Free Pascal Resource support (FCL-res):
Reference guide.

Reference guide for FCL-res units.
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About this guide

This document describes all constants, types, variables, functions and procedures as they are declared in the units that come standard with the FCL-res (Free Pascal Resource support).

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

- **Declaration** The exact declaration of the function.
- **Description** What does the procedure exactly do?
- **Errors** What errors can occur.
- **See Also** Cross references to other related functions/commands.

### 0.1 Introduction

This package contains a library to easily work with Microsoft Windows resources in a cross-platform way.

Classes are provided to create, load and write resources from/to different file formats in a transparent way, and to handle most common resource types without having to deal with their internal format.

Whenever possible data caching is performed, helped by a copy-on-write mechanism. This improves performance especially when converting big resources from a file format to another.

Since fcl-res architecture is extensible, it’s always possible to extend the library with custom resource types or new file readers/writers.

Please note that resources aren’t limited to Windows platform: Free Pascal can use them also on ELF and Mach-O targets. Moreover, this library can be useful for cross-compilation purposes even on other targets.

It is highly recommended to read Basic Usage (??) topic if you are approaching this library for the first time.

### 0.2 Basic Usage

#### Resource files and TResources class

One of the most important classes is TResources (??) class, contained in resource (??) unit, which represents a format-independent view of a resource file. In fact, while single resources are important, they are of little use alone, since they can’t be read or written to file directly: they need to be contained in a TResources (??) object.

TResources (??) provides methods to read itself from a file or stream, using specific objects that are able to read resource data from such a stream: these are the so called **resource readers**, that descend from TAbstractResourceReader (??).

There are also **resource writers** that do the opposite, and that descend from TAbstractResourceWriter (??).

Usually readers and writers register themselves with TResources (??) in the initialization section of the unit they are implemented in, so you only need to add a certain unit to your program uses clause to let TResources (??) “know” about a particular file format.

Let’s see a very simple example: a program that converts a .res file to an object file in COFF format (the object file format used by Microsoft Windows).
program res1;
{$mode objfpc}
uses
  Classes, SysUtils, resource, resreader, coffwriter;
var
  resources : TResources;
begin
  resources:=TResources.Create;
  resources.LoadFromFile('myresource.res');
  resources.WriteToFile('myobject.o');
  resources.Free;
end.

As you can see, the code is trivial. Note that resreader and coffwriter units were added to
the uses clause of the program: this way, the resource reader for .res files and the resource writer
for COFF files have been registered, letting the resources object know how to handle these file
types.

There are cases where one doesn’t want to let the TResources (??) object to choose readers and
writers by itself. In fact, while generally it is a good idea to let TResources (??) probe all readers it
knows to find one able to read the input file, this isn’t true when it comes to write files: writers are
selected based on the file extension, so if you are trying to write a file with .o extension you can’t be
sure about which writer will be selected: it could be the COFF or the ELF writer (it depends on which
writer gets registered first). Moreover, writers generally make an object file for the host architecture,
so if you are running the program on a i386 machine it will produce a COFF or ELF file for i386.
The solution is to provide TResources (??) with a specific writer. In the following example the reader
is automatically chosen among various readers, and we use a specific writer to produce an ELF file
for SPARC.

program res2;
{$mode objfpc}
uses
  Classes, SysUtils, resource,
  resreader, coffreader, elfreader, winpeimagereader, //readers
  elfwriter, elfconsts;
var
  resources : TResources;
  writer : TElfResourceWriter;
begin
  resources:=TResources.Create;
  resources.LoadFromFile(paramstr(1));
  writer:=TElfResourceWriter.Create;
  writer.MachineType:=emtsparc;
  resources.WriteToFile(ChangeFileExt(paramstr(1),'.o'),writer);
  resources.Free;
  writer.Free;
end.
Note that the file to convert is taken from the command line. Its format is automatically detected among res (resreader (?)), coff (coffreader (?)), elf (elfreader (?)), PE (winpeimagereader (?)), e.g. a Windows exe or dll), and is written as an ELF file for SPARC. Note that we had to use elfconsts (?) unit since we used emtsparc (?) constant to specify the machine type of the object file to generate.

With a small change to the above program we can let the user know which reader was selected to read the input file: we can use TResources.FindReader (?) class method to obtain the appropriate reader for a given stream.

```pascal
program res3;

{$mode objfpc}

uses
  Classes, SysUtils, resource,
  resreader, coffreader, elfreader, winpeimagereader, //readers
  elfwriter, elfconsts;

var
  resources : TResources;
  writer : TElfResourceWriter;
  reader : TAbstractResourceReader;
  inFile : TFileStream;

begin
  resources:=TResources.Create;
  inFile:=TFileStream.Create(paramstr(1), fmOpenRead or fmShareDenyNone);
  reader:=TResources.FindReader(inFile);
  writeln('Selected reader: ',reader.Description);
  resources.LoadFromStream(inFile,reader);
  writer:=TElfResourceWriter.Create;
  writer.MachineType:=emtsparc;
  resources.WriteToFile(ChangeFileExt(paramstr(1),'.o'),writer);
  resources.Free;
  reader.Free;
  writer.Free;
  inFile.Free;
end.
```

Output example:

```
user@localhost:~$ ./res3 myresource.res
Selected reader: .res resource reader
user@localhost:~$
```

**Single resources**

You can do more with resources than simply converting between file formats.

TResources.Items (?) property provides a simple way to access all resources contained in the TResources (?) object.

In the following example we read a resource file and then dump each resource data in a file whose name is built from type and name of the dumped resource.

```pascal
program res4;
```
uses
    Classes, SysUtils, resource, resreader;

var
    resources : TResources;
    dumpFile : TFileStream;
    i : integer;
    fname : string;

begin
    resources:=TResources.Create;
    resources.LoadFromFile('myresource.res');
    for i:=0 to resources.Count-1 do
        begin
            fname:=resources[i].Type.Name+'_'+resources[i].Name.Name;
            dumpFile:=TFileStream.Create(fname,fmCreate or fmShareDenyWrite);
            dumpFile.CopyFrom(resources[i].RawData,resources[i].RawData.Size);
            dumpFile.Free;
        end;
    resources.Free;
end.

This code simply copies the content of each resource’s RawData stream to a file stream, whose
name is resourcetype_resourcename.

Resource raw data isn’t always what one expected, however. While some resource types simply
contain a copy of a file in their raw data, other types do some processing, so that dumping raw data
doesn’t result in a file in the format one expected.

E.g. a resource of type RT_MANIFEST is of the former type: its raw data is like an XML
manifest file. On the other hand, in a resource of type RT_BITMAP the RawData stream
isn’t like a BMP file.

For this reason, several classes (descendants of TAbstractResource) are provided to handle the
peculiarities of this or that resource type. Much like it’s done with readers and writers, resource
classes can be registered: adding the unit that contains a resource class to the uses clause of your
program registers that class. This way, when resources are read from a file, they are created with
the class that is registered for their type (the class responsible to do this is TResourceFactory, but
probably you won’t need to use it unless you’re implementing a new resource reader or resource
class).

In the following example, we read a resource file and then dump data of each resource of type
RT_BITMAP as a BMP file.

program res5;

{$mode objfpc}

uses
    Classes, SysUtils, resource, resreader, bitmapresource;

var
    resources : TResources;
    dumpFile : TFileStream;
i : integer;
fname : string;
begin
resources:=TResources.Create;
resources.LoadFromFile('myresource.res');
for i:=0 to resources.Count-1 do
  if resources[i] is TBitmapResource then
    with resources[i] as TBitmapResource do
      begin
        fname:=Name.Name+'.bmp';
        dumpFile:=TFileStream.Create(fname,fmCreate or fmShareDenyWrite);
        dumpFile.CopyFrom(BitmapData, BitmapData.Size);
        dumpFile.Free;
      end;
resources.Free;
end.

Note that we included bitmapresource in the uses clause of our program. This way, resources of type RT_BITMAP are created from TBitmapResource class. This class provides a stream, BitmapData that allows resource raw data to be accessed as if it was a bmp file.

We can of course do the opposite. In the following code we are creating a manifest resource from manifest.xml file.

program res6;
{$mode objfpc}
uses
  Classes, SysUtils, resource, reswriter;
var
res : TGenericResource;
rname, rtype : TResourceDesc;
inFile : TFileStream;
begin
  inFile:=TFileStream.Create('manifest.xml', fmOpenRead or fmShareDenyNone);
  rtype:=TResourceDesc.Create(RT_MANIFEST);
  rname:=TResourceDesc.Create(1);
  res:=TGenericResource.Create(rtype, rname);
  rtype.Free; //no longer needed
  rname.Free;
  res.SetCustomRawDataStream(inFile);
  resources:=TResources.Create;
  resources.Add(res);
  resources.WriteToFile('myresource.res');
  resources.Free; //frees res as well
  inFile.Free;
end.

Note that resources of type RT_MANIFEST contain a straight copy of a xml file, so TGenericResource class fits our needs. TGenericResource is a basic implementation of TAbstractResource. It is the default class used by TResourceFactory when it must create a resource whose type wasn’t registered with any resource class.
Please note that instead of copying `inFile` contents to `RawData` we used `SetCustomRawDataStream` method: it sets a stream as the underlying stream for `RawData`, so that when final resource file is written, data is read directly from the original file.

Let’s see a similar example, in which we use a specific class instead of `TGenericResource`. In the following code we are creating a resource containing the main program icon, which is read from `mainicon.ico` file.

```pascal
program res7;

{$mode objfpc}

uses
  Classes, SysUtils, resource, reswriter, groupiconresource;

var
  resources : TResources;
  inFile : TFileStream;
  iconres : TGroupIconResource;
  name : TResourceDesc;

begin
  inFile:=TFileStream.Create('mainicon.ico',fmOpenRead or fmShareDenyNone);
  name:=TResourceDesc.Create('MAINICON');
  //type is always RT_GROUP_ICON for this resource class
  iconres:=TGroupIconResource.Create(nil,name);
  iconres.SetCustomItemDataStream(inFile);
  resources:=TResources.Create;
  resources.Add(iconres);
  resources.WriteToFile('myicon.res'); //frees iconres as well
  inFile.Free;
  name.Free;
end.
```

In this program we created a new `TGroupIconResource` with `MAINICON` as name, and we loaded its contents from file `mainicon.ico`. Please note that `RT_GROUP_ICON` resource raw data doesn’t contain a .ico file, so we have to write to `ItemData` which is a ico-like stream. As we did for `res6` program, we tell the resource to use our stream as the underlying stream for resource data: the only difference is that we are using `TGroupResource.SetCustomItemDataStream` instead of `TAbstractResource.SetCustomRawDataStream` method, for obvious reasons.

**Other resource types**

There are other resource types that allow to easily deal with resource data. E.g. `TVersionResource` makes it easy to create and read version information for Windows executables and dlls, `TStringTableResource` deals with string tables, and so on.

**Data caching**

Whenever possible, `fcl-res` tries to avoid to duplicate data. Generally a reader doesn’t copy resource data from the original stream to `RawData` stream: instead, it only informs the resource about where its raw data is in the original stream. `RawData` uses a caching system so that it appears as a stream while it only redirects operations to its underlying stream, with a copy-on-write mechanism.

Of course this behaviour can be controlled by the user. For further information, see `TAbstractResource` and `TAbstractResource.RawData` methods.
0.3 How to implement a new resource class

Remark: This chapter assumes you have some experience in using this library.

Some considerations

Usually, a specific resource class is needed when resource data is encoded in a specific binary format that makes working with RawData (??) uncomfortable.

However, there aren’t many reasons to design a new binary format requiring a specific resource class: the classes provided with this package exist for compatibility with Microsoft Windows, but in the general case one should avoid such approach.

In Microsoft Windows, some resource types have a specific format, and the operating system supports them at runtime making it easy to access that kind of data: e.g. icons and bitmaps are stored in resources in a format that is slightly different from the one found in regular files, but the operating system allows the user to easily load them using LoadImage function, without having to deal with their internal format. Other resource types are used to obtain information about the executable: RT_VERSION (??) resource type and RT_GROUP_ICON (??) contain version information and program icon that can be displayed in Windows Explorer, respectively.

Using this kind of resources in a cross-platform perspective doesn’t make much sense however, since there is no support by other operating systems for these types of resources (and for resources in general), and this means that it’s up to you to provide support at runtime for these binary formats. So if you need to store images as resources it’s better to use TGenericResource (??) and store an image in PNG format (for instance), which can be read by existing libraries at runtime, instead of creating a RT_BITMAP (??) resource with TBitmapResource (??), since libraries that read BMP files can’t handle that resource contents.

New resource classes thus make sense when you want to add support for existing Windows-specific resources, e.g. because you are writing a resource compiler or editor, but in the general case they should be avoided.

Now that you’ve been warned, let’s start with the topic of this chapter.

How to implement a new resource class

A resource class is a descendant of TAbstractResource (??), and it’s usually implemented in a unit named typeresource, where type is resource type.

If you are implementing a new resource class, you are doing it to provide additional methods or properties to utilize resource data. You resource class must thus be able to read its RawData (??) stream format and write data back to it when it is requested to do so.

Generally, your class shouldn’t create private objects, records or memory buffers to provide these specific means of accessing data until it’s requested to do so (lazy loading), and it should free these things when it is requested to write back data to the RawData (??) stream.

We’ll see these points in more detail, using TAcelelatorsResource (??) as an example.

TAcelelatorsResource (??) holds a collection of accelerators. An accelerator is a record defined as follows:

```pascal
type
TAccelerator = packed record
  Flags : word;
  Ansi : word;
  Id : word;
  padding : word;
end;
```

The resource simply contains accelerators, one immediately following the other. Last accelerator
must have $80 in its flags.

To provide easy access to the elements it contains, our accelerator resource class exposes these methods and properties in its public section:

```pascal
procedure Add(aItem : TAccelerator);
procedure Clear;
procedure Delete(aIndex : integer);
property Count : integer read GetCount;
property Items[index : integer] : TAccelerator read GetItem write SetItem; default;
```

We must also implement abstract methods (and an abstract constructor) of TAbstractResource (??):

```pascal
protected
    function GetType : TResourceDesc; override;
    function GetName : TResourceDesc; override;
    function ChangeDescTypeAllowed(aDesc : TResourceDesc) : boolean; override;
    function ChangeDescValueAllowed(aDesc : TResourceDesc) : boolean; override;
    procedure NotifyResourcesLoaded; override;
public
    constructor Create(aType,aName : TResourceDesc); override;
    procedure UpdateRawData; override;
```

The protected methods are very easy to implement, so let’s start from them. For GetType (??) and GetName (??), we need to add two private fields, fType and fName, of type TResourceDesc (??). We create them in the constructor and destroy them in the destructor. Type will always be RT_ACCELERATOR (??). We make the parameterless constructor of TAbstractResource (??) public, using 1 as the resource name, while in the other constructor we use the name passed as parameter, ignoring the type (since it must always be RT_ACCELERATOR (??)).

So, GetType (??), GetName (??), the constructors and the destructor are implemented as follows:

```pascal
function TAcceleratorsResource.GetType: TResourceDesc;
begin
    Result:=fType;
end;

function TAcceleratorsResource.GetName: TResourceDesc;
begin
    Result:=fName;
end;

constructor TAcceleratorsResource.Create;
begin
    inherited Create;
    fType:=TResourceDesc.Create(RT_ACCELERATOR);
    fName:=TResourceDesc.Create(1);
    SetDescOwner(fType);
    SetDescOwner(fName);
end;

constructor TAcceleratorsResource.Create(aType, aName: TResourceDesc);
begin
    Create;
    fName.Assign(aName);
```
end;

destructor TAcceleratorsResource.Destroy;
beg
  fType.Free;
  fName.Free;
  inherited Destroy;
end;

Note that we used SetDescOwner to let type and name know the resource that owns them.

Now ChangeDescTypeAllowed and ChangeDescValueAllowed come. As we said, resource type must be RT_ACCELERATOR, always. Thus, we only allow name to change value or type:

function TAcceleratorsResource.ChangeDescTypeAllowed(aDesc: TResourceDesc): boolean;
beg
  Result:=aDesc=fName;
end;

beg
  Result:=aDesc=fName;
end;

NotifyResourcesLoaded is called by TResources when it finishes loading all resources. Since we are not interested in this fact, we simply leave this method empty. This method is useful for resources that "own" other resources, like TGroupIconResource and TGroupCursorResource (note: you should not implement resource types that depend on other resources: it complicates things a lot and gives you a lot of headaches).

Now, let's see the more interesting - and more difficult - part: providing an easy way to deal with accelerators.

As we said earlier, we must implement some methods and properties to do so. Surely we'll need a list to hold pointers to accelerator records, but we must think a little bit about how this list is created, populated, written to RawData and so on.

When the object is created, we don't have to create (yet) single accelerator records, as said before; but if the user tries to access them we must do it. If the object is created and its RawData contains data (e.g. because a reader has created the resource when loading a resource file) and the user tries to access an accelerator, we must create accelerators from RawData contents. So, until a user tries to access accelerators our class doesn't do anything, while when the user does so it "lazy-loads" data, or creates empty structures if RawData is empty.

