declaration: `function strlen(p: pchar) : sizeint`

Visibility: default

Description: Returns the length of the null-terminated string P. If P equals Nil, then zero (0) is returned.

Errors: None.

See also: StrNew ([617](#))

**Listing:** ./stringex/ex1.pp

---

```

Program Example1;

Uses strings;

{ Program to demonstrate the StrLen function. }

Const P : PChar = 'This is a constant pchar string';

begin
  WriteLn ( 'P          : ',p);
  WriteLn ( 'length(P) : ',StrLen(P));
end.

```

---

### 73.2.15 strlicomp

Synopsis: Compare limited number of characters in 2 null-terminated strings, ignoring case.

Declaration: `function strlicomp(str1: pchar;str2: pchar;l: SizeInt) : SizeInt`

Visibility: default

Description: Compares maximum L characters of the null-terminated strings S1 and S2, ignoring case. The result is



- A negative `SizeInt` when  $S1 < S2$ .
- 0 when  $S1 = S2$ .
- A positive `SizeInt` when  $S1 > S2$ .

For an example, see `StrIComp` ([612](#))

Errors: None.

See also: `StrLComp` ([614](#)), `StrComp` ([609](#)), `StrIComp` ([612](#))

### 73.2.16 `strlower`

Synopsis: Convert null-terminated string to all-lowercase.

Declaration: `function strlower(p: pchar) : pchar`

Visibility: default

Description: Converts `P` to an all-lowercase string. Returns `P`.

Errors: None.

See also: `StrUpper` ([620](#))

**Listing:** `./stringex/ex14.pp`

---

**Program** `Example14`;

**Uses** `strings`;

*{ Program to demonstrate the StrLower and StrUpper functions. }*

**Const**

`P1 : PChar = 'THIS IS AN UPPERCASE PCHAR STRING';`  
`P2 : PChar = 'this is a lowercase string';`

**begin**

`WriteLn ('Uppercase : ', StrUpper(P2));`

`StrLower (P1);`

`WriteLn ('Lowercase : ', P1);`

**end.**

---

### 73.2.17 `strmove`

Synopsis: Move a null-terminated string to new location.

Declaration: `function strmove(dest: pchar;source: pchar;l: SizeInt) : pchar`

Visibility: default

Description: Copies `MaxLen` characters from `Source` to `Dest`. No terminating null-character is copied. Returns `Dest`

Errors: None.

See also: `StrLCopy` ([614](#)), `StrCopy` ([609](#))

**Listing:** ./stringex/ex10.pp

---

**Program** Example10;

**Uses** strings;

*{ Program to demonstrate the StrMove function. }*

**Const** P1 : PCHAR = 'This is a pchar string.';

**Var** P2 : Pchar;

**begin**

  P2:=StrAlloc (StrLen(P1)+1);

**StrMove** (P2,P1,StrLen(P1)+1); { P2:=P1 }

**Writeln** ( 'P2 = ',P2);

**StrDispose**(P2);

**end.**

---

### 73.2.18 strnew

Synopsis: Allocate room for new null-terminated string.

Declaration: `function strnew(p: pchar) : pchar`

Visibility: default

Description: Copies P to the Heap, and returns a pointer to the copy.

Errors: Returns Nil if no memory was available for the copy.

See also: StrCopy ([609](#)), StrDispose ([610](#))

**Listing:** ./stringex/ex16.pp

---

**Program** Example16;

**Uses** strings;

*{ Program to demonstrate the StrNew function. }*

**Const** P1 : PChar = 'This is a PChar string';

**var** P2 : PChar;

**begin**

  P2:=StrNew (P1);

**If** P1=P2 **then**

**writeln** ( 'This can''t be happening... ')

**else**

**writeln** ( 'P2 : ',P2);

**StrDispose**(P2);

**end.**

---

**73.2.19 strpas**

Synopsis: Convert a null-terminated string to a shortstring.

Declaration: `function strpas(p: pchar) : shortstring`

Visibility: default

Description: Converts a null terminated string in P to a Pascal string, and returns this string. The string is truncated at 255 characters.

Errors: None.

See also: StrPCopy ([618](#))

**Listing:** ./stringex/ex3.pp

---

**Program** Example3;

**Uses** strings;

*{ Program to demonstrate the StrPas function. }*

**Const** P : PChar = 'This is a PCHAR string';

**var** S : **string**;

**begin**

    S:=StrPas (P);

    WriteLn ('S : ',S);

**end.**

---

**73.2.20 strcpy**

Synopsis: Copy a pascal string to a null-terminated string

Declaration: `function strcpy(d: pchar;const s: string) : pchar`

Visibility: default

Description: Converts the Pascal string in S to a Null-terminated string, and copies it to D. D needs enough room to contain the string Source, i.e. Length(S)+1 bytes.

Errors: No length checking is performed.

See also: StrPas ([618](#))

**Listing:** ./stringex/ex2.pp

---

**Program** Example2;

**Uses** strings;

*{ Program to demonstrate the StrPCopy function. }*

**Const** S = 'This is a normal string.';

**Var** P : Pchar;

---

```

begin
  p:= StrAlloc (length(S)+1);
  if StrPCopy (P,S)<>P then
    Writeln ('This is impossible !!')
  else
    writeln (P);
    StrDispose(P);
end.

```

---

### 73.2.21 strpos

Synopsis: Search for a null-terminated substring in a null-terminated string

Declaration: `function strpos(str1: pchar;str2: pchar) : pchar`

Visibility: default

Description: Returns a pointer to the first occurrence of S2 in S1. If S2 does not occur in S1, returns Nil.

Errors: None.

See also: StrScan ([620](#)), StrRScan ([620](#))

**Listing:** ./stringex/ex15.pp

---

**Program** Example15;

**Uses** strings;

*{ Program to demonstrate the StrPos function. }*

**Const** P : PChar = 'This is a PChar string.';  
           S : Pchar = 'is';

```

begin
  Writeln ('Position of ''is'' in P : ',sizeint(StrPos(P,S))-sizeint(P));
end.

```

---

### 73.2.22 strriscan

Synopsis: Scan a string reversely for a character, case-insensitive

Declaration: `function strriscan(p: pchar;c: Char) : pchar`

Visibility: default

Description: `strriscan` does the same as `strrscan` ([620](#)) but compares the characters case-insensitively. It returns a pointer to the last occurrence of the character `c` in the null-terminated string `p`, or Nil if `c` is not present in the string.

See also: `strrscan` ([620](#)), `striscan` ([613](#))

**73.2.23 strscan**

Synopsis: Find last occurrence of a character in a null-terminated string.

Declaration: `function strscan(p: pchar; c: Char) : pchar`

Visibility: default

Description: Returns a pointer to the last occurrence of the character C in the null-terminated string P. If C does not occur, returns Nil.

For an example, see StrScan (620).

Errors: None.

See also: StrScan (620), StrPos (619)

**73.2.24 strscan**

Synopsis: Find first occurrence of a character in a null-terminated string.

Declaration: `function strscan(p: pchar; c: Char) : pchar`

Visibility: default

Description: Returns a pointer to the first occurrence of the character C in the null-terminated string P. If C does not occur, returns Nil.

Errors: None.

See also: StrRScan (620), StrPos (619)

**Listing:** ./stringex/ex13.pp

---

**Program** Example13;

**Uses** strings;

*{ Program to demonstrate the StrScan and StrRScan functions. }*

**Const** P : PChar = 'This is a PCHAR string.';  
           S : Char = 's' ;

**begin**

**WriteLn** ('P, starting from first 's' : ', **StrScan**(P,s));

**WriteLn** ('P, starting from last 's' : ', **StrRScan**(P,s));

**end.**

---

**73.2.25 strupper**

Synopsis: Convert null-terminated string to all-uppercase

Declaration: `function strupper(p: pchar) : pchar`

Visibility: default

Description: Converts P to an all-uppercase string. Returns P.

For an example, see StrLower (616)

Errors: None.

See also: StrLower (616)

## Chapter 74

# Reference for unit 'strutils'

### 74.1 Used units

Table 74.1: Used units by unit 'strutils'

Name	Page
System	<a href="#">622</a>

## Chapter 75

# Reference for unit 'System'

### 75.1 Overview

The system unit contains the standard supported functions of Free Pascal. It is the same for all platforms. Basically it is the same as the system unit provided with Borland or Turbo Pascal.

Functions are listed in alphabetical order. Arguments of functions or procedures that are optional are put between square brackets.

The pre-defined constants and variables are listed in the first section. The second section contains an overview of all functions, grouped by functionality, and the last section contains the supported functions and procedures.

### 75.2 Unicode and codepage support

The system unit works with Short-, Ansi-, and UnicodeString routines for all string related operations.

Ansistrings are code-page aware, which means that code page information is associated with them. For most routines, the support for converting these code pages is natural. For some routines, care must be taken when converting from codepage-aware strings to widestring.

The codepage conversion support is influenced by the following variables:

Table 75.1:

Name	Description
DefaultSystemCodePage ( <a href="#">622</a> )	Actual code page to use when CP_ACP ( <a href="#">622</a> ) is encountered
DefaultUnicodeCodePage ( <a href="#">622</a> )	Code page for new unicode strings
DefaultFileSystemCodePage ( <a href="#">622</a> )	Codepage to use when sending strings to single-byte OS filesystem routines.
DefaultRTLFileSystemCodePage ( <a href="#">622</a> )	Codepage to use when receiving strings from single-byte OS filesystem routines.

The windows code page identifiers are used. There are 3 special codepage identifiers:

Table 75.2:

Name	Description
CP_ACP (622)	Currently set default systsem cpdepage
CP_OEMCP (622)	OEM (console) code page (only on windows)
CP_NONE (622)	Indicates absence of code page information for a string
DefaultRTLFileSystemCodePage (622)	

The following routines may perform code page conversions:

Table 75.3:

Name	Description
LowerCase (622)	Return lowercase version of a string.
UpCase (622)	Convert a string to all uppercase.
GetDir (622)	Return the current directory
MkDir (622)	Create a new directory.
ChDir (622)	Change current working directory.
RmDir (622)	Remove directory when empty.
Assign (622)	Assign a name to a file
Erase (622)	Delete a file from disk
Rename (622)	Rename file on disk
Read (622)	Read from a text file into variable
ReadLn (622)	Read from a text file into variable and goto next line
Write (622)	Write variable to a text file
WriteLn (622)	Write variable to a text file and append newline
ReadStr (622)	Read variables from a string
WriteStr (622)	Write variables to a string
Insert (622)	Insert one string in another.
Copy (622)	Copy part of a string.
Delete (622)	Delete part of a string.
SetString (622)	Set length of a string and copy buffer.

All these routines exist also in Unicode versions.

Note that for conversion of codepages and unicode strings, a unicode manager must be present. On windows, the system is used for this. On unix, one of the fpwdestring or cwstring units must be used.

### 75.3 Miscellaneous functions

Functions that do not belong in one of the other categories.



Table 75.4:

Name	Description
Assert (622)	Conditionally abort program with error
Break (622)	Abort current loop
Continue (622)	Next cycle in current loop
Exclude (622)	Exclude an element from a set
Exit (622)	Exit current function or procedure
Include (622)	Include an element into a set
LongJump (622)	Jump to execution point
Ord (622)	Return ordinal value of enumerated type
Pred (622)	Return previous value of ordinal type
SetJump (622)	Mark execution point for jump
SizeOf (622)	Return size of variable or type
Succ (622)	Return next value of ordinal type

## 75.4 Operating System functions

Functions that are connected to the operating system.

Table 75.5:

Name	Description
Chdir (622)	Change working directory
Getdir (622)	Return current working directory
Halt (622)	Halt program execution
Paramcount (622)	Number of parameters with which program was called
Paramstr (622)	Retrieve parameters with which program was called
Mkdir (622)	Make a directory
Rmdir (622)	Remove a directory
Runerror (622)	Abort program execution with error condition

## 75.5 String handling

All things connected to string handling.

Table 75.6:

Name	Description
BinStr (622)	Construct binary representation of integer
Chr (622)	Convert ASCII code to character
Concat (622)	Concatenate two strings
Copy (622)	Copy part of a string
Delete (622)	Delete part of a string
HexStr (622)	Construct hexadecimal representation of integer
Insert (622)	Insert one string in another
Length (622)	Return length of string
Lowercase (622)	Convert string to all-lowercase
OctStr (622)	Construct octal representation of integer
Pos (622)	Calculate position of one string in another
SetLength (622)	Set length of a string
SetString (622)	Set contents and length of a string
Str (622)	Convert number to string representation
StringOfChar (622)	Create string consisting of a number of characters
Uppcase (622)	Convert string to all-uppercase
Val (622)	Convert string to number

## 75.6 Mathematical routines

Functions connected to calculating and converting numbers.

Table 75.7:

Name	Description
Abs (622)	Calculate absolute value
Arctan (622)	Calculate inverse tangent
Cos (622)	Calculate cosine of angle
Dec (622)	Decrease value of variable
Exp (622)	Exponentiate
Frac (622)	Return fractional part of floating point value
Hi (622)	Return high byte/word of value
Inc (622)	Increase value of variable
Int (622)	Calculate integer part of floating point value
Ln (622)	Calculate logarithm
Lo (622)	Return low byte/word of value
Odd (622)	Is a value odd or even ?
Pi (622)	Return the value of pi
Random (622)	Generate random number
Randomize (622)	Initialize random number generator
Round (622)	Round floating point value to nearest integer number
Sin (622)	Calculate sine of angle
Sqr (622)	Calculate the square of a value
Sqrt (622)	Calculate the square root of a value
Swap (622)	Swap high and low bytes/words of a variable
Trunc (622)	Truncate a floating point value

## 75.7 Memory management functions

Functions concerning memory issues.

Table 75.8:

Name	Description
Addr (622)	Return address of variable
Assigned (622)	Check if a pointer is valid
CompareByte (622)	Compare 2 memory buffers byte per byte
CompareChar (622)	Compare 2 memory buffers byte per byte
CompareDWord (622)	Compare 2 memory buffers byte per byte
CompareWord (622)	Compare 2 memory buffers byte per byte
CSeg (622)	Return code segment
Dispose (622)	Free dynamically allocated memory
DSeg (622)	Return data segment
FillByte (622)	Fill memory region with 8-bit pattern
FillChar (622)	Fill memory region with certain character
FillDWord (622)	Fill memory region with 32-bit pattern
FillQWord (622)	Fill memory region with 64-bit pattern
FillWord (622)	Fill memory region with 16-bit pattern
Freemem (622)	Release allocated memory
Getmem (622)	Allocate new memory
GetMemoryManager (622)	Return current memory manager
High (622)	Return highest index of open array or enumerated
IndexByte (622)	Find byte-sized value in a memory range
IndexChar (622)	Find char-sized value in a memory range
IndexDWord (622)	Find DWord-sized (32-bit) value in a memory range
IndexQWord (622)	Find QWord-sized value in a memory range
IndexWord (622)	Find word-sized value in a memory range
IsMemoryManagerSet (622)	Is the memory manager set
Low (622)	Return lowest index of open array or enumerated
Move (622)	Move data from one location in memory to another
MoveChar0 (622)	Move data till first zero character
New (622)	Dynamically allocate memory for variable
Ofs (622)	Return offset of variable
Ptr (622)	Combine segment and offset to pointer
ReAllocMem (622)	Resize a memory block on the heap
Seg (622)	Return segment
SetMemoryManager (622)	Set a memory manager
Sptr (622)	Return current stack pointer
SSeg (622)	Return stack segment register value

## 75.8 File handling functions

Functions concerning input and output from and to file.

Table 75.9:

Name	Description
Append (622)	Open a file in append mode
Assign (622)	Assign a name to a file
Blockread (622)	Read data from a file into memory
Blockwrite (622)	Write data from memory to a file
Close (622)	Close a file
Eof (622)	Check for end of file
Eoln (622)	Check for end of line
Erase (622)	Delete file from disk
Filepos (622)	Position in file
Filesize (622)	Size of file
Flush (622)	Write file buffers to disk
IOresult (622)	Return result of last file IO operation
Read (622)	Read from file into variable
Readln (622)	Read from file into variable and goto next line
Rename (622)	Rename file on disk
Reset (622)	Open file for reading
Rewrite (622)	Open file for writing
Seek (622)	Set file position
SeekEof (622)	Set file position to end of file
SeekEoln (622)	Set file position to end of line
SetTextBuf (622)	Set size of file buffer
Truncate (622)	Truncate the file at position
Write (622)	Write variable to file
WriteLn (622)	Write variable to file and append newline

## 75.9 Run-Time Error behaviour

The sytem unit handles errors by default by generating a run-time error, and halting the program with an exit code equal to the run-time error number.

This behaviour changes when the SysUtils (628) unit is used. In that case, all run-time errors are converted to exceptions: most run-time errors have their own exception class.

If these exceptions are caught, the program code decides what to do with it. If the exception is not caught, the program will exit through the default exception handler.

When the system unit documentation refers to run-time errors, the above should be kept in mind.

## Chapter 76

# Reference for unit 'sysutils'

### 76.1 Used units

Table 76.1: Used units by unit 'sysutils'

Name	Page
Linux	<a href="#">343</a>
System	<a href="#">622</a>

### 76.2 Overview

This documentation describes the `sysutils` unit. The `sysutils` unit was started by Gertjan Schouten, and completed by Michael Van Canneyt. It aims to be compatible to the Delphi `sysutils` unit, but in contrast with the latter, it is designed to work on multiple platforms. It is implemented on all supported platforms.

### 76.3 Localization support

Localization support depends on various constants and structures being initialized correctly. On Windows and OS/2 this is done automatically: a widestring manager is installed by default which helps taking care of the current locale when performing various operations on strings. The various internationalization settings (date/time format, currency, language etc) are also initialized correctly on these platforms.

On unices, the widestring support is in a separate unit: `cwstring`, which loads the various needed functions from the C library. It should be added manually to the `uses` clause of your program. No internationalization (or localisation) settings are applied by this unit, these must be initialized separately by including the `locale` unit in the `uses` clause of your program.

### 76.4 Unicode and codepage awareness

The many functions that deal with filenames in the `sysutils` routines have been changed from `AnsiString` to `RawByteString` so they do not perform implicit codepage conversions to the ansi code page. At the

same time, overloaded versions that accept a unicode string have been created.

For routines that access actual OS functions using single-byte string APIs, the strings are converted to ensure that the OS routine receives a string with the correct encoding when using single-byte strings. This encoding is normally the `DefaultFileSystemCodePage` (622) encoding.

On systems with a unicode I/O API (2-byte strings), the native API is used, meaning that unicode strings will be passed on as-is, but single-byte strings will be converted (implicitly) to Unicode.

The following is a minimal list of functions that have been changed and duplicated:

Table 76.2:

Name	Description
<code>FileCreate</code> (628)	Create a new file and return a handle to it.
<code>FileOpen</code> (628)	Open an existing file and return a filehandle
<code>FileExists</code> (628)	Check whether a particular file exists in the filesystem.
<code>DirectoryExists</code> (628)	Check whether a directory exists in the file system.
<code>FileSetDate</code> (628)	Set the date of a file.
<code>FileGetAttr</code> (628)	Return attributes of a file.
<code>FileSetAttr</code> (628)	Set the attributes of a file.
<code>DeleteFile</code> (628)	Delete a file from the filesystem.
<code>RenameFile</code> (628)	Rename a file.
<code>FileSearch</code> (628)	Search for a file in a path.
<code>ExeSearch</code> (628)	Search for an executable
<code>FindFirst</code> (628)	Start a file search and return a findhandle
<code>FindNext</code> (628)	Find the next entry in a findhandle.
<code>FindClose</code> (628)	Close a find handle
<code>FileIsReadOnly</code> (628)	Check whether a file is read-only.
<code>GetCurrentDir</code> (628)	Return the current working directory of the application.
<code>SetCurrentDir</code> (628)	Set the current directory of the application.

The following functions do not interact with the OS, but may nevertheless change the codepage of the strings involved in their operation:

Table 76.3:

Name	Description
<a href="#">ChangeFileExt (628)</a>	Change the extension of a filename.
<a href="#">ExtractFilePath (628)</a>	Extract the path from a filename.
<a href="#">ExtractFileDrive (628)</a>	Extract the drive part from a filename.
<a href="#">ExtractFileName (628)</a>	Extract the filename part from a full path filename.
<a href="#">ExtractFileExt (628)</a>	Return the extension from a filename.
<a href="#">ExtractFileDir (628)</a>	Extract the drive and directory part of a filename.
<a href="#">ExtractShortPathName (628)</a>	Returns a 8.3 path name
<a href="#">ExpandFileName (628)</a>	Expand a relative filename to an absolute filename.
<a href="#">ExpandFileNameCase (628)</a>	Expand a filename entered as case insensitive to the full path as stored on the disk.
<a href="#">ExtractRelativepath (628)</a>	Extract a relative path from a filename, given a base directory.
<a href="#">ExpandUNCFileName (628)</a>	Expand a relative filename to an absolute UNC filename.
<a href="#">IncludeTrailingPathDelimiter (628)</a>	Add trailing directory separator to a pathname, if needed.
<a href="#">IncludeTrailingBackslash (628)</a>	Add trailing directory separator to a pathname, if needed.
<a href="#">ExcludeTrailingBackslash (628)</a>	Strip trailing directory separator from a pathname, if needed.
<a href="#">ExcludeTrailingPathDelimiter (628)</a>	Strip trailing directory separator from a pathname, if needed.
<a href="#">IncludeLeadingPathDelimiter (628)</a>	Prepend a path delimiter if there is not already one.
<a href="#">ExcludeLeadingPathDelimiter (628)</a>	Strip the leading path delimiter of a path
<a href="#">IsPathDelimiter (628)</a>	Is the character at the given position a pathdelimiter ?
<a href="#">DoDirSeparators (628)</a>	Convert known directory separators to the current directory separator.
<a href="#">SetDirSeparators (628)</a>	Set the directory separators to the known directory separators.
<a href="#">GetDirs (628)</a>	Return a list of directory names from a path.
<a href="#">ConcatPaths (628)</a>	Concatenate an array of paths to form a single path
<a href="#">GetEnvironmentVariable (628)</a>	Return the value of an environment variable.

## 76.5 Miscellaneous conversion routines

Functions for various conversions.

Table 76.4:

Name	Description
<a href="#">BCDToInt (628)</a>	Convert BCD number to integer
<a href="#">CompareMem (628)</a>	Compare two memory regions
<a href="#">FloatToStrF (628)</a>	Convert float to formatted string
<a href="#">FloatToStr (628)</a>	Convert float to string
<a href="#">FloatToText (628)</a>	Convert float to string
<a href="#">FormatFloat (628)</a>	Format a floating point value
<a href="#">GetDirs (628)</a>	Split string in list of directories
<a href="#">IntToHex (628)</a>	return hexadecimal representation of integer
<a href="#">IntToStr (628)</a>	return decumal representation of integer
<a href="#">StrToIntDef (628)</a>	Convert string to integer with default value
<a href="#">StrToInt (628)</a>	Convert string to integer
<a href="#">StrToFloat (628)</a>	Convert string to float
<a href="#">TextToFloat (628)</a>	Convert null-terminated string to float

## 76.6 Date/time routines

Functions for date and time handling.

Table 76.5:

Name	Description
<code>DateTimeToFileDate</code> (628)	Convert <code>DateTime</code> type to file date
<code>DateTimeToStr</code> (628)	Construct string representation of <code>DateTime</code>
<code>DateTimeToString</code> (628)	Construct string representation of <code>DateTime</code>
<code>DateTimeToSystemTime</code> (628)	Convert <code>DateTime</code> to system time
<code>DateTimeToTimeStamp</code> (628)	Convert <code>DateTime</code> to timestamp
<code>DateToStr</code> (628)	Construct string representation of date
<code>Date</code> (628)	Get current date
<code>DayOfWeek</code> (628)	Get day of week
<code>DecodeDate</code> (628)	Decode <code>DateTime</code> to year month and day
<code>DecodeTime</code> (628)	Decode <code>DateTime</code> to hours, minutes and seconds
<code>EncodeDate</code> (628)	Encode year, day and month to <code>DateTime</code>
<code>EncodeTime</code> (628)	Encode hours, minutes and seconds to <code>DateTime</code>
<code>FormatDateTime</code> (628)	Return string representation of <code>DateTime</code>
<code>IncMonth</code> (628)	Add 1 to month
<code>IsLeapYear</code> (628)	Determine if year is leap year
<code>MSEcsToTimeStamp</code> (628)	Convert nr of milliseconds to timestamp
<code>Now</code> (628)	Get current date and time
<code>StrToDateTime</code> (628)	Convert string to <code>DateTime</code>
<code>StrToDate</code> (628)	Convert string to date
<code>StrToTime</code> (628)	Convert string to time
<code>SystemTimeToDateTime</code> (628)	Convert system time to datetime
<code>TimeStampToDateTime</code> (628)	Convert time stamp to <code>DateTime</code>
<code>TimeStampToMSEcs</code> (628)	Convert Timestamp to number of millicseconds
<code>TimeToStr</code> (628)	return string representation of Time
<code>Time</code> (628)	Get current time

## 76.7 FileName handling routines

Functions for file manipulation.



Table 76.6:

Name	Description
<a href="#">AnsiCompareFileName (628)</a>	Compare 2 filenames
<a href="#">AnsiLowerCaseFileName (628)</a>	Create lowercase filename
<a href="#">AnsiUpperCaseFileName (628)</a>	Create uppercase filename
<a href="#">AddDisk (628)</a>	Add disk to list of disk drives
<a href="#">ChangeFileExt (628)</a>	Change extension of file name
<a href="#">CreateDir (628)</a>	Create a directory
<a href="#">DeleteFile (628)</a>	Delete a file
<a href="#">DiskFree (628)</a>	Free space on disk
<a href="#">DiskSize (628)</a>	Total size of disk
<a href="#">ExpandFileName (628)</a>	Create full file name
<a href="#">ExpandFileNameCase (628)</a>	Create full file name case insensitively
<a href="#">ExpandUNCFileName (628)</a>	Create full UNC file name
<a href="#">ExtractFileDir (628)</a>	Extract drive and directory part of filename
<a href="#">ExtractFileDrive (628)</a>	Extract drive part of filename
<a href="#">ExtractFileExt (628)</a>	Extract extension part of filename
<a href="#">ExtractFileName (628)</a>	Extract name part of filename
<a href="#">ExtractFilePath (628)</a>	Extract path part of filename
<a href="#">ExtractRelativePath (628)</a>	Construct relative path between two files
<a href="#">FileAge (628)</a>	Return file age
<a href="#">FileDateToDateTime (628)</a>	Convert file date to system date
<a href="#">FileExists (628)</a>	Determine whether a file exists on disk
<a href="#">FileGetAttr (628)</a>	Get attributes of file
<a href="#">FileGetDate (628)</a>	Get date of last file modification
<a href="#">FileSearch (628)</a>	Search for file in path
<a href="#">FileSetAttr (628)</a>	Get file attributes
<a href="#">FileSetDate (628)</a>	Get file dates
<a href="#">FindFirst (628)</a>	Start finding a file
<a href="#">FindNext (628)</a>	Find next file
<a href="#">GetCurrentDir (628)</a>	Return current working directory
<a href="#">RemoveDir (628)</a>	Remove a directory from disk
<a href="#">RenameFile (628)</a>	Rename a file on disk
<a href="#">SameFileName (628)</a>	Check whether 2 filenames are the same
<a href="#">SetCurrentDir (628)</a>	Set current working directory
<a href="#">SetDirSeparators (628)</a>	Set directory separator characters
<a href="#">FindClose (628)</a>	Stop searching a file
<a href="#">DoDirSeparators (628)</a>	Replace directory separator characters

## 76.8 File input/output routines

Functions for reading/writing to file.

Table 76.7:

Name	Description
FileCreate (628)	Create a file and return handle
FileOpen (628)	Open file and return handle
FileRead (628)	Read from file
FileSeek (628)	Set file position
FileTruncate (628)	Truncate file length
FileWrite (628)	Write to file
FileClose (628)	Close file handle

## 76.9 PChar related functions

Most PChar functions are the same as their counterparts in the STRINGS unit. The following functions are the same :

1. StrCat (628) : Concatenates two PChar strings.
2. StrComp (628) : Compares two PChar strings.
3. StrCopy (628) : Copies a PChar string.
4. StrECopy (628) : Copies a PChar string and returns a pointer to the terminating null byte.
5. StrEnd (628) : Returns a pointer to the terminating null byte.
6. StrIComp (628) : Case insensitive compare of 2 PChar strings.
7. StrLCat (628) : Appends at most L characters from one PChar to another PChar.
8. StrLComp (628) : Case sensitive compare of at most L characters of 2 PChar strings.
9. StrLCopy (628) : Copies at most L characters from one PChar to another.
10. StrLen (628) : Returns the length (exclusive terminating null byte) of a PChar string.
11. StrLIComp (628) : Case insensitive compare of at most L characters of 2 PChar strings.
12. StrLower (628) : Converts a PChar to all lowercase letters.
13. StrMove (628) : Moves one PChar to another.
14. StrNew (628) : Makes a copy of a PChar on the heap, and returns a pointer to this copy.
15. StrPos (628) : Returns the position of one PChar string in another?
16. StrRScan (628) : returns a pointer to the last occurrence of on PChar string in another one.
17. StrScan (628) : returns a pointer to the first occurrence of on PChar string in another one.
18. StrUpper (628) : Converts a PChar to all uppercase letters.

