Writing a Query Definition Function

When the <u>Data Access Manager</u> creates a <u>QueryRecord</u>, it calls the query definition function specified by the *queryProc* field in the <u>QueryRecord</u>. The purpose of the query definition function is to modify the query and the <u>QueryRecord</u> before the query is sent to the data server. The query definition function can use dialog boxes to request information from the user. Because a query document is most useful if it can be used by many different applications, no query definition function should depend on the presence of a particular application.

If you want to include a query definition function, you must make it the first piece of code in a resource of type 'qdef' in the query document.

Here is a function declaration for a query definition function.

pascal OSErr MyQDef (long sessID, QueryHandle query);

If the application has already initiated a session with the data server, the **DBStartQuery** function passes the session ID for that session in the sessID parameter to the query definition function. If the query definition function receives a 0 in this parameter, then the **Data Access Manager** has not initiated a session. In this case, the query definition function can return a 0 in the sessID parameter, or it can call the **DBInit** function to initiate a session and then return the session ID in this parameter.

If the query definition function returns a 0 in the *sessID* parameter, the **DBStartQuery** function calls the **DBInit** function and then calls the **DBSend** function to send a query to the data server. If the query definition function returns a session ID in this parameter, the **DBStartQuery** function calls the **DBSend** function immediately.

The query parameter to the query definition function specifies a handle to the **QueryRecord**. The query definition function can modify any of the fields in the **QueryRecord**, including the *currQuery* field that specifies which query is to be sent to the data server. In addition, the query definition function can modify an existing query or create a new query, adding the handle to the new query to the query list. Note that, because a query in memory consists only of a 2-byte length value followed by a character string, the query definition function has to know the exact contents and structure of a query in order to modify it.

The query definition function must return the <u>noErr</u> result code as the function result if the function executed successfully. If it returns any other value, the <u>DBStartQuery</u> function does not call the <u>DBSend</u> function. The query definition function can return any result code, including <u>noErr</u>, <u>userCanceledErr</u>, or <u>rcDBError</u>.

When the **DBStartQuery** function calls the query definition function, the current resource file is the file that contains the 'qrsc' resource from which the **Data Access Manager** created the **QueryRecord**. When the query definition function returns control to the **Data Access Manager**, the current resource file must be unchanged.

The query definition function can allocate memory and use the dataHandle field

in the **QueryRecord** to store a handle to it. The query definition function must free any memory it allocates before terminating.

The Listing below shows a query definition function that uses a dialog box to prompt the user for a user name and password and then modifies the **QueryRecord** accordingly.

```
// A query definition function
// Assuming inclusion of <MacHeaders>
#include < DatabaseAccess.h >
#include <string.h>
#define
          myNameItem
                                          7
#define
          myPassWordItem
                                          8
pascal OSErr MyQDef (long *sessID, QueryHandle query);
pascal Boolean myNamePasswdFltrFunc (DialogPtr theDlg, EventRecord
*theEvent, short *itemHit);
pascal OSErr MyQDef (long *sessID, QueryHandle query)
{
   <u>short</u>
                     myNumRes;
   ResListHandle myResList;
   ResListPtr myResLPtr;
   <u>short</u>
                     myIndex;
                     myDialog;
   <u>DialogPtr</u>
                     myDlogID;
   short
   <u>short</u>
                     itemType;
   <u>Handle</u>
                 itemHName;
   Handle
                 itemHPasswd;
                     itemBox;
   Rect
                     mySTR[2];
   Str255
   short
                     itemHit;
   OSErr
                     myQErr;
   // If sessID = 0, no session has been
   // initiated. Your gdef may optionally initiate a
   // session, or it can let the DBStartQuery routine take
   // care of this. In this example, the gdef doesn't
   // check the sessID parameter.
   HLock((Handle) query);
   myNumRes = (*query)->numRes;
   myResList = (*query)->resList;
   HLock((Handle) myResList);
   myResLPtr = *myResList;
   myIndex = 0;
   // Look for a 'DLOG' resource
   while ( (myIndex < myNumRes) || (myResLPtr[myIndex].theType !=
'DLOG'))
       myIndex = myIndex + 1;
```

```
// Was a 'DLOG' resource found, or did the index run out?
if (myIndex < myNumRes)
   myDlogID = myResLPtr[myIndex].id;
   // We found the 'DLOG' resource.
else {
   // The 'DLOG' wasn't found; exit with no error. This
   // is probably okay; it just means that the query
   // and the query record don't get modified.
   return noErr;
   HUnlock((Handle) query);
   HUnlock((Handle) myResList);
   return;
}
// Found the 'DLOG' and its ID; now put up the dialog box.
myDialog = GetNewDialog(myDlogID, nil, (<u>WindowPtr</u>) -1);
SetPort((GrafPtr) myDialog);
// Now you can change the query record or the query itself.
// What you change is entirely up to you. In this example,
// the qdef changes only the user and password fields
// of the QueryRecord.
<u>GetDItem</u>(myDialog, myNameItem, &itemType, &itemHName, &itemBox);
GetIText(itemHName, mySTR[1]);
GetDItem(myDialog, myPassWordItem, &itemType, &itemHPasswd,
       &itemBox);
GetIText(itemHPasswd, mySTR[2]);
// Make available to the filter routine the strings
// we want the user to edit.
((WindowPeek) myDialog)->refCon = (long) mySTR;
// myNamePasswdFltrFunc is a routine that allows the user to edit
// the name and password fields in the dialog box
ModalDialog(myNamePasswdFltrFunc, &itemHit);
if (itemHit == ok) {
   // The user clicked the OK button. Update the user and password
   // fields of the QueryRecord.
   strcpy ((char *) (*query)->user, PtoCstr (mySTR[1]));
   CtoPstr ((char *) (*query)->user);
   strcpy ((char *) (*query)->password, PtoCstr (mySTR[2]));
   CtoPstr ((char *) (*query)->password);
   return noErr;
}
else
   return userCanceledErr;
HUnlock((Handle) query);
HUnlock((Handle) myResList);
DisposDialog(myDialog);
```

}