When data is loaded, RawData contents aren't considered anymore. When, however, our resource is requested to update RawData (that is, when UpdateRawData method is invoked), our "lazy-loaded" data must be freed. In fact, a user could ask our resource to update raw data, then he/she could modify it directly and then could use our resource's specialized methods and properties to do further processing: for this reason, when RawData is written, other buffered things must be freed, so that they'll created again from RawData if needed.

Note that other resource classes could behave differently: e.g. TBitmapResource uses a copy-on-write mechanism on top of RawData to insert a BMP file header at the beginning of the stream, but it doesn't copy RawData contents whenever possible.

Coming back to our TAcceleratorsResource example, let's see how to implement this behaviour. Let's add a fList field in the private section of our class:
fList : TFPList;

In the constructor, we set this field to nil: we use it to check if data has been loaded from RawData (?) or not. Consequently in the destructor we’ll free the list only if it’s not nil:

destructor TAcceleratorsResource.Destroy;
begin
  fType.Free;
  fName.Free;
  if fList<>nil then
    begin
      Clear;
      fList.Free;
    end;
  inherited Destroy;
end;

(we did not implement Clear method yet: we’ll see it later).

We said that our resource must load data only when needed; to do this we add a private method, CheckDataLoaded that ensures that data is loaded. This method is called by whatever method needs to operate on the list: if data has already been loaded it will quickly return, otherwise it will load data.

procedure TAcceleratorsResource.CheckDataLoaded;
var acc : TAccelerator;
  tot, i : integer;
  p : PAccelerator;
begin
  if fList<>nil then exit;
  fList:=TFPList.Create;
  if RawData.Size=0 then exit;
  RawData.Position:=0;
  tot:=RawData.Size div 8;
  for i:=1 to tot do
    begin
      RawData.ReadBuffer(acc,sizeof(acc));
      GetMem(p,sizeof(TAccelerator));
      p^:=acc;
      fList.Add(p);
    end;
end;

If fList is not nil data is already loaded, so exit. Otherwise, create the list. If RawData (?) is empty we don’t need to load anything, so exit. Otherwise allocate room for accelerators, read them from the stream, and add them to the list.

Note that if we are running on a big endian system we should swap the bytes we read, e.g. calling SwapEndian function, but for simplicity this is omitted.

The counterpart of CheckDataLoaded is UpdateRawData (?). When it is called, data from the list must be written back to RawData (?), and the list and its contents must be freed:

procedure TAcceleratorsResource.UpdateRawData;
var acc : TAccelerator;
begin
if fList=nil then exit;
RawData.Size:=0;
RawData.Position:=0;
for i:=0 to fList.Count-1 do
begin
acc:=PAccelerator(fList[i])^;
// $80 means 'this is the last entry', so be sure only the last one has this bit set.
if i=Count-1 then acc.Flags:=acc.Flags or $80
else acc.Flags:=acc.Flags and $7F;
RawData.WriteBuffer(acc,sizeof(acc));
end;
Clear;
FreeAndNil(fList);
end;

If fList is nil data hasn’t been loaded, so RawData is up to date, so exit. Otherwise, write
each accelerator (ensuring that only last one has $80 flag set), clear the list, free it and set it to nil. 
Again, if we are on a big endian system we should swap each accelerator contents before writing it,
but for simplicity this is omitted.

Other methods we named earlier (Add,Delete,Clear) are trivial to implement: remember only to call CheckDataLoaded before doing anything. The same is true for accessor methods of relevant properties (Count, Items).

If you are curious, you can check the full implementation of TAcceleratorsResource looking at source code.

### 0.4 How to implement a new resource reader

**Remark:** This chapter assumes you have some experience in using this library.

We’ll see how to implement a reader for a new resource file format. A resource reader is a descendant of TAbstractResourceReader, and it’s usually implemented in a unit named namereader, where name is file format name.

Suppose we must write a reader for file format foo; we could start with a unit like this:

```delphi
unit fooreader;

{$MODE OBJFPC} {$H+}

interface

uses
  Classes, SysUtils, resource;

type
  TFooResourceReader = class(TAbstractResourceReader)
  protected
    function GetExtensions : string; override;
    function GetDescription : string; override;
    procedure Load(aResources : TResources; aStream : TStream); override;

```
function CheckMagic(aStream : TStream) : boolean; override;
public
    constructor Create; override;
end;

implementation

function TFooResourceReader.GetExtensions: string;
begin
    Result:='.foo';
end;

function TFooResourceReader.GetDescription: string;
begin
    Result:='FOO resource reader';
end;

procedure TFooResourceReader.Load(aResources: TResources; aStream: TStream);
begin
end;

function TFooResourceReader.CheckMagic(aStream: TStream): boolean;
begin
end;

constructor TFooResourceReader.Create;
begin
end;

initialization
    TResources.RegisterReader(’.foo’,TFooResourceReader);
end.

Note that in the initialization section, TFooResourceReader is registered for extension .foo.

We must implement abstract methods of TAbstractResourceReader. Let’s start with the simpler ones, GetExtensions and GetDescription.

function TFooResourceReader.GetExtensions: string;
begin
    Result:='.foo';
end;

function TFooResourceReader.GetDescription: string;
begin
    Result:='FOO resource reader';
end;

Now let’s see CheckMagic method. This method is called with a stream as a parameter, and
the reader must return \texttt{true} if it recognizes the stream as a valid one. Usually this means checking some magic number or header.

\begin{verbatim}
function TFooResourceReader.CheckMagic(aStream: TStream): boolean;
var signature : array[0..3] of char;
begin
  Result:=false;
  try
    aStream.ReadBuffer(signature[0],4);
  except
    on e : EReadError do exit;
  end;
  Result:=signature='FOO*';
end;
\end{verbatim}

Suppose our foo files start with a 4-byte signature ‘FOO*’. This method checks the signature and returns \texttt{true} if it is verified. Note that it catches \texttt{EReadError} exception raised by \texttt{TStream}: this way, if the stream is too short it returns \texttt{false} (as it should, since magic is not valid) instead of letting the exception to propagate.

Now let’s see \texttt{Load(?}). This method must read the stream and create resources in the \texttt{TResources (?)} object, with information about their name, type, position and size of their raw data, and so on.

\begin{verbatim}
procedure TFooResourceReader.Load(aResources: TResources; aStream: TStream);
begin
  if not CheckMagic(aStream) then
    raise EResourceReaderWrongFormatException.Create('');
  try
    ReadResources(aResources,aStream);
  except
    on e : EReadError do
      raise EResourceReaderUnexpectedEndOfStreamException.Create('');
  end;
end;
\end{verbatim}

First of all, this method checks file magic number, calling \texttt{CheckMagic (?)} method we already implemented. This is necessary since \texttt{CheckMagic (?)} is not called before \texttt{Load (?)}. \texttt{CheckMagic (?)} is invoked by \texttt{TResources (?)} when probing a stream, while \texttt{Load (?)} is invoked when loading resources (so if the user passed a reader object to a \texttt{TResources (?)} object, \texttt{CheckMagic (?)} is never called). Note also that the stream is always at its starting position when these methods are called.

If magic number is ok, our method invokes another method to do the actual loading. If during this process the stream can’t be read, an \texttt{EResourceReaderUnexpectedEndOfStreamException (?)} exception is raised.

So, let’s implement the private method which will load resources.

Suppose that our foo format is very simple:

- the header is made by the 4-byte signature we already saw, a longword holding the number of resources in the file, and other 8 bytes of padding.
- each resource has a 16-byte header containing:
  - a longword for the resource type (only IDs are allowed for types)
  - a longword for the resource name (only IDs are allowed for names)
- a longword for the language ID
- a longword for the size of the resource data

- after the resource header immediately comes the resource data, possibly padded so that it ends on a 4 byte boundary.
- file format is little-endian

To start with, our method will be:

```pascal
procedure TFooResourceReader.ReadResources(aResources: TResources; aStream: TStream);
var Count, i: longword;
aType, aName, aLangID : longword;
aDataSize : longword;
begin
  //read remaining file header
  aStream.ReadBuffer(Count,sizeof(Count));
aStream.Seek(8,soFromCurrent);

  for i:=1 to Count do
  begin
    //read resource header
    aStream.ReadBuffer(aType,sizeof(aType));
aStream.ReadBuffer(aName,sizeof(aName));
aStream.ReadBuffer(aLangID,sizeof(aLangID));
aStream.ReadBuffer(aDataSize,sizeof(aDataSize));
  end;
end;
```

Since in Load (??) we called CheckMagic (??), which read the first 4 bytes of the header, we must read the remaining 12: we read the number of resources, and we skip the other 8 bytes of padding.

Then, for each resource, we read the resource header. Note that if we are running on a big endian system we should swap the bytes we read, e.g. calling SwapEndian function, but for simplicity this is omitted.

Now, we should create a resource. Of which class? Well, we must use resfactory (??) unit. In fact it contains TResourceFactory (??) class, which is an expert in creating resources of the right class: when the user adds a unit containing a resource class to the uses clause of its program, the resource class registers itself with TResourceFactory (??). This way it knows how to map resource types to resource classes.

We need to have type and name of the resource to create as TResourceDesc (??) objects: instead of creating and destroying these objects for each resource, we’ll create a couple in the creator of our reader and we’ll destroy them in the destructor, so that they will live for the whole life of our reader. Let’s name them workType and workName.

Our code becomes:

```pascal
uses
  resfactory;

procedure TFooResourceReader.ReadResources(aResources: TResources; aStream: TStream);
var Count, i: longword;
aType, aName, aLangID : longword;
```
aDataSize : longword;
aRes : TAbstractResource;
begin
    //read remaining file header
    aStream.ReadBuffer(Count,sizeof(Count));
aStream.Seek(8,soFromCurrent);

    for i:=1 to Count do
    begin
        //read resource header
        aStream.ReadBuffer(aType,sizeof(aType));
aStream.ReadBuffer(aName,sizeof(aName));
aStream.ReadBuffer(aLangID,sizeof(aLangID));
aStream.ReadBuffer(aDataSize,sizeof(aDataSize));

        //create the resource
        workType.ID:=aType;
        workName.ID:=aName;
aRes:=TResourceFactory.CreateResource(workType,workName);
        SetDataSize(aRes,aDataSize);
        SetDataOffset(aRes,aStream.Position);
aRes.LangID:=aLangID;
    end;
end;

Note that after the resource has been created we set its data size and data offset. Data offset is
the current position in the stream, since in our FOO file format resource data immediately follows
resource header.

What else do we need to do? Of course we must create RawData (?) stream for our resource, so
that raw data can be accessed with the caching mechanism. We will create a TResourceDataStream
(?) object, telling it which resource and stream it is associated to, which its size will be and which
class its underlying cached stream must be created from.

So we add resdatastream (?) to the uses clause, declare another local variable

aRawData : TResourceDataStream;

and add these lines in the for loop

aRawData:=TResourceDataStream.Create(aStream,aRes,aRes.DataSize,TCachedResourceDataStream);
SetRawData(aRes,aRawData);

That is, aRawData will create its underlying stream as a TCachedResourceDataStream (?) over the
portion of aStream that starts at current position and ends after aRes.DataSize bytes.

We almost finished: now we must add the newly created resource to the TResources (?) object and
move stream position to the next resource header. Complete code for ReadResources method is:

procedure TFooResourceReader.ReadResources(aResources: TResources; aStream: TStream);
var Count, i: longword;
aType, aName, aLangID : longword;
aDataSize : longword;
aRes : TAbstractResource;

begin
//read remaining file header
aStream.ReadBuffer(Count,sizeof(Count));
aStream.Seek(8,soFromCurrent);

for i:=1 to Count do
begin
    //read resource header
    aStream.ReadBuffer(aType,sizeof(aType));
aStream.ReadBuffer(aName,sizeof(aName));
aStream.ReadBuffer(aLangID,sizeof(aLangID));
aStream.ReadBuffer(aDataSize,sizeof(aDataSize));

    //create the resource
    workType.ID:=aType;
    workName.ID:=aName;
aRes:=TResourceFactory.CreateResource(workType,workName);
    SetDataSize(aRes,aDataSize);
    SetDataOffset(aRes,aStream.Position);
aRes.LangID:=aLangID;

    //set raw data
    aRawData:=TResourceDataStream.Create(aStream,aRes,aRes.DataSize,TCachedResourceDataStream);
    SetRawData(aRes,aRawData);

    //add to aResources
    try
        aResources.Add(aRes);
    except
        on e : EResourceDuplicateException do
        begin
            aRes.Free;
            raise;
        end;
    end;

    //go to next resource header
    aStream.Seek(aDataSize,soFromCurrent);
    Align4Bytes(aStream);
end;

Align4Bytes is a private method (not shown for simplicity) that sets stream position to the next multiple of 4 if needed, since FOO file format specifies that resource data must be padded to end on a 4 byte boundary.

Note: We have used Add method to populate the TResources object. More complex file formats store resources in a tree hierarchy; since TResources internally stores resources in this way too, a reader can choose to acquire a reference to the internal tree used by the TResources object (see TAbstractResourceReader.GetTree), populate it and notify the TResources object about the added resources (see TAbstractResourceReader.AddNoTree). For these file formats resources can be loaded faster, since there is no overhead involved in keeping a separate resource tree in the reader.
That’s all. Now you should be able to create a real resource reader.

## 0.5 How to implement a new resource writer

**Remark:** This chapter assumes you have some experience in using this library.

We’ll see how to implement a writer for a new resource file format. A resource writer is a descendant of `TAbstractResourceWriter`, and it’s usually implemented in a unit named `namewriter`, where `name` is file format name.

Suppose we must write a writer for file format `foo`; we could start with a unit like this:

```pascal
unit foowriter;

{$MODE OBJFPC} {$H+}

interface

uses
  Classes, SysUtils, resource;

type
  TFooResourceWriter = class (TAbstractResourceWriter)
    protected
      function GetExtensions : string; override;
      function GetDescription : string; override;
      procedure Write(aResources : TResources; aStream : TStream); override;
    public
      constructor Create; override;
    end;

implementation

function TFooResourceWriter.GetExtensions: string;
begin
end;

function TFooResourceWriter.GetDescription: string;
begin
end;

procedure TFooResourceWriter.Write(aResources : TResources; aStream : TStream);
begin
end;

constructor TFooResourceWriter.Create;
begin
end;

initialization
```

36
TResources.RegisterWriter('.foo', TFooResourceWriter);

end.

Note that in the initialization section, TFooResourceWriter is registered for extension .foo.

We must implement abstract methods of TAbstractResourceWriter (??). Let’s start with the simpler ones, GetExtensions (??) and GetDescription (??).

function TFooResourceWriter.GetExtensions: string;
begin
  Result:='.foo';
end;

function TFooResourceWriter.GetDescription: string;
begin
  Result:='FOO resource writer';
end;

Now let’s see Write (??). This method must write all resources in the TResources (??) object to the stream.

Suppose that our foo format is very simple:

- the header is made by a 4-byte signature (FOO*), a longword holding the number of resources in the file, and other 8 bytes of padding.
- each resource has a 16-byte header containing:
  - a longword for the resource type (only IDs are allowed for types)
  - a longword for the resource name (only IDs are allowed for names)
  - a longword for the language ID
  - a longword for the size of the resource data
- after the resource header immediately comes the resource data, possibly padded so that it ends on a 4 byte boundary.
- file format is little-endian

Our Write (??) method could be something like this:

procedure TFooResourceWriter.Write(aResources: TResources; aStream: TStream);
var i : integer;
begin
  WriteFileHeader(aStream,aResources);
  for i:=0 to aResources.Count-1 do
    WriteResource(aStream,aResources[i]);
end;

So we must implement WriteFileHeader, which writes the 16-byte file header, and WriteResource, which writes a single resource with its header.

Let’s start from the first one:
procedure TFooResourceWriter.WriteFileHeader(aStream: TStream; aResources: TResources);
var signature : array[0..3] of char;
   rescount : longword;
   padding : qword;
begin
  signature:='FOO*';
  rescount:=aResources.Count;
  padding:=0;
  aStream.WriteBuffer(signature[0],4);
  aStream.WriteBuffer(rescount,sizeof(rescount));
  aStream.WriteBuffer(padding,sizeof(padding));
end;

This code simply writes the file header as defined in foo format. Note that if we are running on a
big endian system we should swap bytes before writing, e.g. calling SwapEndian function, but for
simplicity this is omitted.

Now WriteResource comes. This method could be like this:

procedure TFooResourceWriter.WriteResource(aStream: TStream; aResource: TAbstractResource);
var aType : longword;
   aName : longword;
   aLangID : longword;
   aDataSize : longword;
begin
  aType:=aResource._Type.ID;
  aName:=aResource.Name.ID;
  aLangID:=aResource.LangID;
  aDataSize:=aResource.RawData.Size;

  //write resource header
  aStream.WriteBuffer(aType,sizeof(aType));
  aStream.WriteBuffer(aName,sizeof(aName));
  aStream.WriteBuffer(aLangID,sizeof(aLangID));
  aStream.WriteBuffer(aDataSize,sizeof(aDataSize));

  //write resource data
  aResource.RawData.Position:=0;
  aStream.CopyFrom(aResource.RawData,aResource.RawData.Size);

  //align data so that it ends on a 4-byte boundary
  Align4Bytes(aStream);
end;

We write the 16-byte resource header, and then resource data. Note that if resources have been loaded
from a stream and the user didn’t modify resource data, we are copying data directly from the original
stream.

