# Common pascal units documentation

Pasdoc

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# Chapter 1

# Unit collects

#### 1.1 Description

Collection units

This routine contains collection objects, being quite similar to those included in the objects unit. The only difference being that they compile on all compiler targets.

#### 1.2 Overview

TStackItem record

TStack Object

TExtendedCollection Object Base collection object

 ${\tt TExtendedSortedCollection\ Object\ Base\ sorted\ collection\ object}$ 

TExtendedStringCollection Object String pointer collection object

TExtendedSortedStringCollection Object Sorted string pointer collection object

TLongintCollection Object

#### 1.3 Classes, Interfaces, Objects and Records

TStackItem record		
Fields		

next next: PStackItem;
data data: pointer;

```
TStack Object _____
Hierarchy
TStack > TObject
Methods
init
Declaration public constructor init;
done
Declaration public destructor done;
isEmpty
Declaration public function is Empty: boolean;
peek
Declaration public function peek: pointer;
pop
Declaration public function pop: pointer;
push
Declaration public procedure push(p: pointer);
TExtendedCollection Object _____
Hierarchy
TExtendedCollection > TObject
Description
Base collection object
Fields
Count public Count: Integer;
Delta public Delta: Integer;
Items public Items: PItemList;
Limit public Limit: Integer;
```

```
Methods
Init
Declaration public CONSTRUCTOR Init (ALimit, ADelta: Integer);
Done
Declaration public DESTRUCTOR Done; Virtual;
\mathbf{At}
Declaration public FUNCTION At (Index: Integer): Pointer;
FirstThat
Declaration public FUNCTION FirstThat (Test: Pointer): Pointer;
IndexOf
Declaration public FUNCTION IndexOf (Item: Pointer): Integer; Virtual;
LastThat
Declaration public FUNCTION LastThat (Test: Pointer): Pointer;
AtDelete
Declaration public PROCEDURE AtDelete (Index: Integer);
AtFree
Declaration public PROCEDURE AtFree (Index: Integer);
AtInsert
Declaration public PROCEDURE AtInsert (Index: Integer; Item: Pointer);
AtPut
Declaration public PROCEDURE AtPut (Index: Integer; Item: Pointer);
Delete
```

Declaration public PROCEDURE Delete (Item: Pointer);

```
DeleteAll
Declaration public PROCEDURE DeleteAll;
Error
Declaration public PROCEDURE Error (Code, Info: Integer); Virtual;
ForEach
Declaration public PROCEDURE ForEach (Action: Pointer);
Free
Declaration public PROCEDURE Free (Item: Pointer);
FreeAll
Declaration public PROCEDURE FreeAll;
FreeItem
Declaration public PROCEDURE FreeItem (Item: Pointer); Virtual;
Insert
Declaration public PROCEDURE Insert (Item: Pointer); Virtual;
Pack
Declaration public PROCEDURE Pack;
SetLimit
Declaration public PROCEDURE SetLimit (ALimit: Integer); Virtual;
TExtendedSortedCollection Object _____
Hierarchy
```

#### Description

Base sorted collection object

TExtendedSortedCollection > TExtendedCollection(1.3) > TObject

# **Fields** Duplicates public Duplicates: Boolean; Methods Init Declaration public CONSTRUCTOR Init (ALimit, ADelta: Integer); Compare Declaration public FUNCTION Compare (Key1, Key2: Pointer): Integer; Virtual; IndexOf Declaration public FUNCTION IndexOf (Item: Pointer): Integer; Virtual; **KeyOf** Declaration public FUNCTION KeyOf (Item: Pointer): Pointer; Virtual; Search Declaration public FUNCTION Search (Key: Pointer; Var Index: Integer): Boolean; Virtual; Insert Declaration public PROCEDURE Insert (Item: Pointer); Virtual; TExtendedStringCollection Object \_\_\_\_\_

#### Hierarchy

TExtendedStringCollection > TExtendedCollection(1.3) > TObject

#### Description

String pointer collection object

This collection accepts pointers to shortstrings as input. The data is not sorted.

#### Methods

FreeItem

Declaration public PROCEDURE FreeItem (Item: Pointer); Virtual;

TExtendedSortedStringCollection Object
Hierarchy
TExtended Sorted String Collection > TExtendedSortedCollection(1.3) > TExtendedCollection(1.3) > TObject
Description
Sorted string pointer collection object
This collection accepts pointers to shortstrings as input. The data is sorted as it is added in.
Methods
Init
Declaration public CONSTRUCTOR Init (ALimit, ADelta: Integer);
Compare
Declaration public FUNCTION Compare (Key1, Key2: Pointer): Integer; Virtual;
FreeItem
Declaration public PROCEDURE FreeItem (Item: Pointer); Virtual;
TLongintCollection Object
Hierarchy
${\bf TLongintCollection} > {\bf TExtendedCollection} (1.3) > {\bf TObject}$
Description
${\it no~description~available,~TExtended Collection~description~follows Base~collection~object}$
Methods
FreeItem
Declaration public procedure FreeItem(Item: pointer); virtual;
1.4 Types
TItemList
Declaration TItemList = Array [0MaxCollectionSize - 1] Of Pointer;

PItemList	
Declaration	<pre>PItemList = ^TItemList;</pre>
PStackIter	n
Declaration	<pre>PStackItem = ^TStackItem;</pre>
PStack	
Declaration	<pre>PStack = ^TStack;</pre>
Description	Stack object
	This implement an object that is used as a LIFO stack containing pointers as data.
Procedure	Type
Declaration	<pre>ProcedureType = Function(Item: Pointer): Boolean;</pre>
ForEachPr	roc
Declaration	<pre>ForEachProc = Procedure(Item: Pointer);</pre>
PExtended	lCollection
Declaration	<pre>PExtendedCollection = ^TExtendedCollection;</pre>
PExtended	lSortedCollection
Declaration	<pre>PExtendedSortedCollection = ^TExtendedSortedCollection;</pre>
PExtended	StringCollection
Declaration	PExtendedStringCollection = ^TExtendedStringCollection;
PExtended	lSortedStringCollection
Declaration	PExtendedSortedStringCollection = ^TExtendedSortedStringCollection;
1.5 Cor	nstants
MaxCollec	tionSize
Declaration	<pre>MaxCollectionSize = 8192;</pre>
coIndexEr	ror
Declaration	coIndexError = -1:

coOverflow.	r		

Declaration coOverflow = -2;

#### 1.6 Author

Carl Eric Codere

# Chapter 2

# Unit crc

#### 2.1 Description

CRC and checksum generation unit

CRC and checksum generation routines, compatible with ISO 3309 and ITU-T-V42 among others.

#### 2.2 Overview

UpdateAdler32 Calculates an Adler-32 checksum value

UpdateCRC Calculates a standard 16-bit CRC

UpdateCrc16 Calculates a CRC-16 CCITT value

UpdateCrc32 Calculates a CRC-32 CCITT value

UpdateFletcher8 Calculates an 8-bit fletcher checksum value

#### 2.3 Functions and Procedures

UpdateAdler32 \_\_\_\_\_\_

Declaration function UpdateAdler32(InitAdler: longword; b: byte): longword;

**Description** Calculates an Adler-32 checksum value

Routine to get the Adler-32 checksum as defined in IETF RFC 1950.

Normally to be compatible with the standard, the first call to this routine should set  ${\tt InitAdler}$ 

to 1, and the final result of the should be taken as is.

Parameters InitAdler The value of the previous Adler32

**b** The data byte to get the Adler32 of

Returns The updated Adler32 value

#### UpdateCRC \_\_\_\_\_

Declaration function UpdateCRC(InitCrc: word; b: byte): word;

**Description** Calculates a standard 16-bit CRC

Standard CRC-16 bit algorithm as used in the ARC archiver.

The first call to this routine should set InitCRC to 0, and the final result of the should be taken as is.

Parameters InitCRC The value of the previous Crc

**b** The data byte to get the Crc of

**Returns** The updated Crc value

#### UpdateCrc16 \_\_\_\_\_

Declaration function UpdateCrc16(InitCrc: word; b: byte): word;

**Description** Calculates a CRC-16 CCITT value

Routine to get the CRC-16 CCITT value.

Normally to be compatible with the CCITT standards, the first call to this routine should set InitCRC to \$FFFF, and the final result of the CRC-16 should be taken as is.

p.s: This has not been verified against hardware.

Parameters InitCRC The value of the previous CRC

**b** The data byte to get the CRC-16 of

Returns The updated CRC-16 value

#### UpdateCrc32 \_

Declaration function UpdateCrc32(InitCrc:longword; b: byte):longword;

**Description** Calculates a CRC-32 CCITT value

Routine to get the CRC-32 CCITT value.

Normally to be compatible with the ISO 3309 standard, the first call to this routine should set InitCRC to \$FFFFFFFF, and the final result of the CRC-32 should be XOR'ed with \$FFFFFFFF.

Parameters InitCRC The value of the previous CRC

**b** The data byte to get the CRC-32 of

Returns The updated CRC-32 value

UpdateFletcher8 \_\_\_\_\_

Declaration function UpdateFletcher8(InitFletcher: word; b: byte): word;

**Description** Calculates an 8-bit fletcher checksum value

Routine to get the Fletcher 8-bit checksum as defined in IETF RFC 1146

 $Normally\ to\ be\ compatible\ with\ the\ standard,\ the\ first\ call\ to\ this\ routine\ should\ set\ {\tt InitFletcher}$ 

to 0, and the final result of the should be taken as is.

Parameters InitCRC The value of the previous Adler32

**b** The data byte to get the Adler32 of

Returns The updated Adler32 value

#### 2.4 Author

Carl Eric Codere

# Chapter 3

# Unit dateutil

#### 3.1 Description

Date and time utility routines

This unit is quite similar to the unit dateutils provided with Delphi 6 and Delphi 7. Only a subset of the API found in those units is implemented in this unit, furthermore it contains a new set of extended API's included in the dateexth.inc file.

There are subtle differences with the Delphi implementation: 1. All string related parameters and function results use ISO 8601 formatted date and time strings. 2. The internal format of TDatetime is not the same as on the Delphi compilers (Internally TDateTime is stored as a Julian date) 3. The milliseconds field is only an approximation, and should not be considered as accurate. 4. Becasue everything is coded with floats, the seconds field has a precision of  $\pm$ 0 seconds.

All dates are assumed to be in Gregorian calendar date format (This is a proleptic Gregorian calendar unit).

#### 3.2 Overview

TDateInfo record

tfiletime packed record

CurrentYear Returns the current year

Date Returns the current date, with the time value equal to midnight.

DateOf Strips the time portion from a TDateTime value.

DateTimeToStr Converts a TDateTime value to a string in extended ISO 8601 date and time representation.

DateTimeToStrExt Converts a TDateTime value to a string in extended ISO 8601 date and time representation.

DateToStr Converts a TDateTime value to a string in extended ISO 8601 date representation.

DayOf Returns the day of the month represented by a TDateTime value.

DaysBetween Returns the number of days between two specified TDateTime values.

DecodeDate Returns Year, Month, and Day values for a TDateTime value.

DecodeDateTime Returns Year, Month, Day, Hour, Minute, Second, and Millisecond values for a TDateTime.

DecodeTime Breaks a TDateTime value into hours, minutes, seconds, and milliseconds.

GetCurrentDate Returns the current date set in the operating system

GetCurrentTime Returns the current time set in the operating system

GetTime Returns the current time.

HourOf Returns the hour of the day represented by a TDateTime value.

IncDay Returns a date shifted by a specified number of days.

IncHour Returns a date/time value shifted by a specified number of hours.

IncMilliSecond Returns a date/time value shifted by a specified number of milliseconds.

IncMinute Returns a date/time value shifted by a specified number of minutes.

IncSecond Returns a date/time value shifted by a specified number of seconds.

IncWeek Returns a date shifted by a specified number of weeks.

IsPM Indicates whether the time portion of a specified TDateTime value occurs after noon.

IsValidDate Indicates whether a specified year, month, and day represent a valid date.

IsValidDateTime Indicates whether a specified year, month, day, hour, minute, second, and millisecond represent a valid date and time.

IsValidTime Indicates whether a specified hour, minute, second, and millisecond represent a valid date and time.

MinuteOf Returns the minute of the hour represented by a TDateTime value.

MonthOf Returns the month of the year represented by a TDateTime value.

Now Returns the current date and time.

SameDate Indicates whether two TDateTime values represent the same year, month, and day.

SameDateTime Indicates whether two TDateTime values represent the same year, month, day, hour, minute, second, and millisecond.

SameTime Indicates whether two TDateTime values represent the same time of day, ignoring the date portion.

SecondOf Returns the second of the minute represented by a TDateTime value.

Time Returns the current time.

TimeOf Strips the date portion from a TDatetime value

TimeToStr Converts a TDateTime value to a string in extended ISO 8601 time representation.

Today Returns a TDateTime value that represents the current date.

TryEncodeDate Returns a TDateTime value that represents a specified Year, Month, and Day.

 ${\tt TryEncodeDateAndTimeToStr}$ 

TryEncodeDateTime Returns a TDateTime that represents a specified year, month, day, hour, minute, second, and millisecond.

TryEncodeTime Returns a TDateTime value for a specified Hour, Min, Sec, and MSec.

TryFileTimeToDateTimeExt Converts a Win32 FILETIME to a TDateTime

TryStrToDate Converts a string of date in ISO 8601 to a TDateTime value, with a Boolean success code.

TryStrToDateTime Converts a string date-time representation to a TDateTime value with a Boolean success code.

TryStrToDateTimeExt Converts a string to a TDateTime value with a Boolean success code.

TryStrToTime Converts a string time to a TDateTime value with an error default

TryUNIXToDateTimeExt Converts a UNIX time\_t to a TDateTime

YearOf Returns the year represented by a TDateTime value.

#### 3.3 Classes, Interfaces, Objects and Records

	TC	1	
 Date	Into	record	

#### Description

Useful structure that contains additional information on a date and time

#### **Fields**

DateTime DateTime: TDateTime;

Actual date and time value

UTC: boolean;

Is this value local or according to UTC?

#### tfiletime packed record \_\_\_\_\_

#### Description

Win32 FILETIME timestamp

#### **Fields**

LowDateTime LowDateTime: longword;
HighDateTime HighDateTime: longword;

#### 3.4 Functions and Procedures

CurrentYe	ar
Declaration	function CurrentYear: word;
Description	Returns the current year
Date	
Declaration	function Date: TDatetime;
Description	Returns the current date, with the time value equal to midnight.
DateOf	
Declaration	<pre>function DateOf(const AValue: TDateTime): TDateTime;</pre>
Description	Strips the time portion from a TDateTime value.
DateTime'	$\Gamma  ext{oStr}$
Declaration	<pre>function DateTimeToStr(DateTime: TDateTime): string;</pre>
Description	Converts a TDateTime value to a string in extended ISO $8601$ date and time representation.
	Returns the extended format representation of a date and time as recommended by ISO 8601 (Gregorian Calendar). The extended format ISO 8601 representation is of the form: YYYY-MM-DDThh:mm:ss
DateTime'	ΓoStrExt
Declaration	<pre>function DateTimeToStrExt(DateTime: TDateTime; utc: boolean): string;</pre>

Returns the extended format representation of a date and time as recommended by ISO 8601 (Gregorian Calendar). The extended format ISO 8601 representation is of the form: YYYY-MM-DDThh:mm:ss[Z]. Sets the timezone designator if required.

**Description** Converts a TDateTime value to a string in extended ISO 8601 date and time representation.

DateToStr \_\_\_\_\_ Declaration function DateToStr(date: TDatetime): string; **Description** Converts a TDateTime value to a string in extended ISO 8601 date representation. Returns the extended format representation of a date as recommended by ISO 8601 (Gregorian Calendar). The extended format ISO 8601 representation is of the form: YYYY-MM-DD DayOf \_\_\_ Declaration function DayOf(const AValue: TDateTime): Word; **Description** Returns the day of the month represented by a TDateTime value. DavsBetween \_\_ Declaration function DaysBetween(const ANow, AThen: TDateTime): integer; **Description** Returns the number of days between two specified TDateTime values. DecodeDate \_\_ Declaration procedure DecodeDate(Date: TDateTime; var Year, Month, Day: Word); **Description** Returns Year, Month, and Day values for a TDateTime value. DecodeDateTime \_\_\_\_\_ Declaration procedure DecodeDateTime(const AValue: TDateTime; var Year, Month, Day, Hour, Minute, Second, MilliSecond: Word); **Description** Returns Year, Month, Day, Hour, Minute, Second, and Millisecond values for a TDateTime. DecodeTime Declaration procedure DecodeTime(Time: TDateTime; var Hour, Min, Sec, MSec: Word); **Description** Breaks a TDateTime value into hours, minutes, seconds, and milliseconds. GetCurrentDate \_\_\_\_\_ Declaration procedure GetCurrentDate(var Year, Month, Day, DayOfWeek: integer); **Description** Returns the current date set in the operating system GetCurrentTime \_ Declaration procedure GetCurrentTime(var Hour, Minute, Second, Sec100: integer); **Description** Returns the current time set in the operating system

Ranges of the values returned are Hour 0..23, Minute 0..59, Second 0..60, Sec100 0..99.