The subsequent functions are different from their counterparts in STRINGS, although the same examples can be used.

## 76.10 Date and time formatting characters

Various date and time formatting routines accept a format string to format the date and or time. The following characters can be used to control the date and time formatting:

**c** Formats date using `shortdateformat` and formats time using `longtimeformat` if the time is not zero.

**f** Same as **c**, but adds the time even if it is zero.

**d** day of month

**dd** day of month (leading zero)

**ddd** day of week (abbreviation)

**dddd** day of week (full)

**dddddd** `shortdateformat`

**ddddddd** `longdateformat`

**m** month

**mm** month (leading zero)

**mmm** month (abbreviation)

**mmmm** month (full)

**y** year (2 digits)

**yy** year (two digits)

**yyyy** year (with century)

**h** hour

**hh** hour (leading zero)

**n** minute

**nn** minute (leading zero)

**s** second

**ss** second (leading zero)

**t** `shorttimeformat`

**tt** `longtimeformat`

**am/pm** use 12 hour clock and display am and pm accordingly

**a/p** use 12 hour clock and display a and p accordingly

**/** insert date separator

**:** insert time separator

**"xx"** literal text

**'xx'** literal text

**z** milliseconds

**zzz** milliseconds(leading zero)

The date and time separators are taken from the DefaultFormatSettings (628) record, unless a TFormatSettings (628) record is passed to the FormatDateTime (628) function.

Note that to include any of the above characters literally in the result string, they must be enclosed in double quotes.

See also: DefaultFormatSettings (628), TFormatSettings (628), FormatDateTime (628)

## 76.11 Formatting strings

Functions for formatting strings.

Table 76.8:

Name	Description
AdjustLineBreaks (628)	Convert line breaks to line breaks for system
FormatBuf (628)	Format a buffer
Format (628)	Format arguments in string
FmtStr (628)	Format buffer
QuotedStr (628)	Quote a string
StrFmt (628)	Format arguments in a string
StrLFmt (628)	Format maximum L characters in a string
TrimLeft (628)	Remove whitespace at the left of a string
TrimRight (628)	Remove whitespace at the right of a string
Trim (628)	Remove whitespace at both ends of a string

## 76.12 String functions

Functions for handling strings.

Table 76.9:

Name	Description
<a href="#">AnsiCompareStr (628)</a>	Compare two strings
<a href="#">AnsiCompareText (628)</a>	Compare two strings, case insensitive
<a href="#">AnsiExtractQuotedStr (628)</a>	Removes quotes from string
<a href="#">AnsiLastChar (628)</a>	Get last character of string
<a href="#">AnsiLowerCase (628)</a>	Convert string to all-lowercase
<a href="#">AnsiQuotedStr (628)</a>	Quotes a string
<a href="#">AnsiStrComp (628)</a>	Compare strings case-sensitive
<a href="#">AnsiStrIComp (628)</a>	Compare strings case-insensitive
<a href="#">AnsiStrLComp (628)</a>	Compare L characters of strings case sensitive
<a href="#">AnsiStrLIComp (628)</a>	Compare L characters of strings case insensitive
<a href="#">AnsiStrLastChar (628)</a>	Get last character of string
<a href="#">AnsiStrLower (628)</a>	Convert string to all-lowercase
<a href="#">AnsiStrUpper (628)</a>	Convert string to all-uppercase
<a href="#">AnsiUpperCase (628)</a>	Convert string to all-uppercase
<a href="#">AppendStr (628)</a>	Append 2 strings
<a href="#">AssignStr (628)</a>	Assign value of strings on heap
<a href="#">CompareStr (628)</a>	Compare two strings case sensitive
<a href="#">CompareText (628)</a>	Compare two strings case insensitive
<a href="#">DisposeStr (628)</a>	Remove string from heap
<a href="#">IsValidIdent (628)</a>	Is string a valid pascal identifier
<a href="#">LastDelimiter (628)</a>	Last occurrence of character in a string
<a href="#">LeftStr (628)</a>	Get first N characters of a string
<a href="#">LoadStr (628)</a>	Load string from resources
<a href="#">LowerCase (628)</a>	Convert string to all-lowercase
<a href="#">NewStr (628)</a>	Allocate new string on heap
<a href="#">RightStr (628)</a>	Get last N characters of a string
<a href="#">StrAlloc (628)</a>	Allocate memory for string
<a href="#">StrBufSize (628)</a>	Reserve memory for a string
<a href="#">StrDispose (628)</a>	Remove string from heap
<a href="#">StrPas (628)</a>	Convert PChar to pascal string
<a href="#">StrPCopy (628)</a>	Copy pascal string
<a href="#">StrPLCopy (628)</a>	Copy N bytes of pascal string
<a href="#">UpperCase (628)</a>	Convert string to all-uppercase

## Chapter 77

# Reference for unit 'Types'

### 77.1 Overview

Starting with D6, types from Windows specific units that were needed in Kylix were extracted to this unit. So it mostly contains type of Windows origin that are needed in the VCL framework.

### 77.2 Constants, types and variables

#### 77.2.1 Constants

`E_FAIL = ($80004005)`

Defined for Delphi compatibility, this should not be used.

`E_INVALIDARG = ($80070057)`

Defined for Delphi compatibility, this should not be used.

`GUID_NULL : TGUID = '{00000000-0000-0000-0000-000000000000}'`

`GUID_NULL` is the definition of the NULL (empty) GUID.

`LOCK_EXCLUSIVE = 2`

Defined for Delphi compatibility, this should not be used.

`LOCK_ONLYONCE = 4`

Defined for Delphi compatibility, this should not be used.

`LOCK_WRITE = 1`

Defined for Delphi compatibility, this should not be used.

`STATFLAG_DEFAULT = 0`

Defined for Delphi compatibility, this should not be used.

STATFLAG\_NONAME = 1

Defined for Delphi compatibility, this should not be used.

STATFLAG\_NOOPEN = 2

Defined for Delphi compatibility, this should not be used.

STGTY\_LOCKBYTES = 3

Defined for Delphi compatibility, this should not be used.

STGTY\_PROPERTY = 4

Defined for Delphi compatibility, this should not be used.

STGTY\_STORAGE = 1

Defined for Delphi compatibility, this should not be used.

STGTY\_STREAM = 2

Defined for Delphi compatibility, this should not be used.

STG\_E\_ABNORMALAPIEXIT = (\$800300FA)

Defined for Delphi compatibility, this should not be used.

STG\_E\_ACCESSDENIED = (\$80030005)

Defined for Delphi compatibility, this should not be used.

STG\_E\_BADBASEADDRESS = (\$80030110)

Defined for Delphi compatibility, this should not be used.

STG\_E\_CANTSAVE = (\$80030103)

Defined for Delphi compatibility, this should not be used.

STG\_E\_DISKISWRITEPROTECTED = (\$80030013)

Defined for Delphi compatibility, this should not be used.

STG\_E\_DOCFILECORRUPT = (\$80030109)

Defined for Delphi compatibility, this should not be used.

STG\_E\_EXTANTMARSHALLINGS = (\$80030108)

Defined for Delphi compatibility, this should not be used.

STG\_E\_FILEALREADYEXISTS = (\$80030050)

Defined for Delphi compatibility, this should not be used.

STG\_E\_FILENOTFOUND = (\$80030002)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INCOMPLETE = (\$80030201)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INSUFFICIENTMEMORY = (\$80030008)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INUSE = (\$80030100)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDFLAG = (\$800300FF)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDFUNCTION = (\$80030001)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDHANDLE = (\$80030006)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDHEADER = (\$800300FB)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDNAME = (\$800300FC)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDPARAMETER = (\$80030057)

Defined for Delphi compatibility, this should not be used.

STG\_E\_INVALIDPOINTER = (\$80030009)

Defined for Delphi compatibility, this should not be used.

STG\_E\_LOCKVIOLATION = (\$80030021)



Defined for Delphi compatibility, this should not be used.

STG\_E\_MEDIUMFULL = (\$80030070)

Defined for Delphi compatibility, this should not be used.

STG\_E\_NOMOREFILES = (\$80030012)

Defined for Delphi compatibility, this should not be used.

STG\_E\_NOTCURRENT = (\$80030101)

Defined for Delphi compatibility, this should not be used.

STG\_E\_OLDDLL = (\$80030105)

Defined for Delphi compatibility, this should not be used.

STG\_E\_OLDFORMAT = (\$80030104)

Defined for Delphi compatibility, this should not be used.

STG\_E\_PATHNOTFOUND = (\$80030003)

Defined for Delphi compatibility, this should not be used.

STG\_E\_PROPSETMISMATCHED = (\$800300F0)

Defined for Delphi compatibility, this should not be used.

STG\_E\_READFAULT = (\$8003001E)

Defined for Delphi compatibility, this should not be used.

STG\_E\_REVERTED = (\$80030102)

Defined for Delphi compatibility, this should not be used.

STG\_E\_SEEKERROR = (\$80030019)

Defined for Delphi compatibility, this should not be used.

STG\_E\_SHAREREQUIRED = (\$80030106)

Defined for Delphi compatibility, this should not be used.

STG\_E\_SHAREVIOLATION = (\$80030020)

Defined for Delphi compatibility, this should not be used.

STG\_E\_TERMINATED = (\$80030202)

Defined for Delphi compatibility, this should not be used.

STG\_E\_TOOMANYOPENFILES = (\$80030004)

Defined for Delphi compatibility, this should not be used.

STG\_E\_UNIMPLEMENTEDFUNCTION = (\$800300FE)

Defined for Delphi compatibility, this should not be used.

STG\_E\_UNKNOWN = (\$800300FD)

Defined for Delphi compatibility, this should not be used.

STG\_E\_WRITEFAULT = (\$8003001D)

Defined for Delphi compatibility, this should not be used.

STG\_S\_BLOCK = \$00030201

Defined for Delphi compatibility, this should not be used.

STG\_S\_CONVERTED = \$00030200

Defined for Delphi compatibility, this should not be used.

STG\_S\_MONITORING = \$00030203

Defined for Delphi compatibility, this should not be used.

STG\_S\_RETRYNOW = \$00030202

Defined for Delphi compatibility, this should not be used.

STREAM\_SEEK\_CUR = 1

Defined for Delphi compatibility, this should not be used.

STREAM\_SEEK\_END = 2

Defined for Delphi compatibility, this should not be used.

STREAM\_SEEK\_SET = 0

Defined for Delphi compatibility, this should not be used.

### 77.2.2 Types

`ArgList = Pointer`

`ArgList` is defined for Delphi/Kylix compatibility and should not be used.

`DWORD = LongWord`

Alias for cardinal type

`FILETIME = _FILETIME`

Alias for the `_FILETIME` type

`Largeint = Int64`

`Largeint` is an alias for the `Int64` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`LargeUint = QWord`

`LargeUint` is an alias for the `QWord` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`LARGE_INT = Largeint`

`LARGE_INT` is an alias for the `Int64` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`LARGE_UINT = LargeUint`

`LARGE_UINT` is an alias for the `QWord` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PByte = System.PByte`

`PByte` is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PCLSID = PGUID`

`PCLSID` is a pointer to a `TCLSID` type.

`PDisplay = Pointer`

`PDisplay` is defined for Delphi/Kylix compatibility and should not be used.

`PDouble = System.PDouble`

`PDouble` is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PDWord = ^DWORD`

`PDWord` is equivalent to the `PCardinal` type.

`PEvent` = `Pointer`

`PEvent` is defined for Delphi/Kylix compatibility and should not be used.

`PFileTime` = `^TFileTime`

**Pointer to `TFileTime` type**

`PLargeInt` = `^Largeint`

`PLargeInt` is an alias for the `PInt64` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PLargeuInt` = `^LargeUInt`

`PLargeUInt` is an alias for the `PQWord` type defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PLongint` = `System.PLongint`

`PLongint` is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PoleStr` = `PWideChar`

`PoleStr` is a pointer to a (double) null-terminated array of `TChar` characters.

`PPoint` = `^TPoint`

`PPoint` is a typed pointer to the `TPoint` (646) type.

`PPoleStr` = `^PoleStr`

`PPoleStr` is a typed pointer to a `PoleStr` variable.

`PRect` = `^TRect`

`PRect` is a typed pointer to the `TRect` (647) type.

`PSize` = `^TSize`

`PSize` is a typed pointer to the `TSize` (647) type.

`PSmallInt` = `System.PSmallInt`

`PSmallInt` is defined in the system unit. This is an alias for Delphi/Kylix compatibility.

`PSmallPoint` = `^TSmallPoint`

`PSmallPoint` is a typed pointer to the `TSmallPoint` (647) record.

```
PStatStg = ^TStatStg
```

Pointer to TStatStg record.

```
PXrmOptionDescRec = ^TXrmOptionDescRec
```

PXrmOptionDescRec is defined for Delphi/Kylix compatibility and should not be used.

```
Region = Pointer
```

Region is defined for Delphi/Kylix compatibility and should not be used.

```
STATSTG = TStatStg
```

Alias for the TStatStg type.

```
tagPOINT = TPoint
```

tagPOINT is a simple alias for TPoint (646)

```
tagSIZE = TSize
```

tagSize is an alias for the TSize (647) type.

```
tagSTATSTG = record
  pwcsName : POleStr;
  dwType : DWORD;
  cbSize : LARGE_UINT;
  mtime : TFileTime;
  ctime : TFileTime;
  atime : TFileTime;
  grfMode : DWORD;
  grfLocksSupported : DWORD;
  clsid : TCLSID;
  grfStateBits : DWORD;
  reserved : DWORD;
end
```

tagSTATSTG is used in the IStream.Stat (655) call. It describes a storage medium (typically a file).

```
TBooleanDynArray = Array of Boolean
```

TBooleanDynArray is a standard definition of a dynamical array of booleans.

```
TByteDynArray = Array of Byte
```

TByteDynArray is a standard definition of a dynamical array of (8-bit, unsigned) bytes.

```
TCardinalDynArray = Array of Cardinal
```

TCardinalDynArray is a standard definition of a dynamical array of (32-bit, unsigned) cardinals.

TCLSID = TGUID

TCLSID is an alias for the #rtl.system.TGUID (622) type.

TDoubleDynArray = Array of Double

TSoubleDynArray is a standard definition of a dynamical array of doubles. (regular floating point type)

TDuplicates = (dupIgnore, dupAccept, dupError)

Table 77.1: Enumeration values for type TDuplicates

Value	Explanation
dupAccept	Accept duplicates, adding them to the list.
dupError	Raise an error when an attempt is made to add a duplicate.
dupIgnore	Ignore the new item, do not add it to the list.

TDuplicates can be used to indicate how a list structure acts on the addition of a duplicate item to the list.

**dupIgnore** Ignore the new item, do not add it to the list.

**dupAccept** Accept duplicates, adding them to the list.

**dupError** Raise an error when an attempt is made to add a duplicate.

TFileTime = \_FILETIME

Alias for the \_FILETIME type

TInt64DynArray = Array of Int64

TInt64DynArray is a standard definition of a dynamical array of (64-bit, signed) int64s.

TIntegerDynArray = Array of Integer

TIntegerDynArray is a standard definition of a dynamical array of (32-bit, signed) integers.

TListCallback = procedure(data: pointer; arg: pointer) of object

TListCallback is the prototype for a Foreach operation on a list. It will be called with as Data the pointer in the list, and Arg will contain the extra user data added to the Foreach call. It can be used in methods of objects; for a version that can be used as a global procedure, see TListStaticCallback (646)

TListStaticCallback = procedure(data: pointer; arg: pointer)

`TListStaticCallback` is the prototype for a `Foreach` operation on a list. It will be called with as `Data` the pointer in the list, and `Arg` will contain the extra user data added to the `Foreach` call. It can be used in plain procedures; for a version that can be used as a method, see `TListCallback` (645)

`TLongWordDynArray` = Array of LongWord

`TLongWordDynArray` is a standard definition of a dynamical array of (32-bit, unsigned) LongWords.

`TOLEChar` = WideChar

`TOLEChar` is an alias for the `WideChar` type, defined in the system unit.

```
TPoint = packed record
  X : LongInt;
  Y : LongInt;
end
```

`TPoint` is a generic definition of a point in a 2-dimensional discrete plane, where `X` indicates the horizontal position, and `Y` the vertical position (positions usually measured in pixels), and 0, 0 is the origin of the plane.

Usually, the origin is the upper-left corner of the screen, with `Y` increasing as one moves further down the screen - this is opposite to the mathematical view where `Y` increases as one moves upwards.

The coordinates are integers, (32-bit, signed) so the coordinate system runs from `-MaxInt` to `MaxInt`.

`TPointerDynArray` = Array of Pointer

Dynamic array of untyped pointers

`TQWordDynArray` = Array of QWord

`TQWordDynArray` is a standard definition of a dynamical array of (64-bit, unsigned) QWords.

```
TRect = packed record
case Integer of
0: (
  Left  : LongInt;
  Top   : LongInt;
  Right : LongInt;
  Bottom : LongInt;
);
1: (
  TopLeft : TPoint;
  BottomRight : TPoint;
);
end
```

**TRect** defines a rectangle in a discrete plane. It is described by the horizontal (`left`, `right`) or vertical (`top`, `Bottom`) positions (in pixels) of the edges, or, alternatively, by the coordinates of the top left (`TopLeft`) and bottom right (`BottomRight`) corners.

`TShortIntDynArray = Array of ShortInt`

`TShortintDynArray` is a standard definition of a dynamical array of (8-bit, signed) shortints.

`TSingleDynArray = Array of Single`

`TSingleDynArray` is a standard definition of a dynamical array of singles. (smallest floating point type)

```
TSize = packed record
  cx : LongInt;
  cy : LongInt;
end
```

`TSize` is a type to describe the size of a rectangular area, where `cx` is the width, `cy` is the height (in pixels) of the rectangle.

`TSmallIntDynArray = Array of SmallInt`

`TSmallintDynArray` is a standard definition of a dynamical array of (16-bit, unsigned) integers.

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

`TSmallPoint` defines a point in a 2-dimensional plane, just like `TPoint` (646), but the coordinates have a smaller range: The coordinates are smallints (16-bit, signed) and they run from `-MaxSmallInt` to `maxSmallint`.

`TStatStg = tagSTATSTG`

`TStatStg` is a record type describing a storage medium. It is uses in the `IStream.Stat` (655) function.

`TStringDynArray = Array of AnsiString`

`TStringDynArray` is a standard definition of a dynamical array of Ansistrings.

`TWideStringDynArray = Array of WideString`

`TWideStringDynArray` is a standard definition of a dynamical array of WideStrings.

`TWordDynArray = Array of Word`

`TWordDynArray` is a standard definition of a dynamical array of (16-bit, unsigned) words.



```
TXrmOptionDescRec = record
end
```

TXrmOptionDescRec is defined for Delphi/Kylix compatibility and should not be used.

```
Widget = Pointer
```

Widget is defined for Delphi/Kylix compatibility and should not be used.

```
WidgetClass = Pointer
```

WidgetClass is defined for Delphi/Kylix compatibility and should not be used.

```
XrmOptionDescRec = TXrmOptionDescRec
```

XrmOptionDescRec is defined for Delphi/Kylix compatibility and should not be used.

```
_FILETIME = packed record
  dwLowDateTime : DWORD;
  dwHighDateTime : DWORD;
end
```

\_FILETIME describes a file time stamp. It is defined for Delphi/Kylix compatibility and should not be used except when implementing or accessing the IStream interface. The TDateTime type should be used instead.

## 77.3 Procedures and functions

### 77.3.1 Bounds

**Synopsis:** Create a rectangle, given a position and size

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

**Visibility:** default

**Description:** Bounds returns a TRect structure with the indicated position (Left=ALeft and Top=ATop) and size (Right=ALeft+AWidth and Bottom=ATop+AHeight)

**See also:** Rect ([650](#)), PtInRect ([650](#)), IntersectRect ([649](#)), UnionRect ([651](#))

### 77.3.2 CenterPoint

**Synopsis:** Return the center point of a rectangle

**Declaration:** `function CenterPoint(const Rect: TRect) : TPoint`

**Visibility:** default

**Description:** CenterPoint returns the center point of the rectangle Rect.

**See also:** PtInRect ([650](#)), IntersectRect ([649](#)), IsRectEmpty ([649](#)), OffsetRect ([650](#)), InflateRect ([649](#)), Size ([651](#)), IsRectEmpty ([649](#))

### 77.3.3 EqualRect

Synopsis: Check if two rectangles are equal.

Declaration: `function EqualRect (const r1: TRect; const r2: TRect) : Boolean`

Visibility: default

Description: `EqualRect` returns `True` if the rectangles `R1` and `R2` are equal (i.e. have the position and size). If the rectangles differ, the function returns `False`

See also: `Rect` (650), `Bounds` (648), `PtInRect` (650), `IntersectRect` (649), `UnionRect` (651), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651)

### 77.3.4 InflateRect

Synopsis: Increase the rectangle in size, keeping it centered

Declaration: `function InflateRect (var Rect: TRect; dx: Integer; dy: Integer) : Boolean`

Visibility: default

Description: `InflateRect` inflates the rectangle horizontally with `dx` pixels on each side, and vertically with `dy` pixels, thus keeping its center point on the same location. It returns `true` if the operation was successfully, `False` if it was not (only possible if the address of `Rect` is `Nil`).

See also: `PtInRect` (650), `IntersectRect` (649), `IsRectEmpty` (649), `OffsetRect` (650), `CenterPoint` (648), `Size` (651), `IsRectEmpty` (649)

### 77.3.5 IntersectRect

Synopsis: Return the intersection of 2 rectangles

Declaration: `function IntersectRect (var Rect: TRect; const R1: TRect; const R2: TRect) : Boolean`

Visibility: default

Description: `IntersectRect` returns the intersection of the 2 rectangles `R1` and `R2` in `Rect`. It returns `True` if the 2 rectangles have an intersection, otherwise `False` is returned, and `Rect` is filled with zero.

See also: `PtInRect` (650), `UnionRect` (651), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651)

### 77.3.6 IsRectEmpty

Synopsis: Check whether a rectangle is empty

Declaration: `function IsRectEmpty (const Rect: TRect) : Boolean`

Visibility: default

Description: `IsRectEmpty` returns `true` if the rectangle is empty, i.e. has a zero or negative width or height.

See also: `PtInRect` (650), `IntersectRect` (649), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651)

### 77.3.7 OffsetRect

Synopsis: Offset the rectangle

Declaration: `function OffsetRect (var Rect: TRect; DX: Integer; DY: Integer) : Boolean`

Visibility: default

Description: `OffsetRect` offsets the rectangle `Rect` by a horizontal distance `DX` and a vertical distance `DY`. The operation returns `True` if the operation was successful, `false` if it was not (only possible if the address of `Rect` is `Nil`).

See also: `PtInRect` (650), `IntersectRect` (649), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651), `IsRectEmpty` (649)

### 77.3.8 Point

Synopsis: Create a point

Declaration: `function Point (x: Integer; y: Integer) : TPoint`

Visibility: default

Description: `Point` returns a `TPoint` structure with the given position (`X`, `Y`).

See also: `Rect` (650), `PtInRect` (650)

### 77.3.9 PtInRect

Synopsis: Check whether a point is inside a rectangle.

Declaration: `function PtInRect (const Rect: TRect; const p: TPoint) : Boolean`

Visibility: default

Description: `PtInRect` returns `True` if `p` is located inside `Rect`, and `False` if it is located outside the rectangle.

**Remark:** Note that the bottom, right edges are not considered part of the rectangle, therefore a point located on one of these edges will not be considered part of the rectangle, meaning that for a record (10,10,100,100) the point (90,100) will not be considered part of the record, but 90, 10 will be.

See also: `IntersectRect` (649), `UnionRect` (651), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651)

### 77.3.10 Rect

Synopsis: Create a rectangle record

Declaration: `function Rect (Left: Integer; Top: Integer; Right: Integer; Bottom: Integer) : TRect`

Visibility: default

Description: `Rect` returns a rectangle structure with the 4 members `Left`, `Top`, `Right` and `Bottom` as passed in the arguments.

See also: `Bounds` (648), `PtInRect` (650), `IntersectRect` (649), `UnionRect` (651), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651)

### 77.3.11 Size

Synopsis: Return the size of the rectangle

Declaration: `function Size(AWidth: Integer; AHeight: Integer) : TSize`  
`function Size(const ARect: TRect) : TSize`

Visibility: default

Description: `Size` returns a `TSize` record with the indicated `AWidth`, `AHeight`. In the case `ARect` is passed, the width and height are calculated (taking into account that the right, bottom are not considered part of the rectangle).

See also: `PtinRect` (650), `IntersectRect` (649), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `CenterPoint` (648), `IsRectEmpty` (649)

### 77.3.12 UnionRect

Synopsis: Return the union of 2 rectangles.

Declaration: `function UnionRect(var Rect: TRect; const R1: TRect; const R2: TRect)`  
`: Boolean`

Visibility: default

Description: `UnionRect` returns the rectangle that encompasses both `R1` and `R2` in `Rect`. It returns `True` if the resulting rectangle is not empty, `False` if the result is an empty rectangle (in which case the result is filled with zeroes)

See also: `PtinRect` (650), `IntersectRect` (649), `IsRectEmpty` (649), `OffsetRect` (650), `InflateRect` (649), `Size` (651)

## 77.4 IClassFactory

### 77.4.1 Description

`IClassFactory` is defined for Delphi/Kylix compatibility and should not be used.

### 77.4.2 Method overview

Page	Method	Description
651	<code>CreateInstance</code>	Create a new instance of an interface.
652	<code>LockServer</code>	Lock ActiveX server object.

### 77.4.3 IClassFactory.CreateInstance

Synopsis: Create a new instance of an interface.

Declaration: `function CreateInstance(const unkOuter: IUnknown; const riid: TGUID;`  
`out vObject) : HRESULT`

Visibility: default

Description: `IClassFactory.CreateInstance` is defined for Delphi/Kylix compatibility and should not be used.

### 77.4.4 IClassFactory.LockServer

Synopsis: Lock ActiveX server object.

Declaration: `function LockServer(fLock: LongBool) : HRESULT`

Visibility: default

Description: `IClassFactory.LockServer` is defined for Delphi/Kylix compatibility and should not be used.

## 77.5 ISequentialStream

### 77.5.1 Description

`ISequentialStream` is the interface for streams which only support sequential reading of chunks of data. It is defined for Delphi/Kylix compatibility and should not be used.

See also: `IStream` ([652](#))

### 77.5.2 Method overview

Page	Method	Description
<a href="#">652</a>	Read	Read data from the stream
<a href="#">652</a>	Write	Write data to the stream

### 77.5.3 ISequentialStream.Read

Synopsis: Read data from the stream

Declaration: `function Read(pv: Pointer;cb: DWORD;pcbRead: PDWord) : HRESULT`

Visibility: default

Description: `Read` reads `cbCount` bytes from the stream into the memory pointed to by `pv` and returns the number of bytes read in `pcbRead`. The result is zero for success or an error code.

See also: `ISequentialStream.Write` ([652](#))

### 77.5.4 ISequentialStream.Write

Synopsis: Write data to the stream

Declaration: `function Write(pv: Pointer;cb: DWORD;pcbWritten: PDWord) : HRESULT`

Visibility: default

Description: `Write` writes `cbCount` bytes from the memory pointed to by `pv` to the stream and returns the number of bytes written in `pcbWritten`. The result is zero for success or an error code.