Align4Bytes is a private method (not shown for simplicity) that writes some padding bytes to the
stream if needed, since FOO file format specifies that resource data must be padded to end on a 4
byte boundary. Again, we didn’t consider endianess for simplicity. And finally, note that foo format
only supports IDs for types and names, so if one of them is a name (that is, a string) this code might
cause exceptions to be raised.
Note: More complex file formats store resources in a tree hierarchy; since TResources stores resources in this way too, a writer can choose to acquire a reference to the internal tree used by the TResources object (see TAbstractResourceWriter.GetTree) and use it directly. For these file formats resources can be written faster, since there is no overhead involved in building a separate resource tree in the writer.

That’s all. Now you should be able to create a real resource writer.

0.6 Format of resources in object files

Introduction
This appendix describes the format in which resources are stored in object files. This doesn’t apply to PECOFF file format, where a format already exists and is well described in documentation from Microsoft.

On Microsoft Windows, resources are natively supported by the operating system. On other systems, Free Pascal RTL provides access to resources, which are embedded in the executable file in the format that is here described.

This appendix doesn’t describe a particular object file format implementation (e.g. ELF or Mach-O), but the layout of the sections involved in supporting resources: the way these sections are actually laid out on a file are subject to the rules of the hosting object file format.

For external resource file details, see Description of external resource file format

Conventions
In this document, data sizes are specified with pascal-style data types. They are the following:

Table 1:

<table>
<thead>
<tr>
<th>Name</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>longword</td>
<td>Unsigned 32 bit integer.</td>
</tr>
<tr>
<td>ptruint</td>
<td>Unsigned integer of the size of a pointer</td>
</tr>
</tbody>
</table>

Byte order is the one of the target machine.

All data structures in the sections must be aligned on machine boundaries (4 bytes for 32 bit machines, 8 bytes for 64 bit machines).

Note that all pointers must be valid at runtime. This means that relocations must be written to the object file so that the linker can relocate pointers to the addresses they will have at runtime. Note also that pointers to strings are really pointers, and not offsets to the beginning of the string table.

Resource sections
Free Pascal uses two sections to store resource information:

- fpc.resources. This is a data section that contains all required structures. It must be writable.
- fpc.rehandles. This is a bss section whose size must be equal to (total number of resources)\*(size of pointer). It must be writable.

The rest of this chapter will describe the contents of fpc.resources section.

Resource section layout
The fpc.resources section consists of these parts:
The initial header

The initial header starts with this header:

```
Table 2:

<table>
<thead>
<tr>
<th>Name</th>
<th>Offset</th>
<th>Length</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>rootptr</td>
<td>0</td>
<td>ptruint</td>
<td>Pointer to the root node.</td>
</tr>
<tr>
<td>count</td>
<td>4/8</td>
<td>longword</td>
<td>Total number of resources.</td>
</tr>
<tr>
<td>usedhandles</td>
<td>8/12</td>
<td>longword</td>
<td>Used at runtime. Set to zero in object files.</td>
</tr>
<tr>
<td>handles</td>
<td>12/16</td>
<td>ptruint</td>
<td>Pointer to the first byte of fpc.reshandles section.</td>
</tr>
</tbody>
</table>
```

The resource tree

Immediately following the initial header, the resource tree comes. It is made up by nodes that represent resource types, names and language ids.

Data is organized so that resource information (type, name and language id) is represented by a tree: root node contains resource types, that in turn contain resource names, which contain language ids, which describe resource data.

Given a node, its sub-nodes are ordered as follows:

- First the "named" nodes (nodes that use a string as identifier) come, then the id ones (nodes that use an integer as identifier).
- Named nodes are alphabetically sorted, in ascending order.
- Id nodes are sorted in ascending order.

In the file, all sub-nodes of a node are written in the order described above. Then, all sub-nodes of the first sub-node are written, and so on.

Example:

There are three resources:

1. a BITMAP resource with name MYBITMAP and language id $0409
2. a BITMAP resource with name 1 and language id 0
3. a resource with type MYTYPE and name 1 and language id 0

Nodes are laid out this way (note that BITMAP resources have type 2):

```
root | MYTYPE 2 | 1 | 0 | MYBITMAP 1 | $0409 | 0
```

That is, types (MYTYPE is a string, so it comes before 2 which is BITMAP), then names for MYTYPE (1), then language id for resource 3 (0), then names for BITMAP (MYBITMAP and 1), then language id for resource 1 ($0409), then language id for resource 2 (0).
Node format

Table 3:

<table>
<thead>
<tr>
<th>Name</th>
<th>Offset</th>
<th>Length</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>nameid</td>
<td>0</td>
<td>ptruint</td>
<td>name pointer, integer id or language id</td>
</tr>
<tr>
<td>ncount</td>
<td>4/8</td>
<td>longword</td>
<td>named sub-nodes count</td>
</tr>
<tr>
<td>idcountsize</td>
<td>8/12</td>
<td>longword</td>
<td>id sub-nodes count or resource size</td>
</tr>
<tr>
<td>subptr</td>
<td>12/16</td>
<td>ptruint</td>
<td>pointer to first sub-node</td>
</tr>
</tbody>
</table>

If the node is identified by a string, nameid is a pointer to the null-terminated string holding the name. If it is identified by an id, nameid is that id. Language id nodes are always identified by and ID.

ncount is the number of named sub-nodes of this node (nodes that are identified by a string).

idcountsize is the number of id sub-nodes of this node (nodes that are identified by an integer id). For language id nodes, this field holds the size of the resource data.

subptr is an pointer to the first subnode of this node. Note that it allows to access every subnode of this node, since subnodes of a node always come one after the other. For language id nodes, subptr is the pointer to the resource data.

The string table

The string table is used to store strings used for resource types and names. If all resources use integer ids for name and types, it may not be present in the file.

The string table simply contains null-terminated strings, one after the other.

If present, the string table always contains a 0 (zero) at the beginning. This way, the empty string is located at the first byte of the string table.

The resource data

This part of the file contains raw resource data. As written before, all data structures must be aligned on machine boundaries, so if a resource data size is not a multiple of 4 (for 32 bit machines) or 8 (for 64 bit machines), bytes of padding must be inserted after that resource data.

Exported symbols

Object files containing resources must export a pointer to the first byte of fpc.resources section. The name of this symbol is FPC_RESSYMBOL.

Mach-O specific notes

fpc.resources and fpc.reshandles sections are to be contained in a __DATA segment.
Chapter 1

Reference for unit ’acceleratorsresource’

1.1 Used units

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

1.2 Overview

This unit contains TAcceleratorsResource (43), a TAbstractResource (42) descendant specialized in handling resource of type RT_ACCELERATOR (42).

Adding this unit to a program’s uses clause registers class TAcceleratorsResource (43) for type RT_ACCELERATOR (42) with TResourceFactory (42).

1.3 Constants, types and variables

1.3.1 Constants

FAlt = 16

This flag is valid only if the key is a virtual key.

FControl = 8

This flag is valid only if the key is a virtual key.

FNoInvert = 2
CHAPTER 1. REFERENCE FOR UNIT 'ACCELERATORSRESOURCE'

This flag is obsolete and is provided only for compatibility with 16 bit Windows.

FShift = 4

This flag is valid only if the key is a virtual key.

FVirtKey = 1

When this flag is set, the accelerator key is a virtual key code. Otherwise, it is a ASCII character

1.3.2 Types

PAccelerator = ^TAccelerator

A pointer to a TAccelerator record

TAccelerator = packed record
  Flags : Word;
  Ansi : Word;
  Id :
    Word;
  padding : Word;
end

A single accelerator entry in the accelerator table resource.

The key associated with the accelerator is represented by Ansi field: it can be a character or a virtual-key code (in the latter case, FVirtKey (43) flag must be active).

The accelerator is identified by the value of id field.

Flags is a combination of the following values:

- FVirtKey (43)
- FShift (43)
- FNoInvert (43)
- FControl (42)
- FAlt (42)

1.4 TAcceleratorsResource

1.4.1 Description

This class represents a resource of type RT_ACCELERATOR (42).

An accelerator table resource is a collection of accelerators (represented by TAccelerator (43) records).

An accelerator represents a keystroke that can be associated with some action.

This resource type is very Microsoft Windows-specific, so it might not be of interest for many users.

Methods are provided to add, delete and modify single accelerators.

Remark: This class doesn’t allow its type to be changed to anything else than RT_ACCELERATOR (42). Attempts to do so result in a EResourceDescChangeNotAllowedException (42).
1.4.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>45</td>
<td>Add</td>
<td>Adds a new accelerator to the table</td>
</tr>
<tr>
<td>44</td>
<td>ChangeDescTypeAllowed</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>ChangeDescValueAllowed</td>
<td></td>
</tr>
<tr>
<td>45</td>
<td>Clear</td>
<td>Empties the accelerator table</td>
</tr>
<tr>
<td>45</td>
<td>Create</td>
<td>Creates a new accelerator table resource</td>
</tr>
<tr>
<td>45</td>
<td>Delete</td>
<td>Deletes an accelerator from the table</td>
</tr>
<tr>
<td>45</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>GetName</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>GetType</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>NotifyResourcesLoaded</td>
<td></td>
</tr>
<tr>
<td>45</td>
<td>UpdateRawData</td>
<td></td>
</tr>
</tbody>
</table>

1.4.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>46</td>
<td>Count</td>
<td>r</td>
<td>The number of accelerators in the table</td>
</tr>
<tr>
<td>46</td>
<td>Items</td>
<td>rw</td>
<td>Indexed array of accelerators in the table</td>
</tr>
</tbody>
</table>

1.4.4 TAcceleratorsResource.GetType

Declaration: function GetType : TResourceDesc; Override

Visibility: protected

1.4.5 TAcceleratorsResource.GetName

Declaration: function GetName : TResourceDesc; Override

Visibility: protected

1.4.6 TAcceleratorsResource.ChangeDescTypeAllowed

Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean; Override

Visibility: protected

1.4.7 TAcceleratorsResource.ChangeDescValueAllowed

Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean; Override

Visibility: protected

1.4.8 TAcceleratorsResource.NotifyResourcesLoaded

Declaration: procedure NotifyResourcesLoaded; Override

Visibility: protected
CHAPTER 1. REFERENCE FOR UNIT ’ACCELERATORSRESOURCE’

1.4.9 TAcceleratorsResource.Create

Synopsis: Creates a new accelerator table resource

Declaration: constructor Create; Override
constructor Create(aType: TResourceDesc; aName: TResourceDesc) ; Override

Visibility: public

Description: Please note that aType parameter is not used, since this class always uses RT_ACCELERATOR (42) as type.

1.4.10 TAcceleratorsResource.Destroy

Declaration: destructor Destroy; Override

Visibility: public

1.4.11 TAcceleratorsResource.UpdateRawData

Declaration: procedure UpdateRawData; Override

Visibility: public

1.4.12 TAcceleratorsResource.Add

Synopsis: Adds a new accelerator to the table

Declaration: procedure Add(aItem: TAccelerator)

Visibility: public

See also: TAcceleratorsResource.Items (46)

1.4.13 TAcceleratorsResource.Clear

Synopsis: Empties the accelerator table

Declaration: procedure Clear

Visibility: public

See also: TAcceleratorsResource.Items (46), TAcceleratorsResource.Delete (45)

1.4.14 TAcceleratorsResource.Delete

Synopsis: Deletes an accelerator from the table

Declaration: procedure Delete(aIndex: Integer)

Visibility: public

See also: TAcceleratorsResource.Items (46), TAcceleratorsResource.Clear (45)
1.4.15 TAcceleratorsResource.Count

Synopsis: The number of accelerators in the table

Declaration: Property Count : Integer

Visibility: public
Access: Read

See also: TAcceleratorsResource.Items (46)

1.4.16 TAcceleratorsResource.Items

Synopsis: Indexed array of accelerators in the table

Declaration: Property Items[index: Integer]: TAccelerator; default

Visibility: public
Access: Read, Write

Description: This property can be used to access all accelerators in the object.

Remark: This array is 0-based: valid elements range from 0 to Count (46)-1.

Remark: If you need to access RawData (42) after you added, deleted or modified accelerators, be sure to call UpdateRawData (42) first. This isn’t needed however when resource is written to a stream, since TResources (42) takes care of it.

See also: TAcceleratorsResource.Count (46), TAccelerator (43)
Chapter 2

Reference for unit ’bitmapresource’

2.1 Used units

Table 2.1: Used units by unit ’bitmapresource’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

2.2 Overview

This unit contains TBitmapResource (47), a TAbstractResource (47) descendant specialized in handling resource of type RT_BITMAP (47).

Adding this unit to a program’s uses clause registers class TBitmapResource (47) for type RT_BITMAP (47) with TResourceFactory (47).

2.3 TBitmapResource

2.3.1 Description

This class represents a resource of type RT_BITMAP (47).

A bitmap resource contents is very similar to a BMP file. However some differences exists, so RawData (47) is not appropriate if you need to read and write BMP data. Instead, BitmapData (50) property gives access to a BMP file-like stream.

Remark: This class doesn’t allow its type to be changed to anything else than RT_BITMAP (47). Attempts to do so result in a EResourceDescChangeNotAllowedException (47).

See also: BitmapData (50), TAbstractResource.RawData (47)

CHAPTER 2. REFERENCE FOR UNIT ‘BITMAPRESOURCE’

2.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>48</td>
<td>ChangeDescTypeAllowed</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>ChangeDescValueAllowed</td>
<td></td>
</tr>
<tr>
<td>49</td>
<td>Create</td>
<td>Creates a new bitmap resource</td>
</tr>
<tr>
<td>49</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>GetName</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>GetType</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>NotifyResourcesLoaded</td>
<td></td>
</tr>
<tr>
<td>49</td>
<td>SetCustomBitmapDataStream</td>
<td>Sets a custom stream as the underlying stream for</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BitmapData</td>
</tr>
<tr>
<td>49</td>
<td>UpdateRawData</td>
<td></td>
</tr>
</tbody>
</table>

2.3.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>BitmapData</td>
<td>r</td>
<td>Resource data as a BMP stream</td>
</tr>
</tbody>
</table>

2.3.4 TBitmapResource.GetType

Declaration: function GetType : TResourceDesc; Override

Visibility: protected

2.3.5 TBitmapResource.GetName

Declaration: function GetName : TResourceDesc; Override

Visibility: protected

2.3.6 TBitmapResource.ChangeDescTypeAllowed

Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean

; Override

Visibility: protected

2.3.7 TBitmapResource.ChangeDescValueAllowed

Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean

; Override

Visibility: protected

2.3.8 TBitmapResource.NotifyResourcesLoaded

Declaration: procedure NotifyResourcesLoaded; Override

Visibility: protected
2.3.9  TBitmapResource.Create

Synopsis: Creates a new bitmap resource

Declaration: constructor Create; Override
            constructor Create(aType: TResourceDesc; aName: TResourceDesc) ; Override

Visibility: public

Description: Please note that aType parameter is not used, since this class always uses RT_BITMAP (47) as type.

2.3.10  TBitmapResource.Destroy

Declaration: destructor Destroy; Override

Visibility: public

2.3.11  TBitmapResource.UpdateRawData

Declaration: procedure UpdateRawData; Override

Visibility: public

2.3.12  TBitmapResource.SetCustomBitmapDataStream

Synopsis: Sets a custom stream as the underlying stream for BitmapData

Declaration: procedure SetCustomBitmapDataStream(aStream: TStream)

Visibility: public

Description: This method allows the user to use a custom stream as the underlying stream for BitmapData (50). This is useful when you want a TBitmapResource (47) to be created from a bmp file for which you have a stream.

Sample code
This code creates a resource containing a bitmap

```
var
  aName : TResourceDesc;
  aRes : TBitmapResource;
  aFile : TFileStream;
  Resources : TResources;
begin
  Resources:=TResources.Create;
  aName:=TResourceDesc.Create('MYBITMAP');
  aRes:=TBitmapResource.Create(nil,aName); //type is always RT_BITMAP
  aName.Free; //not needed anymore
  aFile:=TFileStream.Create('mybitmap.bmp',fmOpenRead or fmShareDenyNone);
  aRes.SetCustomBitmapDataStream(aFile);
  Resources.Add(aRes);
  Resources.WriteToFile('myresource.res');

  Resources.Free; //it destroys aRes as well.
```
2.3.13 TBitmapResource.BitmapData

Synopsis: Resource data as a BMP stream

Declaration: Property BitmapData : TStream

Visibility: public
Access: Read

Description: BitmapData (50) property gives access to resource data in a BMP file-like stream, unlike RawData (47).