$\mathbf{GetTime}\ \_$	
Declaration	<pre>function GetTime: TDateTime;</pre>
Description	Returns the current time.
HourOf _	
Declaration	<pre>function HourOf(const AValue: TDateTime): Word;</pre>
Description	Returns the hour of the day represented by a TDateTime value.
IncDay	
Declaration	<pre>function IncDay(const AValue: TDateTime; const ANumberOfDays: Integer): TDateTime;</pre>
Description	Returns a date shifted by a specified number of days.
IncHour _	
Declaration	<pre>function IncHour(const AValue: TDateTime; const ANumberOfHours: longint): TDateTime;</pre>
Description	Returns a date/time value shifted by a specified number of hours.
IncMilliSe	cond
Declaration	<pre>function IncMilliSecond(const AValue: TDateTime; const ANumberOfMilliSeconds: big_integer_t): TDateTime;</pre>
Description	Returns a date/time value shifted by a specified number of milliseconds.
IncMinute	
Declaration	<pre>function IncMinute(const AValue: TDateTime; const ANumberOfMinutes: big_integer_t): TDateTime;</pre>
Description	Returns a date/time value shifted by a specified number of minutes.
IncSecond	
Declaration	<pre>function IncSecond(const AValue: TDateTime; const ANumberOfSeconds: big_integer_t): TDateTime;</pre>
Description	Returns a date/time value shifted by a specified number of seconds.

$\mathbf{IncWeek}\ \_$			
Declaration	<pre>function IncWeek(const AValue: TDateTime; const ANumberOfWeeks: Integer): TDateTime;</pre>		
Description	Returns a date shifted by a specified number of weeks.		
IsPM			
Declaration	function IsPM(const AValue: TDateTime): Boolean;		
Description	Indicates whether the time portion of a specified TDateTime value occurs after noon.		
IsValidDat	Se		
Declaration	function IsValidDate(const AYear, AMonth, ADay: Word): Boolean;		
Description	Indicates whether a specified year, month, and day represent a valid date.		
IsValidDat	eTime		
Declaration	<pre>function IsValidDateTime(const AYear, AMonth, ADay, AHour, AMinute, ASecond, AMilliSecond: Word): Boolean;</pre>		
Description	Indicates whether a specified year, month, day, hour, minute, second, and millisecond represent a valid date and time.		
IsValidTin	ne		
Declaration	<pre>function IsValidTime(const AHour, AMinute, ASecond, AMilliSecond: Word): Boolean;</pre>		
Description	Indicates whether a specified hour, minute, second, and millisecond represent a valid date and time.		
MinuteOf			
Declaration	<pre>function MinuteOf(const AValue: TDateTime): Word;</pre>		
Description	Returns the minute of the hour represented by a TDateTime value.		
MonthOf .			
Declaration	<pre>function MonthOf(const AValue: TDateTime): Word;</pre>		
Description	Returns the month of the year represented by a TDateTime value.		
Now			
Declaration	<pre>function Now: TDateTime;</pre>		
Description	Returns the current date and time.		

SameDate	
Declaration	function SameDate(const A, B: TDateTime): Boolean;
Description	Indicates whether two TDateTime values represent the same year, month, and day.
SameDate	Time
Declaration	<pre>function SameDateTime(const A, B: TDateTime): Boolean;</pre>
Description	$\label{thm:cond} \begin{tabular}{l} Indicates whether two TDateTime values represent the same year, month, day, hour, minute, second, and millisecond. \end{tabular}$
SameTime	9
Declaration	function SameTime(const A, B: TDateTime): Boolean;
Description	Indicates whether two TDateTime values represent the same time of day, ignoring the date portion.
SecondOf	
Declaration	<pre>function SecondOf(const AValue: TDateTime): Word;</pre>
Description	Returns the second of the minute represented by a TDateTime value.
Time	
Declaration	function Time: TDateTime;
Description	Returns the current time.
TimeOf _	
Declaration	<pre>function TimeOf(const AValue: TDateTime): TDatetime;</pre>
Description	Strips the date portion from a TDatetime value
TimeToSti	ſ
Declaration	<pre>function TimeToStr(Time: TDateTime): string;</pre>
Description	Converts a TDateTime value to a string in extended ISO 8601 time representation.
	Returns the extended format representation of a time as recommended by ISO 8601 (Gregorian Calendar). The extended format ISO 8601 representation is of the form: $hh:mm:ss.$
Today	
Declaration	function Today: TDateTime;
Description	Returns a TDateTime value that represents the current date.

# TryEncodeDate Declaration function TryEncodeDate(Year, Month, Day: Word; var Date: TDateTime): Boolean; Description Returns a TDateTime value that represents a specified Year, Month, and Day. TryEncodeDateAndTimeToStr Declaration function TryEncodeDateAndTimeToStr(const. Year, Month, Day, Hour, Minute,

Declaration function TryEncodeDateAndTimeToStr(const Year, Month, Day, Hour, Minute, Second, MilliSecond: word; UTC: boolean; var AValue: string):boolean;

**Description** This routine encodes a complete date and time to its string representation. The encoded string conforms to the ISO 8601 complete representation extended format (YYYY-MM-DDTHH:MM:SS[Z]).

The year value is required, while all other fields are optional. The other fields can be set to EMPTY\_DATETIME\_FIELD to indicate that they are empty. It also adds the UTC marker if required and if it is set and time information is present.

#### TryEncodeDateTime \_\_\_\_

Declaration function TryEncodeDateTime(const AYear, AMonth, ADay, AHour, AMinute, ASecond, AMilliSecond: Word; var AValue: TDateTime): Boolean;

**Description** Returns a TDateTime that represents a specified year, month, day, hour, minute, second, and millisecond.

#### TryEncodeTime \_\_\_

Declaration function TryEncodeTime(Hour, Min, Sec, MSec: Word; var Time: TDateTime):
Boolean;

**Description** Returns a TDateTime value for a specified Hour, Min, Sec, and MSec.

#### TryFileTimeToDateTimeExt \_\_\_\_\_

Declaration function TryFileTimeToDateTimeExt(ftime: tfiletime; var DateTime: TDateTime; var UTC: boolean): boolean;

**Description** Converts a Win32 FILETIME to a TDateTime

This routine converts a 64-bit FILETIME format time into a TDateTime format. The value is always according to UTC, so the UTC value shall always return TRUE. Because floating point values are used, the precision of the returned timestamp will be  $\pm$ /- 2 seconds.

#### TryStrToDate \_\_\_\_\_

Declaration function TryStrToDate(const S: string; var Value: TDateTime): Boolean;

**Description** Converts a string of date in ISO 8601 to a TDateTime value, with a Boolean success code.

In the case where the date does not contain the full representation of a date (for examples, YYYY or YYYY-MM), then the missing values will be set to 1 to be legal.

Most legal dates for Dates of ISO 8601 are supported by this routine.

#### TryStrToDateTime \_

Declaration function TryStrToDateTime(const S: string; var Value: TDateTime): Boolean;

**Description** Converts a string date-time representation to a TDateTime value with a Boolean success code.

Supported formats: 1) Format of Complete Representation for calendar dates (as specified in ISO 8601), which should include the Time designator character. 2) Format: 'YYYY-MM-DD HH:mm:ss [GMT—UTC—UT]' 3) Openoffice 1.1.x HTML date format: 'YYYYM-MDD;HHmmssuu' 4) Adobe PDF 'D:YYYYMMDDHHMMSSOHH'mm" format

The returned value will be according to UTC if timezone information is uncluded, otherwise, it will be left as is. To determine if the value was actually converted to UTC, use TryStrToDateTimeExt.

In the case where the date does not contain the full representation of a date (for examples, YYYY or YYYY-MM), then the missing values will be set to 1 to be legal.

#### $TryStrToDateTimeExt \_$

Declaration function TryStrToDateTimeExt(const S: string; var Value: TDateTime; var UTC: boolean): Boolean;

**Description** Converts a string to a TDateTime value with a Boolean success code.

This routine also gives information if the value was successfully converted to UTC time or not (if no timezone information was available in the string then the utc value will be false).

Supported formats: 1) Format of Complete Representation for calendar dates (as specified in ISO 8601), which should include the Time designator character. 3) Format: 'YYYY-MM-DD HH:mm:ss [GMT—UTC—UT]' 4) Openoffice 1.1.x HTML date format: 'YYYYM-MDD;HHmmssuu' 5) Adobe PDF 'D:YYYYMMDDHHMMSSOHH'mm" format

The returned value will be according to UTC if timezone information is specified.

In the case where the date does not contain the full representation of a date (for examples, YYYY or YYYY-MM), then the missing values will be set to 1 to be legal.

TryStrToT	lime
Declaration	function TryStrToTime(const S: string; var Value: TDateTime): Boolean;
Description	Converts a string time to a TDateTime value with an error default
	Supported formats: 1) ISO 8601 time format (complete representation) with optional time-zone designators. 2) Format: 'HH:mm:ss [GMT—UTC—UT]' 3) Openoffice 1.1.x HTML time format: 'HHmmssuu' 4) Adobe PDF 'D:YYYYMMDDHHMMSSOHH'mm' format
	The returned value will be according to UTC if timezone information is specified. The Date field is truncated and is equal to zero upon return.
TryUNIX	ToDateTimeExt
Declaration	<pre>function TryUNIXToDateTimeExt(unixtime: big_integer_t; var DateTime: TDateTime; var UTC: boolean): boolean;</pre>
Description	Converts a UNIX time_t to a TDateTime
	This routine converts a UNIX time_t format time into a TDateTime format. The time_t is always according to UTC, so the UTC value shall always return TRUE.
	On Turbo Pascal and Virtual Pascal this routine shall fail with all values greater that represent years greater than $2038$ .
YearOf	
Declaration	<pre>function YearOf(const AValue: TDateTime): Word;</pre>
Description	Returns the year represented by a TDateTime value.
3.5 Typ	oes
TDatetime	9
Declaration	TDatetime = real;
Description	This is the Julian Day number
float	
	<pre>float = real;</pre>
platformw	ord
	<pre>platformword = system.word;</pre>

## 3.6 Constants

DayMonday
Declaration DayMonday = 1;
DayTuesday
Declaration DayTuesday = 2;
DayWednesday
Declaration DayWednesday = 3;
DayThursday
Declaration DayThursday = 4;
DayFriday
Declaration DayFriday = 5;
DaySaturday
Declaration DaySaturday = 6;
DaySunday
Declaration DaySunday = 7;

## 3.7 Author

Carl Eric Codere

# Chapter 4

# Unit extdos

#### 4.1 Description

Extended Operating system routines

Routines that extend the capabilities of the pascal DOS unit. It supports more information extraction from the operating system.

Everything string returned and input is/should be encoded in UTF-8 format.

Currently this unit is only supported on the Win32 platform.

#### 4.2 Overview

TFileAssociation record Information on file associations for the shell

TFileStats record

TSearchRecExt record Returned by FindFirstEx(4.4) and FindNextEx(4.4)

DirectoryExists Verifies the existence of a directory

FileExists Verifies the existence of a filename

FindCloseEx Closes the search and frees the resources previously allocated by a call to FindFirstEx(4.4).

FindFirstEx Searches the specified directory for the first entry matching the specified file name and set of attributes.

FindNextEx Returns the next entry that matches the name and name specified in a previous call to findFirstEx(4.4).

GetCurrentDirectory Returns the current active directory

GetFileATime Returns the last access date and time of a file

GetFileAttributes Returns the attributes of a file

GetFileCTime Returns the creation date and time of a file

GetFileMTime Returns the last modification date and time of a file

GetFileOwner Returns the file owner account name

GetFilesize Returns the size of a file

GetFilestats Returns information on a file

GetGlobalConfigDirectory Returns the path of the current shared application data configuration directory

GetLoginConfigDirectory Returns the path of the current user's application data configuration directory

GetLoginHomeDirectory Returns the path of the user's home directory

GetUserFullName Returns a full name from an account name

SetCurrentDirectory Sets the current active directory

SetFileATime Change the last access time of a file

SetFileCTime Change the creation time of a file

SetFileMTime Change the modification time of a file

#### 4.3 Classes, Interfaces, Objects and Records

#### TFileAssociation record \_\_\_\_\_

#### Description

Information on file associations for the shell

#### **Fields**

appname appname: utf8string;

Application name associated with this resource

exename exename: utf8string;

Application executable and parameters to use on this type of resource

#### TFileStats record \_\_\_\_\_

#### Description

Statistics for a resource on disk. as returned by getfilestats(4.4)

#### **Fields**

name name: utf8string;

Name of the resource on disk

size size: big\_integer\_t;

Size of the resource on disk

owner owner: utf8string;

Owner (User name) of the resource on disk

ctime ctime: TDateTime;

Creation time of the resource

mtime mtime: TDateTime;

Last modification time of the resource

atime atime: TDateTime;

Last access time of the resource

nlink nlink: integer;

Number of links to resource

attributes attributes: tresourceattributes;

Attributes for this file

association association: tfileassociation;

association for this file (operating system)

streamcount streamcount: integer;

number of parallel streams for this resource

accesses accesses: integer;

number of file accesses since file's creation

utc utc: boolean;

indicates if the times are in UTC format, this is always true, unless the filesystem does not

support this information.

dev dev: array[0..127] of char;

Device where this file resides, this value is represented as an hexadecimal null terminated

string and is operating system dependent.

ino ino: array[0..127] of char;

Unique file serial number, this may change from one boot to the next.

comment comment: utf8string;

Comment associated with this file type (as stored by the operating system)

dirstr dirstr: utf8string;

Directory where this file is located

#### TSearchRecExt record \_\_\_\_\_

#### Description

Returned by FindFirstEx(4.4) and FindNextEx(4.4)

#### **Fields**

Stats Stats: TFileStats;

File statistics

FindHandle FindHandle: THandle;

Operating system specific data

W32FindData W32FindData: TWin32FindDataW;

IncludeAttr IncludeAttr : longint;

SearchAttr: TResourceAttributes;

#### 4.4 Functions and Procedures

#### DirectoryExists \_

Declaration function DirectoryExists(DName : utf8string): Boolean;

**Description** Verifies the existence of a directory

This routine verifies if the directory named can be opened or if it actually exists.

Parameters DName Name of the directory to check

Returns FALSE if the directory cannot be opened or if it does not exist.

#### FileExists \_\_\_\_

Declaration Function FileExists(const FName : utf8string): Boolean;

**Description** Verifies the existence of a filename

This routine verifies if the file named can be opened or if it actually exists.

Parameters FName Name of the file to check

Returns FALSE if the file cannot be opened or if it does not exist.

# Declaration procedure FindCloseEx(var SearchRec: TSearchRecExt); Description Closes the search and frees the resources previously allocated by a call to FindFirstEx(4.4). Returns 0 on success, otherwise an error code FindFirstEx Declaration function FindFirstEx(path: putf8char; attr: tresourceattributes; var SearchRec:TSearchRecExt): integer; Description Searches the specified directory for the first entry matching the specified file name and set of attributes. Returns 0 on success, otherwise an error code FindNextEx Declaration function FindNextEx(var SearchRec: TSearchRecExt): integer; Description Returns the next entry that matches the name and name specified in a previous call to FindFirstEx(4.4). Returns 0 on success, otherwise an error code

#### GetCurrentDirectory \_\_\_\_\_

Declaration function GetCurrentDirectory(var DirStr: utf8string): boolean;

**Description** Returns the current active directory

Parameters DirStr The current directory for the process

Returns true on success, otherwise false

#### GetFileATime \_\_\_\_\_

Declaration function GetFileATime(fname: putf8char; var atime: TDateTime): integer;

**Description** Returns the last access date and time of a file

This returns the last access time of a file in UTC coordinates. Returns 0 if there was no error, otherwise returns an operating system (if positive) or module (if negative) specific error code.

Parameters fname The filename to access (UTF-8 encoded)

atime The file access date in UTC/GMT format

**Returns** 0 on success, otherwise an error code

#### GetFileAttributes \_\_\_\_\_

Declaration function GetFileAttributes(fname: putf8char): tresourceattributes;

**Description** Returns the attributes of a file

.

Returns If error returns big\_integer\_t(-1), otherwise the size of the file is returned.

#### $GetFileCTime \_$

Declaration function GetFileCTime(fname: putf8char; var ctime: TDateTime): integer;

**Description** Returns the creation date and time of a file

This returns the creation time of a file in UTC coordinates. Returns 0 if there was no error, otherwise returns an operating system (if positive) or module (if negative) specific error code.

Parameters fname The filename to access (UTF-8 encoded)

atime The file creation date in UTC/GMT format

**Returns** 0 on success, otherwise an error code

#### GetFileMTime \_\_\_\_\_

Declaration function GetFileMTime(fname: putf8char; var mtime: TDateTime): integer;

**Description** Returns the last modification date and time of a file

This returns the last modification time of a file in UTC coordinates. Returns 0 if there was no error, otherwise returns an operating system (if positive) or module (if negative) specific error code.

Parameters fname The filename to access (UTF-8 encoded)

atime The file modification date in UTC/GMT format

**Returns** 0 on success, otherwise an error code

#### GetFileOwner

Declaration function GetFileOwner(fname: putf8char): utf8string;

**Description** Returns the file owner account name

This routine returns the owner/creator of this resource as a login user name. This is usually the user name when the user logged on to the system. If this routine is not supported, or if there was an error, this routine returns an empty string.

Parameters fname The filename to access (UTF-8 encoded)

**Returns** The account name on success, otherwise an empty string

# GetFilesize \_\_\_\_\_ Declaration function GetFilesize(fname: putf8char): big\_integer\_t; **Description** Returns the size of a file **Returns** If error returns big\_integer\_t(-1), otherwise the size of the file is returned. GetFilestats Declaration function GetFilestats(fname: putf8char; var stats: TFileStats): integer; **Description** Returns information on a file Returns information on a directory or file given by the complete file specification to the file. **Returns** 0 if no error, otherwise, an error code GetGlobalConfigDirectory \_\_\_\_\_ Declaration function GetGlobalConfigDirectory: utf8string; Description Returns the path of the current shared application data configuration directory This routine returns the current path where shared application configuration data should be stored for the logged-on user. If the path does not exist, it is created first. Returns The full path to the requested information, or an empty string if an error occurred GetLoginConfigDirectory \_\_\_\_\_ Declaration function GetLoginConfigDirectory: utf8string; **Description** Returns the path of the current user's application data configuration directory This routine returns the current path where private application configuration data should be stored for the logged-on user. If the path does not exist, it is created first.