See also: `ISequentialStream.Read` ([652](#))

## 77.6 IStream

### 77.6.1 Description

An abstract interface for an external (non pascal) stream, as defined in Microsoft COM interfaces

### 77.6.2 Method overview

Page	Method	Description
<a href="#">655</a>	Clone	Clone the stream instance
<a href="#">654</a>	Commit	Commit data to the stream
<a href="#">653</a>	CopyTo	Copy data from one stream to another
<a href="#">654</a>	LockRegion	Lock a region of bytes in the stream
<a href="#">654</a>	Revert	Revert changes
<a href="#">653</a>	Seek	Set the stream position
<a href="#">653</a>	SetSize	Set the stream size
<a href="#">655</a>	Stat	return information about the stream.
<a href="#">654</a>	UnlockRegion	Unlocks a previously locked region of bytes in the stream

### 77.6.3 IStream.Seek

Synopsis: Set the stream position

Declaration: `function Seek(dlibMove: Largeint; dwOrigin: LongInt;  
out libNewPosition: Largeint) : HRESULT`

Visibility: default

Description: `Seek` sets the stream position at `dlibMove` bytes from `dwOrigin` (one of the `SEEK_*` constants) and returns the new absolute position in `libNewPosition`. The function returns zero on success, or an error code.

Errors: On error, a nonzero exit code is returned.

### 77.6.4 IStream.SetSize

Synopsis: Set the stream size

Declaration: `function SetSize(libNewSize: Largeint) : HRESULT`

Visibility: default

Description: `SetSize` sets the size of the stream to `libNewSize` bytes, if the stream allows it. On success, zero is returned.

Errors: On error, a nonzero exit code is returned.

### 77.6.5 IStream.CopyTo

Synopsis: Copy data from one stream to another

Declaration: `function CopyTo(stm: IStream; cb: Largeint; out cbRead: Largeint;  
out cbWritten: Largeint) : HRESULT`

Visibility: default

Description: `CopyTo` copies `cb` bytes from the stream to target stream `stm`. `cbRead` returns how many bytes were read from the stream, `cbwrite` returns how many bytes were actually written to the destination stream. The function returns zero on success.

Errors: On error, a nonzero exit code is returned.

### 77.6.6 IStream.Commit

Synopsis: Commit data to the stream

Declaration: `function Commit(grfCommitFlags: LongInt) : HRESULT`

Visibility: default

Description: `Commit` commits the data in the stream to the underlying medium. `Flags` is a set of options to control the commit operation (see MSDN for the possible flags).

Errors: On error, a nonzero exit code is returned.

### 77.6.7 IStream.Revert

Synopsis: Revert changes

Declaration: `function Revert : HRESULT`

Visibility: default

Description: `Revert` reverts all changes that were done to a transacted stream, i.e. all changes since the last commit. The function returns zero on success.

Errors: On error, a nonzero exit code is returned.

### 77.6.8 IStream.LockRegion

Synopsis: Lock a region of bytes in the stream

Declaration: `function LockRegion(libOffset: Largeint;cb: Largeint;  
dwLockType: LongInt) : HRESULT`

Visibility: default

Description: `LockRegion` locks a region of the storage, starting at `libOffset`, for `cbCount` bytes. The applied lock is of type `dwLockType`. The function returns zero if the lock was successfully applied.

Errors: On error, a nonzero exit code is returned.

### 77.6.9 IStream.UnlockRegion

Synopsis: Unlocks a previously locked region of bytes in the stream

Declaration: `function UnlockRegion(libOffset: Largeint;cb: Largeint;  
dwLockType: LongInt) : HRESULT`

Visibility: default

Description: `UnlockRegion` removes the lock on a region of the storage, starting at `libOffset`, for `cbCount` bytes. The lock must be of type `dwLockType`. The function returns zero if the lock was successfully removed.

Errors: On error, a nonzero exit code is returned.

### 77.6.10 IStream.Stat

Synopsis: return information about the stream.

Declaration: `function Stat(out statstg: TStatStg; grfStatFlag: LongInt) : HRESULT`

Visibility: default

Description: `Stat` returns information about the stream in `statstg`, taking into account the flags in `grfStatFlag` (one of the `STATFLAG_` constants). The function returns zero if the call was successful.

Errors: On error, a nonzero exit code is returned.

### 77.6.11 IStream.Clone

Synopsis: Clone the stream instance

Declaration: `function Clone(out stm: IStream) : HRESULT`

Visibility: default

Description: `Clone` returns an independent but initially equal copy of the stream in `stm`. The function returns zero if the call was successful.

Errors: On error, a nonzero exit code is returned.



## Chapter 78

# Reference for unit 'typinfo'

### 78.1 Used units

Table 78.1: Used units by unit 'typinfo'

Name	Page
System	<a href="#">622</a>
sysutils	<a href="#">628</a>

### 78.2 Overview

The `TypeInfo` unit contains many routines which can be used for the querying of the Run-Time Type Information (RTTI) which is generated by the compiler for classes that are compiled under the `{ $M+ }` switch. This information can be used to retrieve or set property values for published properties for totally unknown classes. In particular, it can be used to stream classes. The `TPersistent` class in the `Classes` unit is compiled in the `{ $M+ }` state and serves as the base class for all classes that need to be streamed.

The unit should be compatible to the Delphi 5 unit with the same name. The only calls that are still missing are the Variant calls, since Free Pascal does not support the variant type yet.

The examples in this chapter use a `rttiobj` auxiliary unit, which contains an object that has a published property for all supported types. It also contains some auxiliary routines and definitions. This unit is included in the documentation sources, in the directory `typinfex`.

### 78.3 Auxiliary functions

Other `typinfo` related functions.

Table 78.2:

Name	Description
<a href="#">GetEnumName (674)</a>	Get an enumerated type element name
<a href="#">GetEnumValue (676)</a>	Get ordinal number of an enumerated type, based on the name.
<a href="#">GetEnumNameCount (675)</a>	Get number of elements in an enumerated type.
<a href="#">GetTypeData (688)</a>	Skip type name and return a pointer to the type data
<a href="#">SetToString (697)</a>	Convert a set to its string representation
<a href="#">StringToSet (699)</a>	Convert a string representation of a set to a set

## 78.4 Getting or setting property values

Functions to set or set a property's value.

Table 78.3:

Name	Description
<a href="#">GetEnumProp (675)</a>	Return the value of an enumerated type property
<a href="#">GetFloatProp (676)</a>	Return the value of a float property
<a href="#">GetInt64Prop (677)</a>	Return the value of an Int64 property
<a href="#">GetMethodProp (678)</a>	Return the value of a procedural type property
<a href="#">GetObjectProp (680)</a>	Return the value of an object property
<a href="#">GetOrdProp (682)</a>	Return the value of an ordinal type property
<a href="#">GetPropValue (685)</a>	Return the value of a property as a variant
<a href="#">GetSetProp (686)</a>	Return the value of a set property
<a href="#">GetStrProp (687)</a>	Return the value of a string property
<a href="#">GetWideStrProp (689)</a>	Return the value of a widestring property
<a href="#">GetVariantProp (689)</a>	Return the value of a variant property
<a href="#">SetEnumProp (693)</a>	Set the value of an enumerated type property
<a href="#">SetFloatProp (693)</a>	Set the value of a float property
<a href="#">SetInt64Prop (694)</a>	Set the value of an Int64 property
<a href="#">SetMethodProp (695)</a>	Set the value of a procedural type property
<a href="#">SetObjectProp (695)</a>	Set the value of an object property
<a href="#">SetOrdProp (695)</a>	Set the value of an ordinal type property
<a href="#">SetPropValue (696)</a>	Set the value of a property through a variant
<a href="#">SetSetProp (697)</a>	Set the value of a set property
<a href="#">SetStrProp (697)</a>	Set the value of a string property
<a href="#">SetWideStrProp (699)</a>	Set the value of a widestring property
<a href="#">SetVariantProp (699)</a>	Set the value of a variant property

## 78.5 Examining published property information

Functions for retrieving or examining property information

Table 78.4:

Name	Description
FindPropInfo (673)	Getting property type information, With error checking.
GetPropInfo (683)	Getting property type information, No error checking.
GetPropInfos (683)	Find property information of a certain kind
GetObjectPropClass (681)	Return the declared class of an object property
GetPropList (684)	Get a list of all published properties
IsPublishedProp (690)	Is a property published
IsStoredProp (690)	Is a property stored
PropIsType (691)	Is a property of a certain kind
PropType (692)	Return the type of a property

## 78.6 Constants, types and variables

### 78.6.1 Constants

`BooleanIdents : Array[Boolean] of string = ('False', 'True')`

Names for boolean values

`DotSep : string = '.'`

Name separator character

`OnGetPropValue : TGetPropValue = Nil`

This callback is set by the variants unit to enable reading of properties as a variant. If set, it is called by the `GetPropValue` (685) function.

`OnGetVariantprop : TGetVariantProp = Nil`

This callback is set by the variants unit to enable reading of variant properties. If set, it is called by the `GetVariantProp` (689) function.

`OnSetPropValue : TSetPropValue = Nil`

This callback is set by the variants unit to enable writing of properties as a variant. If set, it is called by the `SetPropValue` (696) function.

`OnSetVariantprop : TSetVariantProp = Nil`

This callback is set by the variants unit to enable writing of variant properties. If set, it is called by the `GetVariantProp` (689) function.

`ptConst = 3`

Constant used in acces method

`ptField = 0`

Property acces directly from field

```
ptStatic = 1
```

Property acces via static method

```
ptVirtual = 2
```

Property acces via virtual method

```
tkAny = [ (TTypeKind) .. (TTypeKind) ]
```

Any property type

```
tkMethods = [tkMethod]
```

Only method properties. (event handlers)

```
tkProcedure = tkProcVar
```

Procedure kind

```
tkProperties = tkAny - tkMethods - [tkUnknown]
```

Real properties. (not methods)

```
tkString = tkSSString
```

Alias for the `tsSSString` enumeration value

## 78.6.2 Types

```
PManagedField = ^TManagedField
```

`PManagedField` is a pointer to `TManagedField` (662). It is used to describe automatically managed fields in records when the type kind is `tkRecord`.

```
PProcedureParam = ^TProcedureParam
```

`PProcedureParam` is a pointer to `TProcedureParam`. It is used in `TProcedureSignature` (700).

```
PPropInfo = ^TPropInfo
```

Pointer to `TPropInfo` (664) record

```
PPropList = ^TPropList
```

Pointer to `TPropList` (664)

```
PTypeInfo = ^PTypeInfo
```

Pointer to PTypeInfo (660) pointer

```
PTypeData = ^TTypeData
```

Pointer to TTypeData (671) record.

```
PTypeInfo = ^TTypeInfo
```

Pointer to TTypeInfo (671) record

```
PVmtFieldEntry = ^TVmtFieldEntry
```

Pointer to #rtl.typinfo.TVmtFieldEntry (672) type.

```
PVmtFieldTable = ^TVmtFieldTable
```

Pointer to #rtl.typinfo.TVmtFieldTable (673) type.

```
ShortStringBase = string
```

ShortStringBase is the base definition of a short string.

```
TArrayTypeData = packed record
  Size : SizeInt;
  ElCount : SizeInt;
  ElType : PTypeInfo;
  DimCount : Byte;
  Dims : Array[0..255] of PTypeInfo;
end
```

TArrayTypeData is used to describe arrays in RTTI. It can be encountered when the type kind is `tkArray`, and is used for both static and dynamic arrays and single or multi-dimensional arrays. The type of the array elements is described in `elType`, and the ranges for each of the dimensions (specified in `DimCount` in `Dims`).

```
TCallConv = (ccReg, ccCdecl, ccPascal, ccStdCall, ccSafeCall, ccCppdecl,
  ccFar16, ccOldFPCCall, ccInternProc, ccSysCall, ccSoftFloat,
  ccMWPascal)
```

Table 78.5: Enumeration values for type TCallConv

Value	Explanation
ccCdecl	Cdecl calling convention.
ccCppdecl	Cppdecl calling convention
ccFar16	Far16 calling convention (Delphi compatibility)
ccInternProc	InternProc calling convention (compiler internal)
ccMWPascal	MWPascal (MetroWerks Pascal) calling convention.
ccOldFPCCall	OldFPCCall calling convention (deprecated)
ccPascal	Pascal calling convention.
ccReg	Register calling convention
ccSafeCall	SafeCall calling convention.
ccSoftFloat	Softfloat calling convention.
ccStdCall	stdcall calling convention.
ccSysCall	SysCall calling convention.

TCallConv is a type describing the calling convention used by a method. It contains an element for all supported calling conventions.

```
TFloatType = (ftSingle, ftDouble, ftExtended, ftComp, ftCurr)
```

Table 78.6: Enumeration values for type TFloatType

Value	Explanation
ftComp	Comp-type float
ftCurr	Currency-type float
ftDouble	Double-sized float
ftExtended	Extended-size float
ftSingle	Single-sized float

The size of a float type.

```
TGetPropValue = function(Instance: TObject; const PropName: string;
                        PreferStrings: Boolean) : Variant
```

The callback function must return the property with name `PropName` of instance `Instance`. If `PreferStrings` is true, it should favour converting the property to a string value. The function needs to return the variant with the property value.

```
TGetVariantProp = function(Instance: TObject; PropInfo: PPropInfo)
                    : Variant
```

The callback function must return the variant property with name `PropName` of instance `Instance`.

```
TIntfFlag = (ifHasGuid, ifDispInterface, ifDispatch, ifHasStrGUID)
```

Table 78.7: Enumeration values for type TIntfFlag

Value	Explanation
ifDispatch	Interface is a dispatch interface
ifDispInterface	Interface is a dual dispatch interface
ifHasGuid	Interface has GUID identifier
ifHasStrGUID	Interface has a string GUID identifier

Type of interface.

```
TIntfFlags = Set of TIntfFlag
```

Set of TIntfFlag ([661](#)).

```
TIntfFlagsBase = Set of TIntfFlag
```

Set of TIntfFlag ([661](#)).

```
TManagedField = packed record
  TypeRef : PTypeInfo;
  FldOffset : SizeInt;
end
```

TManagedField describes 1 managed field in a record. It consists of type information (TypeRef) and an offset in the record's memory layout (FldOffset). Size can be determined from the type information.

```
TMethodKind = (mkProcedure, mkFunction, mkConstructor, mkDestructor,
  mkClassProcedure, mkClassFunction, mkClassConstructor,
  mkClassDestructor, mkOperatorOverload)
```

Table 78.8: Enumeration values for type TMethodKind

Value	Explanation
mkClassConstructor	Class constructor method.
mkClassDestructor	Class destructor method.
mkClassFunction	Class function
mkClassProcedure	Class procedure
mkConstructor	Class constructor
mkDestructor	Class Desctructor
mkFunction	Function method
mkOperatorOverload	Operator overloader
mkProcedure	Procedure method.

#### Method type description

```
TOrdType = (otSByte, otUByte, otSWord, otUWord, otSLong, otULong)
```

Table 78.9: Enumeration values for type TOrdType

Value	Explanation
otSByte	Signed byte
otSLong	Signed longint
otSWord	Signed word
otUByte	Unsigned byte
otULong	Unsigned longing (Cardinal)
otUWord	Unsigned word

If the property is and ordinal type, then TOrdType determines the size and sign of the ordinal type:

```
TParamFlag = (pfVar, pfConst, pfArray, pfAddress, pfReference, pfOut)
```

Table 78.10: Enumeration values for type TParamFlag

Value	Explanation
pfAddress	Parameter is passed by address
pfArray	Parameter is an array parameter
pfConst	Parameter is a const parameter (i.e. cannot be modified)
pfOut	Parameter is a string parameter
pfReference	Parameter is passed by reference
pfVar	Parameter is a var parameter (passed by reference)

TParamFlag describes a parameter.

TParamFlags = Set of TParamFlag

The kind of parameter for a method

```
TProcedureParam = packed record
  Flags : Byte;
  ParamType : PTypeInfo;
  Name : ShortString;
end
```

TProcedureParam describes a single parameter to a procedure (or function).

TProcInfoProc = procedure(PropInfo: PPropInfo) of object

Property info callback method

```
TPropData = packed record
  PropCount : Word;
  PropList : record
    _alignmentdummy : ptrint;
  end;
end
```

The TPropData record is not used, but is provided for completeness and compatibility with Delphi.

```
TPropInfo = packed record
  PropType : PTypeInfo;
  GetProc : CodePointer;
  SetProc : CodePointer;
  StoredProc : CodePointer;
  Index : Integer;
  Default : LongInt;
  NameIndex : SmallInt;
  PropProcs : Byte;
  Name : ShortString;
end
```



The TPropInfo record describes one published property of a class. The property information of a class are stored as an array of TPropInfo records.

The Name field is stored not with 255 characters, but with just as many characters as required to store the name.

```
TPropList = Array[0..65535] of PPropInfo
```

Array of property information pointers

```
TSetPropValue = procedure (Instance: TObject; const PropName: string;
                           const Value: Variant)
```

The callback function must set the property with name PropName of instance Instance to Value.

```
TSetVariantProp = procedure (Instance: TObject; PropInfo: PPropInfo;
                             const Value: Variant)
```

The callback function must set the variant property with name PropName of instance to Value.

```
TTypeData = packed record
case TTypeKind of
tkUnknown: (
);, tkLString: (
);, tkWString: (
);, tkVariant: (
);, tkUString: (
);
tkAString: (
  CodePage : Word;
);
tkInteger: (
  OrdType : TOrdType;
case TTypeKind of
tkInteger: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkChar: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkEnumeration: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
```

```
tkEnumeration: (  
  BaseType : PTypeInfo;  
  NameList : ShortString;  
);  
);, tkBool: (  
  MinValue : LongInt;  
  MaxValue : LongInt;  
case TTypeKind of  
tkEnumeration: (  
  BaseType : PTypeInfo;  
  NameList : ShortString;  
);  
);, tkWChar: (  
  MinValue : LongInt;  
  MaxValue : LongInt;  
case TTypeKind of  
tkEnumeration: (  
  BaseType : PTypeInfo;  
  NameList : ShortString;  
);  
);  
tkSet: (  
  CompType : PTypeInfo;  
);  
);, tkChar: (  
  OrdType : TOrdType;  
case TTypeKind of  
tkInteger: (  
  MinValue : LongInt;  
  MaxValue : LongInt;  
case TTypeKind of  
tkEnumeration: (  
  BaseType : PTypeInfo;  
  NameList : ShortString;  
);  
);, tkChar: (  
  MinValue : LongInt;  
  MaxValue : LongInt;  
case TTypeKind of  
tkEnumeration: (  
  BaseType : PTypeInfo;  
  NameList : ShortString;  
);  
);, tkEnumeration: (  
  MinValue : LongInt;  
  MaxValue : LongInt;  
case TTypeKind of  
tkEnumeration: (  
  BaseType : PTypeInfo;  
  NameList : ShortString;  
);  
);, tkBool: (  
  MinValue : LongInt;  
  MaxValue : LongInt;
```

```

case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkWChar: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);
tkSet: (
  CompType : PTypeInfo;
);
);, tkEnumeration: (
  OrdType : TOrdType;
case TTypeKind of
tkInteger: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkChar: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkEnumeration: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkBool: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkWChar: (
  MinValue : LongInt;

```

```
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);
tkSet: (
    CompType : PTypeInfo;
);
);, tkBool: (
    OrdType : TOrdType;
case TTypeKind of
tkInteger: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkChar: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkEnumeration: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkBool: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkWChar: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);
```

```

tkSet: (
  CompType : PTypeInfo;
);
);, tkWChar: (
  OrdType : TOrdType;
case TTypeKind of
tkInteger: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkChar: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkEnumeration: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkBool: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);, tkWChar: (
  MinValue : LongInt;
  MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
  BaseType : PTypeInfo;
  NameList : ShortString;
);
);
tkSet: (
  CompType : PTypeInfo;
);
);, tkSet: (
  OrdType : TOrdType;
case TTypeKind of
tkInteger: (

```

```
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkChar: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkEnumeration: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkBool: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);, tkWChar: (
    MinValue : LongInt;
    MaxValue : LongInt;
case TTypeKind of
tkEnumeration: (
    BaseType : PTypeInfo;
    NameList : ShortString;
);
);
tkSet: (
    CompType : PTypeInfo;
);
);
tkFloat: (
    FloatType : TFloatType;
);
tkSString: (
    MaxLength : Byte;
);
tkClass: (
    ClassType : TClass;
    ParentInfo : PTypeInfo;
    PropCount : SmallInt;
```

```

    UnitName : ShortString;
);
tkRecord: (
    RecSize : Integer;
    ManagedFldCount : Integer;
);
tkHelper: (
    HelperParent : PTypeInfo;
    ExtendedInfo : PTypeInfo;
    HelperProps : SmallInt;
    HelperUnit : ShortString;
);
tkMethod: (
    MethodKind : TMethodKind;
    ParamCount : Byte;
    ParamList : Array[0..1023] of Char;
);
tkProcVar: (
    ProcSig : TProcedureSignature;
);
tkInt64: (
    MinInt64Value : Int64;
    MaxInt64Value : Int64;
);
tkQWord: (
    MinQWordValue : QWord;
    MaxQWordValue : QWord;
);
tkInterface: (
    IntfParent : PTypeInfo;
    IntfFlags : TIntfFlagsBase;
    GUID : TGUID;
    IntfUnit : ShortString;
);
tkInterfaceRaw: (
    RawIntfParent : PTypeInfo;
    RawIntfFlags : TIntfFlagsBase;
    IID : TGUID;
    RawIntfUnit : ShortString;
    IIDStr : ShortString;
);
tkArray: (
    ArrayData : TArrayTypeData;
);
tkDynArray: (
    elSize : PtrUInt;
    elType2 : PTypeInfo;
    varType : LongInt;
    elType : PTypeInfo;
    DynUnitName : ShortStringBase;
);
tkClassRef: (
    InstanceType : PTypeInfo;
);

```

```
tkPointer: (
  RefType : PTypeInfo;
);
end
```

If the typeinfo kind is `tkClass`, then the property information follows the `UnitName` string, as an array of `TPropInfo` (664) records.

```
TTypeInfo = record
  Kind : TTypeKind;
  Name : ShortString;
end
```

The `TypeInfo` function returns a pointer to a `TTypeInfo` record.

Note that the `Name` field is stored with as much bytes as needed to store the name, it is not padded to 255 characters. The type data immediately follows the `TTypeInfo` record as a `TTypeData` (671) record.

```
TTypeKind = (tkUnknown, tkInteger, tkChar, tkEnumeration, tkFloat, tkSet,
  tkMethod, tkSString, tkLString, tkAString, tkWString, tkVariant,
  tkArray, tkRecord, tkInterface, tkClass, tkObject, tkWChar,
  tkBool, tkInt64, tkQWord, tkDynArray, tkInterfaceRaw, tkProcVar,
  tkUString, tkUChar, tkHelper, tkFile, tkClassRef, tkPointer)
```



Table 78.11: Enumeration values for type TTypeKind

Value	Explanation
tkArray	Array property.
tkAString	Ansistring property.
tkBool	Boolean property.
tkChar	Char property.
tkClass	Class property.
tkClassRef	Class of type
tkDynArray	Dynamical array property.
tkEnumeration	Enumeration type property.
tkFile	File type (both text and binary)
tkFloat	Float property.
tkHelper	Helper class type.
tkInt64	Int64 property.
tkInteger	Integer property.
tkInterface	Interface property.
tkInterfaceRaw	Raw interface property.
tkLString	Longstring property.
tkMethod	Method property.
tkObject	Object property.
tkPointer	Pointer type
tkProcVar	Procedural variable
tkQWord	QWord property.
tkRecord	Record property.
tkSet	Set property.
tkSString	Shortstring property.
tkUChar	Unicode character
tkUnknown	Unknown property type.
tkUString	Unicode string
tkVariant	Variant property.
tkWChar	Widechar property.
tkWString	Widestring property.

Type of a property.

```
TTypeKinds = Set of TTypeKind
```

Set of TTypeKind (671) enumeration.

```
TVmtFieldEntry = packed record
  FieldOffset : PtrUInt;
  TypeIndex : Word;
  Name : ShortString;
end
```

TVmtFieldEntry records are generated by the compiler for all fields of a record or class that have RTTI associated with them. They describe the field as known to the compiler.

```
TVmtFieldTable = packed record
```

```

Count : Word;
ClassTab : Pointer;
Fields : Array[0..0] of TVmtFieldEntry;
end

```

TVmtFieldTable describes the fields for which RTTI was generated. A TVmtFieldTable entry is generated by the compiler in the RTI information, it is not something one creates manually. Basically it contains a list of TVmtFieldEntry (672) values.

## 78.7 Procedures and functions

### 78.7.1 FindPropInfo

Synopsis: Return property information by property name.

**Declaration:**

```

function FindPropInfo(Instance: TObject;const PropName: string)
    : PPropInfo
function FindPropInfo(Instance: TObject;const PropName: string;
    AKinds: TTypeKinds) : PPropInfo
function FindPropInfo(AClass: TClass;const PropName: string) : PPropInfo
function FindPropInfo(AClass: TClass;const PropName: string;
    AKinds: TTypeKinds) : PPropInfo

```

Visibility: default

**Description:** FindPropInfo examines the published property information of a class and returns a pointer to the property information for property PropName. The class to be examined can be specified in one of two ways:

**AClass** a class pointer.

**Instance** an instance of the class to be investigated.

If the property does not exist, a EPropertyError exception will be raised. The GetPropInfo (683) function has the same function as the FindPropInfo function, but returns Nil if the property does not exist.

**Errors:** Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetPropInfo (683), GetPropList (684), GetPropInfos (683)

**Listing:** ./typinfex/ex14.pp

---

**Program** example13;

```
{ This program demonstrates the FindPropInfo function }
```

```
{ $mode objfpc }
```

**uses**

```
rttiobj , typinfo , sysutils ;
```

**Var**

```
O : TMyTestObject;
PT : PTypeData;
```

---

```

PI : PPropInfo;
I,J : Longint;
PP : PPropList;
prl : PPropInfo;

begin
O:= TMyTestObject.Create;
PI:= FindPropInfo(O, 'BooleanField');
WriteLn('FindPropInfo(Instance, BooleanField) : ', PI^.Name);
PI:= FindPropInfo(O.ClassType, 'ByteField');
WriteLn('FindPropInfo(Class, ByteField) : ', PI^.Name);
Write ('FindPropInfo(Class, NonExistingProp) : ');
Try
PI:= FindPropInfo(O, 'NonExistingProp');
except
On E: Exception do
WriteLn('Caught exception "', E.ClassName, '" with message : ', E.Message);
end;
O.Free;
end.

```

---

### 78.7.2 GetEnumName

Synopsis: Return name of enumeration constant.

Declaration: `function GetEnumName(TypeInfo: PTypeInfo; Value: Integer) : string`

Visibility: default

Description: `GetEnumName` scans the type information for the enumeration type described by `TypeInfo` and returns the name of the enumeration constant for the element with ordinal value equal to `Value`.

If `Value` is out of range, the first element of the enumeration type is returned. The result is lower-cased, but this may change in the future.

This can be used in combination with `GetOrdProp` to stream a property of an enumerated type.

Errors: No check is done to determine whether `TypeInfo` really points to the type information for an enumerated type.

See also: `GetOrdProp` (682), `GetEnumValue` (676)

**Listing:** `./typinfex/ex9.pp`

---

```

program example9;

{ This program demonstrates the GetEnumName, GetEnumValue functions }

{$mode objfpc}

uses rttiobj, typinfo;

Var
O : TMyTestObject;
TI : PTypeInfo;

begin
O:= TMyTestObject.Create;
TI:= GetPropInfo(O, 'MyEnumField')^.PropType;

```

---

```

WriteIn ( 'GetEnumName           : ',GetEnumName( TI ,Ord(O. MyEnumField))) ;
WriteIn ( 'GetEnumValue( mefirst ) : ',GetEnumName( TI ,GetEnumValue( TI , ' mefirst '))) ;
O. Free ;
end .

```

---

### 78.7.3 GetEnumNameCount

**Synopsis:** Return number of names in an enumerated type

**Declaration:** `function GetEnumNameCount (enum1: PTypeInfo) : SizeInt`

**Visibility:** default

**Description:** `GetEnumNameCount` returns the number of values (names) in the enumerated type, described by `enum1`

**Errors:** No checking is done to see whether `Enum1` is really type information of an enumerated type.

**See also:** `GetEnumValue` (676), `GetEnumName` (674)

### 78.7.4 GetEnumProp

**Synopsis:** Return the value of an enumeration type property.

**Declaration:** `function GetEnumProp (Instance: TObject; const PropName: string) : string`  
`function GetEnumProp (Instance: TObject; const PropInfo: PPropInfo)`  
`: string`

**Visibility:** default

**Description:** `GetEnumProp` returns the value of an property of an enumerated type and returns the name of the enumerated value for the object `Instance`. The property whose value must be returned can be specified by its property info in `PropInfo` or by its name in `PropName`

**Errors:** No check is done to determine whether `PropInfo` really points to the property information for an enumerated type. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

**See also:** `SetEnumProp` (693), `GetOrdProp` (682), `GetStrProp` (687), `GetInt64Prop` (677), `GetMethodProp` (678), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

**Listing:** `./typinfex/ex2.pp`

---

```

program example2 ;

{ This program demonstrates the GetEnumProp function }

{$mode objfpc}

uses rttiobj , typinfo ;

Var
  O : TMyTestObject ;
  PI : PPropInfo ;
  TI : PTypeInfo ;

begin

```

---

```

O:= TMyTestObject.Create;
PI:= GetPropInfo(O, 'MyEnumField');
TI:= PI^.PropType;
Writeln('Enum property      : ');
Writeln('Value                : ', GetEnumName(TI, Ord(O.MyEnumField)));
Writeln('Get (name)                : ', GetEnumProp(O, 'MyEnumField'));
Writeln('Get (propinfo)             : ', GetEnumProp(O, PI));
SetEnumProp(O, 'MyEnumField', 'meFirst');
Writeln('Set (name, meFirst)        : ', GetEnumName(TI, Ord(O.MyEnumField)));
SetEnumProp(O, PI, 'meSecond');
Writeln('Set (propinfo, meSecond) : ', GetEnumName(TI, Ord(O.MyEnumField)));
O.Free;
end.