BitmapData (50) does not create a copy of RawData (47) so memory usage is generally kept limited. You can also set a custom stream as the underlying stream for BitmapData (50) via SetCustomBitmapDataStream (49), much like SetCustomRawDataStream (47) does for RawData (47). This is useful when you want a TBitmapResource (47) to be created from a bmp file for which you have a stream.

Remark: If you need to access RawData (47) after you modified BitmapData (50), be sure to call UpdateRawData (47) first. This isn’t needed however when resource is written to a stream, since TResources (47) takes care of it.

See also: TBitmapResource.SetCustomBitmapDataStream (49), TAbstractResource.RawData (47), TAbstractResource.UpdateRawData (47)
Chapter 3

Reference for unit ’coffreader’

3.1 Used units

Table 3.1: Used units by unit ’coffreader’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>cofftypes</td>
<td>54</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>resourcetree</td>
<td>162</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

3.2 Overview

This unit contains TCoffResourceReader (51), a TAbstractResourceReader (51) descendant that is able to read COFF object files containing resources.

Adding this unit to a program’s uses clause registers class TCoffResourceReader (51) with TResources (51).

3.3 TCoffResourceReader

3.3.1 Description

This class provides a reader for COFF object files containing resources.

COFF is the file format used by Microsoft Windows object files. Usually resources get stored in an object file that can be given to a linker to produce an executable.

After an object file has been read, MachineType (53) property holds the machine type the object file was built for.

Remark: This reader is not able to read full PE images. Use TWinPEImageResourceReader (51) instead.

See also: TCoffResourceReader.MachineType (53), TAbstractResourceReader (51), TWinPEImageResourceReader (51), TCoffResourceWriter (51)
3.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>52</td>
<td>CheckMagic</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>Load</td>
<td></td>
</tr>
</tbody>
</table>

3.3.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>53</td>
<td>MachineType</td>
<td>r</td>
<td>The machine type of the object file</td>
</tr>
</tbody>
</table>

3.3.4 TCoffResourceReader.GetExtensions

Declaration: function GetExtensions : string; Override
Visibility: protected

3.3.5 TCoffResourceReader.GetDescription

Declaration: function GetDescription : string; Override
Visibility: protected

3.3.6 TCoffResourceReader.Load

Declaration: procedure Load(aResources: TResources; aStream: TStream); Override
Visibility: protected

3.3.7 TCoffResourceReader.CheckMagic

Declaration: function CheckMagic(aStream: TStream) : Boolean; Override
Visibility: protected

3.3.8 TCoffResourceReader.Create

Declaration: constructor Create; Override
Visibility: public

3.3.9 TCoffResourceReader.Destroy

Declaration: destructor Destroy; Override
Visibility: public
3.3.10 TCoffResourceReader.MachineType

Synopsis: The machine type of the object file

Declaration: Property MachineType : TCoffMachineType

Visibility: public
Access: Read

Description: This property holds the machine type of the object file that has been read.

Remark: Obviously, this property is meaningful only after an object file has been read.

See also: TCoffMachineType (51)
Chapter 4

Reference for unit ’cofftypes’

4.1 Used units

Table 4.1: Used units by unit ’cofftypes’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>System</td>
<td>??</td>
</tr>
</tbody>
</table>

4.2 Overview

These types are used internally by TCoffResourceWriter (54) and TCoffResourceReader (54). The only type of interest for the user is TCoffMachineType (55).

4.3 Constants, types and variables

4.3.1 Constants

RSRC SectName : TSectionName = ’.rsrc’ + #0 + #0 + #0

4.3.2 Types

TCoffHeader = packed record
  Machine : Word;
  NumSects : Word;
  TimeStamp : LongWord;
  SymTablePtr : LongWord;
  SymNum : LongWord
  ;
  OptHdrSize : Word;
  Characteristics : Word;
end
TCoffMachineType = (cmti386, cmtarm, cmtx8664, cmtppc32aix, cmtppc64aix)

Table 4.2: Enumeration values for type TCoffMachineType

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>cmtarm</td>
<td>ARM</td>
</tr>
<tr>
<td>cmti386</td>
<td>Intel i386</td>
</tr>
<tr>
<td>cmtppc32aix</td>
<td></td>
</tr>
<tr>
<td>cmtppc64aix</td>
<td></td>
</tr>
<tr>
<td>cmtx8664</td>
<td>AMD x86_64</td>
</tr>
</tbody>
</table>

This enumeration specifies the COFF machine type.

It is used by TCoffResourceWriter (54) to specify the machine type of the generated object file and by TCoffResourceReader (54) to read the machine type of the object file that has been read.

TCoffSectionHeader = packed record
  Name : TSectionName;
  VirtualSize : LongWord;
  VirtualAddress : LongWord;
  SizeOfRawData : LongWord;
  PointerToRawData : LongWord;
  PointerToRelocations : LongWord;
  PointerToLineNumbers : LongWord;
  NumberOfRelocations : Word;
  NumberOfLineNumbers : Word;
  Characteristics : LongWord;
end

TCoffSectionTable = TCoffSymtableEntry

TCoffSymtableEntry = packed record
  case Byte of
  1: (   
    Name : TSectionName;
    Value : LongWord;
    SectionNumber : Word;
    _type : Word;
    StorageClass : Byte;
    NumAuxSymbol : Byte;
  );
  2: (   

n_name : TSectionName;
n_value : LongWord;
n_scnum : Word;
n_type : Word;
n_sclass : Byte;
n_numaux : Byte;
);
end

TResDataEntry = packed record
  DataRVA : LongWord;
  Size : LongWord
;
  Codepage : LongWord;
  Reserved : LongWord;
end

TResDirEntry = packed record
  NameID : LongWord;
  DataSubDirRVA : LongWord;
end

TResDirTable = packed record
  Characteristics : LongWord;
  TimeStamp : LongWord;
  VerMajor : Word;
  VerMinor : Word;
  NamedEntriesCount : Word;
  IDEntriesCount : Word;
end

TSectionName = Array[0..7] of Char

TXCoff32SectionHeader = packed record
  s_name : TSectionName;
  s_paddr : LongWord;
  s_vaddr : LongWord;
  s_size : LongWord;
  s_scnptr : LongWord;
  s_relptr : LongWord;
  s_lnnoptr : LongWord;
  s_nreloc : Word;
  s_nlnno : Word;
  s_flags : LongWord;
end
TXCoffAuxSymbol32 = packed record
  x_scnlen : LongWord;
  x_parmhash : LongWord;
  x_snhash : Word;
  x_smtyp : Byte;
  x_smclas : Byte
  ;
  x_stab : LongWord;
  x_snstab : Word;
end
Chapter 5

Reference for unit 'coffwriter'

5.1 Used units

Table 5.1: Used units by unit 'coffwriter'

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>cofftypes</td>
<td>54</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>resourcetree</td>
<td>162</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

5.2 Overview

This unit contains TCoffResourceWriter (61), a TAbstractResourceWriter (58) descendant that is able to write COFF object files containing resources.

Adding this unit to a program's uses clause registers class TCoffResourceWriter (61) with TResources (58).

5.3 Constants, types and variables

5.3.1 Types

PCoffRelocation = ^TCoffRelocation

This type is used internally by TCoffResourceWriter (61).

TCoffRelocation = packed record
  VirtualAddress : LongWord;
  SymTableIndex : LongWord;
  _type : Word;
end
CHAPTER 5. REFERENCE FOR UNIT ‘COFFWRITER’

This record is used internally by TCoffResourceWriter (61).

5.4 TCoffRelocations

5.4.1 Description
This class is used internally by TCoffResourceWriter (61).

5.4.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>60</td>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>AddRelativeToSection</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>Clear</td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>GetCount</td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>GetRelocation</td>
<td></td>
</tr>
</tbody>
</table>

5.4.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>60</td>
<td>Count</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>Items</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>MachineType</td>
<td>rw</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>StartAddress</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

5.4.4 TCoffRelocations.GetCount

Declaration: function GetCount : Integer

Visibility: protected

5.4.5 TCoffRelocations.GetRelocation

Declaration: function GetRelocation(index: Integer) : PCoffRelocation

Visibility: protected

5.4.6 TCoffRelocations.Create

Declaration: constructor Create(aMachineType: TCoffMachineType)

Visibility: public

5.4.7 TCoffRelocations.Destroy

Declaration: destructor Destroy; Override

Visibility: public
5.4.8 TCoffRelocations.Add
Declaration: procedure Add(aAddress: LongWord; aType: Word; aSymTableIndex: LongWord)
Visibility: public

5.4.9 TCoffRelocations.AddRelativeToSection
Declaration: procedure AddRelativeToSection(aAddress: LongWord;
aSectSymTableIndex: LongWord)
Visibility: public

5.4.10 TCoffRelocations.Clear
Declaration: procedure Clear
Visibility: public

5.4.11 TCoffRelocations.Count
Declaration: Property Count: Integer
Visibility: public
Access: Read

5.4.12 TCoffRelocations.Items
Declaration: Property Items[index: Integer]: PCoffRelocation; default
Visibility: public
Access: Read

5.4.13 TCoffRelocations.StartAddress
Declaration: Property StartAddress: LongWord
Visibility: public
Access: Read, Write

5.4.14 TCoffRelocations.MachineType
Declaration: Property MachineType: TCoffMachineType
Visibility: public
Access: Read, Write
CHAPTER 5. REFERENCE FOR UNIT ‘COFFWRITER’

5.5 **TCoffResourceWriter**

5.5.1 **Description**

This class provides a writer for COFF object files containing resources. COFF is the file format used by Microsoft Windows object files. Usually resources get stored in an object file that can be given to a linker to produce an executable.

MachineType (63) property can be used to set the machine type of the object file to generate.

See also: TCoffResourceWriter.MachineType (63), TAbstractResourceWriter (58), TCoffResourceWriter (58)

5.5.2 **Method overview**

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>63</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>63</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>FixCoffHeader</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>FixSectionHeader</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>GetFixedCoffHeader</td>
<td></td>
</tr>
<tr>
<td>63</td>
<td>PrescanNode</td>
<td></td>
</tr>
<tr>
<td>63</td>
<td>PrescanResourceTree</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>Write</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>WriteCoffStringTable</td>
<td></td>
</tr>
<tr>
<td>61</td>
<td>WriteEmptyCoffHeader</td>
<td></td>
</tr>
<tr>
<td>61</td>
<td>WriteEmptySectionHeader</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>WriteRawData</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>WriteRelocations</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>WriteResStringTable</td>
<td></td>
</tr>
<tr>
<td>63</td>
<td>WriteSymbolTable</td>
<td></td>
</tr>
</tbody>
</table>

5.5.3 **Property overview**

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>63</td>
<td>MachineType</td>
<td>rw</td>
<td>The machine type of the object file</td>
</tr>
<tr>
<td>64</td>
<td>OppositeEndianess</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

5.5.4 **TCoffResourceWriter.WriteEmptyCoffHeader**

Declaration: `procedure WriteEmptyCoffHeader(aStream: TStream)`

Visibility: protected

5.5.5 **TCoffResourceWriter.WriteEmptySectionHeader**

Declaration: `procedure WriteEmptySectionHeader(aStream: TStream); Virtual`

Visibility: protected
5.5.6 TCoffResourceWriter.WriteResStringTable
Declaration: procedure WriteResStringTable(aStream: TStream); Virtual
Visibility: protected

5.5.7 TCoffResourceWriter.WriteRawData
Declaration: procedure WriteRawData(aStream: TStream)
Visibility: protected

5.5.8 TCoffResourceWriter.WriteRelocations
Declaration: procedure WriteRelocations(aStream: TStream)
Visibility: protected

5.5.9 TCoffResourceWriter.WriteCoffStringTable
Declaration: procedure WriteCoffStringTable(aStream: TStream)
Visibility: protected

5.5.10 TCoffResourceWriter.GetFixedCoffHeader
Declaration: function GetFixedCoffHeader: TCoffHeader; Virtual
Visibility: protected

5.5.11 TCoffResourceWriter.FixCoffHeader
Declaration: procedure FixCoffHeader(aStream: TStream)
Visibility: protected

5.5.12 TCoffResourceWriter.FixSectionHeader
Declaration: procedure FixSectionHeader(aStream: TStream; aResources: TResources); Virtual
Visibility: protected

5.5.13 TCoffResourceWriter.GetExtensions
Declaration: function GetExtensions: string; Override
Visibility: protected

5.5.14 TCoffResourceWriter.GetDescription
Declaration: function GetDescription: string; Override
Visibility: protected
5.5.15 TCoffResourceWriter.PrescanNode

Declaration: function PrescanNode(aNode: TResourceTreeNode; aNodeSize: LongWord) : LongWord; Virtual

Visibility: protected

5.5.16 TCoffResourceWriter.PrescanResourceTree

Declaration: procedure PrescanResourceTree; Virtual

Visibility: protected

5.5.17 TCoffResourceWriter.Write

Declaration: procedure Write(aResources: TResources; aStream: TStream); Override

Visibility: protected

5.5.18 TCoffResourceWriter.WriteSymbolTable

Declaration: procedure WriteSymbolTable(aStream: TStream; aResources: TResources); Virtual

Visibility: protected

5.5.19 TCoffResourceWriter.Create

Declaration: constructor Create; Override

Visibility: public

5.5.20 TCoffResourceWriter.Destroy

Declaration: destructor Destroy; Override

Visibility: public

5.5.21 TCoffResourceWriter.MachineType

Synopsis: The machine type of the object file

Declaration: Property MachineType : TCoffMachineType

Visibility: public

Access: Read, Write

Description: This property can be used to set the machine type of the object file to write.

See also: TCoffMachineType (58)
5.5.22 TCOffResourceWriter.OppositeEndianess

Declaration: Property OppositeEndianess : Boolean

Visibility: public
Access: Read, Write

5.6 TCOffStringTable

5.6.1 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>64</td>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>64</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>64</td>
<td>Delete</td>
<td></td>
</tr>
</tbody>
</table>

5.6.2 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>64</td>
<td>Size</td>
<td>r</td>
<td></td>
</tr>
</tbody>
</table>

5.6.3 TCOffStringTable.Create

Declaration: constructor Create

Visibility: public

5.6.4 TCOffStringTable.Add

Declaration: function Add(const S: string) : Integer; Override

Visibility: public

5.6.5 TCOffStringTable.Delete

Declaration: procedure Delete(Index: Integer); Override

Visibility: public

5.6.6 TCOffStringTable.Size

Declaration: Property Size : ptruint

Visibility: public
Access: Read

5.7 TResourceStringTable

5.7.1 Description

This class is used internally by TCOffResourceWriter (61).
5.7.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>65</td>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>65</td>
<td>Clear</td>
<td></td>
</tr>
<tr>
<td>65</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>65</td>
<td>Destroy</td>
<td></td>
</tr>
</tbody>
</table>

5.7.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>65</td>
<td>Count</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>66</td>
<td>CurrRVA</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>66</td>
<td>EndRVA</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>66</td>
<td>Items</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>66</td>
<td>StartRVA</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

5.7.4 TResourceStringTable.Create

Declaration: constructor Create
Visibility: public

5.7.5 TResourceStringTable.Destroy

Declaration: destructor Destroy; Override
Visibility: public

5.7.6 TResourceStringTable.Add

Declaration: procedure Add(s: string)
Visibility: public

5.7.7 TResourceStringTable.Clear

Declaration: procedure Clear
Visibility: public

5.7.8 TResourceStringTable.Count

Declaration: Property Count: Integer
Visibility: public
Access: Read
5.7.9  TRessourceStringTable_items
Declaration: Property Items[index: Integer]: string; default
Visibility: public
Access: Read

5.7.10  TRessourceStringTable_StartRVA
Declaration: Property StartRVA : LongWord
Visibility: public
Access: Read, Write

5.7.11  TRessourceStringTable_CurrRVA
Declaration: Property CurrRVA : LongWord
Visibility: public
Access: Read

5.7.12  TRessourceStringTable_EndRVA
Declaration: Property EndRVA : LongWord
Visibility: public
Access: Read
Chapter 6

Reference for unit ’dfmreader’

6.1 Used units

Table 6.1: Used units by unit ’dfmreader’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

6.2 Overview

This unit contains TDfmResourceReader (67), a TAbstractResourceReader (67) descendant used to compile DFM files to resources.

Adding this to a program’s uses clause registers class TDfmResourceReader (67) with TResources (67).

6.3 TDfmResourceReader

6.3.1 Description

This class isn’t a proper resource reader. It provides a quick way to create a resource file from a DFM/XFM/LFM file, similar to what Delphi does with constructs like {$R *.dfm}.