Returns The full path to the requested information, or an empty string if an error occurred

#### GetLoginHomeDirectory \_\_\_\_\_

Declaration function GetLoginHomeDirectory: utf8string;

**Description** Returns the path of the user's home directory

This routine returns the path of the currently logged in user's home directory.

# GetUserFullName \_\_\_\_\_ Declaration function GetUserFullName(account: utf8string): utf8string; **Description** Returns a full name from an account name From a login name, returns the full name of the user of this account. Parameters fname The account name **Returns** The full name of the user, or an empty string upon error or if unknown or unsupported. SetCurrentDirectory \_\_\_\_ Declaration function SetCurrentDirectory(const DirStr: utf8string): boolean; **Description** Sets the current active directory Parameters DirStr The current directory to select for the process Returns true on success, otherwise false SetFileATime \_\_\_\_\_ Declaration function SetFileATime(fname: putf8char; newatime: tdatetime): integer; **Description** Change the last access time of a file Changes the access time of a file. The time should be in UTC coordinates. If the time is not supported (for example a year of 1900 on UNIX system), then an error will be reported and no operation will be performed. Parameters fname The filename to access (UTF-8 encoded) atime The new access time Returns 0 on success, otherwise an error code SetFileCTime \_\_\_\_\_ Declaration function SetFileCTime(fname: putf8char; newctime: tdatetime): integer;

puololia,

Change the creation time of a file

**Description** Change the creation time of a file

Changes the creation time of a file. The time should be in UTC coordinates.

If the time is not supported (for example a year of 1900 on UNIX system), then an error will be reported and no operation will be performed.

Parameters fname The filename to access (UTF-8 encoded)

mtime The new modification time

**Returns** 0 on success, otherwise an error code

```
Declaration function SetFileMTime(fname: putf8char; newmtime: tdatetime): integer;

Description Change the modification time of a file

Changes the modification time of a file. The time should be in UTC coordinates.

If the time is not supported (for example a year of 1900 on UNIX system), then an error will be reported and no operation will be performed.

Parameters fname The filename to access (UTF-8 encoded)

mtime The new modification time

Returns 0 on success, otherwise an error code
```

#### 4.5 Types

```
tresourceattribute _____
Declaration tresourceattribute = (...);
Description Possible attributes of a resource
             attr_any
             attr_readonly Resource is read-only globally
             attr_hidden Resource is hidden
             attr_system Resource is a system resource
             attr_archive Resource is an archive
             attr_link Resource is a link
             attr_directory Resource is a directory
             attr_temporary resource is a temporary resource
             attr_encrypted resource is encrypted by the operating system
             attr_no_indexing resource should not be indexed
             attr_device resource is a device
             attr_extended resource contains extended attributes/reparse point
             attr_compressed resource is compressed by the filesystem
             attr_offline Resource is actually offline
             attr_sparse Resource is a sparse file
```

tresourceattributes \_\_\_\_\_

Declaration tresourceattributes = set of tresourceattribute;

## 4.6 Constants

#### EXTDOS\_STATUS\_OK \_\_\_\_

Declaration EXTDOS\_STATUS\_OK = 0;

**Description** Return code: No error in operation

### EXTDOS\_STATUS\_UNSUPPORTED \_\_\_\_\_

Declaration EXTDOS\_STATUS\_UNSUPPORTED = -1;

**Description** Return code: This routine is unsupported on this operating system.

## EXTDOS\_STATUS\_DATE\_CONVERT\_ERROR \_\_\_\_\_

Declaration EXTDOS\_STATUS\_DATE\_CONVERT\_ERROR = -2;

**Description** Return code: Conversion operation from native date to TDateTime was invalid.

### EXTDOS\_STATUS\_DATE\_UNSUPPORTED \_\_\_\_\_

Declaration EXTDOS\_STATUS\_DATE\_UNSUPPORTED = -3;

Description Return code: Filesystem does not support this date

## MIN\_FILE\_YEAR \_

Declaration MIN\_FILE\_YEAR = 1601;

**Description** Minimal filesystem year for dates for this operating system \*\*

## 4.7 Author

Carl Eric Codre

# Unit fileio

# 5.1 Description

File I/O unit

This a replacement File I/O unit containing routines to access files on disk. They are a better replacement of the standard system I/O routines since they support larger file sizes, as well as debugging features. If DEBUG is defined, when the application quits, files that are still opened will be displayed on the console. It is important to note, that only the files opened with this API can be checked this way.

## 5.2 Overview

FileAssign Assign a filename to a file

FileBlockRead Read data from a file

FileBlockWrite Write data to a file

FileClose Close a previously opened file

FileGetPos Return the current file pointer position

FileGetSize Get the size of a file in bytes

FileIOResult Return the result of the last I/O operation

FileReset Open a file for reading or writing

FileRewrite Open/Overwrite a file

FileSeek Change the file pointer position of an opened file

FileTruncate Truncate a file at the current file position

## 5.3 Functions and Procedures

this routine.

# FileAssign \_\_\_\_\_ Declaration procedure FileAssign(var F: file; const Name: string); **Description** Assign a filename to a file This is uased to assign a filename with a file. This assignment will then permit to operate on the file. The assignment is completely compatible with the standard AssignFile system unit routine. FileBlockRead \_\_\_\_\_ Declaration function FileBlockRead(var F: file; var Buf; Count: integer): integer; **Description** Read data from a file Reads data bytes from the specified opened file. Returns the number of bytes actually read. FileBlockWrite \_\_ Declaration function FileBlockWrite(var F: file; var Buf; Count: integer): integer; **Description** Write data to a file Write data bytes to the specified opened file. Returns the number of bytes actually written. FileClose \_\_\_\_\_ Declaration procedure FileClose(var F: file); **Description** Close a previously opened file This closes a file that was previously opened by a call to FileOpen or FileReset. FileGetPos \_\_\_\_\_ Declaration function FileGetPos(var F: file): big\_integer\_t; **Description** Return the current file pointer position Returns the current file pointer position within the file. The start of the file is at position FileGetSize \_\_\_\_ Declaration function FileGetSize(var F: file): big\_integer\_t; **Description** Get the size of a file in bytes

Returns the current size of the file in bytes. The file must be assigned and opened to access

#### FileIOResult \_\_\_\_\_

Declaration function FileIOResult: integer;

**Description** Return the result of the last I/O operation

Returns the I/O Result of the last operation. If this routine is not called and the unit is compiled with the DEBUG define, and if there was an error in the last operation, then the next File I/O operation will cause a runtime error with the I/O error code.

#### FileReset \_\_\_\_

Declaration procedure FileReset(var F: file; mode: integer);

**Description** Open a file for reading or writing

This opens a file using a specified file mode. The filemonde constants are defined in other units (fmXXXX constants). The file should have previously been assigned using FileAssign.

#### FileRewrite \_\_\_\_\_

Declaration procedure FileRewrite(var F: file; mode: integer);

**Description** Open/Overwrite a file

This creates a file or overwrites a file (if it does not exist). Currently the mode constant is not used, since the file is always opened in read/write mode.

The file should have previously been assigned using FileAssign.

#### FileSeek

Declaration procedure FileSeek(var F: file; N: big\_integer\_t);

**Description** Change the file pointer position of an opened file

Seeks to a specific file position in a file (starting from zero which is the start of the file).

#### FileTruncate

Declaration procedure FileTruncate(var F: file);

**Description** Truncate a file at the current file position

Truncates a file at the current file position. File must be assigned and opened.

### 5.4 Author

Carl Eric Codere

# Unit fs

# 6.1 Description

This unit is used to validate and convert filenames according to a specific filesystem convention.

# 6.2 Overview

TDOSFileSystem Object

TWin32FileSystem Object

TPOSIXFileSystem Object

TOS2FileSystem Object

TAmigaFFSFileSystem Object

 ${\tt TISO9660Level1FileSystem\ Object}$ 

 ${\tt TISO9660Level2Filesystem\ Object}$ 

TUDFFilesystem Object

TJolietFileSystem Object

THFSPlusFileSystem Object

# 6.3 Classes, Interfaces, Objects and Records

TDOSFileSystem Object \_

## Hierarchy

TDOSFileSystem > TObject

## Description

FAT12/FAT16 MS-DOS compatible filesystem validation object

#### Methods

#### isValidFilename

Declaration public function is ValidFilename(s: ucs4string): boolean;

Description Verifies if the filename specified is compatible with this type of filesystem

## TWin32FileSystem Object \_\_\_\_\_

## Hierarchy

TWin32FileSystem > TObject

## Description

NTFS compatible filesystem validation object

#### Methods

#### isValidFilename

Declaration public function is Valid Filename (s: ucs4string): boolean;

**Description** Verifies if the filename specified is compatible with this type of filesystem

### TPOSIXFileSystem Object \_\_\_\_\_

## Hierarchy

TPOSIXFileSystem > TObject

## Description

Base POSIX-1995 filesystem validation object.

## Methods

#### GetMaxFilenameLength

Declaration public function GetMaxFilenameLength: integer;

## is Valid Filename

Declaration public function is ValidFilename(s: ucs4string): boolean;

## TOS2FileSystem Object \_\_\_\_\_

## Hierarchy

TOS2FileSystem > TObject

## Description

HPFS compatible filesystem validation object

## Methods

#### **isValidFilename**

Declaration public function is ValidFilename(s: ucs4string): boolean;

**Description** Verifies if the filename specified is compatible with this type of filesystem

## TAmigaFFSFileSystem Object \_\_\_\_\_

## Hierarchy

TAmigaFFSFileSystem > TObject

## Description

FFS compatible filesystem validation object

## Methods

## is Valid Filename

Declaration public function is ValidFilename(s: ucs4string): boolean;

**Description** Verifies if the filename specified is compatible with this type of filesystem

## TISO9660Level1FileSystem Object \_\_\_\_\_

### Hierarchy

TISO9660Level1FileSystem > TObject

### Description

ISO 9660 Level 1 compatible filesystem validation object

## Methods

#### isValidFilename

Declaration public function is ValidFilename(s: ucs4string): boolean;

## TISO9660Level2Filesystem Object \_\_\_\_\_

## Hierarchy

TISO9660Level2Filesystem > TObject

## Description

ISO 9660 Level 2 compatible filesystem validation object

## Methods

#### **isValidFilename**

Declaration public function is ValidFilename(s: ucs4string): boolean;

**Description** Verifies if the filename specified is compatible with this type of filesystem

## TUDFFilesystem Object \_\_\_\_\_

## Hierarchy

TUDFFilesystem > TObject

## Description

UDF compatible filesystem validation object

## Methods

#### isValidFilename

Declaration public function is ValidFilename(s: ucs4string): boolean;

**Description** Verifies if the filename specified is compatible with this type of filesystem

## TJolietFileSystem Object \_\_\_\_\_

### Hierarchy

TJolietFileSystem > TObject

### Description

CD-ROM Joliet extensions compatible filesystem validation object

## Methods

#### isValidFilename

Declaration public function is ValidFilename(s: ucs4string): boolean;

# THFSPlusFileSystem Object \_\_\_\_\_

# Hierarchy

 ${\it THFSPlusFileSystem} > {\it TObject}$ 

# Description

 ${\it MacOS\ HFS+}$  compatible file system validation object

## ${\bf Methods}$

is Valid Filename

Declaration public function is ValidFilename(s: ucs4string): boolean;

# Unit ietf

# 7.1 Description

ietf/web related support unit

This unit contains routines to validate strings, and characters according to different IETF standards (such as URL's, URI's and MIME types).

## 7.2 Overview

file\_pathsplit
http\_pathsplit
langtag\_isvalid
langtag\_split
mime\_isvalidcontenttype
uri\_split Extract information from an URI string
urn\_isvalid Verifies the validity of a complete URN string
urn\_isvalidnid
urn\_pathsplit
urn\_split Splits an URN string in its separate components

## 7.3 Functions and Procedures

file\_pathsplit \_\_\_\_\_

Declaration function file\_pathsplit(path: string; var directory, name: string):

boolean;

**Description** Splits a path string returned by uri\_split into its individual components for the file URI. http\_pathsplit \_\_\_\_\_ Declaration function http\_pathsplit(path: string; var directory, name: string): **Description** Splits a path string returned by uri\_split into its individual components for the http URI. langtag\_isvalid \_\_\_\_\_ Declaration function langtag\_isvalid(const s: string): boolean; langtag\_split \_\_\_\_\_ Declaration function langtag\_split(const s: string; var primary, sub: string): boolean; mime\_isvalidcontenttype \_\_\_\_\_ Declaration function mime\_isvalidcontenttype(const s: shortstring): boolean; **Description** abstract(Validates the syntax of a MIME type) This routine is used to validate if MIME content type signature consists of a constructed valid syntax. It does not validate if the MIME type is assigned or if it actually exists or not. **Parameters s** MIME type signature to verify **Returns** TRUE if the signature has valid syntax uri\_split \_\_\_\_ Declaration function uri\_split(url: string; var scheme, authority,path, query: string): boolean; **Description** Extract information from an URI string Given an URI complete absolute specification string, extract and return the scheme, authority, path and query components of the URI. The exact definition of these terms is specified in IETF RFC 2396. Parameters url URI to check Returns FALSE if the URI is not valid, otherwise returns TRUE urn\_isvalid \_\_\_\_\_ Declaration function urn\_isvalid(s: shortstring): boolean; **Description** Verifies the validity of a complete URN string This checks the conformance of the URN address. It is based on IETF RFC 2141.

Returns TRUE if this is a valid URN string

```
urn_isvalidnid _____
Declaration function urn_isvalidnid(nid: string): boolean;
Description This routine checks that the specified NID (namespace) is either registered to IANA, or that
           it is an experimental NID, as described in IETF RFC 2611. More assignment information
           can be obtained from: http://www.iana.org/assignments/urn-namespaces
   Returns TRUE if this is a registered or experimental NID string
urn_pathsplit _____
Declaration function urn_pathsplit(path: string; var namespace, nss: string): boolean;
Description Splits a path string returned by uri_split into its individual components for URN.
urn_split _____
Declaration function urn_split(urn:string; var urnidstr,nidstr,nssstr: string):
           boolean;
Description Splits an URN string in its separate components
           It is based on IETF RFC 2141.
Parameters urn Complete URN string to separate
           urnidstr Signature URN:
            nidstr Namespace identifier NID
            nssstr Namespace specific string NSS
```

Returns TRUE if the operation was successfull, or FALSE if the URN is malformed

### 7.4 Author

Carl Eric Codere

# Unit iso3166

# 8.1 Description

Country code unit

This unit is used to check the country codes as well as return information on the country, according to ISO 3166.

The lists were converted from the semicolon delimited version available here: http://www.iso.org/iso/en/prods-services/iso3166ma/

The version used is based on version of 2004-04-26.

## 8.2 Overview

getcountryname\_en Returns the country name in english according to its country code. getcountryname\_fr Returns the country name in french according to its country code. isvalidcountrycode Verifies if the 2 letter country code is valid

## 8.3 Functions and Procedures

getcountryname_en	
Declaration	<pre>function getcountryname_en(s: shortstring): shortstring;</pre>
Description	Returns the country name in english according to its country code.
	The country code is case-insensitive.
	The returned string is encoded according to ISO-8859-1.

getcountryname\_fr \_\_\_\_\_

Declaration function getcountryname\_fr(s: shortstring): shortstring;

**Description** Returns the country name in french according to its country code.

The country code is case-insensitive.

The returned string is encoded according to ISO-8859-1.

isvalidcountrycode \_\_\_\_\_

Declaration function isvalidcountrycode(s: shortstring): boolean;

**Description** Verifies if the 2 letter country code is valid

This routine checks if the two letter country code is valid (as defined in ISO3166-1). The country code is not case sensitive.

Parameters s The three digit country code

Returns TRUE if the country code is valid, otherwise returns FALSE

## 8.4 Author

Carl Eric Codere

# Unit iso639

# 9.1 Description

Language code unit

This unit is used to check the language codes as well as return information on the country, according to ISO 639-1 and ISO 639-2.

The database was taken from the following site: http://www.loc.gov/standards/iso639-2/ISO-639-2\_values\_8bits.txt The database used is from 2004-10-19.

### 9.2 Overview

getlangcode\_en Returns the 2 character code related to the english name of the language. getlangcode\_fr Returns the 2 character code related to the french name of the language. getlangname\_en Returns the language name in english for the specified language code. getlangname\_fr Returns the language name in french for the specified language code. isvalidlangcode Verifies if the 2 or 3 letter language code is valid

## 9.3 Functions and Procedures

getlangcode\_en
Declaration function getlangcode\_en(name: shortstring): shortstring;

Description Returns the 2 character code related to the english name of the language.

The search is not case sensitive (according to ISO 639-1). If there is no 2 character language code for this language, or if the language name is not found, the routine returns an empty string.

The language name string should be encoded according to ISO-8859-1.

Parameters name The name of the language

Returns The 2 character language code

## getlangcode\_fr \_\_\_\_\_

Declaration function getlangcode\_fr(name: shortstring): shortstring;

**Description** Returns the 2 character code related to the french name of the language.

The search is not case sensitive (according to ISO 639-1). If there is no 2 character language code for this language, or if the language name is not found, the routine returns an empty string.

The language name string should be encoded according to ISO-8859-1.

Parameters name The name of the language

**Returns** The 2 character language code

## getlangname\_en \_\_\_\_\_

Declaration function getlangname\_en(s: shortstring): shortstring;

**Description** Returns the language name in english for the specified language code.

The language code IS case insensitive and can be either 2 or 3 characters in length (according to ISO 639-1 and ISO 639-2 respectively)

The returned string is encoded according to ISO-8859-1. If there are alternate names for the language, only the first alternate name is returned.

