

Pascal Object Environment (POE) is a code library whose objective is to provide all the necessary elements to enable portable code on Pascal Object environments and compilers (Delphi, Lazarus, Typhon).

Using

To use the POE library, simply include the `poe.inc` file the project source file (*.ctpr*, *.dpr*, *.ppr*). The instruction is as follows:

```
{ $i poe.inc }
```

Example:

```
program MonProgramme;

{ $i poe.inc }

uses
  Vcl.Forms,
  main in 'POEGUISample\main.pas';

{ $R *.res }

begin
  Application.Initialize;
  Application.MainFormOnTaskbar := True;
  Application.Run;
end.
```

Remarks

Ideally for the easiest use, it is better to have the files placed in an inclusion directory (Include) common to your projects. Access is relative. For example:

```
..\..\Include, on Windows ;

../../Include, on Linux.
```