This class reads a DFM, XFM or LFM file, compiles it to binary format if it isn’t, and stores it in a resource of type RT_RCDATA (67) with the name of the form specified in the DFM file.
6.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>68</td>
<td>CheckMagic</td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>Load</td>
<td></td>
</tr>
</tbody>
</table>

6.3.3 TDfmResourceReader.GetExtensions

Declaration: function GetExtensions : string; Override
Visibility: protected

6.3.4 TDfmResourceReader.GetDescription

Declaration: function GetDescription : string; Override
Visibility: protected

6.3.5 TDfmResourceReader.Load

Declaration: procedure Load(aResources: TResources; aStream: TStream); Override
Visibility: protected

6.3.6 TDfmResourceReader.CheckMagic

Declaration: function CheckMagic(aStream: TStream) : Boolean; Override
Visibility: protected

6.3.7 TDfmResourceReader.Create

Declaration: constructor Create; Override
Visibility: public

6.3.8 TDfmResourceReader.Destroy

Declaration: destructor Destroy; Override
Visibility: public
Chapter 7

Reference for unit ’elfconsts’

7.1 Used units

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>System</td>
<td>??</td>
</tr>
</tbody>
</table>

7.2 Overview

These constants are used internally by TElfResourceWriter (69) and TElfResourceReader (69). The only type of interest for the user is TElfMachineType (74).

7.3 Constants, types and variables

7.3.1 Constants

EF_IA_64_ABI64 = $10

ELFCLASS32 = 1

ELFCLASS64 = 2

ELFCLASSNONE = 0

ELFDATA2LSB = 1

ELFDATA2MSB = 2
ELFDATANONE = 0

ELFMAGIC = chr($7f) + 'ELF'

ELFOSABI_ARM = 97

ELFOSABI_FREEBSD = 9

ELFOSABI_LINUX = 3

ELFOSABI_NONE = 0

EM_386 = 3

EM_68K = 4

EM_ALPHA = $9026

EM_ARM = 40

EM_IA_64 = 50

EM_MIPS = 8

EM_MIPS_RS3_LE = 10

EM_MIPS_X = 51

EM_NONE = 0

EM_PPC = 20

EM_PPC64 = 21

EM_SPARC = 2

EM_X86_64 = 62
ET_CORE = 4

ET_DYN = 3

ET_EXEC = 2

ET_HIOS = $feff

ET_HIPROC = $ffff

ET_LOOS = $fe00

ET_LOPROC = $ff00

ET_NONE = 0

ET_REL = 1

EV_CURRENT = 1

EV_NONE = 0

HANDLESECT_IDX = 2

HandlesSectName = 'fpc.reshandles'

RsrcSectName = 'fpc.resources'

RSRCSECT_IDX = 1

R_386_32 = 1

R_68K_32 = 1

R_ALPHA_REFQUAD = 2

R_ARM_ABS32 = 2
R_IA64_DIR64LSB = $27
R_MIPS_32 = 2
R_PPC64_ADDR64 = 38
R_PPC_ADDR32 = 1
R_SPARC_32 = 3
R_x86_64_64 = 1

SHF_ALLOC = 2

SHF_EXECINSTR = 4

SHF_MASKOS = $0f000000
SHF_MASKPROC = $f0000000

SHF_WRITE = 1

SHT_DYNAMIC = 6

SHT_DYNSYM = 11

SHT_HASH = 5

SHT_HIOS = $ffffffff

SHT_HIPROC = $7fffffffff

SHT_LOOS = $80000000

SHT_LOPROC = $70000000

SHT_NOBITS = 8
SHT_NOTE = 7
SHT_NULL = 0
SHT_PROGBITS = 1
SHT_REL = 9
SHT_RELA = 4
SHT_SHLIB = 10
SHT_STRTAB = 3
SHT_SYMTAB = 2
STB_GLOBAL = 1
STB_HIOS = 12
STB_HIPROC = 15
STB_LOCAL = 0
STB_LOOS = 10
STB_LOPROC = 13
STB_WEAK = 2
STT_COMMON = 5
STT_FILE = 4
STT_FUNC = 2
STT_HIOS = 12
CHAPTER 7. REFERENCE FOR UNIT 'ELFCONSTS'

STT_HIPROC = 15
STT_LOOS = 10
STT_LOPROC = 13
STT_NOTYPE = 0
STT_OBJECT = 1
STT_SECTION = 3
STT_SPARC_REGISTER = 13
STT_TLS = 6

7.3.2 Types

TElfMachineType = (emtnone, emtsparc, emti386, emtm68k, emtppc, emtppc64,
        ,
        emtarm, emtarmeb, emtia64, emtx86_64, emtalpha, emtmips,
        ,
        emtmipsel)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>emtalpha</td>
<td>DEC Alpha machine type</td>
</tr>
<tr>
<td>emtarm</td>
<td>ARM machine type</td>
</tr>
<tr>
<td>emtarmeb</td>
<td>ARM Big Endian machine type</td>
</tr>
<tr>
<td>emti386</td>
<td>Intel 386 machine type</td>
</tr>
<tr>
<td>emtia64</td>
<td>Intel IA-64 machine type</td>
</tr>
<tr>
<td>emtm68k</td>
<td>Motorola 68000 machine type</td>
</tr>
<tr>
<td>emtmips</td>
<td></td>
</tr>
<tr>
<td>emtnone</td>
<td>Invalid machine type</td>
</tr>
<tr>
<td>emtppc</td>
<td>PowerPC machine type</td>
</tr>
<tr>
<td>emtppc64</td>
<td>PowerPC 64 machine type</td>
</tr>
<tr>
<td>emtsparc</td>
<td>Sparc machine type</td>
</tr>
<tr>
<td>emtx86_64</td>
<td>AMD x86_64 machine type</td>
</tr>
</tbody>
</table>

This enumeration specifies the ELF machine type.
It is used by TElfResourceWriter (69) to specify the machine type of the generated object file and by TElfResourceReader (69) to read the machine type of the object file that has been read.
Chapter 8

Reference for unit ’elfreader’

8.1 Used units

Table 8.1: Used units by unit ’elfreader’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>elfconsts</td>
<td>69</td>
</tr>
<tr>
<td>elftypes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

8.2 Overview

This unit contains TElfResourceReader (76), a TAbstractResourceReader (75) descendant that is able to read ELF object files containing resources.

Adding this unit to a program’s uses clause registers class TElfResourceReader (76) with TResources (75).

8.3 EElfResourceReaderException

8.3.1 Description

Base class for elf resource reader-related exceptions

8.4 EElfResourceReaderNoSectionsException

8.4.1 Description

This exception is raised by Load (75) method of TElfResourceReader (76) when no section headers are found.
8.5 EElfResourceReaderNoStringTableException

8.5.1 Description
This exception is raised by Load (75) method of TElfResourceReader (76) when no ELF string table is found.

8.6 EElfResourceReaderUnknownClassException

8.6.1 Description
This exception is raised by Load (75) method of TElfResourceReader (76) when class field of ELF header is neither ELFCLASS32 (75) nor ELFCLASS64 (75).

8.7 EElfResourceReaderUnknownVersionException

8.7.1 Description
This exception is raised by Load (75) method of TElfResourceReader (76) when version field of ELF header is not 1.

8.8 TElfResourceReader

8.8.1 Description
This class provides a reader for ELF object files and images containing resources. ELF is the file format used by unices and other operating systems for object files and image files (executables, dynamic libraries and so on). Free Pascal can store resources in ELF files in its own format. After an object file has been read, MachineType (77) property holds the machine type the object file was built for.

Remark: This reader can’t read ELF files without section headers. These are however very rare.

See also: TElfResourceReader.MachineType (77), TAbstractResourceReader (75), TElfResourceWriter (75), Format of resources in object files (75)

8.8.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>77</td>
<td>CheckMagic</td>
<td></td>
</tr>
<tr>
<td>77</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>77</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>77</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>77</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>77</td>
<td>Load</td>
<td></td>
</tr>
</tbody>
</table>
8.8.3 Property overview

<table>
<thead>
<tr>
<th></th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MachineType</td>
<td>r</td>
<td></td>
<td>The machine type of the object file</td>
</tr>
</tbody>
</table>

8.8.4 TElfResourceReader.GetExtensions

**Declaration:**

```pascal
function GetExtensions : string; Override
```

**Visibility:**

protected

8.8.5 TElfResourceReader.GetDescription

**Declaration:**

```pascal
function GetDescription : string; Override
```

**Visibility:**

protected

8.8.6 TElfResourceReader.Load

**Declaration:**

```pascal
procedure Load(aResources: TResources; aStream: TStream); Override
```

**Visibility:**

protected

8.8.7 TElfResourceReader.CheckMagic

**Declaration:**

```pascal
function CheckMagic(aStream: TStream) : Boolean; Override
```

**Visibility:**

protected

8.8.8 TElfResourceReader.Create

**Declaration:**

```pascal
constructor Create; Override
```

**Visibility:**

public

8.8.9 TElfResourceReader.Destroy

**Declaration:**

```pascal
destructor Destroy; Override
```

**Visibility:**

public

8.8.10 TElfResourceReader.MachineType

**Synopsis:**
The machine type of the object file

**Declaration:**

```pascal
Property MachineType : TElfMachineType
```

**Visibility:**

public

**Access:**

Read

**Description:**
This property holds the machine type of the object file that has been read.

**Remark:**
Obviously, this property is meaningful only after an object file has been read.

See also: TElfMachineType (75)
Chapter 9

Reference for unit ’elfwriter’

9.1 Used units

Table 9.1: Used units by unit ’elfwriter’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>elfconsts</td>
<td>69</td>
</tr>
<tr>
<td>elftypes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

9.2 Overview

This unit contains TElfResourceWriter (79), a TAbstractResourceWriter (78) descendant that is able to write ELF object files containing resources.

Adding this unit to a program’s uses clause registers class TElfResourceWriter (79) with TResources (78).

9.3 EElfResourceWriterException

9.3.1 Description

Base class for elf resource writer-related exceptions

9.4 EElfResourceWriterUnknownClassException

9.4.1 Description

If this exception is raised, an internal error occurred.
CHAPTER 9. REFERENCE FOR UNIT ‘ELFWRITER’

9.5 EElfResourceWriterUnknownMachineException

9.5.1 Description
This exception is raised when an attempt is made to set TElfResourceWriter.MachineType (80) to an
unknown machine type.

See also: TElfResourceWriter.MachineType (80)

9.6 EElfResourceWriterUnknownSectionException

9.6.1 Description
If this exception is raised, an internal error occurred.

9.7 TElfResourceWriter

9.7.1 Description
This class provides a writer for ELF object files and images containing resources.
ELF is the file format used by unices and other operating systems for object files and image files
(executables, dynamic libraries and so on). Free Pascal can store resources in ELF files in its own
format.
MachineType (80) property can be used to set the machine type of the object file to generate.

See also: TElfResourceWriter.MachineType (80), TAbstractResourceWriter (78), TElfResourceReader (78),
Format of resources in object files (78)

9.7.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>80</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>79</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>Write</td>
<td></td>
</tr>
</tbody>
</table>

9.7.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>80</td>
<td>MachineType</td>
<td>rw</td>
<td>The machine type of the object file</td>
</tr>
</tbody>
</table>

9.7.4 TElfResourceWriter.GetExtensions

Declaration: function GetExtensions : string; Override
Visibility: protected
9.7.5 TElfResourceWriter.GetDescription
Declaration: function GetDescription : string; Override
Visibility: protected

9.7.6 TElfResourceWriter.Write
Declaration: procedure Write(aResources: TResources; aStream: TStream); Override
Visibility: protected

9.7.7 TElfResourceWriter.Create
Declaration: constructor Create; Override
Visibility: public

9.7.8 TElfResourceWriter.Destroy
Declaration: destructor Destroy; Override
Visibility: public

9.7.9 TElfResourceWriter.MachineType
Synopsis: The machine type of the object file
Declaration: Property MachineType : TElfMachineType
Visibility: public
Access: Read, Write
Description: This property can be used to set the machine type of the object file to write.
If an attempt is made to set MachineType to an unsupported value, an EElfResourceWriterUnknownMachineException (79) exception is raised.
See also: TElfMachineType (78), EElfResourceWriterUnknownMachineException (79)
Chapter 10

Reference for unit ’externalreader’

10.1 Used units

Table 10.1: Used units by unit ’externalreader’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>externaltypes</td>
<td>84</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>resourcemtree</td>
<td>162</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

10.2 Overview

This unit contains TExternalResourceReader (81), a TAbstractResourceReader (81) descendant that is able to read standalone resource files in a Free Pascal-specific format.

Adding this unit to a program’s uses clause registers class TExternalResourceReader (81) with TResources (81).

See also
Free Pascal external resource file format description (81)

10.3 TExternalResourceReader

10.3.1 Description

This class provides a reader for .fpcres files: they are standalone files containing resources.

Standalone files are files that don’t get linked with the final executable. They are used as a fallback solution on all those platforms for which an internal resource format is not available.

At runtime the resource file is read by Free Pascal RTL to provide resource support to the application.

After an external file has been read, Endianess (83) property holds the byte order used in the file.
### 10.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>82</td>
<td>CheckMagic</td>
<td></td>
</tr>
<tr>
<td>82</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>82</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>82</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>82</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>82</td>
<td>Load</td>
<td></td>
</tr>
</tbody>
</table>

### 10.3.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>83</td>
<td>Endianess</td>
<td>r</td>
<td>The byte order used in the file</td>
</tr>
</tbody>
</table>

### 10.3.4 TExternalResourceReader.GetExtensions

Declaration: `function GetExtensions : string; Override`

Visibility: protected

### 10.3.5 TExternalResourceReader.GetDescription

Declaration: `function GetDescription : string; Override`

Visibility: protected

### 10.3.6 TExternalResourceReader.Load

Declaration: `procedure Load(aResources: TResources; aStream: TStream); Override`

Visibility: protected

### 10.3.7 TExternalResourceReader.CheckMagic

Declaration: `function CheckMagic(aStream: TStream) : Boolean; Override`

Visibility: protected

### 10.3.8 TExternalResourceReader.Create

Declaration: `constructor Create; Override`

Visibility: public

### 10.3.9 TExternalResourceReader.Destroy

Declaration: `destructor Destroy; Override`

Visibility: public
10.3.10 TExternalResourceReader.Endianess

Synopsis: The byte order used in the file

Declaration: Property Endianess : Byte

  Visibility: public
  Access: Read

Description: This property holds the byte order (endianess) of the file that has been read.

  Remark: Obviously, this property is meaningful only after a file has been read.

See also: EXT_ENDIAN_BIG (81), EXT_ENDIAN_LITTLE (81)
Chapter 11

Reference for unit ‘externaltypes’

11.1 Used units

Table 11.1: Used units by unit ‘externaltypes’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>System</td>
<td>??</td>
</tr>
</tbody>
</table>

11.2 Overview

These types are used internally by TExternalResourceReader (84) and TExternalResourceWriter (84).

Two constants are of interest: EXT_ENDIAN_BIG (87) and EXT_ENDIAN_LITTLE (87).

11.3 Description of external resource file format

Introduction

An external resource file (.fpcres extension) provides resource support for those systems where a resource format suitable to be embedded in an object file isn’t available.

The file format is designed in a way similar to other internal resource formats. The file is opened at program startup and is mapped in the program address space. Offsets in the file are easily converted to pointers at runtime since those offsets represent a displacement from a base address (the starting address where the file is mapped). Differences from an internal file format hence lie in the fact that resources aren’t mapped in the program address space by the program loader but by Free Pascal RTL, and data must be accessed with a displacement mechanism instead of absolute pointers.

For internal resources details, see Format of resources in object files (84)

File layout

An external resource file consists of these parts:

- The initial header, containing various file information
- The resource tree, in the form of nodes
• The string table, which can be optional
• The resource data

The header is made up by initial header, resource tree and string table (if present).

Conventions
In this document, data sizes are specified with pascal-style data types. They are the following:

<table>
<thead>
<tr>
<th>Name</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>byte</td>
<td>Unsigned 8 bit integer.</td>
</tr>
<tr>
<td>longword</td>
<td>Unsigned 32 bit integer.</td>
</tr>
<tr>
<td>qword</td>
<td>Unsigned 64 bit integer.</td>
</tr>
</tbody>
</table>

Byte order used in the file is specified in the initial header.

All data structures in the file must be aligned on qword boundaries.

The initial header
An external resource file starts with this header:

<table>
<thead>
<tr>
<th>Name</th>
<th>Offset</th>
<th>Length</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>magic</td>
<td>0</td>
<td>6</td>
<td>Six ASCII characters that form the string FPCRES</td>
</tr>
<tr>
<td>version</td>
<td>6</td>
<td>byte</td>
<td>File format version. Currently it is 1.</td>
</tr>
<tr>
<td>endianess</td>
<td>7</td>
<td>byte</td>
<td>Byte order. 1 for big endian, 2 for little endian</td>
</tr>
<tr>
<td>count</td>
<td>8</td>
<td>longword</td>
<td>Number of resources in the file</td>
</tr>
<tr>
<td>nodesize</td>
<td>12</td>
<td>longword</td>
<td>Size of header up to the string table, excluded</td>
</tr>
<tr>
<td>hdrsize</td>
<td>16</td>
<td>longword</td>
<td>Full size of header (up to the string table, included)</td>
</tr>
<tr>
<td>reserved</td>
<td>20</td>
<td>12</td>
<td>Must be zero</td>
</tr>
</tbody>
</table>

Note that byte order of the file can be read in the endianess field of the header. All data fields longer than a byte are written with the byte order specified in endianess.