```

---

### 78.7.5 GetEnumValue

**Synopsis:** Get ordinal value for enumerated type by name

**Declaration:** `function GetEnumValue(TypeInfo: PTypeInfo; const Name: string) : Integer`

**Visibility:** default

**Description:** `GetEnumValue` scans the type information for the enumeration type described by `TypeInfo` and returns the ordinal value for the element in the enumerated type that has identifier `Name`. The identifier is searched in a case-insensitive manner.

This can be used to set the value of enumerated properties from a stream.

For an example, see `GetEnumName` (674).

**Errors:** If `Name` is not found in the list of enumerated values, then -1 is returned. No check is done whether `TypeInfo` points to the type information for an enumerated type.

See also: `GetEnumName` (674), `SetOrdProp` (695)

### 78.7.6 GetFloatProp

**Synopsis:** Return value of floating point property

**Declaration:** `function GetFloatProp(Instance: TObject; PropInfo: PPropInfo) : Extended`  
`function GetFloatProp(Instance: TObject; const PropName: string)`  
`: Extended`

**Visibility:** default

**Description:** `GetFloatProp` returns the value of the float property described by `PropInfo` or with name `Propname` for the object `Instance`. All float types are converted to extended.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid float property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetFloatProp` (693), `GetOrdProp` (682), `GetStrProp` (687), `GetInt64Prop` (677), `GetMethodProp` (678), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

**Listing:** `./typinfex/ex4.pp`

---

```

program example4;

{ This program demonstrates the GetFloatProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln('Real property : ');
  PI:=GetPropInfo(O, 'RealField');
  Writeln('Value           : ', O.RealField);
  Writeln('Get (name)       : ', GetFloatProp(O, 'RealField'));
  Writeln('Get (propinfo)      : ', GetFloatProp(O, PI));
  SetFloatProp(O, 'RealField', system.Pi);
  Writeln('Set (name, pi)      : ', O.RealField);
  SetFloatProp(O, PI, exp(1));
  Writeln('Set (propinfo, e) : ', O.RealField);
  Writeln('Extended property : ');
  PI:=GetPropInfo(O, 'ExtendedField');
  Writeln('Value           : ', O.ExtendedField);
  Writeln('Get (name)       : ', GetFloatProp(O, 'ExtendedField'));
  Writeln('Get (propinfo)   : ', GetFloatProp(O, PI));
  SetFloatProp(O, 'ExtendedField', system.Pi);
  Writeln('Set (name, pi)   : ', O.ExtendedField);
  SetFloatProp(O, PI, exp(1));
  Writeln('Set (propinfo, e) : ', O.ExtendedField);
  O.Free;
end.

```

---

### 78.7.7 GetInt64Prop

**Synopsis:** return value of an Int64 property

**Declaration:** `function GetInt64Prop(Instance: TObject; PropInfo: PPropInfo) : Int64`  
`function GetInt64Prop(Instance: TObject; const PropName: string) : Int64`

**Visibility:** default

**Description:** Publishing of Int64 properties is not yet supported by Free Pascal. This function is provided for Delphi compatibility only at the moment.

`GetInt64Prop` returns the value of the property of type `Int64` that is described by `PropInfo` or with name `Propname` for the object `Instance`.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid `Int64` property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception

See also: `SetInt64Prop` (694), `GetOrdProp` (682), `GetStrProp` (687), `GetFloatProp` (676), `GetMethodProp` (678), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

**Listing:** ./typinfex/ex15.pp

---

```

program example15;

{ This program demonstrates the GetInt64Prop function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln('Int64 property : ');
  PI:=GetPropInfo(O, 'Int64Field');
  Writeln('Value           : ', O.Int64Field);
  Writeln('Get (name)       : ', GetInt64Prop(O, 'Int64Field'));
  Writeln('Get (propinfo)    : ', GetInt64Prop(O, PI));
  SetInt64Prop(O, 'Int64Field', 12345);
  Writeln('Set (name,12345)  : ', O.Int64Field);
  SetInt64Prop(O, PI, 54321);
  Writeln('Set (propinfo,54321) : ', O.Int64Field);
  O.Free;
end.

```

---

### 78.7.8 GetInterfaceProp

**Synopsis:** Return interface-typed property

**Declaration:** `function GetInterfaceProp(Instance: TObject; const PropName: string) : IInterface`  
`function GetInterfaceProp(Instance: TObject; PropInfo: PPropInfo) : IInterface`

**Visibility:** default

**Description:** `GetInterfaceProp` returns the interface which the property described by `PropInfo` or with name `Propname` points to for object `Instance`.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid method property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

**See also:** `SetInterfaceProp` (694), `GetOrdProp` (682), `GetStrProp` (687), `GetFloatProp` (676), `GetInt64Prop` (677), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

### 78.7.9 GetMethodProp

**Synopsis:** Return value of a method property

**Declaration:** `function GetMethodProp(Instance: TObject; PropInfo: PPropInfo) : TMethod`  
`function GetMethodProp(Instance: TObject; const PropName: string) : TMethod`

Visibility: default

**Description:** `GetMethodProp` returns the method the property described by `PropInfo` or with name `Propname` for object `Instance`. The return type `TMethod` is defined in the `SysUtils` unit as:

```
TMethod = packed record
  Code, Data: Pointer;
end;
```

`Data` points to the instance of the class with the method `Code`.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid method property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetMethodProp` (695), `GetOrdProp` (682), `GetStrProp` (687), `GetFloatProp` (676), `GetInt64Prop` (677), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

**Listing:** `./typinfex/ex6.pp`

---

```
program example6;

{ This program demonstrates the GetMethodProp function }

{$mode objfpc}

uses rttiobj, typinfo, sysutils;

Type
  TNotifyObject = Class(TObject)
    Procedure Notification1(Sender : TObject);
    Procedure Notification2(Sender : TObject);
  end;

Procedure TNotifyObject.Notification1(Sender : TObject);

begin
  Write('Received notification 1 of object with class: ');
  WriteLn(Sender.ClassName);
end;

Procedure TNotifyObject.Notification2(Sender : TObject);

begin
  Write('Received notification 2 of object with class: ');
  WriteLn(Sender.ClassName);
end;

Var
  O : TMyTestObject;
  PI : PPropInfo;
  NO : TNotifyObject;
  M : TMethod;

Procedure PrintMethod (Const M : TMethod);

begin
  If (M.Data=Pointer(NO)) Then
```



```

    If (M.Code=Pointer (@TNotifyObject.Notification1)) then
        WriteLn('Notification1 ')
    else If (M.Code=Pointer (@TNotifyObject.Notification2)) then
        WriteLn('Notification2 ')
    else
        begin
            Write('Unknown method address (data: ');
            Write(hexStr(Longint(M.data),8));
            WriteLn(' ,code: ',hexstr(Longint(M.Code),8),') ');
        end;
end;

begin
    O:=TMyTestObject.Create;
    NO:=TNotifyObject.Create;
    O.NotifyEvent:=@NO.Notification1;
    PI:=GetPropertyInfo(O,'NotifyEvent');
    WriteLn('Method property : ');
    Write('Notifying : ');
    O.Notify;
    Write('Get (name) : ');
    M:=GetMethodProp(O,'NotifyEvent');
    PrintMethod(M);
    Write('Notifying : ');
    O.Notify;
    Write('Get (propinfo) : ');
    M:=GetMethodProp(O,PI);
    PrintMethod(M);
    M:=TMethod(@NO.Notification2);
    SetMethodProp(O,'NotifyEvent',M);
    Write('Set (name,Notification2) : ');
    M:=GetMethodProp(O,PI);
    PrintMethod(M);
    Write('Notifying : ');
    O.Notify;
    Write('Set (propinfo,Notification1) : ');
    M:=TMethod(@NO.Notification1);
    SetMethodProp(O,PI,M);
    M:=GetMethodProp(O,PI);
    PrintMethod(M);
    Write('Notifying : ');
    O.Notify;
    O.Free;
end.

```

---

### 78.7.10 TObjectProp

Synopsis: Return value of an object-type property.

```

Declaration: function TObjectProp(Instance: TObject;const PropName: string)
                : TObject
function TObjectProp(Instance: TObject;const PropName: string;
                    MinClass: TClass) : TObject
function TObjectProp(Instance: TObject;PropInfo: PPropInfo) : TObject
function TObjectProp(Instance: TObject;PropInfo: PPropInfo;
                    MinClass: TClass) : TObject

```

Visibility: default

**Description:** `GetObjectProp` returns the object which the property described by `PropInfo` with name `Propname` points to for object `Instance`.

If `MinClass` is specified, then if the object is not descendent of class `MinClass`, then `Nil` is returned.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid method property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetMethodProp` (695), `GetOrdProp` (682), `GetStrProp` (687), `GetFloatProp` (676), `GetInt64Prop` (677), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

**Listing:** `./typinfex/ex5.pp`

---

**program** example5;

*{ This program demonstrates the GetObjectProp function }*

*{ \$mode objfpc }*

**uses** rttiobj, typinfo;

**Var**

O : TMyTestObject;

PI : PPropInfo;

NO1, NO2 : TNamedObject;

**begin**

O := TMyTestObject.Create;

NO1 := TNamedObject.Create;

NO1.ObjectName := 'First named object';

NO2 := TNamedObject.Create;

NO2.ObjectName := 'Second named object';

O.ObjField := NO1;

WriteLn('Object property :');

PI := GetPropInfo(O, 'ObjField');

Write('Property class :');

WriteLn(GetObjectPropClass(O, 'ObjField').ClassName);

Write('Value :');

WriteLn((O.ObjField as TNamedObject).ObjectName);

Write('Get (name) :');

WriteLn((GetObjectProp(O, 'ObjField') as TNamedObject).ObjectName);

Write('Get (propinfo) :');

WriteLn((GetObjectProp(O, PI, TObj) as TNamedObject).ObjectName);

SetObjectProp(O, 'ObjField', NO2);

Write('Set (name, NO2) :');

WriteLn((O.ObjField as TNamedObject).ObjectName);

SetObjectProp(O, PI, NO1);

Write('Set (propinfo, NO1) :');

WriteLn((O.ObjField as TNamedObject).ObjectName);

O.Free;

**end.**

---

### 78.7.11 GetObjectPropClass

Synopsis: Return class of property.

**Declaration:** `function GetObjectPropClass (Instance: TObject; const PropName: string)  
: TClass  
function GetObjectPropClass (AClass: TClass; const PropName: string)  
: TClass`

**Visibility:** default

**Description:** `GetObjectPropClass` returns the declared class of the property with name `PropName`. This may not be the actual class of the property value.

For an example, see `GetObjectProp` (680).

**Errors:** No checking is done whether `Instance` is non-nil. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetMethodProp` (695), `GetOrdProp` (682), `GetStrProp` (687), `GetFloatProp` (676), `GetInt64Prop` (677)

### 78.7.12 GetOrdProp

**Synopsis:** Get the value of an ordinal property

**Declaration:** `function GetOrdProp (Instance: TObject; PropInfo: PPropInfo) : Int64  
function GetOrdProp (Instance: TObject; const PropName: string) : Int64`

**Visibility:** default

**Description:** `GetOrdProp` returns the value of the ordinal property described by `PropInfo` or with name `PropName` for the object `Instance`. The value is returned as a longint, which should be typecasted to the needed type.

Ordinal properties that can be retrieved include:

**Integers and subranges of integers** The value of the integer will be returned.

**Enumerated types and subranges of enumerated types** The ordinal value of the enumerated type will be returned.

**Sets** If the base type of the set has less than 31 possible values. If a bit is set in the return value, then the corresponding element of the base ordinal class of the set type must be included in the set.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid ordinal property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetOrdProp` (695), `GetStrProp` (687), `GetFloatProp` (676), `GetInt64Prop` (677), `GetMethodProp` (678), `GetSetProp` (686), `GetObjectProp` (680), `GetEnumProp` (675)

**Listing:** `./typinfex/ex1.pp`

---

```
program example1;

{ This program demonstrates the GetOrdProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
```

```

PI : PPropInfo;

begin
  O:= TMyTestObject.Create;
  WriteLn( 'Boolean property      : ' );
  WriteLn( 'Value                  : ',O.BooleanField);
  WriteLn( 'Ord(Value)             : ',Ord(O.BooleanField));
  WriteLn( 'Get (name)             : ',GetOrdProp(O, 'BooleanField' ));
  PI:= GetPropInfo(O, 'BooleanField');
  WriteLn( 'Get (propinfo)         : ',GetOrdProp(O, PI ));
  SetOrdProp(O, 'BooleanField',Ord(False));
  WriteLn( 'Set (name,false)       : ',O.BooleanField);
  SetOrdProp(O, PI,Ord(True));
  WriteLn( 'Set (propinfo,true)   : ',O.BooleanField);
  O.Free;
end.

```

### 78.7.13 GetPropInfo

Synopsis: Return property type information, by property name.

Declaration: `function GetPropInfo(TypeInfo: PTypeInfo;const PropName: string) : PPropInfo`  
`function GetPropInfo(TypeInfo: PTypeInfo;const PropName: string; AKinds: TTypeKinds) : PPropInfo`  
`function GetPropInfo(Instance: TObject;const PropName: string) : PPropInfo`  
`function GetPropInfo(Instance: TObject;const PropName: string; AKinds: TTypeKinds) : PPropInfo`  
`function GetPropInfo(AClass: TClass;const PropName: string) : PPropInfo`  
`function GetPropInfo(AClass: TClass;const PropName: string; AKinds: TTypeKinds) : PPropInfo`

Visibility: default

Description: `GetPropInfo` returns a pointer to the `TPropInfo` record for the `PropName` property of a class. The class to examine can be specified in one of three ways:

**Instance**An instance of the class.

**AClass**A class pointer to the class.

**TypeInfo**A pointer to the type information of the class.

In each of these three ways, if `AKinds` is specified, if the property has `TypeKind` which is not included in `AKinds`, `Nil` will be returned.

For an example, see most of the other functions.

Errors: If the property `PropName` does not exist, `Nil` is returned.

See also: `GetPropInfos` ([683](#)), `GetPropList` ([684](#))

### 78.7.14 GetPropInfos

Synopsis: Return a list of published properties.

Declaration: `procedure GetPropInfos(TypeInfo: PTypeInfo;PropList: PPropList)`

Visibility: default

**Description:** `GetPropInfos` stores pointers to the property information of all published properties of a class with class info `TypeInfo` in the list pointed to by `PropList`. The `PropList` pointer must point to a memory location that contains enough space to hold all properties of the class and its parent classes.

**Errors:** No checks are done to see whether `PropList` points to a memory area that is big enough to hold all pointers.

See also: `GetPropInfo` (683), `GetPropList` (684)

**Listing:** `./typinfex/ex12.pp`

---

**Program** `example12;`

*{ This program demonstrates the GetPropInfos function }*

**uses**

`rttiobj, typinfo;`

**Var**

`O : TMyTestObject;`

`PT : PTypeData;`

`PI : PTypeInfo;`

`I, J : Longint;`

`PP : PPropList;`

`prl : PPropInfo;`

**begin**

`O := TMyTestObject.Create;`

`PI := O.ClassInfo;`

`PT := GetTypeData(PI);`

`WriteLn('Property Count : ', PT^.PropCount);`

`GetMem(PP, PT^.PropCount * SizeOf(Pointer));`

`GetPropInfos(PI, PP);`

**For** `I := 0 to PT^.PropCount - 1 do`

**begin**

**With** `PP^[I]^ do`

**begin**

`Write('Property ', i + 1 : 3, ': ', name : 30);`

`writeln(' Type: ', TypeName[typinfo.PropType(O, Name)]);`

**end;**

**end;**

`FreeMem(PP);`

`O.Free;`

**end.**

---

### 78.7.15 GetPropList

**Synopsis:** Return a list of a certain type of published properties.

**Declaration:** `function GetPropList(TypeInfo: PTypeInfo; TypeKinds: TTypeKinds;  
PropList: PPropList; Sorted: Boolean) : LongInt`  
`function GetPropList(TypeInfo: PTypeInfo; out PropList: PPropList)  
: SizeInt`

```
function GetPropList(AClass: TClass;out PropList: PPropList) : Integer
function GetPropList(Instance: TObject;out PropList: PPropList)
    : Integer
```

Visibility: default

**Description:** GetPropList stores pointers to property information of the class with class info TypeInfo for properties of kind TypeKinds in the list pointed to by PropList. PropList must contain enough space to hold all properties.

The function returns the number of pointers that matched the criteria and were stored in PropList.

**Errors:** No checks are done to see whether PropList points to a memory area that is big enough to hold all pointers.

See also: GetPropInfos ([683](#)), GetPropInfo ([683](#))

**Listing:** ./typinfex/ex13.pp

---

**Program** example13;

*{ This program demonstrates the GetPropList function }*

**uses**

rttiobj, typinfo;

**Var**

O : TMyTestObject;  
PT : PTypeData;  
PI : PTypeInfo;  
I, J : Longint;  
PP : PPropList;  
prl : PPropInfo;

**begin**

```
O:=TMyTestObject.Create;
PI:=O.ClassInfo;
PT:=GetTypeData(PI);
WriteLn('Total property Count : ',PT^.PropCount);
GetMem (PP,PT^.PropCount*SizeOf(Pointer));
J:=GetPropList(PI,OrdinalTypes,PP);
WriteLn('Ordinal property Count : ',J);
For I:=0 to J-1 do
begin
  With PP^[I]^ do
  begin
    Write('Property ',i+1:3,' : ',name:30);
    writeln(' Type: ',TypeNames[typinfo.PropType(O,name)]);
  end;
end;
FreeMem(PP);
O.Free;
end.
```

---

## 78.7.16 GetPropValue

**Synopsis:** Get property value as a string.

**Declaration:** `function GetPropValue(Instance: TObject;const PropName: string)  
: Variant  
function GetPropValue(Instance: TObject;const PropName: string;  
PreferStrings: Boolean) : Variant`

**Visibility:** default

**Description:** Due to missing Variant support, GetPropValue is not yet implemented. The declaration is provided for compatibility with Delphi.

### 78.7.17 GetRawInterfaceProp

**Synopsis:** Get a raw (CORBA) interface property.

**Declaration:** `function GetRawInterfaceProp(Instance: TObject;const PropName: string)  
: Pointer  
function GetRawInterfaceProp(Instance: TObject;PropInfo: PPropInfo)  
: Pointer`

**Visibility:** default

**Description:** GetRawInterfaceProp can be used to retrieve the value of a published CORBA interface property with name PropName from object Instance. Alternatively, the required property information can be specified by PropInfo instead of the property name. In difference with the GetInterfaceProp (678) function, no reference counting is done.

**Errors:** If the property PropName does not exist, an EPropertyError exception is raised.

**See also:** GetInterfaceProp (678), SetRawInterfaceProp (696)

### 78.7.18 GetSetProp

**Synopsis:** Return the value of a set property.

**Declaration:** `function GetSetProp(Instance: TObject;const PropName: string) : string  
function GetSetProp(Instance: TObject;const PropName: string;  
Brackets: Boolean) : string  
function GetSetProp(Instance: TObject;const PropInfo: PPropInfo;  
Brackets: Boolean) : string`

**Visibility:** default

**Description:** GetSetProp returns the contents of a set property as a string. The property to be returned can be specified by it's name in PropName or by its property information in PropInfo.

The returned set is a string representation of the elements in the set as returned by SetToString (697). The Brackets option can be used to enclose the string representation in square brackets.

**Errors:** No checking is done whether Instance is non-nil, or whether PropInfo describes a valid ordinal property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

**See also:** SetSetProp (697), GetStrProp (687), GetFloatProp (676), GetInt64Prop (677), GetMethodProp (678)

**Listing:** ./typinfex/ex7.pp

---

```

program example7;

{ This program demonstrates the GetSetProp function }

{$mode objfpc}

uses rttiobj , typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

Function SetAsString (ASet : TMyEnums) : String;

Var
  i : TmyEnum;

begin
  result := '';
  For i := mefirst to methird do
    If i in ASet then
      begin
        If (Result <> '') then
          Result := Result + ', ';
          Result := Result + MyEnumNames[i];
        end;
      end;

end;

Var
  S : TMyEnums;

begin
  O := TMyTestObject.Create;
  O.SetField := [mefirst, meSecond, meThird];
  Writeln ('Set property      : ');
  Writeln ('Value                               : ', SetAsString(O.SetField));
  Writeln ('Ord(Value)                             : ', Longint(O.SetField));
  Writeln ('Get (name)                               : ', GetSetProp(O, 'SetField'));
  PI := GetPropInfo(O, 'SetField');
  Writeln ('Get (propinfo)                           : ', GetSetProp(O, PI, false));
  S := [meFirst, meThird];
  SetOrdProp(O, 'SetField', Integer(S));
  Write ('Set (name,[mefirst, methird]) : ');
  Writeln (SetAsString(O.SetField));
  S := [meSecond];
  SetOrdProp(O, PI, Integer(S));
  Write ('Set (propinfo,[meSecond]) : ');
  Writeln (SetAsString(O.SetField));
  O.Free;
end.

```

---

### 78.7.19 GetStrProp

Synopsis: Return the value of a string property.

Declaration: `function GetStrProp(Instance: TObject; PropInfo: PPropInfo) : Ansistring`



```
function GetStrProp(Instance: TObject;const PropName: string) : string
```

Visibility: default

Description: `GetStrProp` returns the value of the string property described by `PropInfo` or with name `PropName` for object `Instance`.

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid string property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `SetStrProp` (697), `SetWideStrProp` (699), `GetOrdProp` (682), `GetFloatProp` (676), `GetInt64Prop` (677), `GetMethodProp` (678)

**Listing:** `./typinfex/ex3.pp`

---

```
program example3;

{ This program demonstrates the GetStrProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  PI:=GetPropInfo(O, 'AnsiStringField');
  Writeln('String property : ');
  Writeln('Value           : ',O.AnsiStringField);
  Writeln('Get (name)          : ',GetStrProp(O, 'AnsiStringField'));
  Writeln('Get (propinfo)       : ',GetStrProp(O, PI));
  SetStrProp(O, 'AnsiStringField', 'First');
  Writeln('Set (name, ''First'') : ',O.AnsiStringField);
  SetStrProp(O, PI, 'Second');
  Writeln('Set (propinfo, ''Second'') : ',O.AnsiStringField);
  O.Free;
end.
```

---

### 78.7.20 GetTypeData

Synopsis: Return a pointer to type data, based on type information.

Declaration: `function GetTypeData(TypeInfo: PTypeInfo) : PTypeData`

Visibility: default

Description: `GetTypeData` returns a pointer to the `TTypeData` record that follows after the `TTypeInfo` record pointed to by `TypeInfo`. It essentially skips the `Kind` and `Name` fields in the `TTypeInfo` record.

Errors: None.

### 78.7.21 GetUnicodeStrProp

## Synopsis: Get UnicodeString-valued property

```
Declaration: function GetUnicodeStrProp(Instance: TObject; PropInfo: PPropInfo)
            : UnicodeString
function GetUnicodeStrProp(Instance: TObject; const PropName: string)
            : UnicodeString
```

Visibility: default

**Description:** GetUnicodeStrProp returns the UnicodeString property from Instance, where the property is identified by the PropInfo pointer or the PropertyName.

**Errors:** If no property of the indicated name exists, or the value is not a unicode string, an exception will occur.

See also: [GetStrProp \(687\)](#), [SetUnicodeStrProp \(698\)](#)

### 78.7.22 GetVariantProp

**Synopsis:** Return the value of a variant property.

```
Declaration: function GetVariantProp(Instance: TObject;PropInfo: PPropInfo) : Variant
              function GetVariantProp(Instance: TObject;const PropName: string)
                                      : Variant
```

Visibility: default

**Description:** Due to missing Variant support, the `GetVariantProp` function is not yet implemented. Provided for Delphi compatibility only.

See also: [SetVariantProp \(699\)](#)

### 78.7.23 GetWideStrProp

### Synopsis: Read a widestring property

```
Declaration: function GetWideStrProp(Instance: TObject; PropInfo: PPropInfo)
                : WideString
function GetWideStrProp(Instance: TObject; const PropName: string)
                : WideString
```

Visibility: default

**Description:** GetWideStrProp returns the value of the widestring property described by PropInfo or with name PropName for object Instance.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid widestring property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: [GetStrProp \(687\)](#), [SetWideStrProp \(699\)](#), [GetOrdProp \(682\)](#), [GetFloatProp \(676\)](#), [GetInt64Prop \(677\)](#), [GetMethodProp \(678\)](#)



Visibility: default

**Description:** `IsStoredProp` returns `True` if the `Stored` modifier evaluates to `True` for the property described by `PropInfo` or with name `PropName` for object `Instance`. It returns `False` otherwise. If the function returns `True`, this indicates that the property should be written when streaming the object `Instance`.

If there was no `stored` modifier in the declaration of the property, `True` will be returned.

**Errors:** No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsPublishedProp` (690), `PropIsType` (691)

**Listing:** `./typinfex/ex11.pp`

---

```

program example11;

{ This program demonstrates the IsStoredProp function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;

begin
  O:=TMyTestObject.Create;
  Writeln('Stored tests      : ');
  Write('IsStoredProp(O, StoredIntegerConstFalse)    : ');
  Writeln(IsStoredProp(O, 'StoredIntegerConstFalse'));
  Write('IsStoredProp(O, StoredIntegerConstTrue)     : ');
  Writeln(IsStoredProp(O, 'StoredIntegerConstTrue'));
  Write('IsStoredProp(O, StoredIntegerMethod)         : ');
  Writeln(IsStoredProp(O, 'StoredIntegerMethod'));
  Write('IsStoredProp(O, StoredIntegerVirtualMethod)  : ');
  Writeln(IsStoredProp(O, 'StoredIntegerVirtualMethod'));
  O.Free;
end.

```

---

### 78.7.26 PropIsType

**Synopsis:** Check the type of a published property.

**Declaration:**

```

function PropIsType(Instance: TObject; const PropName: string;
                    TypeKind: TTypeKind) : Boolean
function PropIsType(AClass: TClass; const PropName: string;
                    TypeKind: TTypeKind) : Boolean

```

Visibility: default

**Description:** `PropIsType` returns `True` if the property with name `PropName` has type `TypeKind`. It returns `False` otherwise. The class to be examined can be specified in one of two ways:

**AClass** A class pointer.

**Instance** An instance of the class.

**Errors:** No checks are done to ensure `Instance` or `AClass` are valid pointers. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsPublishedProp` (690), `IsStoredProp` (690), `PropType` (692)

**Listing:** ./typinfex/ex16.pp

---

```

program example16;

{ This program demonstrates the PropIsType function }

{$mode objfpc}

uses rttiobj , typinfo;

Var
  O : TMyTestObject;

begin
  O := TMyTestObject.Create;
  Writeln ( 'Property tests      : ' );
  Write ( 'PropIsType(O, BooleanField , tkBool)      : ' );
  Writeln ( PropIsType(O, ' BooleanField ', tkBool) );
  Write ( 'PropIsType(Class, BooleanField , tkBool) : ' );
  Writeln ( PropIsType(O.ClassType, ' BooleanField ', tkBool) );
  Write ( 'PropIsType(O, ByteField , tkString)      : ' );
  Writeln ( PropIsType(O, ' ByteField ', tkString) );
  Write ( 'PropIsType(Class, ByteField , tkString) : ' );
  Writeln ( PropIsType(O.ClassType, ' ByteField ', tkString) );
  O.Free;
end.