Parameters s The two or three digit language code

#### getlangname\_fr \_\_\_\_\_

Declaration function getlangname\_fr(s: shortstring): shortstring;

**Description** Returns the language name in french for the specified language code.

The language code IS case insensitive and can be either 2 or 3 characters in length (according to ISO 639-1 and ISO 639-2 respectively)

The returned string is encoded according to ISO-8859-1. If there are alternate names for the language, only the first alternate name is returned.

Parameters s The two or three digit language code

isvalidlangcode \_\_\_\_\_

Declaration function is validlang code (s: shortstring): boolean;

**Description** Verifies if the 2 or 3 letter language code is valid

This routine checks if the two or three letter language code is valid (as defined in ISO 639, part 1 and part 2 respectively). The language code IS case sensitive and should be in lower case.

Parameters s The two or three digit language code

Returns TRUE if the language code is valid, otherwise returns FALSE

# 9.4 Author

Carl Eric Codere

# Unit locale

# 10.1 Description

Localisation unit

This unit is used to convert different locale information. ISO Standards are used where appropriate. The exact representations that are supported are the following: Calendar Date: Complete Representation - basic Caldedar Date: Complete Representation - extended Calendar Date: Representations with reduced precision Time of the day: Local time of the day: Complete representation - basic Time of the day: Local time of the day: UTC Time: Complete representation - basic Time of the day: Local and UTC Time: extended format

 $Credits\ where\ credits\ are\ due,\ information\ on\ the\ ISO\ and\ date\ formats\ where\ taken\ from\ http://www.cl.cam.ac.uk/\ mgk25/iso\ time.html$ 

## 10.2 Overview

GetCharEncoding

GetISODateString

GetISODateStringBasic

GetISODateTimeString

GetISOTimeString

GetISOTimeStringBasic

IsValidISODateString Verifies if the date is in a valid ISO 8601 format

IsValidISODateTimeString Verifies if the date and time is in a valid ISO 8601 format

IsValidISOTimeString Verifies if the time is in a valid ISO 8601 format

 ${\tt MicrosoftCodePageToMIMECharset}$ 

MicrosoftLangageCodeToISOCode

UNIXToDateTime

## 10.3 Functions and Procedures

## GetCharEncoding \_

Declaration function GetCharEncoding(alias: string; var \_name: string): integer;

**Description** Using a registered ALIAS name for a specific character encoding, return the common or MIME name associated with this character set, and indicate the type of stream format used.

The type of stream format used can be one of the  ${\tt CHAR\_ENCODING\_XXXX}$  constants.

## GetISODateString \_

Declaration function GetISODateString(Year, Month, Day: Word): shortstring;

**Description** Returns the extended format representation of a date as recommended by ISO 8601 (Gregorian

Calendar).

Returns an empty string if there is an error. The extended representation separates each member (year,month,day) with a dash character (-).

Parameters year Year of the date - valid values are from 0000 to 9999

month Month of the date - valid values are from 0 to 12 day Day of the month - valid values are from 1 to 31

#### GetISODateStringBasic \_\_\_\_\_

Declaration function GetISODateStringBasic(Year, Month, Day: Word): shortstring;

**Description** Returns the basic format representation of a date as recommended by ISO 8601 (Gregorian Calendar).

Salchdar).

Returns an empty string if there is an error.

Parameters year Year of the date - valid values are from 0000 to 9999

month Month of the date - valid values are from 0 to 12

 ${\bf day}~$  Day of the month - valid values are from 1 to 31

## GetISODateTimeString \_\_\_\_\_

Declaration function GetISODateTimeString(Year, Month, Day, Hour, Minute, Second: Word; UTC: Boolean): shortstring;

**Description** Returns the extended format representation of a date and time as recommended by ISO 8601 (Gregorian Calendar). The extended format ISO 8601 representation is of the form: YYYY-MM-DDTHH:mm:ss[Timezone offset]

Returns an empty string if there is an error.

## GetISOTimeString \_\_\_\_\_

Declaration function GetISOTimeString(Hour, Minute, Second: Word; UTC: Boolean): shortstring;

**Description** Returns the extended format representation of a time as recommended by ISO 8601 (Gregorian Calendar).

Returns an empty string if there is an error. The extended representation separates each member (hour,minute,second) with a colon (:).

## GetISOTimeStringBasic \_\_\_\_\_

Declaration function GetISOTimeStringBasic(Hour, Minute, Second: Word; UTC: Boolean): shortstring;

**Description** Returns the basic format representation of a time as recommended by ISO 8601 (Gregorian Calendar).

Returns an empty string if there is an error. The extended representation separates each member (hour,minute,second) with a colon (:).

#### IsValidISODateString \_\_\_\_\_

Declaration function IsValidISODateString(datestr: shortstring; strict: boolean): boolean:

**Description** Verifies if the date is in a valid ISO 8601 format

Parameters datestr Date string in valid ISO 8601 format

**strict** If set, the format must exactly be YYYYMMDD or YYYY-MM-DD. If not set, less precision is allowed

**Returns** TRUE if the date string is valid otherwise false

## IsValidISODateTimeString \_\_\_\_\_

boolean:

**Description** Verifies if the date and time is in a valid ISO 8601 format

Currently does not support the fractional second parameters, and only the format recommended by W3C when used with the time zone designator. Also validates an entry if it only contains the date component (it is automatically detected).

Parameters str Date-Time string in valid ISO 8601 format

strict If set to TRUE then the complete representation must be present, either in basic or extended format to consider the date and time valid

**Returns** TRUE if the date-time string is valid otherwise false

## IsValidISOTimeString \_\_\_\_\_

Declaration function IsValidISOTimeString(timestr: shortstring; strict: boolean):

boolean;

**Description** Verifies if the time is in a valid ISO 8601 format

Currently does not support the fractional second parameters, and only the extemded time format recommended by W3C when used with the time zone designator.

Parameters timestr Time string in valid ISO 8601 format

**strict** The value must contain all the required parameters with UTC, either in basic or extended format to be valid

Returns TRUE if the time string is valid otherwise false

## MicrosoftCodePageToMIMECharset \_\_\_\_\_

Declaration function MicrosoftCodePageToMIMECharset(cp: word): string;

**Description** Using a code page identifier (as defined by Microsoft and OS/2) return the resulting IANA encoding alias string

Parameters cp Codepage

**Returns** IANA String representation of the character encoding

## MicrosoftLangageCodeToISOCode \_\_\_\_\_

Declaration function MicrosoftLangageCodeToISOCode(langcode: integer): string;

**Description** Using a Microsoft language identifier (as defined by Microsoft and OS/2) return the resulting ISO 639-2 language code identifier.

## UNIXToDateTime \_\_\_\_\_

Declaration procedure UNIXToDateTime(epoch: big\_integer\_t; var year, month, day, hour,

minute, second: Word);

Description Converts a UNIX styled time (the number of seconds since 1970) to a standard date and time

representation.

## 10.4 Constants

### CHAR\_ENCODING\_UTF8

Declaration CHAR\_ENCODING\_UTF8 = 0;

**Description** Character encoding value: UTF-8 storage format

### CHAR\_ENCODING\_UNKNOWN \_\_\_\_

Declaration CHAR\_ENCODING\_UNKNOWN = -1;

**Description** Character encoding value: unknown format

## CHAR\_ENCODING\_UTF32BE \_\_\_\_

Declaration CHAR\_ENCODING\_UTF32BE = 1;

**Description** Character encoding value: UTF-32 Big endian

## CHAR\_ENCODING\_UTF32LE \_\_\_\_\_

Declaration CHAR\_ENCODING\_UTF32LE = 2;

**Description** Character encoding value: UTF-32 Little endian

#### CHAR\_ENCODING\_UTF16LE \_\_\_\_\_

Declaration CHAR\_ENCODING\_UTF16LE = 3;

Description Character encoding value: UTF-16 Little endian

#### CHAR\_ENCODING\_UTF16BE \_\_\_\_\_

Declaration CHAR\_ENCODING\_UTF16BE = 4;

**Description** Character encoding value: UTF-16 Big endian

#### CHAR\_ENCODING\_BYTE \_\_\_\_\_

Declaration CHAR\_ENCODING\_BYTE = 5;

**Description** Character encoding value: One byte per character storage format

## CHAR\_ENCODING\_UTF16 \_\_\_\_\_

Declaration CHAR\_ENCODING\_UTF16 = 6;

Description Character encoding value: UTF-16 unknown endian (determined by BOM)

# CHAR\_ENCODING\_UTF32 \_\_\_\_\_

Declaration CHAR\_ENCODING\_UTF32 = 7;

**Description** Character encoding value: UTF-32 unknown endian (determined by BOM)

# 10.5 Author

Carl Eric Codere

# Unit unicode

# 11.1 Description

unicode support unit

This unit contains routines to convert between the different unicode encoding schemes.

All UNICODE/ISO 10646 pascal styled strings are limited to MAX\_STRING\_LENGTH characters. Null terminated unicode strings are limited by the compiler and integer type size.

Since all these encoding are variable length, except the UCS-4 (which is equivalent to UTF-32 according to ISO 10646:2003) and UCS-2 encoding, to parse through characters, every string should be converted to UCS-4 or UCS-2 before being used.

The principal encoding scheme for this unit is UCS-4.

Unicode tables are based on Unicode 4.1

## 11.2 Overview

TCaseTableInfo record

THexDigitsInfo record

TWhiteSpaceInfo record

TTerminalsInfo record

TNumericInfo record

ansistrdispose Disposes of an ansi null-terminated string

ansistrnew Allocates and copies an ISO-8859-1 null-terminated string from a null-terminated string

ansistrnewstr Allocates and copies an ansi string to a null-terminated string

ansistrpas Converts a null-terminated ISO-8859-1 string to a Pascal-style ASCII encoded string.

asciistrnew Allocates and copies an ascii null-terminated string from a null-terminated string

asciistrnewstr Allocates and copies an ascii string to a null-terminated string asciistrpas Converts a null-terminated ASCII string to a Pascal-style ASCII encoded string. ConvertFromUCS4 Convert an UCS-4 string to a single byte encoded string ConvertToUCS4 Convert a byte encoded string to an UCS-4 string ConvertUCS2ToUCS4 Convert an UCS-2 string to an UCS-4 string ConvertUCS4ToUCS2 Convert an UCS-4 string to an UCS-2 string ConvertUCS4toUTF16 Convert an UCS-4 string to an UTF-16 string convertUCS4toUTF8 Convert an UCS-4 string to an UTF-8 string ConvertUTF16ToUCS4 Convert an UTF-16 string to an UCS-4 string ConvertUTF8ToUCS4 Convert an UTF-8 string to an UCS-4 string ucs2strdispose Disposes of an UCS-2 null terminated string on the heap ucs2strlcopyucs4 Convert an UCS-2 null terminated string to an UCS-4 null terminated string ucs2strlen Returns the number of characters in the null terminated UCS-2 string ucs2strnew Converts an UCS-4 null terminated string to an UCS-2 null terminated string ucs2\_isvalid Checks if the UCS-2 character is valid ucs2\_length Returns the current length of an UCS-2 string ucs2\_setlength Set the new dynamic length of an ucs-2 string ucs2\_upcase Converts a character to an uppercase character ucs4strcheck ucs4strdispose Disposes of an UCS-4 null terminated string on the heap ucs4strfill Fills an UCS-4 null terminated string with the specified UCS-4 character ucs4strlen Returns the number of characters in the null terminated UCS-4 string ucs4strnew Converts a null terminated string to an UCS-4 null terminated string ucs4strnewstr Converts a pascal string to an UCS-4 null terminated string ucs4strnewucs2 Converts an UCS-2 null terminated string to an UCS-4 null terminated string ucs4strnewucs4 Allocates and copies an UCS-4 null terminated string ucs4strpas Converts a null-terminated UCS-4 string to a Pascal-style UCS-4 string. ucs4strpastoASCII Converts a null-terminated UCS-4 string to a Pascal-style ASCII encoded string. ucs4strpastoIS08859\_1 Converts a null-terminated UCS-4 string to a Pascal-style ISO 8859-1 encoded string.

ucs4strpastoUTF8 Converts a null-terminated UCS-4 string to a Pascal-style UTF-8 encoded string.

ucs4strpcopy Copies a Pascal-style UCS-4 string to a null-terminated UCS-4 string.

ucs4strposIS08859\_1

ucs4strtrim Allocate and copy trimmed an UCS-4 null terminated string

ucs4\_concat Concatenates two UCS-4 strings, and gives a resulting UCS-4 string

ucs4\_concatascii Concatenates an UCS-4 string with an ASCII string, and gives a resulting UCS-4 string

ucs4\_converttoiso8859\_1 Converts an UCS-4 string to an ISO-8859-1 string

ucs4\_converttoutf8 Converts an UCS-4 string to an UTF-8 string

ucs4\_copy Returns an UCS-4 substring of an UCS-4 string

ucs4\_delete Deletes a substring from a string

ucs4\_equal Checks if both UCS-4 strings are equal

ucs4\_equalascii Checks if an ASCII string is equal to an UCS-4 string

ucs4\_getbasechar Returns the base character representation of a canonical character

ucs4\_getNumericValue Retrieves the Unicode numeric value of a character

ucs4\_isdigit Determines if the specified character is a digit character

ucs4\_ishexdigit Determines if the specified character is an hex-digit character

ucs4\_issupported Checks if conversion from/to this character set format to/from UCS-4 is supported

ucs4\_isterminal Determines if the specified character is a sentence terminating character

ucs4\_isvalid Checks if the UCS-4 character is valid

ucs4\_iswhitespace Determines if the specified character is a whitespace character

ucs4\_length Returns the current length of an UCS-4 string

ucs4\_lowcase Converts a character to a lowercase character

ucs4\_pos Searches for an UCS-4 substring in an UCS-4 string

ucs4\_posascii Searches for an ASCII substring in an UCS-4 string

ucs4\_removeaccents Returns the base string representation of a canonical string

ucs4\_setlength Set the new dynamic length of an UCS-4 string

ucs4\_trim Trims trailing and leading spaces and control characters from an UCS-4 string. ucs4\_trimleft Trims leading spaces and control characters from an UCS-4 string. ucs4\_trimright Trims trailing spaces and control characters from an UCS-4 string. ucs4\_upcase Converts a character to an uppercase character utf16\_length Returns the current length of an UTF-16 string utf16\_setlength Set the length of an UTF-16 string utf16\_sizeencoding Returns the number of characters that are used to encode this character utf8strdispose Disposes of an UTF-8 null terminated string on the heap utf8stringdispose Frees an UTF-8 string that was allocated with utf8strdispose(11.4) utf8stringdup Allocates and copies an UTF-8 string to a pointer to an UTF-8 string utf8strlcopyucs4 Convert an UTF-8 null terminated string to an UCS-4 null terminated string utf8strlen Returns the length of the string, not counting the null character utf8strnew Converts an UCS-4 null terminated string to an UTF-8 null terminated string utf8strnewstr Converts an UTF-8 string to a null terminated UTF-8 string. utf8strnewutf8 Allocates and copies an UTF-8 null terminated string utf8strpas Converts a null-terminated UTF-8 string to a Pascal-style UTF-8 encoded string. utf8strpastoASCII Converts a null-terminated UTF-8 string to a Pascal-style ASCII encoded string. utf8strpastoIS08859\_1 Converts a null-terminated UTF-8 string to a Pascal-style ISO 8859-1 encoded string. utf8strpastostring Converts an UTF-8 null terminated string to a string encoded to a different code page utf8\_islegal Returns if the specified UTF-8 string is legal or not utf8\_length Returns the current length of an UTF-8 string utf8\_setlength Set the length of an UTF-8 string utf8\_sizeencoding Returns the number of characters that are used to encode this character

# 11.3 Classes, Interfaces, Objects and Records

TCaseTableInfo record \_\_\_\_\_

#### **Fields**

lower lower: ucs4char;
upper upper: ucs4char;

THexDigitsInfo record	
Fields	
lower lower: ucs2char;	
<pre>upper upper: ucs2char;</pre>	
TWhiteSpaceInfo record	
Fields	
lower lower: ucs2char;	
<pre>upper upper: ucs2char;</pre>	
TTerminalsInfo record	
Fields	
lower lower: ucs2char;	
<pre>upper upper: ucs2char;</pre>	
TNumericInfo record	
Fields	
CodePoint CodePoint: ucs4char;	
value value: longint;	
11.4 Functions and Procedures	
ansistrdispose	
Declaration function ansistrdispose(p: pchar): pchar;	
<b>Description</b> Disposes of an ansi null-terminated string	
Does nothing if the pointer passed is already nil.	
ansistrnew	
Declaration function ansistrnew(src: pchar): pchar;	
<b>Description</b> Allocates and copies an ISO-8859-1 null-terminated string from a null-terminated string	
The value returned is nil, if the src pointer was also nil.	

```
ansistrnewstr _____
Declaration function ansistrnewstr(const str: string): pchar;
Description Allocates and copies an ansi string to a null-terminated string
           The value returned is nil, if the length of str = 0.
ansistrpas _____
Declaration function ansistrpas(src: pchar): string;
Description Converts a null-terminated ISO-8859-1 string to a Pascal-style ASCII encoded string.
           The returned string shall be empty if the pointer was nil.
asciistrnew _____
Declaration function asciistrnew(src: pchar): pchar;
Description Allocates and copies an ascii null-terminated string from a null-terminated string
           The value returned is nil, if the src pointer was also nil.
asciistrnewstr _____
Declaration function asciistrnewstr(const str: string): pchar;
Description Allocates and copies an ascii string to a null-terminated string
           The value returned is nil, if the length of str = 0.
asciistrpas _____
Declaration function asciistrpas(src: pchar): string;
Description Converts a null-terminated ASCII string to a Pascal-style ASCII encoded string.
           The returned string shall be empty if the pointer was nil.
ConvertFromUCS4 _____
Declaration function ConvertFromUCS4(const source: ucs4string; var dest: string;
           desttype: string): integer;
Description Convert an UCS-4 string to a single byte encoded string
           This routine converts an UCS-4 string stored in native byte order (native endian) to a single-
           byte encoded string.
           The string is limited to MAX_STRING_LENGTH characters, and if the conversion cannot be
           successfully be completed, it gives out an error.
```

The following desttype can be specified: ISO-8859-1, windows-1252, ISO-8859-2, ISO-8859-5, ISO-8859-16, macintosh, atari, cp437, cp850, ASCII and UTF-8.