If no resource name or type is identified by strings, string table is optional. When this is the case, nodesize and hdrsize have the same value.

The resource tree
Immediately following the initial header, the resource tree comes. It is made up by nodes that represent resource types, names and language ids.

Data is organized so that resource information (type, name and language id) is represented by a tree: root node contains resource types, that in turn contain resource names, which contain language ids, which describe resource data.

Given a node, its sub-nodes are ordered as follows:

• First the "named" nodes (nodes that use a string as identifier) come, then the id ones (nodes that use an integer as identifier).
• Named nodes are alphabetically sorted, in ascending order.
• Id nodes are sorted in ascending order.

In the file, all sub-nodes of a node are written in the order described above. Then, all sub-nodes of
the first sub-node are written, and so on.

Example:

There are three resources:

1. a BITMAP resource with name MYBITMAP and language id $0409
2. a BITMAP resource with name 1 and language id 0
3. a resource with type MYTYPE and name 1 and language id 0

Nodes are laid out this way (note that BITMAP resources have type 2):

root | MYTYPE 2 | 1 | 0 | MYBITMAP 1 | $0409 | 0

That is, types (MYTYPE is a string, so it comes before 2 which is BITMAP), then names for MYTYPE
(1), then language id for resource 3 (0), then names for BITMAP (MYBITMAP and 1), then language
id for resource 1 ($0409), then language id for resource 2 (0).

Node format

<table>
<thead>
<tr>
<th>Name</th>
<th>Offset</th>
<th>Length</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>nameid</td>
<td>0</td>
<td>longword</td>
<td>name offset, integer id or language id</td>
</tr>
<tr>
<td>ncount</td>
<td>4</td>
<td>longword</td>
<td>named sub-nodes count</td>
</tr>
<tr>
<td>idcountsiz</td>
<td>8</td>
<td>longword</td>
<td>id sub-nodes count or resource size</td>
</tr>
<tr>
<td>subptr</td>
<td>12</td>
<td>longword</td>
<td>offset to first sub-node</td>
</tr>
</tbody>
</table>

Table 11.4:

Node format

Note that all offset are always relative to the beginning of the file.

If the node is identified by a string, nameid is an offset to the null-terminated string holding the
name. If it is identified by an id, nameid is that id. Language id nodes are always identified by and
ID.

ncount is the number of named sub-nodes of this node (nodes that are identified by a string).

idcountsiz is the number of id sub-nodes of this node (nodes that are identified by an integer
id). For language id nodes, this field holds the size of the resource data.

subptr is an offset to the first subnode of this node. Note that it allows to access every subnode of
this node, since subnodes of a node always come one after the other. For language id nodes, subptr
is the offset to the resource data.

The string table

The string table is used to store strings used for resource types and names. If all resources use integer
ids for name and types, it may not be present in the file.

The string table simply contains null-terminated strings, one after the other.

If present, the string table always contains a 0 (zero) at the beginning. This way, the empty string is
located at the offset of the string table (whose value is held in nodesiz field of the initial header).

The resource data

This part of the file contains raw resource data. As written before, all data structures must be aligned
on qword boundaries, so if a resource data size is not a multiple of 8, bytes of padding must be
inserted after that resource data.
11.4 Constants, types and variables

11.4.1 Constants

EXTERNAL_RESMAGIC : TExternalResMagic = ‘FPCRES’

This value is used for TExtHeader.magic (87).

EXT_CURRENT_VERSION = 1

This value is used for TExtHeader.version (87).

EXT_ENDIAN_BIG = 1

This value is used for TExtHeader.endianess (87).

EXT_ENDIAN_LITTLE = 2

This value is used for TExtHeader.endianess (87).

11.4.2 Types

TExternalResMagic = Array[1..6] of Char

Type used for the magic identifier in external resource files

TExtHeader = packed record
  magic : TExternalResMagic;
  version
    : Byte;
  endianess : Byte;
  count : LongWord;
  nodesize : LongWord
    ;
  hdrsize : LongWord;
  reserved1 : LongWord;
  reserved2 : LongWord
    ;
  reserved3 : LongWord;
end

This header describes the data structure present at the beginning of an external resource file.

TResInfoNode = packed record
  nameid : LongWord;
  ncount : LongWord
    ;
  idcountsize : LongWord;
  subptr : LongWord;
end

This record represents a node used in a resource tree. A node contains information about a certain resource type, name or language id.
Chapter 12

Reference for unit ’externalwriter’

12.1 Used units

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>externaltypes</td>
<td>84</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>resourcetree</td>
<td>162</td>
</tr>
<tr>
<td>strtable</td>
<td>??</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

12.2 Overview

This unit contains TExternalResourceWriter (89), a TAbstractResourceWriter (88) descendant that is able to write standalone resource files in a Free Pascal-specific format.

Adding this unit to a program’s uses clause registers class TExternalResourceWriter (89) with TResources (88).

See also
Free Pascal external resource file format description (88)

12.3 EExternalResInvalidEndianessException

12.3.1 Description

This exception is raised when an attempt is made to set Endianess (90) property of a TExternalResourceWriter (89) object to a value other than EXT_ENDIAN_BIG (88) or EXT_ENDIAN_LITTLE (88).

See also: TExternalResourceWriter.Endianess (90)
12.4 **EExternalResourceWriterException**

12.4.1 **Description**
Base class for external resource writer-related exceptions

12.5 **TExternalResourceWriter**

12.5.1 **Description**
This class provides a writer for .fpcres files: they are standalone files containing resources.
Standalone files are files that don’t get linked with the final executable. They are used as a fallback solution on all those platforms for which an internal resource format is not available.
At runtime the resource file is read by Free Pascal RTL to provide resource support to the application.
Endianess (90) property can be used to set the byte order to use in the file to generate.

**See also:** TExternalResourceWriter.Endianess (90), TAbstractResourceWriter (88), TExternalResourceReader (88)

12.5.2 **Method overview**

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>90</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>89</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>89</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>89</td>
<td>Write</td>
<td></td>
</tr>
</tbody>
</table>

12.5.3 **Property overview**

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td>Endianess</td>
<td>rw</td>
<td>The byte order to use in the file</td>
</tr>
</tbody>
</table>

12.5.4 **TExternalResourceWriter.GetExtensions**

**Declaration:** function GetExtensions : string; Override

**Visibility:** protected

12.5.5 **TExternalResourceWriter.GetDescription**

**Declaration:** function GetDescription : string; Override

**Visibility:** protected

12.5.6 **TExternalResourceWriter.Write**

**Declaration:** procedure Write(aResources: TResources; aStream: TStream); Override

**Visibility:** protected
12.5.7 TExternalResourceWriter.Create
Declaration: constructor Create; Override
Visibility: public

12.5.8 TExternalResourceWriter.Destroy
Declaration: destructor Destroy; Override
Visibility: public

12.5.9 TExternalResourceWriter.Endianess
Synopsis: The byte order to use in the file
Declaration: Property Endianess : Byte
Visibility: public
Access: Read, Write
Description: This property can be used to set the byte order (endianess) of the file to write.
Remark: If a value other than EXT_ENDIAN_BIG (88) or EXT_ENDIAN_LITTLE (88) is used, an EExternalResInvalidEndianessException (88) exception is raised.
See also: EXT_ENDIAN_BIG (88), EXT_ENDIAN_LITTLE (88)
Chapter 13

Reference for unit 'groupcursorresource'

13.1 Used units

Table 13.1: Used units by unit 'groupcursorresource'

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>groupresource</td>
<td>99</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

13.2 Overview

This unit contains TGroupCursorResource (91), a TAbstractResource (91) descendant specialized in handling resource of type RT_GROUP_CURSOR (91).

Adding this unit to a program’s uses clause registers class TGroupCursorResource (91) for type RT_GROUP_CURSOR (91) with TResourceFactory (91).

13.3 TGroupCursorResource

13.3.1 Description

This class represents a resource of type RT_GROUP_CURSOR (91).

Resources of this type are strictly related to .cur files: typically a resource compiler creates resources of this type when it is instructed to insert a cursor from a .cur file.

There is although a big difference between .cur files and cursor resources: a .cur file contains a cursor, which is made of several different images (for different sizes and color depth), but while a file of this type is self-contained, when it comes to resources data is scattered over several different resources: an RT_GROUP_CURSOR (91) resource only contains information about the single images, which are contained each in a different resource of type RT_CURSOR (91). The single resources are pretty
unuseful alone, since they only consist of raw image data: they must be accessed in the contest of the RT_GROUP_CURSOR (91) resource, which provides information about them.

TGroupCursorResource (91) provides a way to handle a cursor as if it was a .cur file, via ItemData (91) property. Single cursor resources are automatically created or destroyed as needed.

Remark: This class doesn’t allow its type to be changed to anything else than RT_GROUP_CURSOR (91). Attempts to do so result in a EResourceDescChangeNotAllowedException (91).

See also: TGroupResource.ItemData (91), TGroupIconResource (91)

13.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>93</td>
<td>ChangeDescTypeAllowed</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>ChangeDescValueAllowed</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>ClearItemList</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>Create</td>
<td>Creates a new group cursor resource</td>
</tr>
<tr>
<td>92</td>
<td>CreateSubItem</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>DeleteSubItems</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>GetName</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>GetSubStream</td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>GetType</td>
<td></td>
</tr>
<tr>
<td>92</td>
<td>ReadResourceItemHeader</td>
<td></td>
</tr>
<tr>
<td>92</td>
<td>UpdateItemOwner</td>
<td></td>
</tr>
<tr>
<td>92</td>
<td>WriteHeader</td>
<td></td>
</tr>
</tbody>
</table>

13.3.3 TGroupCursorResource.ReadResourceItemHeader

Declaration: procedure ReadResourceItemHeader; Override
Visibility: protected

13.3.4 TGroupCursorResource.WriteHeader

Declaration: procedure WriteHeader(aStream: TStream); Override
Visibility: protected

13.3.5 TGroupCursorResource.CreateSubItem

Declaration: procedure CreateSubItem; Override
Visibility: protected

13.3.6 TGroupCursorResource.UpdateItemOwner

Declaration: procedure UpdateItemOwner(index: Integer); Override
Visibility: protected
13.3.7 TGroupCursorResource.ClearItemList
Declaration: procedure ClearItemList; Override
Visibility: protected

13.3.8 TGroupCursorResource.DeleteSubItems
Declaration: procedure DeleteSubItems; Override
Visibility: protected

13.3.9 TGroupCursorResource.GetSubStream
Declaration: function GetSubStream(const index: Integer; out aSize: Int64) : TStream; Override
Visibility: protected

13.3.10 TGroupCursorResource.GetType
Declaration: function GetType : TResourceDesc; Override
Visibility: protected

13.3.11 TGroupCursorResource.GetName
Declaration: function GetName : TResourceDesc; Override
Visibility: protected

13.3.12 TGroupCursorResource.ChangeDescTypeAllowed
Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean; Override
Visibility: protected

13.3.13 TGroupCursorResource.ChangeDescValueAllowed
Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean; Override
Visibility: protected

13.3.14 TGroupCursorResource.Create
Synopsis: Creates a new group cursor resource
Declaration: constructor Create; Override
        constructor Create(aType: TResourceDesc; aName: TResourceDesc); Override
Visibility: public
Description: Please note that aType parameter is not used, since this class always uses RT_GROUP_CURSOR (91) as type.
Chapter 14

Reference for unit 'groupiconresource'

14.1 Used units

Table 14.1: Used units by unit 'groupiconresource'

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>groupresource</td>
<td>99</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

14.2 Overview

This unit contains TGroupIconResource (95), a TAbstractResource (95) descendant specialized in handling resource of type RT_GROUP_ICON (95).

Adding this unit to a program’s uses clause registers class TGroupIconResource (95) for type RT_GROUP_ICON (95) with TResourceFactory (95).

14.3 TGroupIconResource

14.3.1 Description

This class represents a resource of type RT_GROUP_ICON (95).

Resources of this type are strictly related to .ico files: typically a resource compiler creates resources of this type when it is instructed to insert an icon from an .ico file.

There is although a big difference between .ico files and icon resources: an .ico file contains an icon, which is made of several different images (for different sizes and color depth), but while a file of this type is self-contained, when it comes to resources data is scattered over several different resources: an RT_GROUP_ICON (95) resource only contains information about the single images, which are contained each in a different resource of type RT_ICON (95). The single resources are
pretty useless alone, since they only consist of raw image data: they must be accessed in the contest of the RT_GROUP_ICON (95) resource, which provides information about them.

TGroupIconResource (95) provides a way to handle an icon as if it was a .ico file, via ItemData (95) property. Single icon resources are automatically created or destroyed as needed.

**Remark:** This class doesn’t allow its type to be changed to anything else than RT_GROUP_ICON (95). Attempts to do so result in a EResourceDescChangeNotAllowedException (95).

See also: TGroupResource.ItemData (95), TGroupCursorResource (95)

### 14.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>97</td>
<td>ChangeDescTypeAllowed</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>ChangeDescValueAllowed</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>ClearItemList</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>Create</td>
<td>Creates a new group icon resource</td>
</tr>
<tr>
<td>96</td>
<td>CreateSubItem</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>DeleteSubItems</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>GetName</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>GetSubStream</td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>GetType</td>
<td></td>
</tr>
<tr>
<td>96</td>
<td>ReadResourceItemHeader</td>
<td></td>
</tr>
<tr>
<td>96</td>
<td>UpdateItemOwner</td>
<td></td>
</tr>
<tr>
<td>96</td>
<td>WriteHeader</td>
<td></td>
</tr>
</tbody>
</table>

### 14.3.3 TGroupIconResource.ReadResourceItemHeader

Declaration: procedure ReadResourceItemHeader; Override

Visibility: protected

### 14.3.4 TGroupIconResource.WriteHeader

Declaration: procedure WriteHeader(aStream: TStream); Override

Visibility: protected

### 14.3.5 TGroupIconResource.CreateSubItem

Declaration: procedure CreateSubItem; Override

Visibility: protected

### 14.3.6 TGroupIconResource.UpdateItemOwner

Declaration: procedure UpdateItemOwner(index: Integer); Override

Visibility: protected
14.3.7 TGroupIconResource.ClearItemList
Declaration: procedure ClearItemList; Override
Visibility: protected

14.3.8 TGroupIconResource.DeleteSubItems
Declaration: procedure DeleteSubItems; Override
Visibility: protected

14.3.9 TGroupIconResource.GetSubStream
Declaration: function GetSubStream(const index: Integer; out aSize: Int64) : TStream ; Override
Visibility: protected

14.3.10 TGroupIconResource.GetType
Declaration: function GetType : TResourceDesc; Override
Visibility: protected

14.3.11 TGroupIconResource.GetName
Declaration: function GetName : TResourceDesc; Override
Visibility: protected

14.3.12 TGroupIconResource.ChangeDescTypeAllowed
Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean ; Override
Visibility: protected

14.3.13 TGroupIconResource.ChangeDescValueAllowed
Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean ; Override
Visibility: protected

14.3.14 TGroupIconResource.Create
Synopsis: Creates a new group icon resource
Declaration: constructor Create; Override
constructor Create(aType: TResourceDesc; aName: TResourceDesc) ; Override
Visibility: public
Description: Please note that aType parameter is not used, since this class always uses RT_GROUP_ICON (95) as type.
Chapter 15

Reference for unit ’groupresource’

15.1 Used units

Table 15.1: Used units by unit ’groupresource’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resdatastream</td>
<td>117</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

15.2 Overview

This unit contains TGroupResource (100) and TGroupCachedDataStream (99), two classes used for resources of type RT_GROUP_ICON (99) and RT_GROUP_CURSOR (99).

The former is an abstract resource class which is implemented by TGroupIconResource (99) and TGroupCursorResource (99), and the latter is a TCachedDataStream (99) descendant used to provide .ico/.cur like streams for resource classes mentioned earlier.

This unit shouldn’t be of interest for the user, who should look at documentation for groupiconresource (99) and groupcursorresource (99) units instead.

15.3 TGroupCachedDataStream

15.3.1 Description

This class is used by TGroupResource (100) descendants to provide an .ico/.cur like stream.

Unlike TCachedResourceDataStream (99), which provides a stream-like interface over a portion of another stream, this class lets multiple stream to be seen as one: this way, several RT_ICON (99) or RT_CURSOR (99) resources can appear like a single .ico or .cur file.

See also: TGroupResource (100), TGroupIconResource (99), TGroupCursorResource (99), TCachedDataStream (99), TCachedResourceDataStream (99)
### 15.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>100</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>100</td>
<td>Read</td>
<td></td>
</tr>
</tbody>
</table>

#### 15.3.3 TGroupCachedDataStream.Create

**Declaration:** `constructor Create(aStream: TStream; aResource: TAbstractResource; aSize: Int64); Override`

**Visibility:** public

#### 15.3.4 TGroupCachedDataStream.Destroy

**Declaration:** `destructor Destroy; Override`

**Visibility:** public

#### 15.3.5 TGroupCachedDataStream.Read

**Declaration:** `function Read(var Buffer; Count: LongInt) : LongInt; Override`

**Visibility:** public

### 15.4 TGroupResource

#### 15.4.1 Description

This class provides common functionalities that are extended by TGroupIconResource (99) and TGroupCursorResource (99).