```

---

### 78.7.27 PropType

**Synopsis:** Return the type of a property

**Declaration:** `function PropType(Instance: TObject; const PropName: string) : TTypeKind`  
`function PropType(AClass: TClass; const PropName: string) : TTypeKind`

**Visibility:** default

**Description:** `PropType` returns the type of the property `PropName` for a class. The class to be examined can be specified in one of 2 ways:

**AClass** A class pointer.

**Instance** An instance of the class.

**Errors:** No checks are done to ensure `Instance` or `AClass` are valid pointers. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `IsPublishedProp` (690), `IsStoredProp` (690), `PropIsType` (691)

**Listing:** ./typinfex/ex17.pp

---

```

program example17;

{ This program demonstrates the PropType function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;

begin
  O:= TMyTestObject.Create;
  WriteLn( 'Property tests      : ');
  Write( 'PropType(O, BooleanField)      : ');
  WriteLn(TypeNames[PropType(O, 'BooleanField')]);
  Write( 'PropType(Class, BooleanField) : ');
  WriteLn(TypeNames[PropType(O.ClassType, 'BooleanField')]);
  Write( 'PropType(O, ByteField)      : ');
  WriteLn(TypeNames[PropType(O, 'ByteField')]);
  Write( 'PropType(Class, ByteField)    : ');
  WriteLn(TypeNames[PropType(O.ClassType, 'ByteField')]);
  O.Free;
end.

```

---

### 78.7.28 SetEnumProp

Synopsis: Set value of an enumerated-type property

**Declaration:** `procedure SetEnumProp(Instance: TObject; const PropName: string;  
                                       const Value: string)  
       procedure SetEnumProp(Instance: TObject; const PropInfo: PPropInfo;  
                                       const Value: string)`

Visibility: default

**Description:** SetEnumProp sets the property described by PropInfo or with name PropName to Value. Value must be a string with the name of the enumerate value, i.e. it can be used as an argument to GetEnumValue (676).

For an example, see GetEnumProp (675).

**Errors:** No checks are done to ensure Instance or PropInfo are valid pointers. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetEnumProp (675), SetStrProp (697), SetFloatProp (693), SetInt64Prop (694), SetMethodProp (695)

### 78.7.29 SetFloatProp

Synopsis: Set value of a float property.

**Declaration:** `procedure SetFloatProp(Instance: TObject; const PropName: string;  
                                       Value: Extended)  
       procedure SetFloatProp(Instance: TObject; PropInfo: PPropInfo;  
                                       Value: Extended)`

Visibility: default

**Description:** SetFloatProp assigns Value to the property described by PropInfo or with name Propname for the object Instance.

For an example, see GetFloatProp (676).

**Errors:** No checking is done whether Instance is non-nil, or whether PropInfo describes a valid float property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetFloatProp (676), SetOrdProp (695), SetStrProp (697), SetInt64Prop (694), SetMethodProp (695)

### 78.7.30 SetInt64Prop

Synopsis: Set value of a Int64 property

**Declaration:**

```
procedure SetInt64Prop(Instance: TObject; PropInfo: PPropInfo;
                      const Value: Int64)
procedure SetInt64Prop(Instance: TObject; const PropName: string;
                      const Value: Int64)
```

Visibility: default

**Description:** SetInt64Prop assigns Value to the property of type Int64 that is described by PropInfo or with name Propname for the object Instance.

For an example, see GetInt64Prop (677).

**Errors:** No checking is done whether Instance is non-nil, or whether PropInfo describes a valid Int64 property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetInt64Prop (677), GetMethodProp (678), SetOrdProp (695), SetStrProp (697), SetFloatProp (693)

### 78.7.31 SetInterfaceProp

Synopsis: Set interface-valued property

**Declaration:**

```
procedure SetInterfaceProp(Instance: TObject; const PropName: string;
                          const Value: IInterface)
procedure SetInterfaceProp(Instance: TObject; PropInfo: PPropInfo;
                          const Value: IInterface)
```

Visibility: default

**Description:** SetInterfaceProp assigns Value to the object property described by PropInfo or with name Propname for the object Instance.

**Errors:** No checking is done whether Instance is non-nil, or whether PropInfo describes a valid interface property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetInterfaceProp (678), SetObjectProp (695), SetOrdProp (695), SetStrProp (697), SetFloatProp (693), SetInt64Prop (694), SetMethodProp (695)

### 78.7.32 SetMethodProp

Synopsis: Set the value of a method property

Declaration: `procedure SetMethodProp(Instance: TObject; PropInfo: PPropInfo;  
   const Value: TMethod)  
           procedure SetMethodProp(Instance: TObject; const PropName: string;  
   const Value: TMethod)`

Visibility: default

Description: `SetMethodProp` assigns `Value` to the method the property described by `PropInfo` or with name `Propname` for object `Instance`.

The type `TMethod` of the `Value` parameter is defined in the `SysUtils` unit as:

```
TMethod = packed record
  Code, Data: Pointer;
end;
```

`Data` should point to the instance of the class with the method `Code`.

For an example, see `GetMethodProp` (678).

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid method property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetMethodProp` (678), `SetOrdProp` (695), `SetStrProp` (697), `SetFloatProp` (693), `SetInt64Prop` (694)

### 78.7.33 SetObjectProp

Synopsis: Set the value of an object-type property.

Declaration: `procedure SetObjectProp(Instance: TObject; const PropName: string;  
   Value: TObject)  
           procedure SetObjectProp(Instance: TObject; PropInfo: PPropInfo;  
   Value: TObject)`

Visibility: default

Description: `SetObjectProp` assigns `Value` to the object property described by `PropInfo` or with name `Propname` for the object `Instance`.

For an example, see `GetObjectProp` (680).

Errors: No checking is done whether `Instance` is non-nil, or whether `PropInfo` describes a valid object property of `Instance`. Specifying an invalid property name in `PropName` will result in an `EPropertyError` exception.

See also: `GetObjectProp` (680), `SetOrdProp` (695), `SetStrProp` (697), `SetFloatProp` (693), `SetInt64Prop` (694), `SetMethodProp` (695)

### 78.7.34 SetOrdProp

Synopsis: Set value of an ordinal property

Declaration: `procedure SetOrdProp(Instance: TObject; PropInfo: PPropInfo; Value: Int64)  
           procedure SetOrdProp(Instance: TObject; const PropName: string;  
   Value: Int64)`



Visibility: default

**Description:** SetOrdProp assigns Value to the ordinal property described by PropInfo or with name Propname for the object Instance.

Ordinal properties that can be set include:

**Integers and subranges of integers**The actual value of the integer must be passed.

**Enumerated types and subranges of enumerated types**The ordinal value of the enumerated type must be passed.

**Subrange types**of integers or enumerated types. Here the ordinal value must be passed.

**Sets**If the base type of the set has less than 31 possible values. For each possible value; the corresponding bit of Value must be set.

For an example, see GetOrdProp (682).

**Errors:** No checking is done whether Instance is non-nil, or whether PropInfo describes a valid ordinal property of Instance. No range checking is performed. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetOrdProp (682), SetStrProp (697), SetFloatProp (693), SetInt64Prop (694), SetMethodProp (695)

### 78.7.35 SetPropValue

Synopsis: Set property value as variant

**Declaration:** `procedure SetPropValue(Instance: TObject; const PropName: string;  
const Value: Variant)`

Visibility: default

**Description:** Due to missing Variant support, this function is not yet implemented; it is provided for Delphi compatibility only.

### 78.7.36 SetRawInterfaceProp

Synopsis: Set a raw (CORBA) interface property.

**Declaration:** `procedure SetRawInterfaceProp(Instance: TObject; const PropName: string;  
const Value: Pointer)  
procedure SetRawInterfaceProp(Instance: TObject; PropInfo: PPropInfo;  
const Value: Pointer)`

Visibility: default

**Description:** SetRawInterfaceProp can be used to set the value of a published CORBA interface with name PropName from object Instance to Value. Alternatively, the required property information can be specified by PropInfo instead of the property name. In difference with the SetInterfaceProp (694) procedure, no reference counting is done.

**Errors:** If the property PropName does not exist, an EPropertyError exception is raised.

See also: SetInterfaceProp (694), GetRawInterfaceProp (686)

### 78.7.37 SetSetProp

Synopsis: Set value of set-typed property.

Declaration: 

```
procedure SetSetProp(Instance: TObject; const PropName: string;
                    const Value: string)
procedure SetSetProp(Instance: TObject; const PropInfo: PPropInfo;
                    const Value: string)
```

Visibility: default

Description: SetSetProp sets the property specified by PropInfo or PropName for object Instance to Value. Value is a string which contains a comma-separated list of values, each value being a string-representation of the enumerated value that should be included in the set. The value should be accepted by the StringToSet (699) function.

The value can be formed using the SetToString (697) function.

For an example, see GetSetProp (686).

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid ordinal property of Instance. No range checking is performed. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetSetProp (686), SetOrdProp (695), SetStrProp (697), SetFloatProp (693), SetInt64Prop (694), SetMethodProp (695), SetToString (697), StringToSet (699)

### 78.7.38 SetStrProp

Synopsis: Set value of a string property

Declaration: 

```
procedure SetStrProp(Instance: TObject; const PropName: string;
                    const Value: AnsiString)
procedure SetStrProp(Instance: TObject; PropInfo: PPropInfo;
                    const Value: Ansistring)
```

Visibility: default

Description: SetStrProp assigns Value to the string property described by PropInfo or with name Propname for object Instance.

For an example, see GetStrProp (687)

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid string property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetStrProp (687), SetWideStrProp (699), SetOrdProp (695), SetFloatProp (693), SetInt64Prop (694), SetMethodProp (695)

### 78.7.39 SetToString

Synopsis: Convert set to a string description

Declaration: 

```
function SetToString(TypeInfo: PTypeInfo; Value: Integer;
                    Brackets: Boolean) : string
function SetToString(PropInfo: PPropInfo; Value: Integer;
                    Brackets: Boolean) : string
function SetToString(PropInfo: PPropInfo; Value: Integer) : string
```

Visibility: default

**Description:** `SetToString` takes an integer representation of a set (as received e.g. by `GetOrdProp`) and turns it into a string representing the elements in the set, based on the type information found in the `PropInfo` property information. By default, the string representation is not surrounded by square brackets. Setting the `Brackets` parameter to `True` will surround the string representation with brackets.

The function returns the string representation of the set.

**Errors:** No checking is done to see whether `PropInfo` points to valid property information.

See also: `GetEnumName` (674), `GetEnumValue` (676), `StringToSet` (699)

**Listing:** `./typinfex/ex18.pp`

---

```

program example18;

{ This program demonstrates the SetToString function }

{$mode objfpc}

uses rttiobj, typinfo;

Var
  O : TMyTestObject;
  PI : PPropInfo;
  I : longint;

begin
  O := TMyTestObject.Create;
  PI := GetPropInfo(O, 'SetField');
  O.SetField := [mefirst, meSecond, meThird];
  I := GetOrdProp(O, PI);
  Writeln('Set property to string : ');
  Writeln('Value  : ', SetToString(PI, I, False));
  O.SetField := [mefirst, meSecond];
  I := GetOrdProp(O, PI);
  Writeln('Value  : ', SetToString(PI, I, True));
  I := StringToSet(PI, 'mefirst');
  SetOrdProp(O, PI, I);
  I := GetOrdProp(O, PI);
  Writeln('Value  : ', SetToString(PI, I, False));
  I := StringToSet(PI, 'mesecond, methird');
  SetOrdProp(O, PI, I);
  I := GetOrdProp(O, PI);
  Writeln('Value  : ', SetToString(PI, I, True));
  O.Free;
end.

```

---

#### 78.7.40 SetUnicodeStrProp

Synopsis: Set UnicodeString-valued property

**Declaration:**

```

procedure SetUnicodeStrProp(Instance: TObject; const PropName: string;
                           const Value: UnicodeString)
procedure SetUnicodeStrProp(Instance: TObject; PropInfo: PPropInfo;
                           const Value: UnicodeString)

```

Visibility: default

Description: SetUnicodeStrProp sets the UnicodeString property from Instance to Value, where the property is identified by the PropInfo pointer or the PropertyName.

Errors: If no property of the indicated name exists, or it is not of type unicodestring, an exception will occur.

See also: SetStrProp (697), GetUnicodeStrProp (689)

### 78.7.41 SetVariantProp

Synopsis: Set value of a variant property

Declaration: 

```
procedure SetVariantProp(Instance: TObject; const PropName: string;
                        const Value: Variant)
procedure SetVariantProp(Instance: TObject; PropInfo: PPropInfo;
                        const Value: Variant)
```

Visibility: default

Description: Due to missing Variant support, this function is not yet implemented. Provided for Delphi compatibility only.

### 78.7.42 SetWideStrProp

Synopsis: Set a widestring property

Declaration: 

```
procedure SetWideStrProp(Instance: TObject; const PropName: string;
                        const Value: WideString)
procedure SetWideStrProp(Instance: TObject; PropInfo: PPropInfo;
                        const Value: WideString)
```

Visibility: default

Description: SetWideStrProp assigns Value to the widestring property described by PropInfo or with name Propname for object Instance.

Errors: No checking is done whether Instance is non-nil, or whether PropInfo describes a valid widestring property of Instance. Specifying an invalid property name in PropName will result in an EPropertyError exception.

See also: GetWideStrProp (689), SetStrProp (697), SetOrdProp (695), SetFloatProp (693), SetInt64Prop (694), SetMethodProp (695)

### 78.7.43 StringToSet

Synopsis: Convert string description to a set.

Declaration: 

```
function StringToSet(PropInfo: PPropInfo; const Value: string) : Integer
function StringToSet(TypeInfo: PTypeInfo; const Value: string) : Integer
```

Visibility: default

Description: StringToSet converts the string representation of a set in Value to a integer representation of the set, using the property information found in PropInfo. This property information should point to the property information of a set property. The function returns the integer representation of the set. (i.e, the set value, typecast to an integer)

The string representation can be surrounded with square brackets, and must consist of the names of the elements of the base type of the set. The base type of the set should be an enumerated type. The elements should be separated by commas, and may be surrounded by spaces. each of the names will be fed to the `GetEnumValue` (676) function.

For an example, see `SetToString` (697).

**Errors:** No checking is done to see whether `PropInfo` points to valid property information. If a wrong name is given for an enumerated value, then an `EPropertyError` will be raised.

See also: `GetEnumName` (674), `GetEnumValue` (676), `SetToString` (697)

## 78.8 TProcedureSignature

```
TProcedureSignature = packed record
  Flags : Byte;
  CC : TCallConv;
  ResultType : PTypeInfo;
  ParamCount : Byte;
  function GetParam(ParamIndex: Integer) : PProcedureParam;
end
```

`TProcedureSignature` describes a procedure/method call signature. It consists of some flags (`Flags`), a calling convention (`CC`), the result type (`ResultType`) if any, and a list of `ParamCount` parameters (of type `TProcedureParam` (663)).

### 78.8.1 Method overview

Page	Method	Description
<a href="#">700</a>	<code>GetParam</code>	Get parameter signature

### 78.8.2 TProcedureSignature.GetParam

**Synopsis:** Get parameter signature

**Declaration:** `function GetParam(ParamIndex: Integer) : PProcedureParam`

**Visibility:** default

**Description:** `GetParam` can be used to retrieve a pointer to the description of a parameter. The index `ParamIndex` is zero-based.

**Errors:** In case of an invalid parameter index, `Nil` is returned.

See also: `TProcedureParam` (663)

## 78.9 EPropertyConvertError

### 78.9.1 Description

`EPropertyConvertError` is not used in the Free Pascal implementation of the `typinfo` unit, but is declared for Delphi compatibility.

## **78.10 EPropertyError**

### **78.10.1 Description**

Exception raised in case of an error in one of the functions.

## Chapter 79

# Reference for unit 'unicodedata'

### 79.1 Overview

The `fpwistring` (702) unit relies on having relevant unicode collation data linked in the binary. The unicode data is managed using the routines in the `unicodedata` unit. The FPC project distributes some unicode collation data in `.bco` files which can be loaded using the `LoadCollation` (711) routines. The `LoadCollation` is the main routine of this unit.

All collation data requires at least the Default Unicode Collation Element Table to be registered (called `DUCET`). The `DUCET` encoding is provided by the `unicodeducet` unit, part of the `rtl-unicode` package.

There are two ways to register collations :

1. **at compile time**: by including the desired collation unit, for example for Russian and Japanese languages to be available you will have to include `collation_ru` and `collation_ja` from package "rtl-unicode".
2. **at runtime** using the abovementioned `LoadCollation` function.

The two ways can co-exist: some collations may be compile time included (for example for most used collations) and others can be loaded at runtime in the same application.

The binary collation files are endian sensitive:

- there are files for little endian systems named `collation__le.bco` (such as `collation_ru_le.bco` and `collation_ja_le.bco`)
- there are files for big endian systems named `collation__be.bco` (such as `collation_ru_be.bco` and `collation_ja_be.bco`).

Note that the compile time units collation units (`collation_lang.pas`) include already the `unicodeducet.pas` (`DUCET`) unit so it is not necessary to include it manually, contrary to the binary files. So an application that only uses the binary collation files should at least include the `unicodeducet` unit or manually load the binary collation `collation_ducet_le.bco` or `collation_ducet_be.bco`, depending on the endianness of the platform. The `LoadCollation` (711) call using a directory and the language `ducet` automatically select the correct file.

## 79.2 Constants, types and variables

### 79.2.1 Resource strings

`SCollationNotFound` = 'Collation not found : "%s".'

Error message when a collation is not found.

### 79.2.2 Constants

`ENDIAN_SUFFIX` : Array[TEndianKind] of string = ('le', 'be')

`ENDIAN_SUFFIX` contains the suffixes used in `LoadCollation` (711) when constructing a collation filename for a language.

`ERROR_INVALID_CODEPOINT_SEQUENCE` = 1

Error exit code for `UnicodeToLower/UnicodeToUpper`

`HIGH_SURROGATE_BEGIN` = (\$D800)

First value for high surrogate values.

`HIGH_SURROGATE_COUNT` = `HIGH_SURROGATE_END` - `HIGH_SURROGATE_BEGIN` + 1

Number of high surrogate values.

`HIGH_SURROGATE_END` = (\$DBFF)

Last value for high surrogate values.

`LOW_SURROGATE_BEGIN` = (\$DC00)

First value for low surrogate values.

`LOW_SURROGATE_END` = (\$DFFF)

Last value for low surrogate values.

`MAX_LEGAL_UTF32` = \$10FFFF

Maximum value of a legally encoded UTF32 value (currently unused)

`MAX_WORD` = (Word)

`MAX_WORD` is the maximum value of a WORD typed value.

`ROOT_COLLATION_NAME` = 'DUCET'

Name of the root collation (used if no collation name is given)



UCS4\_HALF\_BASE = (\$10000)

Offset for UCS4 character encoding

UCS4\_HALF\_MASK = (\$3FF)

Unused currently

UGC\_ClosePunctuation = 14

Unicode token category: Close punctuation

UGC\_CombiningMark = 6

Unicode token category: Uppercase letter

UGC\_ConnectPunctuation = 11

Unicode token category: Connect punctuation

UGC\_Control = 25

Unicode token category: control token

UGC\_CurrencySymbol = 19

Unicode token category: Currency symbol

UGC\_DashPunctuation = 12

Unicode token category: Dash punctuation

UGC\_DecimalNumber = 8

Unicode token category: Uppercase letter

UGC\_EnclosingMark = 7

Unicode token category: Uppercase letter

UGC\_FinalPunctuation = 16

Unicode token category: Final punctuation

UGC\_Format = 26

Unicode token category: Formatting token

UGC\_InitialPunctuation = 15

Unicode token category: Initial punctuation

UGC\_LetterNumber = 9

Unicode token category: Letter-number

UGC\_LineSeparator = 23

Unicode token category: Line separator

UGC\_LowercaseLetter = 1

Unicode general category: Lowercase letter

UGC\_MathSymbol = 18

Unicode token category: Math symbol

UGC\_ModifierLetter = 3

Unicode general category: modifier letter

UGC\_ModifierSymbol = 20

Unicode token category: modifier symbol

UGC\_NonSpacingMark = 5

Unicode general category: Non-spacing mark

UGC\_OpenPunctuation = 13

Unicode token category: Open punctuation

UGC\_OtherLetter = 4

Unicode general category: Other letter

UGC\_OtherNumber = 10

Unicode token category: Other number

UGC\_OtherPunctuation = 17

Unicode token category: Other punctuation

UGC\_OtherSymbol = 21

Unicode token category: Other symbol

UGC\_ParagraphSeparator = 24

Unicode token category: Paragraph separator

UGC\_PrivateUse = 28

Unicode token category: For private use

UGC\_SpaceSeparator = 22

Unicode token category: Space separator

UGC\_Surrogate = 27

Unicode token category: Surrogate token

UGC\_TitlecaseLetter = 2

Unicode general category: Titlecase letter

UGC\_Unassigned = 29

Unicode token category: As yet unassigned

UGC\_UppercaseLetter = 0

Unicode general category: Uppercase letter

ZERO\_UINT24 : UInt24 = (byte2: 0; byte1: 0; byte0: 0)

TUInt24Rec value with all bytes zero.

### 79.2.3 Types

PUCA\_DataBook = ^TUCA\_DataBook

Pointer to TUCA\_DataBook type.

PUCA\_PropItemContextRec = ^TUCA\_PropItemContextRec

Pointer to TUCA\_PropItemContextRec

PUCA\_PropItemContextTreeNodeRec = ^TUCA\_PropItemContextTreeNodeRec

Pointer to TUCA\_PropItemContextTreeNodeRec

PUCA\_PropItemContextTreeRec = ^TUCA\_PropItemContextTreeRec

Pointer to TUCA\_PropItemContextTreeRec

PUCA\_PropItemRec = ^TUCA\_PropItemRec

Pointer to TUCA\_PropItemRec

PUCA\_PropWeights = ^TUCA\_PropWeights

Pointer to TUCA\_PropWeights

PUC\_Prop = ^TUC\_Prop

Pointer to TUC\_Prop record

PUInt24 = ^UInt24

Pointer to TUInt24Rec

TCollationField = (BackWard, VariableLowLimit, VariableHighLimit)

Table 79.1: Enumeration values for type TCollationField

Value	Explanation
BackWard	Backwards encoded
VariableHighLimit	Has upper bound on variable weights
VariableLowLimit	Has lower bound on variable weights

TCollationField describes some properties of the collation data items.

TCollationFields = Set of TCollationField

Set of TCollationField

TCollationName = string

Collation name string type (fixed length)

TEndianKind = (Little, Big)

Table 79.2: Enumeration values for type TEndianKind

Value	Explanation
Big	Big-endian platform
Little	Little-endian platform

TEndianKind is an auxiliary enumerated type to enumerate the endianness of platforms.

TUCASortKey = Array of TUCASortKeyItem

Array of TUCASortKeyItem

TUCASortKeyItem = Word

Alias for WORD

```
TUCA_PropWeights = packed record
  Weights : Array[0..2] of Word;
end
```

TUC\_PropWeights describes the weights of collation characteristics of a unicode character. It is an internal structure which should not be used directly, the actual structure is subject to change.

```
TUCA_VariableKind = (ucaShifted, ucaNonIgnorable, ucaBlanked,
  ucaShiftedTrimmed, ucaIgnoreSP)
```

Table 79.3: Enumeration values for type TUCA\_VariableKind

Value	Explanation
ucaBlanked	Variable collation elements and any subsequent ignorable collation elements are reset so that all weights are zero
ucaIgnoreSP	Not implemented (variant of Shifted that reduces the set of variable collation elements to include only non-space characters)
ucaNonIgnorable	Variable collation elements are not reset to be quaternary collation elements
ucaShifted	Variable collation elements are reset to zero at levels one through three
ucaShiftedTrimmed	This option is the same as Shifted, except that all trailing FFFFs are trimmed from the sort key.

Options for weighting data

```
UInt24 = TUInt24Rec
```

Alias for TUInt24Rec

## 79.3 Procedures and functions

### 79.3.1 CanonicalOrder

Synopsis: Put unicode string in canonical order.

**Declaration:** `procedure CanonicalOrder(var AString: UnicodeString); Overload`  
`procedure CanonicalOrder(AStr: PUnicodeChar; const ALength: SizeInt)`  
`; Overload`

Visibility: default

**Description:** CanonicalOrder transforms a unicode string AString (or the alternate form using a null-terminated AStr with length ALength) so it is in canonical order (as defined by the unicode specification). A string needs to be in canonical order to be able to compare strings. This function is called as part of NormalizeNFD (712).

See also: NormalizeNFD (712)

### 79.3.2 CompareSortKey

Synopsis: Compare two sort keys.

Declaration: 

```
function CompareSortKey(const A: TUCASortKey;const B: TUCASortKey)
                        : Integer; Overload
function CompareSortKey(const A: TUCASortKey;const B: Array of Word)
                        : Integer; Overload
```

Visibility: default

Description: `CompareSortKey` compares 2 sort keys A and B. It returns

- a negative number if A comes alphabetically ordered before B.
- Zero if A is alphabetically identical to B.
- A positive number iff A is alphabetically ordered after B.

Sort keys can be constructed from unicode strings using `ComputeSortKey` (709).

See also: `ComputeSortKey` (709)

### 79.3.3 ComputeSortKey

Synopsis: Compute the sort key for a string

Declaration: 

```
function ComputeSortKey(const AString: UnicodeString;
                        const ACollation: PUCA_DataBook) : TUCASortKey
                        ; Overload
function ComputeSortKey(const AStr: PUnicodeChar;const ALength: SizeInt;
                        const ACollation: PUCA_DataBook) : TUCASortKey
                        ; Overload
```

Visibility: default

Description: `ComputeSortKey` computes the sort key for a unicode string `AString` (or the alternate form using a null-terminated `AStr` with length `ALength`) using the Unicode Collation Algorithm dat in `ACollation`. This key can then be used in `CompareSortKey` (709) to compare unicode strings.

See also: `CompareSortKey` (709)

### 79.3.4 FindCollation

Synopsis: Find a collation by name

Declaration: 

```
function FindCollation(const AName: ansistring) : PUCA_DataBook
                        ; Overload
function FindCollation(const AIndex: Integer) : PUCA_DataBook; Overload
```

Visibility: default

Description: `FindCollection` searches a collation with name `AName` or index `AIndex` in the list of known collations and returns a pointer to the collation data. If the requested collation is not known, i.e. the name is not found, or the index is out of range, then `Nil` is returned. The valid index range is 0 to `GetCollationCount-1`.

See also: `GetCollationCount` (710)

### 79.3.5 FreeCollation

Synopsis: Free collation data.

Declaration: `procedure FreeCollation(AItem: PUCA_DataBook)`

Visibility: default

Description: `FreeCollation` removes all structures in the collation data from memory. It will not do anything when the header field `Dynamic` is `false`. (collations loaded and registered using `LoadCollation` (711) are always dynamic and must be freed).

See also: `LoadCollation` (711)

### 79.3.6 FromUCS4

Synopsis: Convert UCS4 to `UnicodeChar`

Declaration: `procedure FromUCS4(const AValue: UCS4Char; var AHighS: UnicodeChar; var ALowS: UnicodeChar)`

Visibility: default

Description: `FromUCS4` converts the UCS4 encoded unicode character `AValue` to a set of unicode (surrogate pair) characters encoded in UTF16: `AHighS`, `ALowS`.

See also: `ToUCS4` (713), `UnicodeIsHighSurrogate` (713), `UnicodeIsLowSurrogate` (713), `UnicodeIsSurrogatePair` (714)

### 79.3.7 GetCollationCount

Synopsis: Return the number of known collations.

Declaration: `function GetCollationCount : Integer`

Visibility: default

Description: `GetCollationCount` returns the number of registered collations. The collation data can be retrieved by index using the `FindCollation` (709). The maximum index is `GetCollationCount-1`.

See also: `FindCollation` (709)

### 79.3.8 GetProps

Synopsis: Get unicode character data

Declaration: `function GetProps(const ACodePoint: Word) : PUC_Prop; Overload`  
`function GetProps(const AHighS: UnicodeChar; const ALowS: UnicodeChar)`  
`: PUC_Prop; Overload`  
`function GetProps(const ACodePoint: Cardinal) : PUC_Prop; Overload`

Visibility: default

Description: `GetProps` returns a pointer to a general unicode character property data structure. The character can be specified using a word or cardinal sized codepoint (`ACodePoint`), or using a UTF16 encoded surrogate pair (`AHighS`, `ALowS`).

The returned pointer must not be freed, it points to part of a static structure.

See also: `GetPropUCA` (711)

### 79.3.9 GetPropUCA

Synopsis: Get unicode collation algorithm properties for a unicode character

Declaration: 

```
function GetPropUCA(const AHighS: UnicodeChar;const ALowS: UnicodeChar;
                    const ABook: PUCA_DataBook) : PUCA_PropItemRec
                    ; Overload
function GetPropUCA(const AChar: UnicodeChar;const ABook: PUCA_DataBook)
                    : PUCA_PropItemRec; Overload
```

Visibility: default

Description: GetPropUCA returns UCA data for the unicode character (AChar) or surrogate pair AHighS, ALowS) in the collation data book ABook. If no data is available, Nil is returned.