Parameters desttype Indicates the single byte encoding scheme - case-insensitive

Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

#### ConvertToUCS4 \_

Declaration function ConvertToUCS4(source: string; var dest: ucs4string; srctype: string): integer;

**Description** Convert a byte encoded string to an UCS-4 string

This routine converts a single byte encoded string to an UCS-4 string stored in native byte order

The string is limited to MAX\_STRING\_LENGTH characters, and if the conversion cannot be successfully be completed, it gives out an error. The following srctype can be specified: ISO-8859-1, windows-1252, ISO-8859-2, ISO-8859-5, ISO-8859-16, macintosh, atari, cp437, cp850, ASCII.

Parameters srctype Indicates the single byte encoding scheme - case-insensitive

**Returns** UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

#### ConvertUCS2ToUCS4 \_\_\_\_\_

Declaration function ConvertUCS2ToUCS4(src: array of ucs2char; var dst: ucs4string): integer;

**Description** Convert an UCS-2 string to an UCS-4 string

This routine converts an UCS-2 string to an UCS-4 string that is stored in native byte order (big-endian). If some characters could not be converted an error will be reported.

Parameters src Either a single ucs-2 character or a complete ucs-2 string

dest Resulting UCS-4 coded string

Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

#### ConvertUCS4ToUCS2 \_\_\_\_\_

Declaration function ConvertUCS4ToUCS2(src: array of ucs4char; var dst: ucs2string): integer;

**Description** Convert an UCS-4 string to an UCS-2 string

This routine converts an UCS-4 string to an UCS-2 string that is stored in native byte order. If some characters could not be converted an error will be reported.

Parameters src Either a single UCS-4 character or a complete UCS-4 string

dest Resulting UCS-2 coded string

Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

## ConvertUCS4toUTF16 \_\_\_

Declaration function ConvertUCS4toUTF16(src: array of ucs4char; var dest:

utf16string): integer;

**Description** Convert an UCS-4 string to an UTF-16 string

This routine converts an UCS-4 string to an UTF-16 string. Both strings must be stored in native byte order (native endian).

Parameters src Either a single UCS-4 character or a complete UCS-4 string

dest Resulting UTF-16 coded string

Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

## convertUCS4toUTF8 \_\_\_\_\_

Declaration function convertUCS4toUTF8(s: array of ucs4char; var outstr: utf8string): integer;

**Description** Convert an UCS-4 string to an UTF-8 string

Converts an UCS-4 string or character in native endian to an UTF-8 string.

Parameters s Either a single UCS-4 character or a complete UCS-4 string

outstr Resulting UTF-8 coded string

Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

### ConvertUTF16ToUCS4

Declaration function ConvertUTF16ToUCS4(src: utf16string; var dst: ucs4string): integer;

**Description** Convert an UTF-16 string to an UCS-4 string

This routine converts an UTF-16 string to an UCS-4 string. Both strings must be stored in native byte order (native endian).

Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion

# ConvertUTF8ToUCS4 \_\_\_\_\_ Declaration function ConvertUTF8ToUCS4(src: utf8string; var dst: ucs4string): integer; **Description** Convert an UTF-8 string to an UCS-4 string This routine converts an UTF-8 string to an UCS-4 string that is stored in native byte order. Returns UNICODE\_ERR\_OK(11.6) if there was no error in the conversion ucs2strdispose \_\_\_\_ Declaration function ucs2strdispose(str: pucs2char): pucs2char; **Description** Disposes of an UCS-2 null terminated string on the heap Disposes of a string that was previously allocated with ucs2strnew, and sets the pointer to nil. ucs2strlcopyucs4 \_\_\_\_\_ Declaration function ucs2strlcopyucs4(src: pucs2char; dst: pucs4char; maxlen: integer): pucs4char; **Description** Convert an UCS-2 null terminated string to an UCS-4 null terminated string This routine converts an UCS-2 encoded null terminated string to an UCS-4 null terminated string that is stored in native byte order, up to length conversion. The destination buffer should already have been allocated. Returns nil if there was an error in the conversion ucs2strlen

Declaration function ucs2strlen(str: pucs2char): integer;

**Description** Returns the number of characters in the null terminated UCS-2 string

 ${\bf Parameters} \ \ {\bf str} \ \ {\bf The} \ {\bf UCS-2} \ {\bf null} \ {\bf terminated} \ {\bf string} \ {\bf to} \ {\bf check}$ 

Returns The number of characters in str, not counting the null character

ucs2strnew \_

Declaration function ucs2strnew(src: pucs4char): pucs2char;

**Description** Converts an UCS-4 null terminated string to an UCS-2 null terminated string

The memory for the buffer is allocated. Use ucs2strdispose(11.4) to dispose of the allocated string. The string is null terminated. If src is nil, this routine returns nil, and does not allocate anything.

Returns nil if the conversion cannot be represented in UCS-2 encoding, or nil if there was an error

#### ucs2\_isvalid \_\_\_\_\_

Declaration function ucs2\_isvalid(ch: ucs2char): boolean;

Description Checks if the UCS-2 character is valid

This routine verifies if the UCS-2 character is within the valid ranges of UCS-2 characters, as specified in the Unicode standard 4.0. BOM characters are NOT valid with this routine.

## ucs2\_length \_\_\_\_\_

Declaration function ucs2\_length(const s: array of ucs2char): integer;

**Description** Returns the current length of an UCS-2 string

### ucs2\_setlength \_\_\_\_\_

Declaration procedure ucs2\_setlength(var s: array of ucs2char; 1: integer);

**Description** Set the new dynamic length of an ucs-2 string

#### ucs2\_upcase \_\_\_\_\_

Declaration function ucs2\_upcase(c: ucs2char): ucs2char;

**Description** Converts a character to an uppercase character

This routine only supports the simple form case folding algorithm (e.g full form is not supported).

## ucs4strcheck \_\_

Declaration procedure ucs4strcheck(p: pucs4char; maxcount: integer; value: ucs4char);

**Description** This routine checks the validity of an UCS-4 null terminated string. It first skips to the null character, and if maxcount is greater than the index, verifies that the values in memory are of value VALUE.

Otherwise, returns an ERROR. This routine is used with ucs4strfill.

#### ucs4strdispose \_

Declaration function ucs4strdispose(str: pucs4char): pucs4char;

**Description** Disposes of an UCS-4 null terminated string on the heap

Disposes of a string that was previously allocated with ucs4strnew, and sets the pointer to nil.

ucs4strfill \_\_\_\_\_

Declaration function ucs4strfill(var p: pucs4char; count: integer; value: ucs4char):

pucs4char;

Description Fills an UCS-4 null terminated string with the specified UCS-4 character

Fills a memory region consisting of ucs-4 characters with the specified UCS-4 character.

ucs4strlen\_

Declaration function ucs4strlen(str: pucs4char): integer;

Description Returns the number of characters in the null terminated UCS-4 string

Parameters str The UCS-4 null terminated string to check

Returns The number of characters in str, not counting the null character

ucs4strnew \_

Declaration function ucs4strnew(str: pchar; srctype: string): pucs4char;

**Description** Converts a null terminated string to an UCS-4 null terminated string

The memory for the buffer is allocated. Use ucs4strdispose(11.4) to dispose of the allocated string. The string is null terminated. If str is nil, then this routine returns nil and does not allocate anything.

Parameters str The string to convert, single character coded, or UTF-8 coded

**srctype** The encoding of the string, UTF-8 is also valid - case-insensitive

ucs4strnewstr\_

Declaration function ucs4strnewstr(str: string; srctype: string): pucs4char;

**Description** Converts a pascal string to an UCS-4 null terminated string

The memory for the buffer is allocated. Use ucs4strdispose(11.4) to dispose of the allocated string. The string is null terminated. If the original string contains some null characters, those nulls are removed from the resulting string.

Parameters str The string to convert, single character coded

srctype The encoding of the string, UTF-8 is also valid - case-insensitive

## ucs4strnewucs2 \_\_\_\_\_

Declaration function ucs4strnewucs2(str: pucs2char): pucs4char;

**Description** Converts an UCS-2 null terminated string to an UCS-4 null terminated string

The memory for the buffer is allocated. Use ucs4strdispose(11.4) to dispose of the allocated string. The string is null terminated. If str is nil, then this routine returns nil and does not allocate anything.

Parameters str The string to convert, UCS-2 encoded

#### ucs4strnewucs4 \_\_\_\_\_

Declaration function ucs4strnewucs4(src: pucs4char): pucs4char;

**Description** Allocates and copies an UCS-4 null terminated string

The memory for the buffer is allocated. Use ucs4strdispose(11.4) to dispose of the allocated string. The string is copied from src and is null terminated. If the parameter is nil, this routine returns nil and does not allocate anything.

## ucs4strpas \_

Declaration procedure ucs4strpas(str: pucs4char; var res:ucs4string);

**Description** Converts a null-terminated UCS-4 string to a Pascal-style UCS-4 string.

## ucs4strpastoASCII \_\_\_\_\_

Declaration function ucs4strpastoASCII(str: pucs4char): string;

**Description** Converts a null-terminated UCS-4 string to a Pascal-style ASCII encoded string.

If the length is greater than the supported maximum string length, the string is truncated. Characters that cannot be converted are converted to escape sequences of the form: \uxxxxxxx where xxxxxxx is the hex representation of the character.

### ucs4strpastoISO8859\_1 \_\_\_\_

Declaration function ucs4strpastoIS08859\_1(str: pucs4char): string;

**Description** Converts a null-terminated UCS-4 string to a Pascal-style ISO 8859-1 encoded string.

If the length is greater than the supported maximum string length, the string is truncated.

Characters that cannot be converted are converted to escape sequences of the form :  $\$  where xxxxxxx is the hex representation of the character.

## ucs4strpastoUTF8 \_\_\_\_\_

Declaration function ucs4strpastoUTF8(str: pucs4char): utf8string;

Description Converts a null-terminated UCS-4 string to a Pascal-style UTF-8 encoded string.

If the length is greater than the supported maximum string length, the string is truncated.

#### ucs4strpcopy \_\_\_\_\_

Declaration function ucs4strpcopy(dest: pucs4char; source: ucs4string):pucs4char;

**Description** Copies a Pascal-style UCS-4 string to a null-terminated UCS-4 string.

This routine does not perform any length checking. If the source string contains some null characters, those nulls are removed from the resulting string.

The destination buffer must have room for at least Length(Source)+1 characters.

### ucs4strposISO8859\_1 \_\_\_\_\_

Declaration function ucs4strposIS08859\_1(S: pucs4char; Str2: PChar): pucs4char;

**Description** Returns a pointer to the first occurrence of an ISO-8859-1 encoded null terminated string in a UCS-4 encoded null terminated string.

#### ucs4strtrim

Declaration function ucs4strtrim(const p: pucs4char): pucs4char;

**Description** Allocate and copy trimmed an UCS-4 null terminated string

Allocates a new UCS-4 null terminated string, and copies the existing string, avoiding a copy of the whitespace at the start and end of the string

## ucs4\_concat \_\_\_\_\_

Declaration procedure ucs4\_concat(var resultstr: ucs4string; const s1: ucs4string; const s2: array of ucs4char);

**Description** Concatenates two UCS-4 strings, and gives a resulting UCS-4 string

# ucs4\_concatascii \_\_\_\_\_

Declaration procedure ucs4\_concatascii(var resultstr: ucs4string;const s1: ucs4string; const s2: string);

Description Concatenates an UCS-4 string with an ASCII string, and gives a resulting UCS-4 string

```
ucs4_converttoiso8859_1 _____
Declaration function ucs4_converttoiso8859_1(const s: ucs4string): string;
Description Converts an UCS-4 string to an ISO-8859-1 string
Parameters s The UCS-4 string to convert
   Returns The converted string with possible escape characters if a character could not be converted
ucs4_converttoutf8 _____
Declaration function ucs4_converttoutf8(const src: ucs4string): utf8string;
Description Converts an UCS-4 string to an UTF-8 string
           If there is an error (such as reserved special characters), returns an empty string
Parameters s The UCS-4 string to convert
   Returns The converted string
ucs4_copy _____
Declaration procedure ucs4_copy(var resultstr: ucs4string; const s: ucs4string; index:
           integer; count: integer);
Description Returns an UCS-4 substring of an UCS-4 string
ucs4_delete _____
Declaration procedure ucs4_delete(var s: ucs4string; index: integer; count: integer);
Description Deletes a substring from a string
ucs4_equal _____
Declaration function ucs4_equal(const s1,s2: ucs4string): boolean;
Description Checks if both UCS-4 strings are equal
ucs4_equalascii _____
Declaration function ucs4_equalascii(const s1 : array of ucs4char; s2: string):
           boolean;
```

**Description** Checks if an ASCII string is equal to an UCS-4 string

ucs4\_getbasechar \_\_\_\_\_ Declaration function ucs4\_getbasechar(c: ucs4char): ucs4char; **Description** Returns the base character representation of a canonical character . This routine is useful for converted multilangual strings to their ASCII equivalents. It converts an accented characters and replaces them with the base equivalent or returns the input character if there is no base equivalent. ucs4\_getNumericValue \_\_\_\_\_ Declaration function ucs4\_getNumericValue(c: ucs4char): longint; **Description** Retrieves the Unicode numeric value of a character Returns the numeric value of a character that can be used to represent a number. If a character does not have a numeric value, the routine returns -1. If a character cannot be represented as a positive integer (such as fractional characters), -2 is returned. ucs4\_isdigit \_ Declaration function ucs4\_isdigit(c: ucs4char): boolean; **Description** Determines if the specified character is a digit character Represented by Unicode character class Decimal, Nd ucs4\_ishexdigit \_ Declaration function ucs4\_ishexdigit(c: ucs4char): boolean; **Description** Determines if the specified character is an hex-digit character ucs4\_issupported \_\_\_\_ Declaration function ucs4\_issupported(s: string): boolean; Description Checks if conversion from/to this character set format to/from UCS-4 is supported Parameters s This is an alias for a character set, as defined by IANA Returns true if conversion to/from UCS-4 is supported with this character set, otherwise FALSE ucs4\_isterminal \_\_

Declaration function ucs4\_isterminal(c: ucs4char): boolean;

**Description** Determines if the specified character is a sentence terminating character

```
ucs4_isvalid _____
Declaration function ucs4_isvalid(c: ucs4char): boolean;
Description Checks if the UCS-4 character is valid
            This routine verifies if the UCS-4 character is within the valid ranges of UCS-4 characters, as
            specified in the Unicode standard 4.0. BOM characters are NOT valid with this routine.
ucs4_iswhitespace _____
Declaration function ucs4_iswhitespace(c: ucs4char): boolean;
Description Determines if the specified character is a whitespace character
ucs4_length _____
Declaration function ucs4_length(const s: array of ucs4char): integer;
Description Returns the current length of an UCS-4 string
ucs4_lowcase __
Declaration function ucs4_lowcase(c: ucs4char): ucs4char;
Description Converts a character to a lowercase character
            This routine only supports the simple form case folding algorithm (e.g full form is not sup-
            ported).
ucs4_pos __
Declaration function ucs4_pos(const substr: ucs4string; const s: ucs4string): integer;
Description Searches for an UCS-4 substring in an UCS-4 string
ucs4_posascii _____
Declaration function ucs4_posascii(const substr: string; const s: ucs4string):
            integer;
Description Searches for an ASCII substring in an UCS-4 string
ucs4_removeaccents ____
Declaration procedure ucs4_removeaccents(var resultstr: ucs4string;s2: ucs4string);
Description Returns the base string representation of a canonical string
            . This routine is useful for converted multilangual strings to their ASCII equivalents. It
```

removes all accented characters and replaces them with their base equivalent.

```
ucs4_setlength _____
Declaration procedure ucs4_setlength(var s: array of ucs4char; 1: integer);
Description Set the new dynamic length of an UCS-4 string
ucs4_trim _____
Declaration procedure ucs4_trim(var s: ucs4string);
Description Trims trailing and leading spaces and control characters from an UCS-4 string.
ucs4_trimleft _____
Declaration procedure ucs4_trimleft(var s: ucs4string);
Description Trims leading spaces and control characters from an UCS-4 string.
ucs4_trimright _____
Declaration procedure ucs4_trimright(var s: ucs4string);
Description Trims trailing spaces and control characters from an UCS-4 string.
ucs4_upcase _____
Declaration function ucs4_upcase(c: ucs4char): ucs4char;
Description Converts a character to an uppercase character
           This routine only supports the simple form case folding algorithm (e.g. full form is not sup-
           ported).
utf16_length _____
Declaration function utf16_length(const s: array of utf16char): integer;
Description Returns the current length of an UTF-16 string
utf16_setlength _____
Declaration procedure utf16_setlength(var s: array of utf16char; 1: integer);
Description Set the length of an UTF-16 string
```

## utf16\_sizeencoding \_\_\_\_\_

Declaration function utf16\_sizeencoding(c: utf16char): integer;

Description Returns the number of characters that are used to encode this character

Actually checks if this is a high-surrogate value, if not returns 1, indicating that the character is encoded a single utf16 character, otherwise returns 2, indicating that 1 one other utf16 character is required to encode this data.

## utf8strdispose \_\_\_\_

Declaration function utf8strdispose(p: pchar): pchar;

**Description** Disposes of an UTF-8 null terminated string on the heap

Disposes of a string that was previously allocated with utf8strnew, and sets the pointer to nil.