Resources of type RT_GROUP_ICON (99) and RT_GROUP_CURSOR (99) represent a .ico or .cur file, respectively. However, data isn’t contained in a single resource, but it’s scattered over several different resources. That is, a .ico file contains an icon, which is made of several different images (for different sizes and color depth); when it is represented as a resource, however, the RT_GROUP_ICON (99) resource only contains information about the single images, which are contained each in a different resource of type RT_ICON (99). The single resources are pretty useless alone, since they only consist of raw image data: they must be accessed in the contest of the RT_GROUP_ICON (99) resource, which provides information about them.

TGroupIconResource (99) and TGroupCursorResource (99) provide a way to handle resources of these types as if they were .ico or .cur files. This class implements common functionalities, since icons and cursors are very similar.

**Remark:** An object of this class should never be directly instantiated: use a descendant class instead.

**See also:** TGroupIconResource (99), TGroupCursorResource (99)
15.4.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>101</td>
<td>CheckBuildItemStream</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>ClearItemList</td>
<td></td>
</tr>
<tr>
<td>103</td>
<td>CompareContents</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>CreateSubItem</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>CreateSubItems</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>DeleteSubItems</td>
<td></td>
</tr>
<tr>
<td>103</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>101</td>
<td>FindSubResources</td>
<td></td>
</tr>
<tr>
<td>101</td>
<td>GetItemData</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>GetSubStream</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>GetSubStreamCount</td>
<td></td>
</tr>
<tr>
<td>103</td>
<td>NotifyResourcesLoaded</td>
<td></td>
</tr>
<tr>
<td>101</td>
<td>ReadResourceItemHeader</td>
<td></td>
</tr>
<tr>
<td>103</td>
<td>SetCustomItemDataStream</td>
<td>Sets a custom stream as the underlying stream for ItemData</td>
</tr>
<tr>
<td>103</td>
<td>SetOwnerList</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>UpdateItemOwner</td>
<td></td>
</tr>
<tr>
<td>104</td>
<td>UpdateRawData</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>WriteHeader</td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>WriteResHeader</td>
<td></td>
</tr>
</tbody>
</table>

15.4.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>104</td>
<td>ItemData</td>
<td>r</td>
<td>Resource data as an ICO/CUR stream</td>
</tr>
</tbody>
</table>

15.4.4 TGroupResource.FindSubResources

Declaration: procedure FindSubResources

Visibility: protected

15.4.5 TGroupResource.ReadResourceItemHeader

Declaration: procedure ReadResourceItemHeader; Virtual; Abstract

Visibility: protected

15.4.6 TGroupResource.CheckBuildItemStream

Declaration: procedure CheckBuildItemStream

Visibility: protected

15.4.7 TGroupResource.GetItemData

Declaration: function GetItemData : TStream

Visibility: protected
15.4.8  TGroupResource.WriteHeader
Declaration: procedure WriteHeader(aStream: TStream); Virtual; Abstract
Visibility: protected

15.4.9  TGroupResource.WriteResHeader
Declaration: function WriteResHeader : Word
Visibility: protected

15.4.10  TGroupResource.CreateSubItems
Declaration: procedure CreateSubItems
Visibility: protected

15.4.11  TGroupResource.CreateSubItem
Declaration: procedure CreateSubItem; Virtual; Abstract
Visibility: protected

15.4.12  TGroupResource.UpdateItemOwner
Declaration: procedure UpdateItemOwner(index: Integer); Virtual; Abstract
Visibility: protected

15.4.13  TGroupResource.ClearItemList
Declaration: procedure ClearItemList; Virtual; Abstract
Visibility: protected

15.4.14  TGroupResource.DeleteSubItems
Declaration: procedure DeleteSubItems; Virtual; Abstract
Visibility: protected

15.4.15  TGroupResource.GetSubStreamCount
Declaration: function GetSubStreamCount : Integer
Visibility: protected

15.4.16  TGroupResource.GetSubStream
Declaration: function GetSubStream(const index: Integer; out aSize: Int64) : TStream;
Visibility: protected
15.4.17 TGroupResource.SetOwnerList

Declaration: procedure SetOwnerList(aResources: TResources); Override

Visibility: protected

15.4.18 TGroupResource.NotifyResourcesLoaded

Declaration: procedure NotifyResourcesLoaded; Override

Visibility: protected

15.4.19 TGroupResource.Destroy

Synopsis:

Declaration: destructor Destroy; Override

Visibility: public

Description:

15.4.20 TGroupResource.CompareContents

Declaration: function CompareContents(aResource: TAbstractResource) : Boolean;

Visibility: public

15.4.21 TGroupResource.SetCustomItemDataStream

Synopsis: Sets a custom stream as the underlying stream for ItemData

Declaration: procedure SetCustomItemDataStream(aStream: TStream)

Visibility: public

Description: This method allows the user to use a custom stream as the underlying stream for ItemData (104). This is useful when you want a TGroupIconResource (99) or TGroupCursorResource (99) to be created from a ico or cur file for which you have a stream.

Sample code

This code creates a resource containing an icon

var
    aName : TResourceDesc;
    aRes : TGroupIconResource;
    aFile : TFileStream;
    Resources : TResources;
begin
    Resources:=TResources.Create;
    aName:=TResourceDesc.Create(‘MAINICON’);
    aRes:=TGroupIconResource.Create(nil,aName); //type is always RT_GROUP_ICON
    aName.Free; //not needed anymore
    aFile:=TFileStream.Create(‘mainicon.ico’,fmOpenRead or fmShareDenyNone);
aRes.SetCustomItemDataStream(aFile);
Resources.Add(aRes);
Resources.WriteToFile('myresource.res');

Resources.Free; // it destroys aRes as well.
aFile.Free;
end;

See also: TGroupResource.ItemData (104), TGroupIconResource (99), TGroupCursorResource (99), TAbstractResource.UpdateRawData (99)

15.4.22 TGroupResource.UpdateRawData

Declaration: procedure UpdateRawData; Override

Visibility: public

15.4.23 TGroupResource.ItemData

Synopsis: Resource data as an ICO/CUR stream

Declaration: Property ItemData : TStream

Visibility: public

Access: Read

Description: This property gives access to resource data in a (ICO or CUR) file-like stream, unlike RawData (99). The exact format of the stream (ico or cur) is determined by the descendant class of TGroupResource (100) that is used.

ItemData does not create a copy of RawData (99) so memory usage is generally kept limited.

You can also set a custom stream as the underlying stream for ItemData via SetCustomItemDataStream (103), much like SetCustomRawDataStream (99) does for RawData (99). This is useful when you want a TGroupIconResource (99) or TGroupCursorResource (99) to be created from a ico or cur file for which you have a stream.

Remark: If you need to access RawData (99) after you modified ItemData, be sure to call UpdateRawData (99) first. This isn’t needed however when resource is written to a stream, since TResources (99) takes care of it.

See also: TGroupResource.SetCustomItemDataStream (103), TGroupIconResource (99), TGroupCursorResource (99), TAbstractResource.RawData (99), TAbstractResource.UpdateRawData (99)
Chapter 16

Reference for unit ’machoreader’

16.1 Used units

Table 16.1: Used units by unit ’machoreader’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>machotypes</td>
<td>108</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

16.2 Overview

This unit contains TMachOResourceReader (105), a TAbstractResourceReader (105) descendant that is able to read Mach-O object files containing resources.

Adding this unit to a program’s uses clause registers class TMachOResourceReader (105) with TResources (105).

16.3 TMachOResourceReader

16.3.1 Description

This class provides a reader for Mach-O object files and images containing resources.

Mach-O is the file format used by Darwin and Mac OS X for object files and image files (executables, dynamic libraries and so on). Free Pascal can store resources in Mach-O files in its own format.

After an object file has been read, MachineType (107) property holds the machine type the object file was built for.

Remark: This reader can’t read multiple-architecture Mach-O files (like universal binary). To read a particular Mach-O file in a multiple-architecture file, extract it with lipo command.

See also: TMachOResourceReader,MachineType (107), TAbstractResourceReader (105), TMachOResourceWriter (105), Format of resources in object files (105)
16.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>106</td>
<td>CheckMagic</td>
<td></td>
</tr>
<tr>
<td>106</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>106</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>106</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>106</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>106</td>
<td>Load</td>
<td></td>
</tr>
</tbody>
</table>

16.3.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>107</td>
<td>MachineType</td>
<td>r</td>
<td>The machine type of the object file</td>
</tr>
</tbody>
</table>

16.3.4 TMachOResourceReader.GetExtensions

Declaration: function GetExtensions : string; Override

Visibility: protected

16.3.5 TMachOResourceReader.GetDescription

Declaration: function GetDescription : string; Override

Visibility: protected

16.3.6 TMachOResourceReader.Load

Declaration: procedure Load(aResources: TResources; aStream: TStream); Override

Visibility: protected

16.3.7 TMachOResourceReader.CheckMagic

Declaration: function CheckMagic(aStream: TStream) : Boolean; Override

Visibility: protected

16.3.8 TMachOResourceReader.Create

Declaration: constructor Create; Override

Visibility: public

16.3.9 TMachOResourceReader.Destroy

Declaration: destructor Destroy; Override

Visibility: public
16.3.10 TMachOResourceReader.MachineType

Synopsis: The machine type of the object file

Declaration: Property MachineType : TMachOMachineType

Visibility: public
Access: Read

Description: This property holds the machine type of the object file that has been read.

Remark: Obviously, this property is meaningful only after an object file has been read.

See also: TMachOMachineType (105)
Chapter 17

Reference for unit ’machotypes’

17.1 Used units

Table 17.1: Used units by unit ’machotypes’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>System</td>
<td>??</td>
</tr>
</tbody>
</table>

17.2 Overview

These constants are used internally by TMachOResourceWriter (108) and TMachOResourceReader (108).

The only type of interest for the user is TMachOMachineType (109).

17.3 Constants, types and variables

17.3.1 Types

PNList32 = ^TNList32

PNList64 = ^TNList64

PRelocationInfo = ^TRelocationInfo

TDySyntabCommand = packed record
  ilocalsym : LongWord;
  nlocalsym : LongWord;
  iextdefsym : LongWord;
  nextdefsym : LongWord;
  iundefsym
**CHAPTER 17. REFERENCE FOR UNIT 'MACHOTYPES'**

```pascal
TLoadCommand = packed record
  cmd : LongWord;
  cmdsize : LongWord;
end

TMachHdr = packed record
  magic : LongWord;
  cputype : LongInt;
  cpusubtype : LongInt;
  filetype : LongWord;
  ncmds : LongWord;
  sizeofcmds : LongWord;
  flags : LongWord;
end

TMachOMachineType = (mmtpowerpc, mmtpowerpc64, mmti386, mmtx86_64, mmarm
)
```

**Table 17.2: Enumeration values for type TMachOMachineType**

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>mmarm</td>
<td>Intel 386 machine type</td>
</tr>
<tr>
<td>mmti386</td>
<td>Intel 386 machine type</td>
</tr>
<tr>
<td>mmtpowerpc</td>
<td>PowerPC machine type</td>
</tr>
<tr>
<td>mmtpowerpc64</td>
<td>PowerPC 64 machine type</td>
</tr>
<tr>
<td>mmtx86_64</td>
<td>AMD x86_64 machine type</td>
</tr>
</tbody>
</table>
This enumeration specifies the Mach-O machine type. It is used by TMachOResourceWriter (108) to specify the machine type of the generated object file and by TMachOResourceReader (108) to read the machine type of the object file that has been read.

TMachOSubMachineType386 = (msm386_all)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>msm386_all</td>
<td></td>
</tr>
</tbody>
</table>

Table 17.3: Enumeration values for type TMachOSubMachineType386

TMachOSubMachineTypeArm = (msmarm_all, msmarm_v4t, msmarm_v6, msmarm_v5tej, msmarm_xscale, msmarm_v7)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>msmarm_all</td>
<td></td>
</tr>
<tr>
<td>msmarm_v4t</td>
<td></td>
</tr>
<tr>
<td>msmarm_v5tej</td>
<td></td>
</tr>
<tr>
<td>msmarm_v6</td>
<td></td>
</tr>
<tr>
<td>msmarm_v7</td>
<td></td>
</tr>
<tr>
<td>msmarm_xscale</td>
<td></td>
</tr>
</tbody>
</table>

Table 17.4: Enumeration values for type TMachOSubMachineTypeArm

TMachOSubMachineTypePowerPC = (msmppc_all)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>msmppc_all</td>
<td></td>
</tr>
</tbody>
</table>

Table 17.5: Enumeration values for type TMachOSubMachineTypePowerPC

TMachOSubMachineTypePowerPC64 = (msmppc64_all)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>msmppc64_all</td>
<td></td>
</tr>
</tbody>
</table>

Table 17.6: Enumeration values for type TMachOSubMachineTypePowerPC64

TMachOSubMachineTypex64 = (msmx64_all)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>msmx64_all</td>
<td></td>
</tr>
</tbody>
</table>

Table 17.7: Enumeration values for type TMachOSubMachineTypex64
TNList32 = packed record
  strx : LongWord;
  _type : Byte;
  sect : Byte;
  desc : Word;
  value : LongWord;
end

TNList64 = packed record
  strx : LongWord;
  _type : Byte;
  sect : Byte;
  desc : Word;
  value : QWord;
end

TRelocationInfo = packed record
  address : LongWord;
  flags : LongWord
end

TSection32 = packed record
  sectname : TSegSectName;
  segname :
    TSegSectName;
  addr : LongWord;
  size : LongWord;
  offset : LongWord
;
  align : LongWord;
  reloff : LongWord;
  nreloc : LongWord;
  flags : LongWord;
  reserved1 : LongWord;
  reserved2 : LongWord
;
end

TSection64 = packed record
  sectname : TSegSectName;
  segname :
    TSegSectName;
  addr : QWord;
  size : QWord;
  offset : LongWord
;
  align : LongWord;
reloff : LongWord;
nreloc : LongWord;
flags : LongWord;
reserved1 : LongWord;
reserved2 : LongWord;
reserved3 : LongWord;
end

TSegmentCommand32 = packed record
  name : TSegSectName;
  vmaddr : LongWord;
  vmsize : LongWord;
  fileoff : LongWord;
  filesize : LongWord;
  maxprot : LongInt;
  initprot : LongInt;
  nsects : LongWord;
  flags : LongWord;
end

TSegmentCommand64 = packed record
  name : TSegSectName;
  vmaddr : QWord;
  vmsize : QWord;
  fileoff : QWord;
  filesize : QWord;
  maxprot : LongInt;
  initprot : LongInt;
  nsects : LongWord;
  flags : LongWord;
end

TSegSectName = Array[0..15] of Char

TSymtabCommand = packed record
  symoff : LongWord;
  nsyms : LongWord;
  stroff : LongWord;
  strsize : LongWord;
end
Chapter 18

Reference for unit ’machowriter’

18.1 Used units

Table 18.1: Used units by unit ’machowriter’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>machotypes</td>
<td>108</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

18.2 Overview

This unit contains TMachOResourceWriter (114), a TAbstractResourceWriter (113) descendant that is able to write Mach-O object files containing resources.

Adding this unit to a program’s uses clause registers class TMachOResourceWriter (114) with TResources (113).

18.3 Constants, types and variables

18.3.1 Types

TMachoSubMachineType = record
  case TMachOMachineType of
    msmppc_all:
      (fPpcSubType : TMachOSubMachineTypePowerPC;
    );
    msmppc64_all:
      (fPpc64SubType : TMachOSubMachineTypePowerPC64;
    );
    msm386_all

18.4 **EMachOResourceWriterException**

18.4.1 **Description**
Base class for Mach-O resource writer-related exceptions

18.5 **EMachOResourceWriterUnknownBitSizeException**

18.5.1 **Description**
If this exception is raised, an internal error occurred.

18.6 **TMachOResourceWriter**

18.6.1 **Description**
This class provides a writer for Mach-O object files and images containing resources.
Mach-O is the file format used by Darwin and Mac OS X for object files and image files (executables, dynamic libraries and so on). Free Pascal can store resources in Mach-O files in its own format. MachineType (115) property can be used to set the machine type of the object file to generate.