Errors: if an invalid ABook is specified, an access violation may occur.

See also: GetProps ([710](#))

### 79.3.10 IncrementalCompareString

Synopsis: Compare 2 strings using the specified collation

Declaration: 

```
function IncrementalCompareString(const AStrA: PUnicodeChar;
                                const ALengthA: SizeInt;
                                const AStrB: PUnicodeChar;
                                const ALengthB: SizeInt;
                                const ACollation: PUCA_DataBook)
                                : Integer; Overload
function IncrementalCompareString(const AStrA: UnicodeString;
                                const AStrB: UnicodeString;
                                const ACollation: PUCA_DataBook)
                                : Integer; Overload
```

Visibility: default

Description: IncrementalCompareString creates 2 compare keys from the strings AStrA and AStrB using collation data in ACollation. The keys are computed only to the point where the two strings differ. This means the keys cannot be reused for other comparisons if the strings differ. The two strings can be specified as a unicode string or as a pointer to a null-terminated character array with a length (ALengthA and ALengthB). It returns then the result of CompareSortKey ([709](#)).

Errors: None.

See also: ComputeSortKey ([709](#)), CompareSortKey ([709](#))

### 79.3.11 LoadCollation

Synopsis: Load a binary collation data file from file

Declaration: 

```
function LoadCollation(const AData: Pointer;const ADataLength: Integer)
                    : PUCA_DataBook; Overload
function LoadCollation(const AFileName: string) : PUCA_DataBook
                    ; Overload
function LoadCollation(const ADirectory: string;const ALanguage: string)
                    : PUCA_DataBook; Overload
```

Visibility: default



**Description:** `LoadCollation` loads collation data from file `AFileName`, or from a memory block `AData` with length `ADataLength`. If successful, it returns a pointer which can be used to register the collation using `RegisterCollation` (712). If there is a problem with the data, `Nil` is returned.

The filename can also be specified as a `Directory` and language name `ALanguage`. The latter is prepended with `collation_` and appended with the native endianness of the current platform, and has extension `.bco`

**Errors:** If the file containing data does not exist or has a size which is less than the encoded header size, `Nil` is returned.

See also: `RegisterCollation` (712)

### 79.3.12 NormalizeNFD

**Synopsis:** Perform unicode normalization D on a string

**Declaration:**

```
function NormalizeNFD(const AString: UnicodeString) : UnicodeString
    ; Overload
function NormalizeNFD(const AStr: PUnicodeChar; ALength: SizeInt)
    : UnicodeString; Overload
```

**Visibility:** default

**Description:** `NormalizeNFD` normalizes the string `AString` (or the alternate form using a null-terminated `AStr` with length `ALength`) to Unicode Normalization Form D. The resulting string can be used to determine equivalence of unicode strings.

See also: `CanonicalOrder` (708)

### 79.3.13 PrepareCollation

**Synopsis:** Prepare a collation for use in the list

**Declaration:**

```
procedure PrepareCollation(ACollation: PUCA_DataBook;
    const ABaseName: ansistring;
    const AChangedFields: TCollationFields)
```

**Visibility:** default

**Description:** `PrepareCollation` will link collation definition `ACollation` to the base collection with name `ABaseName` (if empty, it defaults to the root collation). It will also initialize some fields in the definition, copying them from the base collation, but excludes the fields enumerated in `AChangedFields`.

It should normally not be needed to call this function, it is called as part of `LoadCollation` (711).

See also: `LoadCollation` (711)

### 79.3.14 RegisterCollation

**Synopsis:** Register a new collation

**Declaration:**

```
function RegisterCollation(const ACollation: PUCA_DataBook) : Boolean
    ; Overload
function RegisterCollation(const ADirectory: string;
    const ALanguage: string) : Boolean; Overload
```

**Visibility:** default

**Description:** `RegisterCollation` registers a new collation `ACollation` in the list of known collations. The collation data can be specified directly (`ACollation`) or a name of a language (`ALanguage`) in a directory (`ADirectory`). The latter option will load the binary encoded collation from file using `LoadCollation` (711).

If the collation is loaded correctly, `True` is returned, otherwise `False` is returned (for instance when a collation with the same name is already loaded).

See also: `UnRegisterCollation` (715), `UnRegisterCollations` (715), `LoadCollation` (711)

### 79.3.15 ToUCS4

**Synopsis:** Encode unicode UTF16 surrogate pair to UCS4 character

**Declaration:** `function ToUCS4(const AHighS: UnicodeChar; const ALowS: UnicodeChar) : UCS4Char`

**Visibility:** default

**Description:** `ToUCS4` converts set of unicode (surrogate pair) characters encoded in UTF16: `AHighS`, `ALowS` to a UCS4 encoded unicode character.

See also: `FromUCS4` (710), `UnicodeIsHighSurrogate` (713), `UnicodeIsLowSurrogate` (713), `UnicodeIsSurrogatePair` (714)

### 79.3.16 UnicodeIsHighSurrogate

**Synopsis:** Check if a UTF16 character is the high character in a surrogate pair.

**Declaration:** `function UnicodeIsHighSurrogate(const AValue: UnicodeChar) : Boolean`

**Visibility:** default

**Description:** `UnicodeIsHighSurrogate` checks whether `AValue` is a valid high character of a surrogate pair, and returns `True` if this is the case. It does this by checking whether the values are within the bounds for high characters in surrogate pairs.

See also: `FromUCS4` (710), `ToUCS4` (713), `UnicodeIsHighSurrogate` (713), `UnicodeIsLowSurrogate` (713), `UnicodeIsSurrogatePair` (714)

### 79.3.17 UnicodeIsLowSurrogate

**Synopsis:** Check if a UTF16 character is the low character in a surrogate pair.

**Declaration:** `function UnicodeIsLowSurrogate(const AValue: UnicodeChar) : Boolean`

**Visibility:** default

**Description:** `UnicodeIsLowSurrogate` checks whether `AValue` is a valid low character of a surrogate pair, and returns `True` if this is the case. It does this by checking whether the values are within the bounds for low characters in surrogate pairs.

See also: `FromUCS4` (710), `ToUCS4` (713), `UnicodeIsHighSurrogate` (713), `UnicodeIsSurrogatePair` (714)

### 79.3.18 `UnicodeIsSurrogatePair`

**Synopsis:** Check if a pair of UTF16 encoded characters is a valid surrogate pair.

**Declaration:** `function UnicodeIsSurrogatePair(const AHighSurrogate: UnicodeChar;  
const ALowSurrogate: UnicodeChar)  
: Boolean`

**Visibility:** default

**Description:** `UnicodeIsSurrogatePair` checks whether `AHighSurrogate`, `ALowSurrogate` constitute a valid surrogate pair, and returns `True` if this is the case. It does this by checking whether the values are within the bounds for high and low surrogate pairs.

See also: `FromUCS4` (710), `ToUCS4` (713), `UnicodeIsHighSurrogate` (713), `UnicodeIsLowSurrogate` (713)

### 79.3.19 `UnicodeToLower`

**Synopsis:** Transform unicode string to lowercase

**Declaration:** `function UnicodeToLower(const AString: UnicodeString;  
const AIgnoreInvalidSequence: Boolean;  
out AResultString: UnicodeString) : Integer`

**Visibility:** default

**Description:** `UnicodeToLower` transforms a UTF16 unicode string `AString` to its lowercase equivalent and returns this in `AResultString`. If the transformation was succesful, then the function returns 0. A nonzero return value means an error occurred. `AResultString` will remain untouched in that case.

If a character in `AString` cannot be found in the unicode data tables, an error will be reported, unless `AIgnoreInvalidSequence` is set to `True`, in which case the character will be copied as-is to the output.

Unicode collation data can be loaded using `RegisterCollation` (712) or `LoadCollation` (711)

**Errors:** On error, a nonzero value will be returned.

See also: `UnicodeToUpper` (714), `RegisterCollation` (712), `LoadCollation` (711)

### 79.3.20 `UnicodeToUpper`

**Synopsis:** Transform unicode string to uppercase

**Declaration:** `function UnicodeToUpper(const AString: UnicodeString;  
const AIgnoreInvalidSequence: Boolean;  
out AResultString: UnicodeString) : Integer`

**Visibility:** default

**Description:** `UnicodeToUpper` transforms a UTF16 unicode string `AString` to its uppercase equivalent and returns this in `AResultString`. If the transformation was succesful, then the function returns 0. A nonzero return value means an error occurred. `AResultString` will remain untouched in that case.

If a character in `AString` cannot be found in the unicode data tables, an error will be reported, unless `AIgnoreInvalidSequence` is set to `True`, in which case the character will be copied as-is to the output.

Unicode collation data can be loaded using `RegisterCollation` (712) or `LoadCollation` (711)

Errors: On error, a nonzero value will be returned.

See also: [UnicodeToLower \(714\)](#), [RegisterCollation \(712\)](#), [LoadCollation \(711\)](#)

### 79.3.21 UnregisterCollation

Synopsis: Remove a collation from the list of known collections.

Declaration: `function UnregisterCollation(const AName: ansistring) : Boolean`

Visibility: default

Description: `UnRegisterCollation` removes a collation `AName` from the list of known collations. It returns `True` if the collation was found and successfully removed.

Errors: If the collation was not found, `False` is returned.

See also: [RegisterCollation \(712\)](#), [UnRegisterCollations \(715\)](#), [LoadCollation \(711\)](#)

### 79.3.22 UnregisterCollations

Synopsis: Unregister all collations.

Declaration: `procedure UnregisterCollations(const AFreeDynamicCollations: Boolean)`

Visibility: default

Description: `UnregisterCollations` unregisters all known collations. If `AFreeDynamicCollations` is `True`, then dynamic collations will be removed from memory using [FreeCollation \(710\)](#). This must normally be set to `true`.

See also: [RegisterCollation \(712\)](#), [UnRegisterCollation \(715\)](#), [LoadCollation \(711\)](#), [FreeCollation \(710\)](#)

## 79.4 TUCA\_DataBook

```
TUCA_DataBook = record
public
  Base : PUCA_DataBook;
  Version : TCollationName;
  CollationName : TCollationName;
  VariableWeight : TUCA_VariableKind;
  Backwards : Array[0..3] of Boolean;
  BMP_Table1 : PByte;
  BMP_Table2 : PUInt24;
  OBMP_Table1 : PWord;
  OBMP_Table2 : PUInt24;
  PropCount : Integer;
  Props : PUCA_PropItemRec;
  VariableLowLimit : Word;
  VariableHighLimit : Word;
  Dynamic : Boolean;
  function IsVariable(const AWeight: PUCA_PropWeights) : Boolean;
end
```

TUCA\_DataBook describes a Unicode Collation Algorithm data set. data sets can be registered using the RegisterCollation (712) function or loaded from file using LoadCollation (711). A collation data book must be specified when comparing unicode strings.

### 79.4.1 Method overview

Page	Method	Description
<a href="#">716</a>	IsVariable	Check if a weight is a variable weight

### 79.4.2 TUCA\_DataBook.IsVariable

Synopsis: Check if a weight is a variable weight

Declaration: `function IsVariable(const AWeight: PUCA_PropWeights) : Boolean`

Visibility: public

Description: IsVariable checks whether AWeight is between the VariableLowLimit and VariableHighLimit limits.

## 79.5 TUCA\_PropItemContextRec

```
TUCA_PropItemContextRec = packed record
public
    CodePointCount : Byte;
    WeightCount : Byte;
    function GetCodePoints : PUInt24;
    function GetWeights : PUCA_PropWeights;
end
```

This is an internal structure which should not be used directly, the actual structure is subject to change.

### 79.5.1 Method overview

Page	Method	Description
<a href="#">716</a>	GetCodePoints	get the address of actual code points.
<a href="#">716</a>	GetWeights	Get the Address of actual weights.

### 79.5.2 TUCA\_PropItemContextRec.GetCodePoints

Synopsis: get the address of actual code points.

Declaration: `function GetCodePoints : PUInt24`

Visibility: public

### 79.5.3 TUCA\_PropItemContextRec.GetWeights

Synopsis: Get the Address of actual weights.

Declaration: function GetWeights : PUCA\_PropWeights

Visibility: public

## 79.6 TUCA\_PropItemContextTreeNodeRec

```
TUCA_PropItemContextTreeNodeRec = packed record
public
  Left : Word;
  Right : Word;
  Data : TUCA_PropItemContextRec;
  function GetLeftNode : PUCA_PropItemContextTreeNodeRec;
  function GetRightNode : PUCA_PropItemContextTreeNodeRec;
end
```

This is an internal structure for the tree which should not be used directly, the actual structure is subject to change.

### 79.6.1 Method overview

Page	Method	Description
<a href="#">717</a>	GetLeftNode	Access to left tree node data
<a href="#">717</a>	GetRightNode	Access to right tree node data

### 79.6.2 TUCA\_PropItemContextTreeNodeRec.GetLeftNode

Synopsis: Access to left tree node data

Declaration: function GetLeftNode : PUCA\_PropItemContextTreeNodeRec

Visibility: public

### 79.6.3 TUCA\_PropItemContextTreeNodeRec.GetRightNode

Synopsis: Access to right tree node data

Declaration: function GetRightNode : PUCA\_PropItemContextTreeNodeRec

Visibility: public

## 79.7 TUCA\_PropItemContextTreeRec

```
TUCA_PropItemContextTreeRec = packed record
public
  Size : UInt24;
  function GetData : PUCA_PropItemContextTreeNodeRec;
  property Data : PUCA_PropItemContextTreeNodeRec;
  function Find(const AChars: PUInt24; const ACharCount: Integer;
    out ANode: PUCA_PropItemContextTreeNodeRec) : Boolean;
end
```

This is an internal tree structure for storing unicode collation data which should not be used directly, the actual structure is subject to change.

### 79.7.1 Method overview

Page	Method	Description
<a href="#">718</a>	Find	Find data for encoded character
<a href="#">718</a>	GetData	Access to tree data (getter for Data property)

### 79.7.2 Property overview

Page	Properties	Access	Description
<a href="#">718</a>	Data	r	Read-only access to tree data

### 79.7.3 TUCA\_PropltemContextTreeRec.GetData

Synopsis: Access to tree data (getter for Data property)

Declaration: `function GetData : PUCA_PropltemContextTreeNodeRec`

Visibility: public

### 79.7.4 TUCA\_PropltemContextTreeRec.Find

Synopsis: Find data for encoded character

Declaration: `function Find(const AChars: PUInt24; const ACharCount: Integer;  
out ANode: PUCA_PropltemContextTreeNodeRec) : Boolean`

Visibility: public

Description: Find searches the tree for the collation data for the character encoded in AChars (ACharCount). It returns true if the data was found, false if not. A pointer to the collation data is returned in ANode.

### 79.7.5 TUCA\_PropltemContextTreeRec.Data

Synopsis: Read-only access to tree data

Declaration: `Property Data : PUCA_PropltemContextTreeNodeRec`

Visibility: public

Access: Read

## 79.8 TUCA\_PropltemRec

```
TUCA_PropltemRec = packed record
private
    FLAG_VALID = 0;
    FLAG_CODEPOINT = 1;
    FLAG_CONTEXTUAL = 2;
    FLAG_DELETION = 3;
    FLAG_COMPRESS_WEIGHT_1 = 6;
```

```

FLAG_COMPRESS_WEIGHT_2 = 7;
function GetCodePoint : UInt24;
public
  WeightLength : Byte;
  ChildCount : Byte;
  Size : Word;
  Flags : Byte;
  function HasCodePoint : Boolean;
  property CodePoint : UInt24;
  function IsValid : Boolean;
  procedure GetWeightArray(ADest: PUCA_PropWeights);
  function GetSelfOnlySize : Cardinal;
  function GetContextual : Boolean;
  property Contextual : Boolean;
  function GetContext : PUCA_PropItemContextTreeRec;
  function IsDeleted : Boolean;
  function IsWeightCompress_1 : Boolean;
  function IsWeightCompress_2 : Boolean;
end

```

TUCA\_PropItemRec encodes 1 entry from the Unicode Collation data in an encoded form.

### 79.8.1 Method overview

Page	Method	Description
<a href="#">720</a>	GetContext	Access to context data
<a href="#">720</a>	GetContextual	Check if the contextual bit is set in the flags (getter for Contextual)
<a href="#">720</a>	GetSelfOnlySize	Size of this item data (in bytes).
<a href="#">720</a>	GetWeightArray	Return an array of weights
<a href="#">719</a>	HasCodePoint	Check flags whether a codepoint is present.
<a href="#">720</a>	IsDeleted	Check flags if deleted bit is set
<a href="#">720</a>	IsValid	Check flags for validity
<a href="#">721</a>	IsWeightCompress\_1	Check whether weight compression flag 1 is set
<a href="#">721</a>	IsWeightCompress\_2	Check whether weight compression flag 2 is set

### 79.8.2 Property overview

Page	Properties	Access	Description
<a href="#">721</a>	CodePoint	r	Get the codepoint
<a href="#">721</a>	Contextual	r	Check if the contextual bit is set in the flags

### 79.8.3 TUCA\_PropItemRec.HasCodePoint

Synopsis: Check flags whether a codepoint is present.

Declaration: `function HasCodePoint : Boolean`

Visibility: `public`



#### 79.8.4 TUCA\_PropltemRec.IsValid

Synopsis: Check flags for validity

Declaration: `function IsValid : Boolean`

Visibility: public

#### 79.8.5 TUCA\_PropltemRec.GetWeightArray

Synopsis: Return an array of weights

Declaration: `procedure GetWeightArray (ADest: PUCA_PropWeights)`

Visibility: public

Description: `GetWeightArray` returns an array with the weights in `ADest`. `ADest` must point to enough room for `WeightLength` weights.

#### 79.8.6 TUCA\_PropltemRec.GetSelfOnlySize

Synopsis: Size of this item data (in bytes).

Declaration: `function GetSelfOnlySize : Cardinal`

Visibility: public

Description: Return the size of the item's data and properties.

#### 79.8.7 TUCA\_PropltemRec.GetContextual

Synopsis: Check if the contextual bit is set in the flags (getter for Contextual)

Declaration: `function GetContextual : Boolean`

Visibility: public

#### 79.8.8 TUCA\_PropltemRec.GetContext

Synopsis: Access to context data

Declaration: `function GetContext : PUCA_PropItemContextTreeRec`

Visibility: public

Description: `GetContext` returns a pointer to the context data. It is `Nil` if the context flag is not set.

#### 79.8.9 TUCA\_PropltemRec.IsDeleted

Synopsis: Check flags if deleted bit is set

Declaration: `function IsDeleted : Boolean`

Visibility: public

**79.8.10 TUCA\_PropltemRec.IsWeightCompress\_1**

Synopsis: Check whether weight compression flag 1 is set

Declaration: `function IsWeightCompress_1 : Boolean`

Visibility: public

**79.8.11 TUCA\_PropltemRec.IsWeightCompress\_2**

Synopsis: Check whether weight compression flag 2 is set

Declaration: `function IsWeightCompress_2 : Boolean`

Visibility: public

**79.8.12 TUCA\_PropltemRec.CodePoint**

Synopsis: Get the codepoint

Declaration: `Property CodePoint : UInt24`

Visibility: public

Access: Read

Description: Access to codepoint if `HasCodePoint` returns true. If `HasCodePoint` returns false, an exception will be raised.

**79.8.13 TUCA\_PropltemRec.Contextual**

Synopsis: Check if the contextual bit is set in the flags

Declaration: `Property Contextual : Boolean`

Visibility: public

Access: Read

**79.9 TUC\_Prop**

```
TUC_Prop = packed record
private
    function GetCategory : Byte;
    procedure SetCategory(AValue: Byte);
    function GetWhiteSpace : Boolean;
    procedure SetWhiteSpace(AValue: Boolean);
    function GetHangulSyllable : Boolean;
    procedure SetHangulSyllable(AValue: Boolean);
    function GetNumericValue : Double;
public
    CategoryData : Byte;
    CCC : Byte;
    NumericIndex : Byte;
    SimpleUpperCase : UInt24;
```

```

SimpleLowerCase : UInt24;
DecompositionID : SmallInt;
property Category : Byte;
property WhiteSpace : Boolean;
property HangulSyllable : Boolean;
property NumericValue : Double;
end

```

TUC\_Prop describes the collation characteristics of a unicode character. It is an internal structure which should not be used directly, the actual structure is subject to change.

### 79.9.1 Property overview

Page	Properties	Access	Description
<a href="#">722</a>	Category	rw	Get the category
<a href="#">722</a>	HangulSyllable	rw	Is the character a hangul syllable
<a href="#">723</a>	NumericValue	r	Numeric value
<a href="#">722</a>	WhiteSpace	rw	Is the character considered whitespace

### 79.9.2 TUC\_Prop.Category

Synopsis: Get the category

Declaration: `Property Category : Byte`

Visibility: `public`

Access: Read,Write

Description: `CategoryData` provides access to the category part of `CategoryData` (encoded).

### 79.9.3 TUC\_Prop.WhiteSpace

Synopsis: Is the character considered whitespace

Declaration: `Property WhiteSpace : Boolean`

Visibility: `public`

Access: Read,Write

Description: `Whitespace` provides easy access to the Whitespace part of `CategoryData` (encoded).

### 79.9.4 TUC\_Prop.HangulSyllable

Synopsis: Is the character a hangul syllable

Declaration: `Property HangulSyllable : Boolean`

Visibility: `public`

Access: Read,Write

Description: `Whitespace` provides easy access to the HangulSyllable part of `CategoryData` (encoded).

### 79.9.5 TUC\_Prop.NumericValue

Synopsis: Numeric value

Declaration: Property NumericValue : Double

Visibility: public

Access: Read

Description: NumericValue uses numericalindex to get the numerical value.

## 79.10 TUInt24Rec

TUInt24Rec = packed record

public

byte2 : Byte;

byte1 : Byte;

byte0 : Byte;

TUInt24Rec.class operator implicit(a: TUInt24Rec) : Cardinal;

TUInt24Rec.class operator implicit(a: TUInt24Rec) : LongInt;

TUInt24Rec.class operator implicit(a: TUInt24Rec) : Word;

TUInt24Rec.class operator implicit(a: TUInt24Rec) : Byte;

TUInt24Rec.class operator implicit(a: Cardinal) : TUInt24Rec;

TUInt24Rec.class operator equal(a: TUInt24Rec;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator equal(a: TUInt24Rec;b: Cardinal) : Boolean;

TUInt24Rec.class operator equal(a: Cardinal;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator equal(a: TUInt24Rec;b: LongInt) : Boolean;

TUInt24Rec.class operator equal(a: LongInt;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator equal(a: TUInt24Rec;b: Word) : Boolean;

TUInt24Rec.class operator equal(a: Word;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator equal(a: TUInt24Rec;b: Byte) : Boolean;

TUInt24Rec.class operator equal(a: Byte;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator notequal(a: TUInt24Rec;b: TUInt24Rec)  
: Boolean;

TUInt24Rec.class operator notequal(a: TUInt24Rec;b: Cardinal) : Boolean;

TUInt24Rec.class operator notequal(a: Cardinal;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator greaterthan(a: TUInt24Rec;b: TUInt24Rec)  
: Boolean;

TUInt24Rec.class operator greaterthan(a: TUInt24Rec;b: Cardinal)  
: Boolean;

TUInt24Rec.class operator greaterthan(a: Cardinal;b: TUInt24Rec)  
: Boolean;

TUInt24Rec.class operator greaterthanorequal(a: TUInt24Rec;  
b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator greaterthanorequal(a: TUInt24Rec;b: Cardinal)  
: Boolean;

TUInt24Rec.class operator greaterthanorequal(a: Cardinal;b: TUInt24Rec)  
: Boolean;

TUInt24Rec.class operator lessthan(a: TUInt24Rec;b: TUInt24Rec)  
: Boolean;

TUInt24Rec.class operator lessthan(a: TUInt24Rec;b: Cardinal) : Boolean;

TUInt24Rec.class operator lessthan(a: Cardinal;b: TUInt24Rec) : Boolean;

TUInt24Rec.class operator lessthanorequal(a: TUInt24Rec;b: TUInt24Rec)

```

                                : Boolean;
TUInt24Rec.class operator lessthanorequal(a: TUInt24Rec;b: Cardinal)
                                : Boolean;
TUInt24Rec.class operator lessthanorequal(a: Cardinal;b: TUInt24Rec)
                                : Boolean;
end
```

Unicode data exists mostly of 24-bit data (3 bytes). This type is meant to deal efficiently with this data. it has members to split out the data in bytes, and functions to query the various properties stored in the data.



**79.10.1 Method overview**

Page	Method	Description
729	equal(Byte,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a byte value.
728	equal(Cardinal,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a cardinal value.
729	equal(LongInt,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a longint value.
729	equal(TUInt24Rec,Byte):Boolean	Check whether a TUInt24Rec value equals a byte value.
728	equal(TUInt24Rec,Cardinal):Boolean	Check if cardinal and TUInt24Rec are equal
728	equal(TUInt24Rec,LongInt):Boolean	Check whether a TUInt24Rec value equals a longint value.
728	equal(TUInt24Rec,TUInt24Rec):Boolean	Determine equality of 2 TUInt24Rec records
729	equal(TUInt24Rec,Word):Boolean	Check whether a TUInt24Rec value equals a word value.
729	equal(Word,TUInt24Rec):Boolean	Check whether a TUInt24Rec value equals a word value.
730	greaterthan(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is greater than a TUInt24Rec value
730	greaterthan(TUInt24Rec,Cardinal):Boolean	Check whether a TUInt24Rec value is greater than a cardinal value
730	greaterthan(TUInt24Rec,TUInt24Rec):Boolean	Check whether a TUInt24Rec value is greater than another TUInt24Rec value
731	greaterthanorequal(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is greater than or equal to a TUInt24Rec value
731	greaterthanorequal(TUInt24Rec,Cardinal):Boolean	Check whether a TUInt24Rec value is greater than or equal to a cardinal value
731	greaterthanorequal(TUInt24Rec,TUInt24Rec):Boolean	Check whether a TUInt24Rec value is greater than or equal to a cardinal value
728	implicit(Cardinal):TUInt24Rec	Assign TUInt24Rec from Cardinal
727	implicit(TUInt24Rec):Byte	Assign TUInt24Rec to byte
727	implicit(TUInt24Rec):Cardinal	Assign TUInt24Rec to cardinal
727	implicit(TUInt24Rec):LongInt	Assign TUInt24Rec to longint
727	implicit(TUInt24Rec):Word	Assign TUInt24Rec to word
732	lessthan(Cardinal,TUInt24Rec):Boolean	Check whether a cardinal value is less than a TUInt24Rec value
731	lessthan(TUInt24Rec,Cardinal):Boolean	Check whether a TUInt24Rec value is

### 79.10.2 TUInt24Rec.implicit(TUInt24Rec):Cardinal

Synopsis: Assign TUInt24Rec to cardinal

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : Cardinal`

Visibility: public

Description: Assign to cardinal, byte0 to MSB and so on.

See also: `TUInt24Rec.implicit(TUInt24Rec):LongInt` (727), `TUInt24Rec.implicit(TUInt24Rec):Word` (727), `TUInt24Rec.implicit(TUInt24Rec):Byte` (727), `TUInt24Rec.implicit(Cardinal):TUInt24Rec` (728), `TUInt24Rec.implicit(Longint):TUInt24Rec` (724), `TUInt24Rec.implicit(Word):TUInt24Rec` (724), `TUInt24Rec.implicit(Byte):TUInt24Rec` (724)

### 79.10.3 TUInt24Rec.implicit(TUInt24Rec):LongInt

Synopsis: Assign TUInt24Rec to longint

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : LongInt`

Visibility: public

Description: Assign to cardinal, byte0 to MSB and so on.

See also: `TUInt24Rec.implicit(TUInt24Rec):Cardinal` (727), `TUInt24Rec.implicit(TUInt24Rec):Word` (727), `TUInt24Rec.implicit(TUInt24Rec):Byte` (727)

### 79.10.4 TUInt24Rec.implicit(TUInt24Rec):Word

Synopsis: Assign TUInt24Rec to word

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : Word`

Visibility: public

Description: Assign to word, byte0 to MSB, byte1 to MSB.

Errors: If the value is too big (>\$FFFF) to be assigned, an overflow error occurs.