## utf8stringdispose \_

Declaration procedure utf8stringdispose(var p : putf8shortstring);

**Description** Frees an UTF-8 string that was allocated with utf8strdispose(11.4)

Verifies if the pointer is different than nil before freeing it.

#### $utf8stringdup_{-}$

Declaration function utf8stringdup(const s : string) : putf8shortstring;

**Description** Allocates and copies an UTF-8 string to a pointer to an UTF-8 string

.

Even if the length of the string is of zero bytes, the string will still be allocated and returned.

## utf8strlcopyucs4 \_

Declaration function utf8strlcopyucs4(src: pchar; dst: pucs4char; maxlen: integer): pucs4char;

Description Convert an UTF-8 null terminated string to an UCS-4 null terminated string

This routine converts an UTF-8 null terminated string to an UCS-4 null terminated string that is stored in native byte order, up to length conversion.

Returns nil if there was no error in the conversion

utf8strlen \_\_\_\_

Declaration function utf8strlen(s: putf8char): integer;

Description Returns the length of the string, not counting the null character

If the pointer is nil, the value returned is zero.

utf8strnew \_\_\_\_\_

Declaration function utf8strnew(src: pucs4char): pchar;

**Description** Converts an UCS-4 null terminated string to an UTF-8 null terminated string

The memory for the buffer is allocated. Use utf8strdispose(11.4) to dispose of the allocated string. The string is null terminated. If the parameter is nil, this routine returns nil and does not allocate anything.

utf8strnewstr \_\_\_\_\_

Declaration function utf8strnewstr(str: utf8string): putf8char;

**Description** Converts an UTF-8 string to a null terminated UTF-8 string.

The memory for the storage of the string is allocated by the routine, and the ending null character is also added.

Returns The newly allocated UTF-8 null terminated string

utf8strnewutf8 \_\_\_\_\_

Declaration function utf8strnewutf8(src: pchar): pchar;

Description Allocates and copies an UTF-8 null terminated string

The memory for the buffer is allocated. Use utf8strdispose(11.4) to dispose of the allocated string. The string is copied from src and is null terminated. If the parameter is nil, this routine returns nil and does not allocate anything.

utf8strpas \_\_

Declaration function utf8strpas(src: pchar): string;

**Description** Converts a null-terminated UTF-8 string to a Pascal-style UTF-8 encoded string.

The string is empty if the pointer was nil.

```
utf8strpastoASCII _____
Declaration function utf8strpastoASCII(src: pchar): string;
Description Converts a null-terminated UTF-8 string to a Pascal-style ASCII encoded string.
             Characters that cannot be converted are converted to escape sequences of the form: \uxxxxxxx
             where xxxxxxx is the hex representation of the character.
utf8strpastoISO8859_1 _____
Declaration function utf8strpastoISO8859_1(src: pchar): string;
Description Converts a null-terminated UTF-8 string to a Pascal-style ISO 8859-1 encoded string.
             Characters that cannot be converted are converted to escape sequences of the form: \uxxxxxxxx
             where xxxxxxx is the hex representation of the character.
utf8strpastostring _____
Declaration function utf8strpastostring(src: pchar; desttype: string): string;
Description Converts an UTF-8 null terminated string to a string encoded to a different code page
             Characters that cannot be converted are converted to escape sequences of the form: \uxxxxxxx
             where xxxxxxx is the hex representation of the character.
             If the null character string does not fit in the resulting string, it is truncated.
Parameters src Null terminated UTF-8 encoded string
             desttype Encoding type for resulting string
   Returns an empty string on error, or a correctly encoded string
utf8_islegal ____
Declaration function utf8_islegal(const s: utf8string): boolean;
Description Returns if the specified UTF-8 string is legal or not
             Verifies that the UTF-8 encoded strings is encoded in a legal way.
   Returns FALSE if the string is illegal, otherwise returns TRUE
utf8_length _____
Declaration function utf8_length(const s: utf8string): integer;
Description Returns the current length of an UTF-8 string
```

utf8_setlength			
Declaration	<pre>procedure utf8_setlength(var s: utf8string; 1: integer);</pre>		
Description	Set the length of an UTF-8 string		
utf8_sizeencoding			
Declaration	function utf8_sizeencoding(c: utf8char): integer;		
Description	Returns the number of characters that are used to encode this character		
44 F T			
11.5 Ty	rpes		
utf8char $\_$			
Declaration	<pre>utf8char = char;</pre>		
Description	UTF-8 base data type		
putf8char			
Declaration	<pre>putf8char = pchar;</pre>		
utf16char			
	utf16char = word;		
Description	UTF-16 base data type		
ucs4char _			
Declaration	ucs4char = longword;		
Description	UCS-4 base data type		
pucs4char			
	<pre>pucs4char = ^ucs4char;</pre>		
Description	UCS-4 null terminated string		
ucs2char _			
Declaration	ucs2char = word;		
Description	UCS-2 base data type		
pucs2char			
Declaration	pucs2char = ^ucs2char;		

ucs2string	
Declaration	<pre>ucs2string = array[0MAX_STRING_LENGTH] of ucs2char;</pre>
Description	UCS-2 string declaration. Index 0 contains the active length of the string in characters.
ucs4string	
Declaration	<pre>ucs4string = array[0MAX_STRING_LENGTH] of ucs4char;</pre>
Description	UCS-4 string declaration. Index 0 contains the active length of the string in characters.
utf8string	
Declaration	utf8string = string;
Description	UTF-8 string declaration. This can either map to a short string or an ansi string depending on the compilation options.
putf8short	string
Declaration	<pre>putf8shortstring = ^shortstring;</pre>
Description	UTF-8 string pointer declaration. This is always a shortstring value.
utf16string	<u> </u>
Declaration	<pre>utf16string = array[0MAX_STRING_LENGTH] of utf16char;</pre>
Description	UTF-16 string declaration. Index 0 contains the active length of the string in BYTES
ucs4strarra	ay
Declaration	<pre>ucs4strarray = array[0MAX_UCS4_CHARS] of ucs4char;</pre>
pucs4strar	ray
Declaration	<pre>pucs4strarray = ^ucs4strarray;</pre>
ucs2strarra	ay
Declaration	<pre>ucs2strarray = array[0MAX_UCS2_CHARS] of ucs2char;</pre>
pucs2strar	ray
Declaration	<pre>pucs2strarray = ^ucs2strarray;</pre>

## 11.6 Constants

#### MAX\_STRING\_LENGTH \_\_\_\_\_

Declaration MAX\_STRING\_LENGTH = 2048;

**Description** Gives the number of characters that can be contained in a string

#### MAX\_UCS4\_CHARS \_\_\_\_\_

Declaration MAX\_UCS4\_CHARS = high(smallint) div (sizeof(ucs4char));

**Description** Maximum size of a null-terminated UCS-4 character string

#### MAX\_UCS2\_CHARS \_\_\_\_\_

Declaration MAX\_UCS2\_CHARS = high(smallint) div (sizeof(ucs2char))-1;

**Description** Maximum size of a null-terminated UCS-4 character string

#### UNICODE\_ERR\_OK \_\_\_\_

Declaration UNICODE\_ERR\_OK = 0;

**Description** Return status: conversion successful

#### UNICODE\_ERR\_SOURCEILLEGAL .

Declaration UNICODE\_ERR\_SOURCEILLEGAL = -1;

**Description** Return status: source sequence is illegal/malformed

#### UNICODE\_ERR\_LENGTH\_EXCEED \_

Declaration UNICODE\_ERR\_LENGTH\_EXCEED = -2;

Description Return status: Target space excedeed

## UNICODE\_ERR\_INCOMPLETE\_CONVERSION \_\_\_\_\_

Declaration UNICODE\_ERR\_INCOMPLETE\_CONVERSION = -3;

Description Return status: Some character could not be successfully converted to this format

### UNICODE\_ERR\_NOTFOUND \_\_\_\_\_

Declaration UNICODE\_ERR\_NOTFOUND = -4;

**Description** Return status: The character set is not found

```
BOM_UTF8 ____
Declaration BOM_UTF8 = #$EF#$BB#$BF;
Description Byte order mark: UTF-8 encoding signature
BOM_UTF32_BE ____
Declaration BOM_UTF32_BE = #00#00#$FE#$FF;
Description Byte order mark: UCS-4 big endian encoding signature
BOM_UTF32_LE ____
Declaration BOM_UTF32_LE = #$FF#$FE#00#00;
Description Byte order mark: UCS-4 little endian encoding signature
BOM_UTF16_BE ____
Declaration BOM_UTF16_BE = #$FE#$FF;
BOM_UTF16_LE ____
Declaration BOM_UTF16_LE = #$FF#$FE;
MAX_CASETABLE _____
Declaration MAX_CASETABLE =931:
MAX_UCS2_CASETABLE
Declaration MAX_UCS2_CASETABLE =891;
MAX_ANSI_CASETABLE _____
Declaration MAX_ANSI_CASETABLE =58;
MAX_ASCII_CASETABLE _____
Declaration MAX_ASCII_CASETABLE =26;
CaseTable _
Declaration CaseTable: array[1..MAX_CASETABLE] of TCaseTableInfo = ( (lower: $0061;
         upper: $0041), (lower: $0062; upper: $0042), (lower: $0063; upper:
         $0043), (lower: $0064; upper: $0044), (lower: $0065; upper: $0045),
         (lower: $0066; upper: $0046), (lower: $0067; upper: $0047), (lower:
         $0068; upper: $0048), (lower: $0069; upper: $0049), (lower: $006A; upper:
         $004A), (lower: $006B; upper: $004B), (lower: $006C; upper: $004C),
```

```
(lower: $006D; upper: $004D), (lower: $006E; upper: $004E), (lower:
$006F; upper: $004F), (lower: $0070; upper: $0050), (lower: $0071; upper:
$0051), (lower: $0072; upper: $0052), (lower: $0073; upper: $0053),
(lower: $0074; upper: $0054), (lower: $0075; upper: $0055), (lower:
$0076; upper: $0056), (lower: $0077; upper: $0057), (lower: $0078; upper:
$0058), (lower: $0079; upper: $0059), (lower: $007A; upper: $005A),
(lower: $00B5; upper: $039C), (lower: $00E0; upper: $00C0), (lower:
$00E1; upper: $00C1), (lower: $00E2; upper: $00C2), (lower: $00E3; upper: $00C3), (lower: $00E4; upper: $00C4), (lower: $00E5; upper: $00C5),
(lower: $00E6; upper: $00C6), (lower: $00E7; upper: $00C7), (lower:
$00E8; upper: $00C8), (lower: $00E9; upper: $00C9), (lower: $00EA; upper:
$00CA), (lower: $00EB; upper: $00CB), (lower: $00EC; upper:
                                                               $00CC),
(lower: $00ED; upper: $00CD), (lower: $00EE; upper: $00CE), (lower:
$00EF; upper: $00CF), (lower: $00F0; upper: $00D0), (lower: $00F1; upper:
$00D1), (lower: $00F2; upper: $00D2), (lower: $00F3; upper: $00D3),
(lower: $00F4; upper: $00D4), (lower: $00F5; upper: $00D5), (lower:
$00F6; upper: $00D6), (lower: $00F8; upper: $00D8), (lower: $00F9; upper:
$00D9), (lower: $00FA; upper: $00DA), (lower: $00FB; upper: $00DB),
(lower: $00FC; upper: $00DC), (lower: $00FD; upper: $00DD), (lower:
$00FE; upper: $00DE), (lower: $00FF; upper: $0178), (lower: $0101; upper:
$0100), (lower: $0103; upper: $0102), (lower: $0105; upper: $0104),
(lower: $0107; upper: $0106), (lower: $0109; upper: $0108), (lower:
$010B; upper: $010A), (lower: $010D; upper: $010C), (lower: $010F; upper:
$010E), (lower: $0111; upper: $0110), (lower: $0113; upper:
                                                               $0112),
(lower: $0115; upper: $0114), (lower: $0117; upper: $0116), (lower:
$0119; upper: $0118), (lower: $011B; upper: $011A), (lower: $011D; upper:
$011C), (lower: $011F; upper: $011E), (lower: $0121; upper: $0120),
(lower: $0123; upper: $0122), (lower: $0125; upper: $0124), (lower:
$0127; upper: $0126), (lower: $0129; upper: $0128), (lower: $012B; upper:
$012A), (lower: $012D; upper: $012C), (lower: $012F; upper: $012E),
(lower: $0131; upper: $0049), (lower: $0133; upper: $0132), (lower:
$0135; upper: $0134), (lower: $0137; upper: $0136), (lower: $013A; upper:
$0139), (lower: $013C; upper: $013B), (lower: $013E; upper: $013D),
(lower: $0140; upper: $013F), (lower: $0142; upper: $0141), (lower:
$0144; upper: $0143), (lower: $0146; upper: $0145), (lower: $0148; upper: $0147), (lower: $014B; upper: $014A), (lower: $014D; upper: $014C),
(lower: $014F; upper: $014E), (lower: $0151; upper: $0150), (lower:
$0153; upper: $0152), (lower: $0155; upper: $0154), (lower: $0157; upper:
$0156), (lower: $0159; upper: $0158), (lower: $015B; upper:
(lower: $015D; upper: $015C), (lower: $015F; upper: $015E), (lower:
$0161; upper: $0160), (lower: $0163; upper: $0162), (lower: $0165; upper:
$0164), (lower: $0167; upper: $0166), (lower: $0169; upper: $0168),
(lower: $016B; upper: $016A), (lower: $016D; upper: $016C), (lower:
$016F; upper: $016E), (lower: $0171; upper: $0170), (lower: $0173; upper:
$0172), (lower: $0175; upper: $0174), (lower: $0177; upper: $0176),
(lower: $017A; upper: $0179), (lower: $017C; upper: $017B), (lower:
```

```
$017E; upper: $017D), (lower: $017F; upper: $0053), (lower:
                                                             $0180; upper:
$0243), (lower: $0183; upper: $0182), (lower: $0185; upper:
                                                             $0184),
(lower: $0188; upper: $0187), (lower: $018C; upper: $018B), (lower:
$0192; upper: $0191), (lower: $0195; upper: $01F6), (lower: $0199; upper:
$0198), (lower: $019A; upper: $023D), (lower: $019E; upper:
                                                             $0220),
(lower: $01A1; upper: $01A0), (lower: $01A3; upper: $01A2), (lower:
$01A5; upper: $01A4), (lower: $01A8; upper: $01A7), (lower: $01AD; upper:
$01AC), (lower: $01B0; upper: $01AF), (lower: $01B4; upper:
                                                             $01B3),
(lower: $01B6; upper: $01B5), (lower: $01B9; upper: $01B8), (lower:
$01BD; upper: $01BC), (lower: $01BF; upper: $01F7), (lower: $01C5; upper:
$01C4), (lower: $01C6; upper: $01C4), (lower: $01C8; upper: $01C7),
(lower: $01C9; upper: $01C7), (lower: $01CB; upper: $01CA), (lower:
$01CC; upper: $01CA), (lower: $01CE; upper: $01CD), (lower: $01DO; upper:
$01CF), (lower: $01D2; upper: $01D1), (lower: $01D4; upper: $01D3),
(lower: $01D6; upper: $01D5), (lower: $01D8; upper: $01D7), (lower:
$01DA; upper: $01D9), (lower: $01DC; upper: $01DB), (lower: $01DD; upper:
$018E), (lower: $01DF; upper: $01DE), (lower: $01E1; upper:
                                                             $01E0),
(lower: $01E3; upper: $01E2), (lower: $01E5; upper: $01E4), (lower:
$01E7; upper: $01E6), (lower: $01E9; upper: $01E8), (lower: $01EB; upper:
$01EA), (lower: $01ED; upper: $01EC), (lower: $01EF; upper:
                                                             $01EE),
(lower: $01F2; upper: $01F1), (lower: $01F3; upper: $01F1), (lower:
$01F5; upper: $01F4), (lower: $01F9; upper: $01F8), (lower: $01FB; upper:
$01FA), (lower: $01FD; upper: $01FC), (lower: $01FF; upper: $01FE),
(lower: $0201; upper: $0200), (lower: $0203; upper: $0202), (lower:
$0205; upper: $0204), (lower: $0207; upper: $0206), (lower: $0209; upper:
$0208), (lower: $020B; upper: $020A), (lower: $020D; upper: $020C),
(lower: $020F; upper: $020E), (lower: $0211; upper: $0210), (lower:
$0213; upper: $0212), (lower: $0215; upper: $0214), (lower: $0217; upper:
$0216), (lower: $0219; upper: $0218), (lower: $021B; upper: $021A),
(lower: $021D; upper: $021C), (lower: $021F; upper: $021E), (lower:
$0223; upper: $0222), (lower: $0225; upper: $0224), (lower: $0227; upper:
$0226), (lower: $0229; upper: $0228), (lower: $022B; upper: $022A),
(lower: $022D; upper: $022C), (lower: $022F; upper: $022E), (lower:
$0231; upper: $0230), (lower: $0233; upper: $0232), (lower: $023C; upper:
$023B), (lower: $0242; upper: $0241), (lower: $0247; upper:
                                                             $0246),
(lower: $0249; upper: $0248), (lower: $024B; upper: $024A), (lower:
$024D; upper: $024C), (lower: $024F; upper: $024E), (lower: $0253; upper:
$0181), (lower: $0254; upper: $0186), (lower: $0256; upper:
                                                             $0189),
(lower: $0257; upper: $018A), (lower: $0259; upper: $018F), (lower:
$025B; upper: $0190), (lower: $0260; upper: $0193), (lower: $0263; upper:
$0194), (lower: $0268; upper: $0197), (lower: $0269; upper: $0196),
(lower: $026B; upper: $2C62), (lower: $026F; upper: $019C), (lower:
$0272; upper: $019D), (lower: $0275; upper: $019F), (lower: $027D; upper:
$2C64), (lower: $0280; upper: $01A6), (lower: $0283; upper: $01A9),
(lower: $0288; upper: $01AE), (lower: $0289; upper: $0244), (lower:
$028A; upper: $01B1), (lower: $028B; upper: $01B2), (lower: $028C; upper:
```

```
$0245), (lower: $0292; upper: $01B7), (lower: $0345; upper:
(lower: $037B; upper: $03FD), (lower: $037C; upper: $03FE), (lower:
$037D; upper: $03FF), (lower: $03AC; upper: $0386), (lower: $03AD; upper:
$0388), (lower: $03AE; upper: $0389), (lower: $03AF; upper:
                                                               $038A),
(lower: $03B1; upper: $0391), (lower: $03B2; upper: $0392), (lower:
$03B3; upper: $0393), (lower: $03B4; upper: $0394), (lower: $03B5; upper:
$0395), (lower: $03B6; upper: $0396), (lower: $03B7; upper: $0397),
(lower: $03B8; upper: $0398), (lower: $03B9; upper: $0399), (lower:
$03BA; upper: $039A), (lower: $03BB; upper: $039B), (lower: $03BC; upper:
$039C), (lower: $03BD; upper: $039D), (lower: $03BE; upper:
                                                               $039E),
(lower: $03BF; upper: $039F), (lower: $03C0; upper: $03A0), (lower:
$03C1; upper: $03A1), (lower: $03C2; upper: $03A3), (lower: $03C3; upper: $03A3), (lower: $03C4; upper: $03A4), (lower: $03C5; upper: $03A5),
(lower: $03C6; upper: $03A6), (lower: $03C7; upper: $03A7), (lower:
$03C8; upper: $03A8), (lower: $03C9; upper: $03A9), (lower: $03CA; upper:
$03AA), (lower: $03CB; upper: $03AB), (lower: $03CC; upper: $038C),
(lower: $03CD; upper: $038E), (lower: $03CE; upper: $038F), (lower:
$03D0; upper: $0392), (lower: $03D1; upper: $0398), (lower: $03D5; upper:
$03A6), (lower: $03D6; upper: $03A0), (lower: $03D9; upper:
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$2C92), (lower: $2C95; upper: $2C94), (lower: $2C97; upper: $2C96),
(lower: $2C99; upper: $2C98), (lower: $2C9B; upper: $2C9A), (lower:
$2C9D; upper: $2C9C), (lower: $2C9F; upper: $2C9E), (lower: $2CA1; upper:
$2CAO), (lower: $2CA3; upper: $2CA2), (lower: $2CA5; upper: $2CA4),
(lower: $2CA7; upper: $2CA6), (lower: $2CA9; upper: $2CA8), (lower:
$2CAB; upper: $2CAA), (lower: $2CAD; upper: $2CAC), (lower: $2CAF; upper:
$2CAE), (lower: $2CB1; upper: $2CB0), (lower: $2CB3; upper:
                                                              $2CB2),
(lower: $2CB5; upper: $2CB4), (lower: $2CB7; upper: $2CB6), (lower:
$2CB9; upper: $2CB8), (lower: $2CBB; upper: $2CBA), (lower: $2CBD; upper:
$2CBC), (lower: $2CBF; upper: $2CBE), (lower: $2CC1; upper:
(lower: $2CC3; upper: $2CC2), (lower: $2CC5; upper: $2CC4), (lower:
$2CC7; upper: $2CC6), (lower: $2CC9; upper: $2CC8), (lower: $2CCB; upper:
$2CCA), (lower: $2CCD; upper: $2CCC), (lower: $2CCF; upper: $2CCE),
(lower: $2CD1; upper: $2CD0), (lower: $2CD3; upper: $2CD2), (lower:
$2CD5; upper: $2CD4), (lower: $2CD7; upper: $2CD6), (lower: $2CD9; upper:
$2CD8), (lower: $2CDB; upper: $2CDA), (lower: $2CDD; upper: $2CDC),
(lower: $2CDF; upper: $2CDE), (lower: $2CE1; upper: $2CE0), (lower:
$2CE3; upper: $2CE2), (lower: $2D00; upper: $10A0), (lower: $2D01; upper:
$10A1), (lower: $2D02; upper: $10A2), (lower: $2D03; upper: $10A3),
(lower: $2D04; upper: $10A4), (lower: $2D05; upper: $10A5), (lower:
$2D06; upper: $10A6), (lower: $2D07; upper: $10A7), (lower: $2D08; upper: $10A8), (lower: $2D09; upper: $10A9), (lower: $2D0A; upper: $10AA),
(lower: $2DOB; upper: $10AB), (lower: $2DOC; upper: $10AC), (lower:
$2DOD; upper: $10AD), (lower: $2DOE; upper: $10AE), (lower: $2DOF; upper:
$10AF), (lower: $2D10; upper: $10B0), (lower: $2D11; upper:
                                                              $10B1),
(lower: $2D12; upper: $10B2), (lower: $2D13; upper: $10B3), (lower:
$2D14; upper: $10B4), (lower: $2D15; upper: $10B5), (lower: $2D16; upper:
$10B6), (lower: $2D17; upper: $10B7), (lower: $2D18; upper:
                                                              $10B8),
(lower: $2D19; upper: $10B9), (lower: $2D1A; upper: $10BA), (lower:
$2D1B; upper: $10BB), (lower: $2D1C; upper: $10BC), (lower: $2D1D; upper:
$10BD), (lower: $2D1E; upper: $10BE), (lower: $2D1F; upper: $10BF),
(lower: $2D20; upper: $10C0), (lower: $2D21; upper: $10C1), (lower:
$2D22; upper: $10C2), (lower: $2D23; upper: $10C3), (lower: $2D24; upper:
$10C4), (lower: $2D25; upper: $10C5), (lower: $FF41; upper: $FF21),
(lower: $FF42; upper: $FF22), (lower: $FF43; upper: $FF23), (lower:
$FF44; upper: $FF24), (lower: $FF45; upper: $FF25), (lower: $FF46; upper:
```

```
$FF26), (lower: $FF47; upper: $FF27), (lower: $FF48; upper:
           (lower: $FF49; upper: $FF29), (lower: $FF4A; upper: $FF2A), (lower:
           $FF4B; upper: $FF2B), (lower: $FF4C; upper: $FF2C), (lower: $FF4D; upper:
           $FF2D), (lower: $FF4E; upper: $FF2E), (lower: $FF4F; upper: $FF2F),
           (lower: $FF50; upper: $FF30), (lower: $FF51; upper: $FF31), (lower:
           $FF52; upper: $FF32), (lower: $FF53; upper: $FF33), (lower: $FF54; upper:
           $FF34), (lower: $FF55; upper: $FF35), (lower: $FF56; upper: $FF36),
           (lower: $FF57; upper: $FF37), (lower: $FF58; upper: $FF38), (lower:
           $FF59; upper: $FF39), (lower: $FF5A; upper: $FF3A), (lower: $10428;
           upper: $10400), (lower: $10429; upper: $10401), (lower: $1042A; upper:
           $10402), (lower: $1042B; upper: $10403), (lower: $1042C; upper: $10404),
           (lower: $1042D; upper: $10405), (lower: $1042E; upper: $10406), (lower:
           $1042F; upper: $10407), (lower: $10430; upper: $10408), (lower: $10431;
           upper: $10409), (lower: $10432; upper: $1040A), (lower: $10433; upper:
           $1040B), (lower: $10434; upper: $1040C), (lower: $10435; upper: $1040D),
           (lower: $10436; upper: $1040E), (lower: $10437; upper: $1040F), (lower:
           $10438; upper: $10410), (lower: $10439; upper: $10411), (lower: $1043A;
           upper: $10412), (lower: $1043B; upper: $10413), (lower: $1043C; upper:
           $10414), (lower: $1043D; upper: $10415), (lower: $1043E; upper: $10416),
           (lower: $1043F; upper: $10417), (lower: $10440; upper: $10418), (lower:
           $10441; upper: $10419), (lower: $10442; upper: $1041A), (lower: $10443;
           upper: $1041B), (lower: $10444; upper: $1041C), (lower: $10445; upper:
           $1041D), (lower: $10446; upper: $1041E), (lower: $10447; upper: $1041F),
           (lower: $10448; upper: $10420), (lower: $10449; upper: $10421), (lower:
           $1044A; upper: $10422), (lower: $1044B; upper: $10423), (lower: $1044C;
           upper: $10424), (lower: $1044D; upper: $10425), (lower: $1044E; upper:
           $10426), (lower: $1044F; upper: $10427));
MAX_DIGITS _
Declaration MAX_DIGITS =290;
MAX_UCS2_DIGITS _____
Declaration MAX_UCS2_DIGITS =230;
MAX_ANSI_DIGITS _____
```