See also: `TUInt24Rec.implicit(TUInt24Rec):Cardinal` (727), `TUInt24Rec.implicit(TUInt24Rec):Longint` (727), `TUInt24Rec.implicit(TUInt24Rec):Byte` (727), `TUInt24Rec.implicit(Cardinal):TUInt24Rec` (728), `TUInt24Rec.implicit(Longint):TUInt24Rec` (724), `TUInt24Rec.implicit(Word):TUInt24Rec` (724), `TUInt24Rec.implicit(Byte):TUInt24Rec` (724)

### 79.10.5 TUInt24Rec.implicit(TUInt24Rec):Byte

Synopsis: Assign TUInt24Rec to byte

Declaration: `TUInt24Rec.class operator implicit(a: TUInt24Rec) : Byte`

Visibility: public

Description: Assign to byte, byte0 is assigned.

Errors: If the value is too big (>\$FF) to be assigned, an overflow error occurs.

See also: `TUInt24Rec.implicit(TUInt24Rec):Cardinal` (727), `TUInt24Rec.implicit(TUInt24Rec):Longint` (727), `TUInt24Rec.implicit(TUInt24Rec):Word` (727), `TUInt24Rec.implicit(Cardinal):TUInt24Rec` (728), `TUInt24Rec.implicit(Longint):TUInt24Rec` (724), `TUInt24Rec.implicit(Word):TUInt24Rec` (724), `TUInt24Rec.implicit(Byte):TUInt24Rec` (724)



**79.10.6 TUInt24Rec.implicit(Cardinal):TUInt24Rec**

Synopsis: Assign TUInt24Rec from Cardinal

Declaration: `TUInt24Rec.class operator implicit(a: Cardinal) : TUInt24Rec`

Visibility: public

Description: Assign from cardinal, byte0 to MSB.

Errors: If the value is too big (>\$FFFFFF) to be assigned, an overflow error occurs.

See also: `TUInt24Rec.implicit(TUInt24Rec):LongInt` (727), `TUInt24Rec.implicit(TUInt24Rec):Word` (727), `TUInt24Rec.implicit(TUInt24Rec):Byte` (727), `TUInt24Rec.implicit(LongInt):TUInt24Rec` (724), `TUInt24Rec.implicit(Word):TUInt24Rec` (724), `TUInt24Rec.implicit(Byte):TUInt24Rec` (724)

**79.10.7 TUInt24Rec.equal(TUInt24Rec,TUInt24Rec):Boolean**

Synopsis: Determine equality of 2 TUInt24Rec records

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec;b: TUInt24Rec) : Boolean`

Visibility: public

Description: The 2 records are considered equal if the 3 bytes are equal.

**79.10.8 TUInt24Rec.equal(TUInt24Rec,Cardinal):Boolean**

Synopsis: Check if cardinal and TUInt24Rec are equal

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec;b: Cardinal) : Boolean`

Visibility: public

Description: The cardinal b is considered equal to a if the fourth byte (LSB) is zero, and the first three bytes equal byte0, byte1, and byte2.

**79.10.9 TUInt24Rec.equal(Cardinal,TUInt24Rec):Boolean**

Synopsis: Check whether a TUInt24Rec value equals a cardinal value.

Declaration: `TUInt24Rec.class operator equal(a: Cardinal;b: TUInt24Rec) : Boolean`

Visibility: public

Description: The cardinal a is considered equal to b if the fourth byte (LSB) is zero, and the first three bytes equal byte0, byte1, and byte2.

**79.10.10 TUInt24Rec.equal(TUInt24Rec,LongInt):Boolean**

Synopsis: Check whether a TUInt24Rec value equals a longint value.

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec;b: LongInt) : Boolean`

Visibility: public

Description: The longint b is considered equal to a if the fourth byte (LSB) is zero, and the first three bytes equal byte0, byte1, and byte2.

### 79.10.11 `TUInt24Rec.equal(LongInt,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a longint value.

Declaration: `TUInt24Rec.class operator equal(a: LongInt;b: TUInt24Rec) : Boolean`

Visibility: public

Description: The longint `a` is considered equal to `b` if the fourth byte (LSB) is zero, and the first three bytes equal `byte0`, `byte1`, and `byte2`.

### 79.10.12 `TUInt24Rec.equal(TUInt24Rec,Word):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a word value.

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec;b: Word) : Boolean`

Visibility: public

Description: The word `b` is considered equal to `a` if its 2 bytes equal `byte0`, `byte1` and `byte2` is zero.

### 79.10.13 `TUInt24Rec.equal(Word,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a word value.

Declaration: `TUInt24Rec.class operator equal(a: Word;b: TUInt24Rec) : Boolean`

Visibility: public

Description: The word `a` is considered equal to `b` if its 2 bytes equal `byte0`, `byte1` and `byte2` is zero.

### 79.10.14 `TUInt24Rec.equal(TUInt24Rec,Byte):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a byte value.

Declaration: `TUInt24Rec.class operator equal(a: TUInt24Rec;b: Byte) : Boolean`

Visibility: public

Description: The byte `b` is considered equal to `a` if it equals `byte0` and `byte1` and `byte1` are zero.

### 79.10.15 `TUInt24Rec.equal(Byte,TUInt24Rec):Boolean`

Synopsis: Check whether a `TUInt24Rec` value equals a byte value.

Declaration: `TUInt24Rec.class operator equal(a: Byte;b: TUInt24Rec) : Boolean`

Visibility: public

Description: The byte `b` is considered equal to `a` if it equals `byte0` and `byte1` and `byte1` are zero.

### 79.10.16 `TUInt24Rec.notequal(TUInt24Rec,TUInt24Rec):Boolean`

Synopsis: Check whether 2 `TUInt24Rec` values differ.

Declaration: `TUInt24Rec.class operator notequal(a: TUInt24Rec;b: TUInt24Rec)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing `byte0`, `byte1` and `byte2`.

### 79.10.17 `TUInt24Rec.notequal(TUInt24Rec, Cardinal): Boolean`

Synopsis: Check whether a `TUInt24Rec` value differs from a cardinal value.

Declaration: `TUInt24Rec.class operator notequal(a: TUInt24Rec; b: Cardinal) : Boolean`

Visibility: public

Description: The cardinal `a` is considered not equal to `b` if the fourth byte (LSB) is nonzero, or one of the first three bytes differ from `byte0`, `byte1`, and `byte2`.

### 79.10.18 `TUInt24Rec.notequal(Cardinal, TUInt24Rec): Boolean`

Synopsis: Check whether a `TUInt24Rec` value differs from a cardinal value.

Declaration: `TUInt24Rec.class operator notequal(a: Cardinal; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The cardinal `a` is considered not equal to `b` if the fourth byte (LSB) is nonzero, or one of the first three bytes differ from `byte0`, `byte1`, and `byte2`.

### 79.10.19 `TUInt24Rec.greaterthan(TUInt24Rec, TUInt24Rec): Boolean`

Synopsis: Check whether a `TUInt24Rec` value is greater than another `TUInt24Rec` value

Declaration: `TUInt24Rec.class operator greaterthan(a: TUInt24Rec; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 bytes `byte0`, `byte1` and `byte2`

### 79.10.20 `TUInt24Rec.greaterthan(TUInt24Rec, Cardinal): Boolean`

Synopsis: Check whether a `TUInt24Rec` value is greater than a cardinal value

Declaration: `TUInt24Rec.class operator greaterthan(a: TUInt24Rec; b: Cardinal) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### 79.10.21 `TUInt24Rec.greaterthan(Cardinal, TUInt24Rec): Boolean`

Synopsis: Check whether a cardinal value is greater than a `TUInt24Rec` value

Declaration: `TUInt24Rec.class operator greaterthan(a: Cardinal; b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### 79.10.22 TUInt24Rec.greaterthanorequal(TUInt24Rec,TUInt24Rec):Boolean

Synopsis: Check whether a TUInt24Rec value is greater than or equal to a cardinal value

Declaration: `TUInt24Rec.class operator greaterthanorequal(a: TUInt24Rec;  
b: TUInt24Rec) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### 79.10.23 TUInt24Rec.greaterthanorequal(TUInt24Rec,Cardinal):Boolean

Synopsis: Check whether a TUInt24Rec value is greater than or equal to a cardinal value

Declaration: `TUInt24Rec.class operator greaterthanorequal(a: TUInt24Rec;b: Cardinal)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### 79.10.24 TUInt24Rec.greaterthanorequal(Cardinal,TUInt24Rec):Boolean

Synopsis: Check whether a cardinal value is greater than or equal to a TUInt24Rec value

Declaration: `TUInt24Rec.class operator greaterthanorequal(a: Cardinal;b: TUInt24Rec)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### 79.10.25 TUInt24Rec.less than(TUInt24Rec,TUInt24Rec):Boolean

Synopsis: Check whether a TUInt24Rec value is less than another TUInt24Rec value

Declaration: `TUInt24Rec.class operator less than(a: TUInt24Rec;b: TUInt24Rec)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing the bytes `byte0`, `byte1` and `byte2`.

### 79.10.26 TUInt24Rec.less than(TUInt24Rec,Cardinal):Boolean

Synopsis: Check whether a TUInt24Rec value is less than a cardinal value

Declaration: `TUInt24Rec.class operator less than(a: TUInt24Rec;b: Cardinal) : Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### **79.10.27 TUInt24Rec.less-than(Cardinal,TUInt24Rec):Boolean**

Synopsis: Check whether a cardinal value is less than a TUInt24Rec value

Declaration: `TUInt24Rec.class operator less-than(a: Cardinal;b: TUInt24Rec) : Boolean`

Visibility: public

Description: Check whether a cardinal value is less than a TUInt24Rec value

### **79.10.28 TUInt24Rec.less-than-or-equal(TUInt24Rec,TUInt24Rec):Boolean**

Synopsis: Check whether a TUInt24Rec value is less than or equal to another TUInt24Rec value

Declaration: `TUInt24Rec.class operator less-than-or-equal(a: TUInt24Rec;b: TUInt24Rec)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing the bytes `byte0`, `byte1` and `byte2`.

### **79.10.29 TUInt24Rec.less-than-or-equal(TUInt24Rec,Cardinal):Boolean**

Synopsis: Check whether a TUInt24Rec value is less than or equal to a cardinal value

Declaration: `TUInt24Rec.class operator less-than-or-equal(a: TUInt24Rec;b: Cardinal)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

### **79.10.30 TUInt24Rec.less-than-or-equal(Cardinal,TUInt24Rec):Boolean**

Synopsis: Check whether a cardinal value is less than or equal to a TUInt24Rec value

Declaration: `TUInt24Rec.class operator less-than-or-equal(a: Cardinal;b: TUInt24Rec)  
: Boolean`

Visibility: public

Description: The comparison is done by comparing 3 first bytes of the cardinal value with bytes `byte0`, `byte1` and `byte2`.

## Chapter 80

# Reference for unit 'unicodeducet'

### 80.1 Overview

The `unicodeducet` unit registers the root Unicode collation (DUCET). This collation is needed by all other collations, so any collation unit will include this file.

This unit does not contain any routines. It simply registers the collation in the initialization section of the unit, so including the unit in the `uses` clause of the program is sufficient.

# Chapter 81

## Reference for unit 'Unix'

### 81.1 Used units

Table 81.1: Used units by unit 'Unix'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>
unixtype	<a href="#">747</a>

### 81.2 Constants, types and variables

#### 81.2.1 Constants

`ARG_MAX = UnixType . ARG_MAX`

Maximum number of arguments to a program.

`NAME_MAX = UnixType . NAME_MAX`

Maximum filename length.

`PATH_MAX = UnixType . PATH_MAX`

Maximum pathname length.

`PRIO_PGRP = UnixType . PRIO_PGRP`

`#rtl.baseunix.fpGetPriority` ([51](#)) option: Get process group priority.

`PRIO_PROCESS = UnixType . PRIO_PROCESS`

`#rtl.baseunix.fpGetPriority` ([51](#)) option: Get process priority.

`PRIO_USER = UnixType . PRIO_USER`

#rtl.baseunix.fpGetPriority ([51](#)) option: Get user priority.

`SIG_MAXSIG = UnixType . SIG_MAXSIG`

Maximum system signal number.

`SYS_NMLN = UnixType . SYS_NMLN`

Max system name length.

### 81.2.2 Types

`cbool = UnixType.cbool`

Boolean type

`cchar = UnixType.cchar`

Alias for #rtl.UnixType.cchar ([747](#))

`cdouble = UnixType.cdouble`

Double precision real format.

`cfloat = UnixType.cfloat`

Floating-point real format

`cint = UnixType.cint`

C type: integer (natural size)

`cint16 = UnixType.cint16`

C type: 16 bits sized, signed integer.

`cint32 = UnixType.cint32`

C type: 32 bits sized, signed integer.

`cint64 = UnixType.cint64`

C type: 64 bits sized, signed integer.

`cint8 = UnixType.cint8`

C type: 8 bits sized, signed integer.

`clock_t = UnixType.clock_t`



Clock ticks type

`clong = UnixType.clong`

C type: long signed integer (double sized)

`clonglong = UnixType.clonglong`

C type: 64-bit (double long) signed integer.

`coff_t = UnixType.TOff`

character offset type.

`cschar = UnixType.cschar`

Signed character type

`cshort = UnixType.cshort`

C type: short signed integer (half sized)

`csigned = UnixType.csigned`

`csigned` is an alias for `cint` ([735](#)).

`csint = UnixType.csint`

Signed integer

`csize_t = UnixType.size_t`

Character size type.

`cslong = UnixType.cslong`

The size is CPU dependent.

`cslonglong = UnixType.cslonglong`

`cslonglong` is an alias for `clonglong` ([736](#)).

`csshort = UnixType.csshort`

Short signed integer type

`cuchar = UnixType.cuchar`

Alias for `#rtl.UnixType.cuchar` ([747](#))

`cuint = UnixType.cuint`

C type: unsigned integer (natural size)

```
cuint16 = UnixType.cuint16
```

C type: 16 bits sized, unsigned integer.

```
cuint32 = UnixType.cuint32
```

C type: 32 bits sized, unsigned integer.

```
cuint64 = UnixType.cuint64
```

C type: 64 bits sized, unsigned integer.

```
cuint8 = UnixType.cuint8
```

C type: 8 bits sized, unsigned integer.

```
culong = UnixType.culong
```

C type: long unsigned integer (double sized)

```
culonglong = UnixType.culonglong
```

C type: 64-bit (double long) unsigned integer.

```
cunsigned = UnixType.cunsigned
```

Alias for `#rtl.unixtype.cunsigned` ([747](#))

```
cushort = UnixType.cushort
```

C type: short unsigned integer (half sized)

```
dev_t = UnixType.dev_t
```

Device descriptor type.

```
gid_t = UnixType.gid_t
```

Group ID type.

```
ino_t = UnixType.ino_t
```

Inode type.

```
mode_t = UnixType.mode_t
```

Inode mode type.

```
nlink_t = UnixType.nlink_t
```

Number of links type.

```
off_t = UnixType.off_t
```

Offset type.

```
pcbool = UnixType.pcbbool
```

Pointer to boolean type cbool ([735](#))

```
pcchar = UnixType.pcchar
```

Alias for #rtl.UnixType.pcchar ([747](#))

```
pcdouble = UnixType.pcdouble
```

Pointer to cdouble ([51](#)) type.

```
pcfloat = UnixType.pcfloating
```

Pointer to cfloat ([51](#)) type.

```
pcint = UnixType.pcint
```

Pointer to cInt ([735](#)) type.

```
pcint16 = UnixType.pcint16
```

Pointer to 16-bit signed integer type

```
pcint32 = UnixType.pcint32
```

Pointer to signed 32-bit integer type

```
pcint64 = UnixType.pcint64
```

Pointer to signed 64-bit integer type

```
pcint8 = UnixType.pcint8
```

Pointer to 8-bits signed integer type

```
pClock = UnixType.pClock
```

Pointer to TClock ([742](#)) type.

```
pclong = UnixType.pclong
```

Pointer to cLong ([736](#)) type.

```
pclonglong = UnixType.pclonglong
```

Pointer to longlong type.

```
pcuchar = UnixType.pcuchar
```

Pointer to character type cchar (736).

```
pcshort = UnixType.pcsshort
```

Pointer to cShort (736) type.

```
pcsigned = UnixType.pcsigned
```

Pointer to signed integer type csigned (736).

```
pcsint = UnixType.pcsint
```

Pointer to signed integer type csint (736)

```
pcsize_t = UnixType.psize_t
```

Pointer to character size type psize\_t.

```
pcslong = UnixType.pcslong
```

Pointer of the signed long cslong (736)

```
pcslonglong = UnixType.pcslonglong
```

Pointer to Signed longlong type cslonglong (736)

```
pcsshort = UnixType.pcsshort
```

Pointer to short signed integer type csshort (736)

```
pcuchar = UnixType.pcuchar
```

Alias for #rtl.UnixType.pcuchar (747)

```
pcuint = UnixType.pcuint
```

Pointer to cUInt (737) type.

```
pcuint16 = UnixType.pcuint16
```

Pointer to 16-bit unsigned integer type

```
pcuint32 = UnixType.pcuint32
```

Pointer to unsigned 32-bit integer type

```
pcuint64 = UnixType.pcuint64
```

Pointer to unsigned 64-bit integer type

```
pcuint8 = UnixType.pcuint8
```

Pointer to 8-bits unsigned integer type

```
pculong = UnixType.pculong
```

Pointer to cuLong (737) type.

```
pculonglong = UnixType.pculonglong
```

Unsigned longlong type

```
pcunsigned = UnixType.pcunsigned
```

Alias for #rtl.unixtype.pcunsigned (747)

```
pcushort = UnixType.pcushort
```

Pointer to cuShort (737) type.

```
pDev = UnixType.pDev
```

Pointer to TDev (742) type.

```
pGid = UnixType.pGid
```

Pointer to TGid (742) type.

```
pid_t = UnixType.pid_t
```

Process ID type.

```
pIno = UnixType.pIno
```

Pointer to TIno (742) type.

```
pMode = UnixType.pMode
```

Pointer to TMode (742) type.

```
pnLink = UnixType.pnLink
```

Pointer to TnLink (743) type.

```
pOff = UnixType.pOff
```

Pointer to TOff (743) type.

```
pPid = UnixType.pPid
```

Pointer to TPid (743) type.

```
pSize = UnixType.pSize
```

Pointer to TSize (743) type.

```
pSize_t = UnixType.pSize_t
```

Pointer to type Size\_t.

```
pSocklen = UnixType.pSocklen
```

Pointer to TSockLen (743) type.

```
psSize = UnixType.psSize
```

Pointer to TsSize (743) type

```
pstatfs = UnixType.PStatFs
```

Pointer to statfs type

```
pthread_cond_t = UnixType.pthread_cond_t
```

Thread conditional variable type.

```
pthread_mutex_t = UnixType.pthread_mutex_t
```

Thread mutex type.

```
pthread_t = UnixType.pthread_t
```

Posix thread type.

```
pTime = UnixType.pTime
```

Pointer to TTime (743) type.

```
ptimespec = UnixType.ptimespec
```

Pointer to timespec (742) type.

```
ptimeval = UnixType.ptimeval
```

Pointer to timeval (742) type.

```
ptime_t = UnixType.ptime_t
```

Pointer to time\_t (742) type.

```
pUid = UnixType.pUid
```

Pointer to TUid (743) type.

```
size_t = UnixType.size_t
```

Size specification type.

```
socklen_t = UnixType.socklen_t
```

Socket address length type.

```
ssize_t = UnixType.ssize_t
```

Small size type.

```
TClock = UnixType.TClock
```

Alias for clock\_t (736) type.

```
TDev = UnixType.TDev
```

Alias for dev\_t (737) type.

```
TGid = UnixType.TGid
```

Alias for gid\_t (737) type.

```
timespec = UnixType.timespec
```

Short time specification type.

```
timeval = UnixType.timeval
```

Time specification type.

```
time_t = UnixType.time_t
```

Time span type

```
TIno = UnixType.TIno
```

Alias for ino\_t (737) type.

```
TIOCtlRequest = UnixType.TIOCtlRequest
```

Alias for the TIOCtlRequest (747) type in unixtypes

```
TMode = UnixType.TMode
```

Alias for mode\_t (737) type.

```
TnLink = UnixType.TnLink
```

Alias for `nlink_t` (738) type.

```
TOff = UnixType.TOff
```

Alias for `off_t` (738) type.

```
TPid = UnixType.TPid
```

Alias for `pid_t` (740) type.

```
TSize = UnixType.TSize
```

Alias for `size_t` (742) type

```
TSocklen = UnixType.TSocklen
```

Alias for `socklen_t` (742) type.

```
TsSize = UnixType.TsSize
```

Alias for `ssize_t` (742) type

```
tstatfs = UnixType.TStatFs
```

`StatFS` returns in `Info` information about the filesystem on which the file `Path` resides. `Info` is of type `TStatFS` (747).

The function returns zero if the call was succesful, a nonzero value is returned if the call failed.

```
TTime = UnixType.TTime
```

Alias for `TTime` (743) type.

```
Ttimespec = UnixType.Ttimespec
```

Alias for `TimeSpec` (742) type.

```
TTimeVal = UnixType.TTimeVal
```

Alias for `timeval` (742) type.

```
TUId = UnixType.TUId
```

Alias for `uid_t` (743) type.

```
uid_t = UnixType.uid_t
```

User ID type



## Chapter 82

# Reference for unit 'unixcp'

### 82.1 Used units

Table 82.1: Used units by unit 'unixcp'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>

### 82.2 Overview

The `unixcp` unit provides routines to handle mapping of code page names to numerical values as used in `libiconv`>. The `GetCodepageByName` ([745](#)) function is the main function for this. The `GetCodepageData` ([745](#)) can be used to map a code page number to a name. These function can be used for instance to map code page information in environment variables to code page numbers used in string encodings. The supported code page names are the ones commonly in use in `libiconv`.

This unit is used for example in unit `cwstring` ([115](#)).

### 82.3 Constants, types and variables

#### 82.3.1 Constants

```
UnixCpMap : Array[-1..UnixCpMapLimit] of TUnixCpData = ((cp: 0; name: 'UTF-8'), (cp:
```

`UnixCpMap` is a fixed structure with codepage number/codepage name pairs. It is used in `GetCodepageData` ([745](#)), `GetSystemCodepage` ([745](#)) and `GetCodepageByName` ([745](#)) to map code page names to numbers and vice versa.

The map is ordered on code page number, and for equal code page numbers, the names are ordered so the most common one is used first.

```
UnixCpMapLimit = 406 - 83
```

Number of code pages in map `UnixCpMap`.

### 82.3.2 Types

```
TUnixCpData = record
  cp : Word;
  name : ansistring;
end
```

TUnixCpData contains 2 fields necessary to construct a map between code page number (cp) and name (name).

## 82.4 Procedures and functions

### 82.4.1 GetCodepageByName

Synopsis: Find code page by name

Declaration: `function GetCodepageByName(cpname: rawbytestring) : TSystemCodePage`

Visibility: default

Description: `GetCodepageByName` returns the code page number matching `cpname`. The supported code page names are the ones commonly in use in `libiconv`. Names are searched case-sentively, with the exception that 'cpN' is converted to 'CPN', where N is a digit.

Errors: If no matching code page name is found, `CP_NONE` is returned.

See also: `UnixCpMap` (744), `GetSystemCodepage` (745), `GetCodepageData` (745)

### 82.4.2 GetCodepageData

Synopsis: Return index of codepage.

Declaration: `function GetCodepageData(cp: TSystemCodePage) : LongInt`

Visibility: default

Description: `GetCodepageData` returns the index of the first entry in `UnixCpMap` (744) which matches `cp`. Since the entries are ordered by code page number, this means the entries can be scanned for alternate code names starting at this index.

Errors: If no matching code page is found, -1 is returned.

See also: `UnixCpMap` (744), `GetSystemCodepage` (745), `GetCodepageByName` (745)

### 82.4.3 GetSystemCodepage

Synopsis: Return the system code page based on the program environment.

Declaration: `function GetSystemCodepage : TSystemCodePage`

Visibility: default

Description: `GetSystemCodepage` returns the system code page, based on one of the environment variables `LC_ALL`, `LC_CTYPE` or `LANG`. The first non-empty variable (in the order mentioned here) is used.

**Errors:** If none is found, then a system default is used: Linux and Darwin use `CP_UTF8`, others use `CP_ASCII`.

See also: `UnixCpMap` ([744](#)), `GetSystemCodepage` ([745](#)), `GetCodepageByName` ([745](#))

## Chapter 83

# Reference for unit 'unixtype'

### 83.1 Overview

The `unixtype` unit contains the definitions of basic unix types. It was initially implemented by Marco van de Voort.

When porting to a new unix platform, this unit should be adapted to the sizes and conventions of the platform to which the compiler is ported.

## Chapter 84

# Reference for unit 'unixutil'

### 84.1 Overview

The UnixUtil unit contains some of the routines that were present in the old Linux unit, but which do not really belong in the unix ([734](#)) or baseunix ([51](#)) units.

Most of the functions described here have cross-platform counterparts in the SysUtils ([628](#)) unit. It is therefore recommended to use that unit.

### 84.2 Constants, types and variables

#### 84.2.1 Types

`ComStr = string deprecated`

Command-line string type.

`DirStr = string deprecated`

Filename directory part string type.

`ExtStr = string deprecated`

Filename extension part string type.

`NameStr = string deprecated`

Filename name part string type.

`PathStr = string deprecated`

Filename full path string type.

#### 84.2.2 Variables

`Tzseconds : LongInt`

Seconds west of GMT

## 84.3 Procedures and functions

### 84.3.1 ArrayStringToPPchar

**Synopsis:** Convert an array of string to an array of null-terminated strings

**Declaration:** `function ArrayStringToPPchar(const S: Array of AnsiString;  
reserveentries: LongInt) : ppchar`

**Visibility:** default

**Description:** `ArrayStringToPPchar` creates an array of null-terminated strings that point to strings which are the same as the strings in the array `S`. The function returns a pointer to this array. The array and the strings it contains must be disposed of after being used, because it they are allocated on the heap.

The `ReserveEntries` parameter tells `ArrayStringToPPchar` to allocate room at the end of the array for another `ReserveEntries` entries.

**Errors:** If not enough memory is available, an error may occur.

See also: `StringToPPChar` (751)

### 84.3.2 EpochToLocal

**Synopsis:** Convert epoch time to local time

**Declaration:** `procedure EpochToLocal(epoch: LongInt; var year: Word; var month: Word;  
var day: Word; var hour: Word; var minute: Word;  
var second: Word)`

**Visibility:** default

**Description:** Converts the epoch time (=Number of seconds since 00:00:00, January 1, 1970, corrected for your time zone) to local date and time.

This function takes into account the timzeone settings of your system.

**Errors:** None

See also: `LocalToEpoch` (751)

**Listing:** `./unutilx/ex3.pp`

---

**Program** Example3;

*{ Program to demonstrate the EpochToLocal function. }*

**Uses** BaseUnix, Unix, UnixUtil;

**Var** Year, month, day, hour, minute, seconds : Word;

**begin**

EpochToLocal (FPTIME, Year, month, day, hour, minute, seconds);

**Writeln** ( 'Current date : ', Day:2, '/', Month:2, '/', Year:4);

**Writeln** ( 'Current time : ', Hour:2, ': ', minute:2, ': ', seconds:2);

**end.**

---

### 84.3.3 GetFS

Synopsis: Return file selector

Declaration: `function GetFS(var T: Text) : LongInt`  
`function GetFS(var F: File) : LongInt`

Visibility: default

Description: `GetFS` returns the file selector that the kernel provided for your file. In principle you don't need this file selector. Only for some calls it is needed, such as the `#rtl.baseunix.fpSelect` (51) call or so.

Errors: In case the file was not opened, then -1 is returned.

See also: `#rtl.baseunix.fpSelect` (51)

**Listing:** `./unutilx/ex34.pp`

---

**Program** Example33;

*{ Program to demonstrate the SelectText function. }*

**Uses** Unix;

**Var** tv : TimeVal;

**begin**

**Writeln** ( 'Press the <ENTER> to continue the program.' );  
*{ Wait until File descriptor 0 (=Input) changes }*  
 SelectText ( Input, nil );  
*{ Get rid of <ENTER> in buffer }*

**readln**;

**Writeln** ( 'Press <ENTER> key in less than 2 seconds...' );

tv.tv\_sec:=2;

tv.tv\_sec:=0;

**if** SelectText ( Input, @tv) > 0 **then**

**Writeln** ( 'Thank you !' )

**else**

**Writeln** ( 'Too late !' );

**end.**

---

### 84.3.4 GregorianToJulian

Synopsis: Converts a gregorian date to a julian date

Declaration: `function GregorianToJulian(Year: LongInt;Month: LongInt;Day: LongInt)`  
`: LongInt`

Visibility: default

Description: `GregorianToJulian` takes a gregorian date and converts it to a Julian day.