MAX\_ASCII\_DIGITS \_

Declaration MAX\_ASCII\_DIGITS =10;

Declaration MAX\_ANSI\_DIGITS =10;

Digits \_

Declaration Digits: array[1..MAX\_DIGITS] of ucs4char = ( \$0030, \$0031, \$0032, \$0033,

```
$0034, $0035, $0036, $0037, $0038, $0039, $0660, $0661, $0662, $0663, $0664,
$0665, $0666, $0667, $0668, $0669, $06F0, $06F1, $06F2, $06F3, $06F4, $06F5,
$06F6, $06F7, $06F8, $06F9, $07C0, $07C1, $07C2, $07C3, $07C4, $07C5, $07C6,
$07C7, $07C8, $07C9, $0966, $0967, $0968, $0969, $096A, $096B, $096C, $096D,
$096E, $096F, $09E6, $09E7, $09E8, $09E9, $09EA, $09EB, $09EC, $09ED, $09EE,
$09EF, $0A66, $0A67, $0A68, $0A69, $0A6A, $0A6B, $0A6C, $0A6D, $0A6E, $0A6F,
$0AE6, $0AE7, $0AE8, $0AE9, $0AEA, $0AEB, $0AEC, $0AED, $0AEE, $0AEF, $0B66,
$0B67, $0B68, $0B69, $0B6A, $0B6B, $0B6C, $0B6D, $0B6E, $0B6F, $0BE6, $0BE7,
$0BE8, $0BE9, $0BEA, $0BEB, $0BEC, $0BED, $0BEE, $0BEF, $0C66, $0C67, $0C68,
$0C69, $0C6A, $0C6B, $0C6C, $0C6D, $0C6E, $0C6F, $0CE6, $0CE7, $0CE8, $0CE9,
$OCEA, $OCEB, $OCEC, $OCED, $OCEE, $OCEF, $OD66, $OD67, $OD68, $OD69, $OD6A,
$OD6B, $OD6C, $OD6D, $OD6E, $OD6F, $OE50, $OE51, $OE52, $OE53, $OE54, $OE55,
$0E56, $0E57, $0E58, $0E59, $0ED0, $0ED1, $0ED2, $0ED3, $0ED4, $0ED5, $0ED6,
$0ED7, $0ED8, $0ED9, $0F20, $0F21, $0F22, $0F23, $0F24, $0F25, $0F26, $0F27,
$0F28, $0F29, $1040, $1041, $1042, $1043, $1044, $1045, $1046, $1047, $1048,
$1049, $17E0, $17E1, $17E2, $17E3, $17E4, $17E5, $17E6, $17E7, $17E8, $17E9,
$1810, $1811, $1812, $1813, $1814, $1815, $1816, $1817, $1818, $1819, $1946,
$1947, $1948, $1949, $194A, $194B, $194C, $194D, $194E, $194F, $19DO, $19D1,
$19D2, $19D3, $19D4, $19D5, $19D6, $19D7, $19D8, $19D9, $1B50, $1B51, $1B52,
$1853, $1854, $1855, $1856, $1857, $1858, $1859, $FF10, $FF11, $FF12, $FF13,
$FF14, $FF15, $FF16, $FF17, $FF18, $FF19, $104A0, $104A1, $104A2, $104A3,
$104A4, $104A5, $104A6, $104A7, $104A8, $104A9, $1D7CE, $1D7CF, $1D7D0,
$1D7D1, $1D7D2, $1D7D3, $1D7D4, $1D7D5, $1D7D6, $1D7D7, $1D7D8, $1D7D9,
$1D7DA, $1D7DB, $1D7DC, $1D7DD, $1D7DE, $1D7DF, $1D7E0, $1D7E1, $1D7E2,
$1D7E3, $1D7E4, $1D7E5, $1D7E6, $1D7E7, $1D7E8, $1D7E9, $1D7EA, $1D7EB,
$1D7EC, $1D7ED, $1D7EE, $1D7EF, $1D7F0, $1D7F1, $1D7F2, $1D7F3, $1D7F4,
$1D7F5, $1D7F6, $1D7F7, $1D7F8, $1D7F9, $1D7FA, $1D7FB, $1D7FC, $1D7FD,
$1D7FE, $1D7FF);
```

#### MAX\_HEXDIGITS \_

Declaration MAX\_HEXDIGITS =6;

#### MAX\_UCS2\_HEXDIGITS

Declaration MAX\_UCS2\_HEXDIGITS =6;

#### MAX\_ANSI\_HEXDIGITS

Declaration MAX\_ANSI\_HEXDIGITS =3;

#### MAX\_ASCII\_HEXDIGITS \_

Declaration MAX\_ASCII\_HEXDIGITS =3;

```
HexDigits _____
Declaration HexDigits: array[1..MAX_HEXDIGITS] of THexDigitsInfo = ( (lower: $0030;
        upper: $0039), (lower: $0041; upper: $0046), (lower: $0061; upper:
        $0066), (lower: $FF10; upper: $FF19), (lower: $FF21; upper: $FF26),
        (lower: $FF41; upper: $FF46) );
MAX WHITESPACE
Declaration MAX_WHITESPACE =12;
MAX_UCS2_WHITESPACE ____
Declaration MAX_UCS2_WHITESPACE =12;
MAX_ANSI_WHITESPACE _____
Declaration MAX_ANSI_WHITESPACE =4;
MAX_ASCII_WHITESPACE _____
Declaration MAX_ASCII_WHITESPACE =2;
WhiteSpace _____
Declaration WhiteSpace: array[1..MAX_WHITESPACE] of TWhiteSpaceInfo = ( (lower: $0009;
        upper: $000D), (lower: $0020; upper: $0020), (lower: $0085; upper:
        $0085), (lower: $00A0; upper: $00A0), (lower: $1680; upper: $1680),
        (lower: $180E; upper: $180E), (lower: $2000; upper: $200A), (lower:
        $2028; upper: $2028), (lower: $2029; upper: $2029), (lower: $202F; upper:
        $202F), (lower: $205F; upper: $205F), (lower: $3000; upper: $3000));
MAX_TERMINALS _____
Declaration MAX_TERMINALS =30;
MAX_UCS2_TERMINALS _____
Declaration MAX_UCS2_TERMINALS =30;
MAX ANSI TERMINALS
Declaration MAX_ANSI_TERMINALS =3;
MAX_ASCII_TERMINALS _____
```