Errors: None.

See also: `JulianToGregorian` (751)

### 84.3.5 JulianToGregorian

Synopsis: Converts a julian date to a gregorian date

Declaration: `procedure JulianToGregorian(JulianDN: LongInt; var Year: Word;  
var Month: Word; var Day: Word)`

Visibility: default

Description: `JulianToGregorian` takes a julian day and converts it to a gregorian date. (Start of the Julian Date count is from 0 at 12 noon 1 JAN -4712 (4713 BC),)

Errors: None.

See also: `GregorianToJulian` ([750](#))

### 84.3.6 LocalToEpoch

Synopsis: Convert local time to epoch (unix) time

Declaration: `function LocalToEpoch(year: Word; month: Word; day: Word; hour: Word;  
minute: Word; second: Word) : LongInt`

Visibility: default

Description: Converts the Local time to epoch time (=Number of seconds since 00:00:00, January 1, 1970).

Errors: None

See also: `EpochToLocal` ([749](#))

**Listing:** `./unutil/ex4.pp`

---

**Program** `Example4;`

*{ Program to demonstrate the LocalToEpoch function. }*

**Uses** `UnixUtil;`

**Var** `year, month, day, hour, minute, second : Word;`

**begin**

`Write ( 'Year : '); readln (Year);`

`Write ( 'Month : '); readln (Month);`

`Write ( 'Day : '); readln (Day);`

`Write ( 'Hour : '); readln (Hour);`

`Write ( 'Minute : '); readln (Minute);`

`Write ( 'Seonds : '); readln (Second);`

`Write ( 'This is : ');`

`Write ( LocalToEpoch (year, month, day, hour, minute, second));`

`Writeln ( ' seconds past 00:00 1/1/1980 ');`

**end.**

---

### 84.3.7 StringToPPChar

Synopsis: Split string in list of null-terminated strings



```
Declaration: function StringToPPChar(S: PChar; ReserveEntries: Integer) : ppchar
              function StringToPPChar(var S: AnsiString; ReserveEntries: Integer)
                                      : ppchar
```

Visibility: default

**Description:** `StringToPPChar` splits the string `S` in words, replacing any whitespace with zero characters. It returns a pointer to an array of `pchars` that point to the first letters of the words in `S`. This array is terminated by a `Nil` pointer.

The function does *not* add a zero character to the end of the string unless it ends on whitespace.

The function reserves memory on the heap to store the array of `PChar`; The caller is responsible for freeing this memory.

This function can be called to create arguments for the various `Exec` calls.

Errors: None.

See also: [ArrayStringToPPchar \(749\)](#), [#rtl.baseunix.FpExecve \(51\)](#)

**Listing:** ./unutilex/ex70.pp

**Program** Example70 ;

```
{ Program to demonstrate the StringToPPchar function. }
```

**Uses** UnixUtil;

```
Var S : String;  
    P : PPChar;  
    I : longint;
```

```
begin
  // remark whitespace at end.
  S:= 'This is a string with words. ' ;
  P:= StringToPPChar(S,0);
  I:=0;
  While P[I]<>Nil do
    begin
      WriteLn( 'Word ',i, ' : ',P[I]);
      Inc(I);
    end;
  FreeMem(P, i*SizeOf(Pchar));
end.
```

## Chapter 85

# Reference for unit 'video'

### 85.1 Overview

The `Video` unit implements a screen access layer which is system independent. It can be used to write on the screen in a system-independent way, which should be optimal on all platforms for which the unit is implemented.

The working of the `Video` is simple: After calling `InitVideo` (753), the array `VideoBuf` contains a representation of the video screen of size `ScreenWidth*ScreenHeight`, going from left to right and top to bottom when walking the array elements: `VideoBuf[0]` contains the character and color code of the top-left character on the screen. `VideoBuf[ScreenWidth]` contains the data for the character in the first column of the second row on the screen, and so on.

To write to the 'screen', the text to be written should be written to the `VideoBuf` array. Calling `UpdateScreen` (753) will then cp the text to the screen in the most optimal way. (an example can be found further on).

The color attribute is a combination of the foreground and background color, plus the blink bit. The bits describe the various color combinations:

**bits 0-3** The foreground color. Can be set using all color constants.

**bits 4-6** The background color. Can be set using a subset of the color constants.

**bit 7** The blinking bit. If this bit is set, the character will appear blinking.

Each possible color has a constant associated with it, see the constants section for a list of constants.

The foreground and background color can be combined to a color attribute with the following code:

```
Attr:=ForeGroundColor + (BackGroundColor shl 4);
```

The color attribute can be logically or-ed with the blink attribute to produce a blinking character:

```
Attr:=Attr or blink;
```

But not all drivers may support this.

The contents of the `VideoBuf` array may be modified: This is 'writing' to the screen. As soon as everything that needs to be written in the array is in the `VideoBuf` array, calling `UpdateScreen` will copy the contents of the array screen to the screen, in a manner that is as efficient as possible.

The updating of the screen can be prohibited to optimize performance; To this end, the `LockScreenUpdate` (753) function can be used: This will increment an internal counter. As long as the counter differs from zero, calling `UpdateScreen` (753) will not do anything. The counter can be lowered with `UnlockScreenUpdate` (753). When it reaches zero, the next call to `UpdateScreen` (753) will actually update the screen. This is useful when having nested procedures that do a lot of screen writing.

The video unit also presents an interface for custom screen drivers, thus it is possible to override the default screen driver with a custom screen driver, see the `SetVideoDriver` (753) call. The current video driver can be retrieved using the `GetVideoDriver` (753) call.

**Remark:** The video unit should *not* be used together with the CRT unit. Doing so will result in very strange behaviour, possibly program crashes.

## 85.2 Examples utility unit

The examples in this section make use of the unit `vidutil`, which contains the `TextOut` function. This function writes a text to the screen at a given location. It looks as follows:

**Listing:** `./videoex/vidutil.pp`

---

```
unit vidutil ;

Interface

uses
  video ;

Procedure TextOut(X,Y : Word;Const S : String );

Implementation

Procedure TextOut(X,Y : Word;Const S : String );

Var
  W,P,I,M : Word;

begin
  P:=((X-1)+(Y-1)*ScreenWidth);
  M:=Length(S);
  If P+M>ScreenWidth*ScreenHeight then
    M:=ScreenWidth*ScreenHeight-P;
  For I:=1 to M do
    VideoBuf^[P+I-1]:=Ord(S[I])+($07 shl 8);
  end;
end.
```

---

## 85.3 Writing a custom video driver

Writing a custom video driver is not difficult, and generally means implementing a couple of functions, which would be registered with the `SetVideoDriver` (753) function. The various functions that can be implemented are located in the `TVideoDriver` (753) record:

```
TVideoDriver = Record
  InitDriver      : Procedure;
```

```

DoneDriver      : Procedure;
UpdateScreen    : Procedure(Force : Boolean);
ClearScreen     : Procedure;
SetVideoMode    : Function (Const Mode : TVideoMode) : Boolean;
GetVideoModeCount : Function : Word;
GetVideoModeData : Function(Index : Word; Var Data : TVideoMode) : Boolean;
SetCursorPos    : procedure (NewCursorX, NewCursorY: Word);
GetCursorType   : function : Word;
SetCursorType   : procedure (NewType: Word);
GetCapabilities : Function : Word;
end;

```

Not all of these functions must be implemented. In fact, the only absolutely necessary function to write a functioning driver is the `UpdateScreen` function. The general calls in the `Video` unit will check which functionality is implemented by the driver.

The functionality of these calls is the same as the functionality of the calls in the `video` unit, so the expected behaviour can be found in the previous section. Some of the calls, however, need some additional remarks.

**InitDriver** Called by `InitVideo`, this function should initialize any data structures needed for the functionality of the driver, maybe do some screen initializations. The function is guaranteed to be called only once; It can only be called again after a call to `DoneVideo`. The variables `ScreenWidth` and `ScreenHeight` should be initialized correctly after a call to this function, as the `InitVideo` call will initialize the `VideoBuf` and `OldVideoBuf` arrays based on their values.

**DoneDriver** This should clean up any structures that have been initialized in the `InitDriver` function. It should possibly also restore the screen as it was before the driver was initialized. The `VideoBuf` and `OldVideoBuf` arrays will be disposed of by the general `DoneVideo` call.

**UpdateScreen** This is the only required function of the driver. It should update the screen based on the `VideoBuf` array's contents. It can optimize this process by comparing the values with values in the `OldVideoBuf` array. After updating the screen, the `UpdateScreen` procedure should update the `OldVideoBuf` by itself. If the `Force` parameter is `True`, the whole screen should be updated, not just the changed values.

**ClearScreen** If there is a faster way to clear the screen than to write spaces in all character cells, then it can be implemented here. If the driver does not implement this function, then the general routines will write spaces in all video cells, and will call `UpdateScreen(True)`.

**SetVideoMode** Should set the desired video mode, if available. It should return `True` if the mode was set, `False` if not.

**GetVideoModeCount** Should return the number of supported video modes. If no modes are supported, this function should not be implemented; the general routines will return 1. (for the current mode)

**GetVideoModeData** Should return the data for the `Index`-th mode; `Index` is zero based. The function should return true if the data was returned correctly, false if `Index` contains an invalid index. If this is not implemented, then the general routine will return the current video mode when `Index` equals 0.

**GetCapabilities** If this function is not implemented, zero (i.e. no capabilities) will be returned by the general function.

The following unit shows how to override a video driver, with a driver that writes debug information to a file. The unit can be used in any of the demonstration programs, by simply including it in the `uses` clause. Setting `DetailedVideoLogging` to `True` will create a more detailed log (but will also slow down functioning)

**Listing:** `./videoex/viddbg.pp`

---

```
unit viddbg;
```

```
Interface
```

```
uses video;
```

```
Procedure StartVideoLogging;
```

```
Procedure StopVideoLogging;
```

```
Function IsVideoLogging : Boolean;
```

```
Procedure SetVideoLogFileName (FileName : String);
```

```
Const
```

```
    DetailedVideoLogging : Boolean = False;
```

```
Implementation
```

```
uses sysutils, keyboard;
```

```
var
```

```
    NewVideoDriver ,
    OldVideoDriver : TVideoDriver;
    Active, Logging : Boolean;
    LogFileName : String;
    VideoLog : Text;
```

```
Function TimeStamp : String;
```

```
begin
```

```
    TimeStamp := FormatDateTime( 'hh:nn:ss', Time());
```

```
end;
```

```
Procedure StartVideoLogging;
```

```
begin
```

```
    Logging := True;
    WriteLn(VideoLog, 'Start logging video operations at: ', TimeStamp);
```

```
end;
```

```
Procedure StopVideoLogging;
```

```
begin
```

```
    WriteLn(VideoLog, 'Stop logging video operations at: ', TimeStamp);
    Logging := False;
```

```
end;
```

```
Function IsVideoLogging : Boolean;
```

```
begin
```

```
    IsVideoLogging := Logging;
```

```
end;
```

```

Var
  ColUpd,RowUpd : Array[0..1024] of Integer;

Procedure DumpScreenStatistics(Force : Boolean);

Var
  I,Count : Integer;

begin
  If Force then
    Write(VideoLog,'forced ');
    WriteLn(VideoLog,'video update at ',TimeStamp,' : ');
    FillChar(Colupd,SizeOf(ColUpd),#0);
    FillChar(Rowupd,SizeOf(RowUpd),#0);
    Count:=0;
    For I:=0 to VideoBufSize div SizeOf(TVideoCell) do
      begin
        If VideoBuf^[I]<>OldVideoBuf^[I] then
          begin
            Inc(Count);
            Inc(ColUpd[I mod ScreenWidth]);
            Inc(RowUpd[I div ScreenHeight]);
          end;
        end;
      Write(VideoLog,Count,' videocells differed divided over ');
      Count:=0;
      For I:=0 to ScreenWidth-1 do
        If ColUpd[I]<>0 then
          Inc(Count);
      Write(VideoLog,Count,' columns and ');
      Count:=0;
      For I:=0 to ScreenHeight-1 do
        If RowUpd[I]<>0 then
          Inc(Count);
      WriteLn(VideoLog,Count,' rows. ');
      If DetailedVideoLogging Then
        begin
          For I:=0 to ScreenWidth-1 do
            If (ColUpd[I]<>0) then
              WriteLn(VideoLog,'Col ',I,' : ',ColUpd[I]:3,' rows changed');
          For I:=0 to ScreenHeight-1 do
            If (RowUpd[I]<>0) then
              WriteLn(VideoLog,'Row ',I,' : ',RowUpd[I]:3,' columns changed');
        end;
      end;
    end;

Procedure LogUpdateScreen(Force : Boolean);

begin
  If Logging then
    DumpScreenStatistics(Force);
    OldVideoDriver.UpdateScreen(Force);
  end;

Procedure LogInitVideo;

begin
  OldVideoDriver.InitDriver();

```

---

```
Assign ( VideoLog , logFileName );
Rewrite ( VideoLog );
Active := True ;
StartVideoLogging ;
end ;

Procedure LogDoneVideo ;

begin
    StopVideoLogging ;
    Close ( VideoLog );
    Active := False ;
    OldVideoDriver . DoneDriver ( ) ;
end ;

Procedure SetVideoLogFileName ( FileName : String );

begin
    If Not Active then
        LogFileName := FileName ;
    end ;

Initialization
    GetVideoDriver ( OldVideoDriver );
    NewVideoDriver := OldVideoDriver ;
    NewVideoDriver . UpdateScreen := @LogUpdateScreen ;
    NewVideoDriver . InitDriver := @LogInitVideo ;
    NewVideoDriver . DoneDriver := @LogDoneVideo ;
    LogFileName := ' Video . log ' ;
    Logging := False ;
    SetVideoDriver ( NewVideoDriver );
end .
```

---

## Chapter 86

# Reference for unit 'wincrt'

### 86.1 Overview

The `wincrt` unit provides some auxiliary routines for use with the `graph` (318) unit, namely keyboard support. It has no connection with the `crt` (112) unit, nor with the Turbo-Pascal for Windows `WinCrt` unit. As such, it should not be used by end users. Refer to the `crt` (112) unit instead.

### 86.2 Constants, types and variables

#### 86.2.1 Variables

`directvideo` : `Boolean`

On windows, this variable is ignored.

`lastmode` : `Word`

Is supposed to contain the last used video mode, but is actually unused.

### 86.3 Procedures and functions

#### 86.3.1 `delay`

Synopsis: Pause program execution

Declaration: `procedure delay(ms: Word)`

Visibility: `default`

Description: `Delay` stops program execution for the indicated number `ms` of milliseconds.

See also: `sound` (760), `nosound` (760)

#### 86.3.2 `keypressed`

Synopsis: Check if a key was pressed.



**Declaration:** `function keypressed : Boolean`

**Visibility:** `default`

**Description:** `KeyPressed` returns `True` if the user pressed a key, or `False` if not. It does not wait for the user to press a key.

**See also:** `readkey` ([760](#))

### 86.3.3 nosound

**Synopsis:** Stop the speaker

**Declaration:** `procedure nosound`

**Visibility:** `default`

**Description:** `NoSound` does nothing, windows does not support this.

**See also:** `sound` ([760](#))

### 86.3.4 readkey

**Synopsis:** Read a key from the keyboard

**Declaration:** `function readkey : Char`

**Visibility:** `default`

**Description:** `ReadKey` reads a key from the keyboard, and returns the ASCII value of the key, or the scancode of the key in case it is a special key.

The function waits until a key is pressed.

**See also:** `KeyPressed` ([759](#))

### 86.3.5 sound

**Synopsis:** Sound PC speaker

**Declaration:** `procedure sound(hz: Word)`

**Visibility:** `default`

**Description:** `Sound` sounds the PC speaker. It emits a tone with frequency `Hz` for 500 milliseconds. (the time argument is required by the windows API)

**See also:** `nosound` ([760](#))

### 86.3.6 textmode

**Synopsis:** Set indicated text mode

**Declaration:** `procedure textmode(mode: Integer)`

**Visibility:** `default`

**Description:** `TextMode` does nothing.

## Chapter 87

# Reference for unit 'windirs'

### 87.1 Used units

Table 87.1: Used units by unit 'windirs'

Name	Page
System	<a href="#">622</a>
windows	??

### 87.2 Overview

This unit contains only one function: `GetWindowsSpecialDir` ([764](#)). It is a simple pascal wrapper around the `shfolder.dll` library, and is available under Windows only.

### 87.3 Constants, types and variables

#### 87.3.1 Constants

`CSIDL_ADMINTOOLS` = \$0030

ID for the personal "Start Menu\Programs\Administrative tools" folder (In the user's personal folder)

`CSIDL_APPDATA` = \$001A

ID for the roaming "Application Data" folder (in the user's personal folder)

`CSIDL_CDBURN_AREA` = \$003B

ID for the personal "Local Settings\Application Data\Microsoft\CD Burning" folder (Under "All users" folder)

`CSIDL_COMMON_ADMINTOOLS` = \$002F

ID for the common "Start Menu\Programs\Administrative tools" folder (Under "All users" folder)

CSIDL\_COMMON\_APPDATA = \$0023

ID for the common "Application Data" folder (Under "All users" folder)

CSIDL\_COMMON\_DESKTOPDIRECTORY = \$0019

ID for the public "Desktop" folder (Under "All users" folder)

CSIDL\_COMMON\_DOCUMENTS = \$002E

ID for the common "Documents" folder (Under "All users" folder)

CSIDL\_COMMON\_FAVORITES = \$001F

ID for the public "Favorites" folder (Under "All users" folder)

CSIDL\_COMMON\_MUSIC = \$0035

ID for the common "Documents\My Music" folder (Under "All users" folder)

CSIDL\_COMMON\_PICTURES = \$0036

ID for the common "Documents\My Pictures" folder (Under "All users" folder)

CSIDL\_COMMON\_PROGRAMS = \$0017

ID for the public "Programs" folder (Under "All users" Start menu folder)

CSIDL\_COMMON\_STARTMENU = \$0016

ID for the public "Start Menu" folder (Under "All users")

CSIDL\_COMMON\_STARTUP = \$0018

ID for the public "Startup" folder (Under "All users\Start menu\Programs" folder)

CSIDL\_COMMON\_TEMPLATES = \$002D

ID for the common "Templates" folder (Under "All users" folder)

CSIDL\_COMMON\_VIDEO = \$0037

ID for the common "Documents\My Video" folder (Under "All users" folder)

CSIDL\_COOKIES = \$0021

ID for the "Cookies" folder (in the user's personal folder)

CSIDL\_DESKTOPDIRECTORY = \$0010

ID for the "Desktop" folder (in the user's personal folder)

CSIDL\_FAVORITES = \$0006

ID for the "Favourites" folder (in the user's personal folder)

CSIDL\_FLAG\_CREATE = \$8000

Flag to specify if the requested folder must be created if it didn't exist yet.

CSIDL\_HISTORY = \$0022

ID for the "History" folder (in the user's personal folder)

CSIDL\_INTERNET\_CACHE = \$0020

ID for the "Temporary Internet Files" folder (in the user's personal folder)

CSIDL\_LOCAL\_APPDATA = \$001C

ID for the local "Application Data" folder (in the user's personal folder)

CSIDL\_MYMUSIC = \$000D

ID for the "My Music" folder (in the user's personal folder)

CSIDL\_MYPICTURES = \$0027

ID for the "My Pictures" folder (in the user's personal folder)

CSIDL\_MYVIDEO = \$000E

ID for the "My Videos" folder (in the user's personal folder)

CSIDL\_NETHOOD = \$0013

ID for the "Nethood" folder (in the user's personal folder)

CSIDL\_PERSONAL = \$0005

ID for the "My Documents" folder (in the user's personal folder)

CSIDL\_PRINTHOOD = \$001B

ID for the "Printhood" folder (in the user's personal folder)

CSIDL\_PROFILE = \$0028

ID for the user's personal folder

CSIDL\_PROFILES = \$003E

ID for the parent folder for the user's folders

`CSIDL_PROGRAMS = $0002`

ID for the "Program files" folder

`CSIDL_PROGRAM_FILES = $0026`

ID for the "Program Files" folder (alias for `CSIDL_PROGRAMS`)

`CSIDL_PROGRAM_FILES_COMMON = $002B`

ID for the Common folder under the "Program Files" folder.

`CSIDL_RECENT = $0008`

ID for the "Recent" folder (in the user's personal folder)

`CSIDL_SENDTO = $0009`

ID for the "Send to" folder (in the user's personal folder)

`CSIDL_STARTMENU = $000B`

ID for the "Start menu" folder (in the user's personal folder)

`CSIDL_STARTUP = $0007`

ID for the "Startup" menu folder (in the user's personal folder)

`CSIDL_SYSTEM = $0025`

ID for the Windows System32 dir.

`CSIDL_TEMPLATES = $0015`

ID for the "Templates" folder (in the user's personal folder)

`CSIDL_WINDOWS = $0024`

ID for the Windows installation dir.

## 87.4 Procedures and functions

### 87.4.1 GetWindowsSpecialDir

**Synopsis:** Get the location of a special directory.

**Declaration:** `function GetWindowsSpecialDir(ID: Integer) : string`

**Visibility:** default

**Description:** `GetWindowsSpecialDir` can be used to to get the path of special folders on the Windows system. The locations are identified using one of the `CSIDL_*` constants. If the ID of a location is or-ed with the `CSIDL_FLAG_CREATE` constant, then the directory will be created if it didn't exist yet (and the user has sufficient rights to do so).

**Errors:** On error, an empty string is returned.

## Chapter 88

# Reference for unit 'x86'

### 88.1 Used units

Table 88.1: Used units by unit 'x86'

Name	Page
BaseUnix	<a href="#">51</a>
System	<a href="#">622</a>

### 88.2 Overview

The x86 unit contains some of the routines that were present in the 1.0.X Linux unit, and which were Intel (PC) architecture specific.

These calls have been preserved for compatibility, but should be considered deprecated: they are not portable and may not even work on future linux versions.

### 88.3 Procedures and functions

#### 88.3.1 fpIOperm

Synopsis: Set permission on IO ports

Declaration: `function fpIOperm(From: Cardinal; Num: Cardinal; Value: cint) : cint`

Visibility: default

Description: `fpIOperm` sets permissions on `Num` ports starting with port `From` to `Value`. The function returns zero if the call was successful, a nonzero value otherwise.

Note:

- This works ONLY as root.
- Only the first `0x03ff` ports can be set.
- When doing a `FpFork` ([51](#)), the permissions are reset. When doing a `FpExecVE` ([51](#)) they are kept.

Errors: Extended error information can be retrieved with `FpGetErrno` ([51](#))

### 88.3.2 fpIoPL

Synopsis: Set I/O privilege level

Declaration: `function fpIoPL(Level: cint) : cint`

Visibility: default

Description: `FpIoPL` sets the I/O privilege level. It is intended for completeness only, one should normally not use it.

### 88.3.3 ReadPort

Synopsis: Read data from a PC port

Declaration: `procedure ReadPort(Port: LongInt; var Value: Byte)`  
`procedure ReadPort(Port: LongInt; var Value: LongInt)`  
`procedure ReadPort(Port: LongInt; var Value: Word)`

Visibility: default

Description: `ReadPort` reads one Byte, Word or Longint from port `Port` into `Value`.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` (765) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (765), `ReadPortB` (766), `ReadPortW` (767), `ReadPortL` (767), `WritePort` (767), `WritePortB` (768), `WritePortL` (768), `WritePortW` (768)

### 88.3.4 ReadPortB

Synopsis: Read bytes from a PC port

Declaration: `function ReadPortB(Port: LongInt) : Byte`  
`procedure ReadPortB(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The procedural form of `ReadPortB` reads `Count` bytes from port `Port` and stores them in `Buf`. There must be enough memory allocated at `Buf` to store `Count` bytes.

The functional form of `ReadPortB` reads 1 byte from port `B` and returns the byte that was read.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` (765) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (765), `ReadPort` (766), `ReadPortW` (767), `ReadPortL` (767), `WritePort` (767), `WritePortB` (768), `WritePortL` (768), `WritePortW` (768)

### 88.3.5 ReadPortL

Synopsis: Read longints from a PC port

Declaration: `function ReadPortL(Port: LongInt) : LongInt`  
`procedure ReadPortL(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The procedural form of `ReadPortL` reads `Count` longints from port `Port` and stores them in `Buf`. There must be enough memory allocated at `Buf` to store `Count` Longints.

The functional form of `ReadPortL` reads 1 longint from port `B` and returns the longint that was read.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` (765) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (765), `ReadPort` (766), `ReadPortW` (767), `ReadPortB` (766), `WritePort` (767), `WritePortB` (768), `WritePortL` (768), `WritePortW` (768)

### 88.3.6 ReadPortW

Synopsis: Read Words from a PC port

Declaration: `function ReadPortW(Port: LongInt) : Word`  
`procedure ReadPortW(Port: LongInt; var Buf; Count: LongInt)`

Visibility: default

Description: The procedural form of `ReadPortW` reads `Count` words from port `Port` and stores them in `Buf`. There must be enough memory allocated at `Buf` to store `Count` words.

The functional form of `ReadPortW` reads 1 word from port `B` and returns the word that was read.

Note that you need permission to read a port. This permission can be set by the root user with the `FpIOPerm` (765) call.

Errors: In case of an error (not enough permissions read this port), runtime 216 (*Access Violation*) will occur.

See also: `FpIOPerm` (765), `ReadPort` (766), `ReadPortB` (766), `ReadPortL` (767), `WritePort` (767), `WritePortB` (768), `WritePortL` (768), `WritePortW` (768)

### 88.3.7 WritePort

Synopsis: Write data to PC port

Declaration: `procedure WritePort(Port: LongInt; Value: Byte)`  
`procedure WritePort(Port: LongInt; Value: LongInt)`  
`procedure WritePort(Port: LongInt; Value: Word)`

Visibility: default

Description: `WritePort` writes `Value` – 1 byte, `Word` or `longint` – to port `Port`.

**Remark:** You need permission to write to a port. This permission can be set with root permission with the `FpIOPerm` (765) call.



**Errors:** In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: [FpIOPerm \(765\)](#), [WritePortB \(768\)](#), [WritePortL \(768\)](#), [WritePortW \(768\)](#), [ReadPortB \(766\)](#), [ReadPortL \(767\)](#), [ReadPortW \(767\)](#)

### 88.3.8 WritePortB

**Synopsis:** Write byte to PC port

**Declaration:** `procedure WritePortB(Port: LongInt; Value: Byte)`  
`procedure WritePortB(Port: LongInt; var Buf; Count: LongInt)`

**Visibility:** default

**Description:** The first form of `WritePortB` writes 1 byte to port `Port`. The second form writes `Count` bytes from `Buf` to port `Port`.

**Remark:** You need permission to write to a port. This permission can be set with root permission with the [FpIOPerm \(765\)](#) call.

**Errors:** In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: [FpIOPerm \(765\)](#), [WritePort \(767\)](#), [WritePortL \(768\)](#), [WritePortW \(768\)](#), [ReadPortB \(766\)](#), [ReadPortL \(767\)](#), [ReadPortW \(767\)](#)

### 88.3.9 WritePortL

**Synopsis:** Write longint to PC port.

**Declaration:** `procedure WritePortL(Port: LongInt; Value: LongInt)`  
`procedure WritePortL(Port: LongInt; var Buf; Count: LongInt)`

**Visibility:** default

**Description:** The first form of `WritePortB` writes 1 byte to port `Port`. The second form writes `Count` bytes from `Buf` to port `Port`.

**Remark:** You need permission to write to a port. This permission can be set with root permission with the [FpIOPerm \(765\)](#) call.

**Errors:** In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

See also: [FpIOPerm \(765\)](#), [WritePort \(767\)](#), [WritePortB \(768\)](#), [WritePortW \(768\)](#), [ReadPortB \(766\)](#), [ReadPortL \(767\)](#), [ReadPortW \(767\)](#)

### 88.3.10 WritePortW

**Synopsis:** Write Word to PC port

**Declaration:** `procedure WritePortW(Port: LongInt; Value: Word)`  
`procedure WritePortW(Port: LongInt; var Buf; Count: LongInt)`

**Visibility:** default

**Description:** The first form of `WritePortB` writes 1 byte to port `Port`. The second form writes `Count` bytes from `Buf` to port `Port`.

**Remark:** You need permission to write to a port. This permission can be set with root permission with the `FpIOPerm` (765) call.

**Errors:** In case of an error (not enough permissions to write to this port), runtime 216 (*Access Violation*) will occur.

**See also:** `FpIOPerm` (765), `WritePort` (767), `WritePortL` (768), `WritePortB` (768), `ReadPortB` (766), `ReadPortL` (767), `ReadPortW` (767)