Declaration MAX\_ASCII\_TERMINALS =3;

```
Terminals _____
Declaration Terminals: array[1..MAX_TERMINALS] of TTerminalsInfo = ( (lower: $0021;
           upper: $0021), (lower: $002E; upper: $002E), (lower: $003F; upper:
           $003F), (lower: $055C; upper: $055C), (lower: $055E; upper: $055E),
           (lower: $0589; upper: $0589), (lower: $061F; upper: $061F), (lower:
           $06D4; upper: $06D4), (lower: $0700; upper: $0702), (lower: $07F9; upper:
           $07F9), (lower: $0964; upper: $0965), (lower: $104A; upper: $104B),
           (lower: $1362; upper: $1362), (lower: $1367; upper: $1368), (lower:
           $166E; upper: $166E), (lower: $1803; upper: $1803), (lower: $1809; upper:
           $1809), (lower: $1944; upper: $1945), (lower: $1B5A; upper: $1B5B),
           (lower: $1B5E; upper: $1B5F), (lower: $203C; upper: $203D), (lower:
           $2047; upper: $2049), (lower: $3002; upper: $3002), (lower: $A876; upper:
           $A877), (lower: $FE52; upper: $FE52), (lower: $FE56; upper: $FE57),
           (lower: $FF01; upper: $FF01), (lower: $FF0E; upper: $FF0E), (lower:
           $FF1F; upper: $FF1F), (lower: $FF61; upper: $FF61));
MAX_NUMERIC_MAPPINGS ____
Declaration MAX_NUMERIC_MAPPINGS =831;
MAX_NUMERIC_UCS2_MAPPINGS _____
Declaration MAX_NUMERIC_UCS2_MAPPINGS =532:
MAX_NUMERIC_ANSI_MAPPINGS _____
Declaration MAX_NUMERIC_ANSI_MAPPINGS =16;
MAX_NUMERIC_ASCII_MAPPINGS _____
Declaration MAX_NUMERIC_ASCII_MAPPINGS =10;
Numerical Mappings ___
Declaration Numerical Mappings: array[1..MAX_NUMERIC_MAPPINGS] of TNumericInfo = (
           (CodePoint: $0030; value: 0), (CodePoint: $0031; value: 1), (CodePoint:
           $0032; value: 2), (CodePoint: $0033; value: 3), (CodePoint: $0034; value:
           4), (CodePoint: $0035; value: 5), (CodePoint: $0036; value: 6),
           (CodePoint: $0037; value: 7), (CodePoint: $0038; value: 8), (CodePoint:
           $0039; value: 9), (CodePoint: $00B2; value: 2), (CodePoint: $00B3; value:
           3), (CodePoint: $00B9; value: 1), (CodePoint: $00BC; value: -2),
           (CodePoint: $00BD; value: -2), (CodePoint: $00BE; value: -2), (CodePoint:
           $0660; value: 0), (CodePoint: $0661; value: 1), (CodePoint: $0662; value:
           2), (CodePoint: $0663; value: 3), (CodePoint: $0664; value: 4),
           (CodePoint: $0665; value: 5), (CodePoint: $0666; value: 6), (CodePoint:
           $0667; value: 7), (CodePoint: $0668; value: 8), (CodePoint: $0669; value:
           9), (CodePoint: $06F0; value: 0), (CodePoint: $06F1; value: 1),
```

```
(CodePoint: $06F2; value: 2), (CodePoint: $06F3; value: 3), (CodePoint:
$06F4; value: 4), (CodePoint: $06F5; value: 5), (CodePoint: $06F6; value:
6), (CodePoint: $06F7; value: 7), (CodePoint: $06F8; value: 8),
(CodePoint: $06F9; value: 9), (CodePoint: $07C0; value: 0), (CodePoint:
$07C1; value: 1), (CodePoint: $07C2; value: 2), (CodePoint: $07C3; value:
3), (CodePoint: $07C4; value: 4), (CodePoint: $07C5; value: 5),
(CodePoint: $07C6; value: 6), (CodePoint: $07C7; value: 7), (CodePoint:
$07C8; value: 8), (CodePoint: $07C9; value: 9), (CodePoint: $0966; value:
0), (CodePoint: $0967; value: 1), (CodePoint: $0968; value: 2),
(CodePoint: $0969; value: 3), (CodePoint: $096A; value: 4), (CodePoint:
$096B; value: 5), (CodePoint: $096C; value: 6), (CodePoint: $096D; value:
7), (CodePoint: $096E; value: 8), (CodePoint: $096F; value: 9),
(CodePoint: $09E6; value: 0), (CodePoint: $09E7; value: 1), (CodePoint:
$09E8; value: 2), (CodePoint: $09E9; value: 3), (CodePoint: $09EA; value:
4), (CodePoint: $09EB; value: 5), (CodePoint: $09EC; value: 6),
(CodePoint: $09ED; value: 7), (CodePoint: $09EE; value: 8), (CodePoint:
$09EF; value: 9), (CodePoint: $09F4; value: 1), (CodePoint: $09F5; value:
2), (CodePoint: $09F6; value: 3), (CodePoint: $09F7; value: 4),
(CodePoint: $09F9; value: 16), (CodePoint: $0A66; value: 0), (CodePoint:
$0A67; value: 1), (CodePoint: $0A68; value: 2), (CodePoint: $0A69; value:
3), (CodePoint: $0A6A; value: 4), (CodePoint: $0A6B; value: 5),
(CodePoint: $0A6C; value: 6), (CodePoint: $0A6D; value: 7), (CodePoint:
$0A6E; value: 8), (CodePoint: $0A6F; value: 9), (CodePoint: $0AE6; value:
0), (CodePoint: $0AE7; value: 1), (CodePoint: $0AE8; value: 2),
(CodePoint: $0AE9; value: 3), (CodePoint: $0AEA; value: 4), (CodePoint:
$0AEB; value: 5), (CodePoint: $0AEC; value: 6), (CodePoint: $0AED; value:
7), (CodePoint: $0AEE; value: 8), (CodePoint: $0AEF; value: 9),
(CodePoint: $0B66; value: 0), (CodePoint: $0B67; value: 1), (CodePoint:
$0B68; value: 2), (CodePoint: $0B69; value: 3), (CodePoint: $0B6A; value:
4), (CodePoint: $0B6B; value: 5), (CodePoint: $0B6C; value: 6),
(CodePoint: $0B6D; value: 7), (CodePoint: $0B6E; value: 8), (CodePoint:
$0B6F; value: 9), (CodePoint: $0BE6; value: 0), (CodePoint: $0BE7; value:
1), (CodePoint: $0BE8; value: 2), (CodePoint: $0BE9; value: 3),
(CodePoint: $0BEA; value: 4), (CodePoint: $0BEB; value: 5), (CodePoint:
$OBEC; value: 6), (CodePoint: $OBED; value: 7), (CodePoint: $OBEE; value:
8), (CodePoint: $OBEF; value: 9), (CodePoint: $OBFO; value: 10),
(CodePoint: $0BF1; value: 100), (CodePoint: $0BF2; value: 1000),
(CodePoint: $0C66; value: 0), (CodePoint: $0C67; value: 1), (CodePoint:
$0C68; value: 2), (CodePoint: $0C69; value: 3), (CodePoint: $0C6A; value:
4), (CodePoint: $0C6B; value: 5), (CodePoint: $0C6C; value: 6),
(CodePoint: $0C6D; value: 7), (CodePoint: $0C6E; value: 8), (CodePoint:
$0C6F; value: 9), (CodePoint: $0CE6; value: 0), (CodePoint: $0CE7; value:
1), (CodePoint: $0CE8; value: 2), (CodePoint: $0CE9; value: 3),
(CodePoint: $0CEA; value: 4), (CodePoint: $0CEB; value: 5), (CodePoint:
$0CEC; value: 6), (CodePoint: $0CED; value: 7), (CodePoint: $0CEE; value:
8), (CodePoint: $0CEF; value: 9), (CodePoint: $0D66; value: 0),
```

```
(CodePoint: $0D67; value: 1), (CodePoint: $0D68; value: 2), (CodePoint:
$0D69; value: 3), (CodePoint: $0D6A; value: 4), (CodePoint: $0D6B; value:
5), (CodePoint: $0D6C; value: 6), (CodePoint: $0D6D; value: 7),
(CodePoint: $0D6E; value: 8), (CodePoint: $0D6F; value: 9), (CodePoint:
$0E50; value: 0), (CodePoint: $0E51; value: 1), (CodePoint: $0E52; value:
2), (CodePoint: $0E53; value: 3), (CodePoint: $0E54; value: 4),
(CodePoint: $0E55; value: 5), (CodePoint: $0E56; value: 6), (CodePoint:
$0E57; value: 7), (CodePoint: $0E58; value: 8), (CodePoint: $0E59; value:
9), (CodePoint: $0EDO; value: 0), (CodePoint: $0ED1; value: 1),
(CodePoint: $0ED2; value: 2), (CodePoint: $0ED3; value: 3), (CodePoint:
$0ED4; value: 4), (CodePoint: $0ED5; value: 5), (CodePoint: $0ED6; value:
6), (CodePoint: $0ED7; value: 7), (CodePoint: $0ED8; value: 8),
(CodePoint: $0ED9; value: 9), (CodePoint: $0F20; value: 0), (CodePoint:
$0F21; value: 1), (CodePoint: $0F22; value: 2), (CodePoint: $0F23; value:
3), (CodePoint: $0F24; value: 4), (CodePoint: $0F25; value: 5),
(CodePoint: $0F26; value: 6), (CodePoint: $0F27; value: 7), (CodePoint:
$0F28; value: 8), (CodePoint: $0F29; value: 9), (CodePoint: $0F2A; value:
-2), (CodePoint: $0F2B; value: -2), (CodePoint: $0F2C; value: -2),
(CodePoint: $0F2D; value: -2), (CodePoint: $0F2E; value: -2), (CodePoint:
$0F2F; value: -2), (CodePoint: $0F30; value: -2), (CodePoint: $0F31;
value: -2), (CodePoint: $0F32; value: -2), (CodePoint: $0F33; value:
-2), (CodePoint: $1040; value: 0), (CodePoint: $1041; value: 1),
(CodePoint: $1042; value: 2), (CodePoint: $1043; value: 3), (CodePoint:
$1044; value: 4), (CodePoint: $1045; value: 5), (CodePoint: $1046; value:
6), (CodePoint: $1047; value: 7), (CodePoint: $1048; value: 8),
(CodePoint: $1049; value: 9), (CodePoint: $1369; value: 1), (CodePoint:
$136A; value: 2), (CodePoint: $136B; value: 3), (CodePoint: $136C; value:
4), (CodePoint: $136D; value: 5), (CodePoint: $136E; value: 6),
(CodePoint: $136F; value: 7), (CodePoint: $1370; value: 8), (CodePoint:
$1371; value: 9), (CodePoint: $1372; value: 10), (CodePoint: $1373;
value: 20), (CodePoint: $1374; value: 30), (CodePoint: $1375; value:
40), (CodePoint: $1376; value: 50), (CodePoint: $1377; value: 60),
(CodePoint: $1378; value: 70), (CodePoint: $1379; value: 80), (CodePoint:
$137A; value: 90), (CodePoint: $137B; value: 100), (CodePoint: $137C;
value: 10000), (CodePoint: $16EE; value: 17), (CodePoint: $16EF; value:
18), (CodePoint: $16F0; value: 19), (CodePoint: $17E0; value: 0),
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value: 2), (CodePoint: $1D7EF; value: 3), (CodePoint: $1D7F0; value: 4),
(CodePoint: $1D7F1; value: 5), (CodePoint: $1D7F2; value: 6), (CodePoint:
$1D7F3; value: 7), (CodePoint: $1D7F4; value: 8), (CodePoint: $1D7F5;
value: 9), (CodePoint: $1D7F6; value: 0), (CodePoint: $1D7F7; value: 1),
(CodePoint: $1D7F8; value: 2), (CodePoint: $1D7F9; value: 3), (CodePoint:
$1D7FA; value: 4), (CodePoint: $1D7FB; value: 5), (CodePoint: $1D7FC;
value: 6), (CodePoint: $1D7FD; value: 7), (CodePoint: $1D7FE; value: 8),
(CodePoint: $1D7FF; value: 9));
```

#### 11.7 Author

Carl Eric Codre

# Chapter 12

# Unit utils

## 12.1 Description

General utilities common to all platforms.

## 12.2 Overview

AddDoubleQuotes Trims and adds double quotes to the string if it contains spaces

AnsiDirectoryExists Verifies the existence of a directory

AnsiFileExists Verifies the existence of a filename

boolstr Convert a boolean value to an ASCII representation

 ${\tt ChangeFileExt}$ 

CleanString

CompareByte

decstr Convert a value to an ASCII decimal representation

decstrunsigned Convert a value to an ASCII decimal representation

EscapeToPascal

FillTo

fillwithzero

hexstr Convert a value to an ASCII hexadecimal representation

LowString Convert a string to lowercase ASCII

Printf Format a string and print it out to the console

RemoveDoubleQuotes Removes the leading and ending double quotes from a string

removenulls

StreamErrorProcedure Generic stream error procedure

StrGetNextLine Returns the next-line in a possible multiple line string

stringdispose

stringdup

StrToken Separates a string into its individual token representations

SwapLong Change the endian of a 32-bit value

SwapWord Change the endian of a 16-bit value

Trim Trim removes leading and trailing spaces and control characters from the given string S

TrimLeft Remove all whitespace from the start of a string

TrimRight Remove all whitespace from the end of a string

UpString Convert a string to uppercase ASCII

ValBinary

ValDecimal

ValHexadecimal

ValOctal

ValUnsignedDecimal

## 12.3 Functions and Procedures

## AddDoubleQuotes

Declaration function AddDoubleQuotes(s: string): string;

**Description** Trims and adds double quotes to the string if it contains spaces

.

# AnsiDirectoryExists \_\_\_\_\_ Declaration Function AnsiDirectoryExists(DName: string): Boolean; **Description** Verifies the existence of a directory This routine verifies if the directory named can be opened or if it actually exists. Only works with the current active code page table. Parameters DName Name of the directory to check **Returns** FALSE if the directory cannot be opened or if it does not exist. AnsiFileExists Declaration Function AnsiFileExists(const FName : string): Boolean; **Description** Verifies the existence of a filename This routine verifies if the file named can be opened or if it actually exists. Only works with the current active code page table. Parameters FName Name of the file to check Returns FALSE if the file cannot be opened or if it does not exist boolstr \_\_\_\_\_ Declaration function boolstr(val: boolean; cnt: byte): string; **Description** Convert a boolean value to an ASCII representation To avoid left padding with spaces, set cnt to zero. ChangeFileExt \_\_\_\_\_ Declaration function ChangeFileExt(const FileName, Extension: string): string; CleanString \_\_\_\_\_ Declaration function CleanString(const s: string): string; **Description** Cleans up a string of illegal control characters, newlines and tabs. It does the following on the string: This only works on UTF-8/ASCII/ISO-8859 strings. 1) Removes characters from code #0..#31 at any location in the string. 2) Trims spaces at the begining and end of the string. CompareByte \_\_\_\_\_

Declaration function CompareByte(buf1,buf2: pchar;len:longint):integer;

decstr	
Declaration	function decstr(val : longint;cnt : byte) : string;
Description	Convert a value to an ASCII decimal representation
	To avoid left padding with zeros, set cnt to zero.
Parameters	val Signed 32-bit value to convert
decstrunsi	gned
Declaration	<pre>function decstrunsigned(1 : longword;cnt: byte): string;</pre>
Description	Convert a value to an ASCII decimal representation
	To avoid left padding with zeros, set cnt to zero.
Parameters	val unsigned 32-bit value to convert
EscapeToF	Pascal
Declaration	function EscapeToPascal(const s:string; var code: integer): string;
Description	Converts a C style string (containing escape characters), to a pascal style string. Returns the converted string. If there is no error in the conversion, code will be equal to zero.
Parameters	s String to convert
	<b>code</b> Result of operation, 0 when there is no error
FillTo	
Declaration	function FillTo(s : string; tolength: integer): string;
fillwithzer	0
Declaration	function fillwithzero(s: string; newlength: integer): string;
hexstr	
Declaration	function hexstr(val : longint;cnt : byte) : string;
Description	Convert a value to an ASCII hexadecimal representation
	Convert a value to an ASCII hexadecimal representation. All ascii character are returned in

upper case letters.

LowString \_\_\_\_

Declaration function LowString(s : string): string;

**Description** Convert a string to lowercase ASCII

Converts a string containing ASCII characters to a string in lower case ASCII characters.

Printf \_\_\_\_\_

Declaration function Printf(const s : string; var Buf; size : word): string;

**Description** Format a string and print it out to the console

This routine formats the string specified in s to the format specified and returns the resulting string.

The following specifiers are allowed: %d: The buffer contents contains an integer %s: The buffer contents contains a string, terminated by a null character. %bh: The buffer contents contains a byte coded in BCD format, only the high byte will be kept. %bl: The buffer contents contains a byte coded in BCD format, only the low byte will be kept.

Parameters s The string to format, with format specifiers

buf The buffer containing the datasize The size of the data in the buffer

Returns The resulting formatted string

RemoveDoubleQuotes \_\_\_\_

Declaration function RemoveDoubleQuotes(s: string): string;

**Description** Removes the leading and ending double quotes from a string

If there is no double quotes at the beginning or end of the string, it returns the unmodified string.

removenulls

Declaration function removenulls(const s: string): string;

**Description** Remove all null characters from a string.

StreamErrorProcedure \_\_\_\_\_

Declaration procedure StreamErrorProcedure(Var S: TStream);

**Description** Generic stream error procedure

Generic stream error procedure that can be used to set streamerror

```
StrGetNextLine _____
Declaration function StrGetNextLine(var Text: String) : String;
Description Returns the next-line in a possible multiple line string
            This routine is used to retrive a line that may contain end of line ASCII characters in one of
            the standard Operating System formats.
Parameters Text Text string to parse, deletes itself
   Returns The string, excluding the EOLN characters
stringdispose ____
Declaration procedure stringdispose(var p : pShortstring);
stringdup __
Declaration function stringdup(const s : string) : pShortstring;
Declaration function StrToken(var Text: String; Delimiter: Char; UseQuotes: boolean)
            : String;
Description Separates a string into its individual token representations
            When Text returns an empty string, this indicates that all the data has been parsed.
Parameters Text Text string to tokenize, deletes itself
            Delimiter The character delimiter for tokens
            UseQuotes Are Quotes allowed for escaping the delimiter
   Returns The current token
SwapLong ____
Declaration Procedure SwapLong(var x : longword);
Description Change the endian of a 32-bit value
SwapWord _
Declaration Procedure SwapWord(var x : word);
Description Change the endian of a 16-bit value
```

```
Trim _____
Declaration function Trim(const S: string): string;
Description Trim removes leading and trailing spaces and control characters from the given string S
TrimLeft _____
Declaration function TrimLeft(const S: string): string;
Description Remove all whitespace from the start of a string
TrimRight _____
Declaration function TrimRight(const S: string): string;
Description Remove all whitespace from the end of a string
UpString _____
Declaration function UpString(s : string): string;
Description Convert a string to uppercase ASCII
           Converts a string containing ASCII characters to a string in upper case ASCII characters.
ValBinary _____
Declaration function ValBinary(const S:String; var code: integer):longint;
Description Convert a binary value represented by a string to its numerical value. If there is no error,
           code will be equal to zero.
ValDecimal _____
Declaration function ValDecimal(const S:String; var code: integer):longint;
Description Convert a decimal value represented by a string to its numerical value. If there is no error,
           code will be equal to zero.
ValHexadecimal ____
Declaration function ValHexadecimal(const S:String; var code: integer):longint;
Description Convert an hexadecimal value represented by a string to its numerical value. If there is no
           error, code will be equal to zero.
```

ValOctal	
Declaration function ValOctal(const S:String; var code: integer):longint;	
<b>Description</b> Convert an octal value represented by a string to its numerical value. If there is no encode will be equal to zero.	ror,
ValUnsignedDecimal	
Declaration function ValUnsignedDecimal(const S:String; var code: integer):longword;	
<b>Description</b> Convert a decimal value represented by a string to its numerical value. If there is no encode will be equal to zero.	ror,
12.4 Types	
PshortString	
<pre>Declaration PshortString = ^ShortString;</pre>	
12.5 Constants	
EXIT_DOSERROR	
Declaration EXIT_DOSERROR = 2;	
EXIT_ERROR	
Declaration EXIT_ERROR = 1;	
WhiteSpace	
<pre>Declaration WhiteSpace = [' ',#10,#13,#9];</pre>	

## 12.6 Author

Carl Eric Codere