See also: TMachOResourceWriter.MachineType (115), TAbstractResourceWriter (113), TMachOResourceReader (113), Format of resources in object files (113)

18.6.2 **Method overview**

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>115</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>115</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>115</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>115</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>115</td>
<td>Write</td>
<td></td>
</tr>
</tbody>
</table>
18.6.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>115</td>
<td>MachineType</td>
<td>rw</td>
<td>The machine type of the object file</td>
</tr>
<tr>
<td>116</td>
<td>SubMachineType</td>
<td>rw</td>
<td></td>
</tr>
</tbody>
</table>

18.6.4 TMachOResourceWriter.GetExtensions

Declaration: function GetExtensions : string; Override

Visibility: protected

18.6.5 TMachOResourceWriter.GetDescription

Declaration: function GetDescription : string; Override

Visibility: protected

18.6.6 TMachOResourceWriter.Write

Declaration: procedure Write(aResources: TResources; aStream: TStream); Override

Visibility: protected

18.6.7 TMachOResourceWriter.Create

Declaration: constructor Create; Override

Visibility: public

18.6.8 TMachOResourceWriter.Destroy

Declaration: destructor Destroy; Override

Visibility: public

18.6.9 TMachOResourceWriter.MachineType

Synopsis: The machine type of the object file

Declaration: Property MachineType : TMachOMachineType

Visibility: public

Access: Read, Write

Description: This property can be used to set the machine type of the object file to write.

See also: TMachOMachineType (113)
18.6.10  TMachOResourceWriter.SubMachineType

Declaration: Property SubMachineType : TMachoSubMachineType

Visibility: public

Access: Read, Write
Chapter 19

Reference for unit ’resdatastream’

19.1 Used units

Table 19.1: Used units by unit ’resdatastream’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

19.2 Overview

This unit contains various streams that are used to provide copy-on-write mechanism for TAbstractResource.RawData (117), via more levels of indirection.

Main class is TResourceDataStream (120), which is the stream used for TAbstractResource.RawData (117). This class uses an underlying stream, to which it redirects operations.

At a lower level, a TCachedDataStream (118) descendant provides a layer between the original stream and the TResourceDataStream (120).

19.3 Constants, types and variables

19.3.1 Types

TCachedStreamClass = Class of TCachedDataStream

Cached stream metaclass

TUnderlyingStreamType = (usCached, usMemory, usCustom)
Table 19.2: Enumeration values for type TUnderlyingStreamType

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>usCached</td>
<td>The underlying stream is a TCachedResourceDataStream descendant</td>
</tr>
<tr>
<td>usCustom</td>
<td>The underlying stream is a custom stream</td>
</tr>
<tr>
<td>usMemory</td>
<td>The underlying stream is a memory stream</td>
</tr>
</tbody>
</table>

The type of the underlying stream of TResourceDataStream

### 19.4 TCachedDataStream

#### 19.4.1 Description

This abstract class provides basic cached stream functionalities.

A cached stream is a read-only stream that operates on a portion of another stream. That is, it creates a “window” on the original stream from which to read data. Since it is a read-only stream, trying to write to the stream or to set its size cause an EInvalidOperation exception to be raised.

This class is used by TResourceDataStream (120) to access the raw data of a resource. When an attempt to write to the stream is detected, TResourceDataStream (120) replaces it with a memory stream and copies the contents of the cached stream to the memory one, thus providing a copy-on-write mechanism.

**Remark:** An object of this class should never be directly instantiated: use a descendant class instead.

See also: TResourceDataStream (120), TCachedResourceDataStream (119)

#### 19.4.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>119</td>
<td>Create</td>
<td>Creates a new object</td>
</tr>
<tr>
<td>118</td>
<td>GetPosition</td>
<td></td>
</tr>
<tr>
<td>119</td>
<td>GetSize</td>
<td></td>
</tr>
<tr>
<td>119</td>
<td>Seek</td>
<td></td>
</tr>
<tr>
<td>118</td>
<td>SetPosition</td>
<td></td>
</tr>
<tr>
<td>119</td>
<td>SetSize64</td>
<td></td>
</tr>
<tr>
<td>119</td>
<td>Write</td>
<td></td>
</tr>
</tbody>
</table>

#### 19.4.3 TCachedDataStreamGetPosition

Declaration: `function GetPosition : Int64; Override`

Visibility: protected

#### 19.4.4 TCachedDataStream.SetPosition

Declaration: `procedure SetPosition(const Pos: Int64); Override`

Visibility: protected
19.4.5  TCachedDataStream.GetSize
Declaration: function GetSize : Int64; Override
Visibility: protected

19.4.6  TCachedDataStream.SetSize64
Declaration: procedure SetSize64(const NewSize: Int64); Override
Visibility: protected

19.4.7  TCachedDataStream.Create
Synopsis: Creates a new object
Declaration: constructor Create(aStream: TStream; aResource: TAbstractResource;
aSize: Int64); Virtual
Visibility: public
Description: A new cached stream is created on top of the aStream stream.
See also: TCachedDataStream (118), TResourceDataStream (120), TResourceDataStream.Create (121)

19.4.8  TCachedDataStream.Write
Declaration: function Write(const Buffer; Count: LongInt) : LongInt; Override
Visibility: public

19.4.9  TCachedDataStream.Seek
Declaration: function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64
               ; Override
Visibility: public

19.5  TCachedResourceDataStream

19.5.1  Description
This class provides an implementation of TCachedDataStream (118).
Usually resource readers create a TResourceDataStream (120) with a TCachedResourceDataStream
as the underlying stream.
See also: TCachedDataStream (118), TResourceDataStream (120)

19.5.2  Method overview
<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>120</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>120</td>
<td>Read</td>
<td></td>
</tr>
</tbody>
</table>
19.5.3 TCachedResourceDataStream.Create

Declaration: constructor Create(aStream: TStream; aResource: TAbstractResource; aSize: Int64); Override

Visibility: public

19.5.4 TCachedResourceDataStream.Read

Declaration: function Read(var Buffer; Count: LongInt) : LongInt; Override

Visibility: public

19.6 TResourceDataStream

19.6.1 Description

This class provides the copy-on-write mechanism of TAbstractResource.RawData (117), via more levels of indirection.

It uses an underlying stream, to which it redirects operations.

The underlying stream can be a TCachedDataStream (118) descendant, a memory stream or a custom stream. Usually when a resource is loaded from a stream, the underlying stream is a TCachedDataStream (118) descendant, which provides a read-only stream-like interface over a portion of the original stream (that is, the part of the original stream where resource data resides). When TResourceDataStream (120) is requested to write data, it replaces the underlying stream with a memory stream, whose contents are copied from the previous underlying stream: this way, copy-on-write functionality can be achieved.

As said before, third possibility is to have a custom stream as the underlying stream: a user can set this stream via TAbstractResource.SetCustomRawDataStream (117) method, which in turn calls TResourceDataStream.SetCustomStream (122)

Figure: Levels of indirection

```
+------+
|      |
|      |
TMemoryStream     TCachedDataStream descendant        custom stream
|      |      |
|      |      |
original stream
```

See also: TCachedDataStream (118), TResourceDataStream.Create (121), TResourceDataStream.SetCustomStream (122)
19.6.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>122</td>
<td>Compare</td>
<td>Compares the stream to another one</td>
</tr>
<tr>
<td>121</td>
<td>Create</td>
<td>Creates a new object</td>
</tr>
<tr>
<td>122</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>121</td>
<td>GetPosition</td>
<td></td>
</tr>
<tr>
<td>121</td>
<td>GetSize</td>
<td></td>
</tr>
<tr>
<td>122</td>
<td>Read</td>
<td></td>
</tr>
<tr>
<td>123</td>
<td>Seek</td>
<td></td>
</tr>
<tr>
<td>122</td>
<td>SetCustomStream</td>
<td>Sets a custom stream as the underlying stream</td>
</tr>
<tr>
<td>121</td>
<td>SetPosition</td>
<td></td>
</tr>
<tr>
<td>121</td>
<td>SetSize64</td>
<td></td>
</tr>
<tr>
<td>122</td>
<td>Write</td>
<td></td>
</tr>
</tbody>
</table>

19.6.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>123</td>
<td>Cached</td>
<td>rw</td>
<td>Controls the copy-on-write behaviour of the stream</td>
</tr>
</tbody>
</table>

19.6.4 TResourceDataStreamGetPosition

Declaration: function GetPosition : Int64; Override

Visibility: protected

19.6.5 TResourceDataStreamSetPosition

Declaration: procedure SetPosition(const Pos: Int64); Override

Visibility: protected

19.6.6 TResourceDataStreamGetSize

Declaration: function GetSize : Int64; Override

Visibility: protected

19.6.7 TResourceDataStreamSetSize64

Declaration: procedure SetSize64(const NewSize: Int64); Override

Visibility: protected

19.6.8 TResourceDataStreamCreate

Synopsis: Creates a new object

Declaration: constructor Create(aStream: TStream; aResource: TAbstractResource;
                                aSize: Int64; aClass: TCachedStreamClass)

Visibility: public
Description: A new TResourceDataStream (120) object is created.
If aStream is nil, the underlying stream is a memory stream. Otherwise, a cached stream of the
class specified in aClass is created and set as the underlying stream.

See also: TResourceDataStream (120), TCachedDataStream (118), TResourceDataStream.SetCustomStream
(122)

19.6.9 TResourceDataStream.Destroy
Declaration: destructor Destroy; Override
Visibility: public

19.6.10 TResourceDataStream.Compare
Synopsis: Compares the stream to another one
Declaration: function Compare(aStream: TStream) : Boolean
Visibility: public
Description: This method compares the stream with aStream. If they are of the same length and their contents
are the same, true is returned, false otherwise.

See also: TAbstractResource.CompareContents (117)

19.6.11 TResourceDataStream.SetCustomStream
Synopsis: Sets a custom stream as the underlying stream
Declaration: procedure SetCustomStream(aStream: TStream)
Visibility: public
Description: This method sets a custom stream as the underlying stream.
If aStream is nil, a new memory stream is used as the underlying stream. This can be used to
remove a previously set custom stream as the underlying stream.
Usually it is called by TAbstractResource.SetCustomRawDataStream (117).

See also: TResourceDataStream (120), TAbstractResource.SetCustomRawDataStream (117)

19.6.12 TResourceDataStream.Read
Declaration: function Read(var Buffer; Count: LongInt) : LongInt; Override
Visibility: public

19.6.13 TResourceDataStream.Write
Declaration: function Write(const Buffer; Count: LongInt) : LongInt; Override
Visibility: public
19.6.14 TResourceDataStream.Seek

Declaration: function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64 ; Override

Visibility: public

19.6.15 TResourceDataStream.Cached

Synopsis: Controls the copy-on-write behaviour of the stream

Declaration: Property Cached : Boolean

Visibility: public

Access: Read,Write

Description: When this property is set to true, a cached stream is used as the underlying stream for read operations. If it is set to false, no caching is performed and data is always copied to a memory stream.

Note that this property does nothing if the underlying stream is a custom stream.

By default this property is true.

See also: TResourceDataStream (120), TAbstractResource.CacheData (117)
Chapter 20

Reference for unit ’resfactory’

20.1 Used units

Table 20.1: Used units by unit ’resfactory’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

20.2 Overview

This unit contains a factory class that provides an easy way to create resources of the right class. Resource classes can be registered with TResourceFactory (125) so that the class knows how to create a resource of a specific type.

20.3 Constants, types and variables

20.3.1 Resource strings

    SAlreadyRegistered =
    'A resource class for the type %s is already registered.'

20.4 EResourceClassAlreadyRegisteredException

20.4.1 Description

This exception is raised by class method RegisterResourceClass (125) of TResourceFactory (125) when an attempt is made to register a class for an already registered type.

See also: TResourceFactory.RegisterResourceClass (125)
20.5 EResourceFactoryException

20.5.1 Description
Base class for resource factory-related exceptions

20.6 TResourceFactory

20.6.1 Description
Resources are represented by descendants of TAbstractResource (124). Some applications don’t need specialized resource classes, and a TGenericResource (124) can be enough. On the other hand, sometimes it is required that a resource of a specific type is created with a more specialized class. This class provides a centralized point for the creation of resources.

TResourceFactory (125) holds a list of registered classes with an associated resource type. When it is requested to create a resource for a given type, it creates a resource of the class associated with that type. If no class matching that type is found, TGenericResource (124) is used.

Usually each resource class registers itself in the initialization section of the unit in which it is implemented.

See also: TResourceFactory.RegisterResourceClass (125), TResourceFactory.CreateResource (125), TAbstractResource (124), TGenericResource (124)

20.6.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>125</td>
<td>CreateResource</td>
<td>Creates a new resource</td>
</tr>
<tr>
<td>125</td>
<td>RegisterResourceClass</td>
<td>Registers a resource class</td>
</tr>
</tbody>
</table>

20.6.3 TResourceFactory.RegisterResourceClass

Synopsis: Registers a resource class

Declaration: class procedure RegisterResourceClass(aType: TResID; aClass: TResourceClass); Overload
class procedure RegisterResourceClass(aType: TResName; aClass: TResourceClass); Overload
class procedure RegisterResourceClass(aType: TResourceDesc; aClass: TResourceClass); Overload

Visibility: public

Description: This class method registers a resource class for the given resource type.

Errors: If a class has already been registered for the given resource type, an EResourceClassAlreadyRegisteredException (124) exception is raised.

See also: TResourceFactory (125)

20.6.4 TResourceFactory.CreateResource

Synopsis: Creates a new resource
Declaration: class function CreateResource(aType: TResourceDesc;
                  aName: TResourceDesc) : TAbstractResource

Visibility: public

Description: This class method creates a new resource of the class associated with the given type, and sets its
             name and type based on the values passed as parameters.
             If no class matching the given type is found, the resource is created with TGenericResource (124)
             class.

See also: TResourceFactory (125), TResourceFactory.RegisterResourceClass (125), TGenericResource (124)
Chapter 21

Reference for unit ’resource’

21.1 Used units

Table 21.1: Used units by unit ’resource’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

21.2 Overview

This unit contains base classes needed to work with resources. Single resources are represented by an instance of a TAbstractResource (133) descendant. They are grouped in a TResources (154) instance which can be read (written) to (from) a stream via a TAbstractResourceReader (143) (TAbstractResourceWriter (148)) descendant. TGenericResource (150) provides a basic implementation of TAbstractResource (133).

21.3 Constants, types and variables

21.3.1 Resource strings

SDescChangeNotAllowed = ‘Cannot modify %s resource description’

SLangIDChangeNotAllowed = ‘Cannot modify %s resource language ID’

SReaderNotFoundExt = ‘Cannot find resource reader for extension ’’%s’’’

SReaderNotFoundProbe = ‘Cannot find a resource reader: unknown format.’
CHAPTER 21. REFERENCE FOR UNIT 'RESOURCE'

SResDuplicate = 'Duplicate resource: Type = %s, Name = %s, Lang ID = %.4x'

SResourceNotFound = 'Cannot find resource: Type = %s, Name = %s'

SResourceNotFoundLang = 'Cannot find resource: Type = %s, Name = %s, Lang ID = %.4x'

SWriterNotFoundExt = 'Cannot find resource writer for extension ''%s'''

21.3.2 Constants

CREATEPROCESS_MANIFEST_RESOURCE_ID = 1

ISOLATIONAWARE_MANIFEST_RESOURCE_ID = 2

ISOLATIONAWARE_NOSTATICIMPORT_MANIFEST_RESOURCE_ID = 3

MAXIMUM_RESERVED_MANIFEST_RESOURCE_ID = 16

MF_DISCARDABLE = $1000

This flag is ignored by Windows and Free Pascal RTL. It’s provided for compatibility with 16-bit Windows.

MF_MOVEABLE = $0010

This flag is ignored by Windows and Free Pascal RTL. It’s provided for compatibility with 16-bit Windows.

MF_PRELOAD = $0040

This flag is ignored by Windows and Free Pascal RTL. It’s provided for compatibility with 16-bit Windows.

MF_PURE = $0020

This flag is ignored by Windows and Free Pascal RTL. It’s provided for compatibility with 16-bit Windows.

MINIMUM_RESERVED_MANIFEST_RESOURCE_ID = 1

RT_ACCELERATOR = 9
Accelerator table resource

\texttt{RT\_ANICURSOR = 21}

This resource type contains raw binary data taken from a .ani file

\texttt{RT\_ANIICON = 22}

This resource type contains raw binary data taken from a .ani file

\texttt{RT\_BITMAP = 2}

Bitmap resource

\texttt{RT\_CURSOR = 1}

A single image in a cursor. Don’t use it directly.

\texttt{RT\_DIALOG = 5}

Dialog resource

\texttt{RT\_DLGINCLUDE = 17}

This resource is used internally by resource compilers but will never appear in compiled form

\texttt{RT\_FONT = 8}

This resource type is obsolete and never appears in 32 bit resources.

\texttt{RT\_FONTDIR = 7}

This resource type is obsolete and never appears in 32 bit resources.

\texttt{RT\_GROUP\_CURSOR = 12}

This resource type contains a cursor and it’s the equivalent of a .cur file

\textbf{Remark:} Please note that is is made up of several RT\_CURSOR (129) resources (the single cursor images) that shouldn’t be accessed singularly.

\texttt{RT\_GROUP\_ICON = 14}

This resource type contains an icon and it’s the equivalent of a .ico file

\textbf{Remark:} Please note that is is made up of several RT\_ICON (130) resources (the single icon images) that shouldn’t be accessed singularly.

\texttt{RT\_HTML = 23}

This resource type contains an HTML file.
CHAPTER 21. REFERENCE FOR UNIT ‘RESOURCE’

RT_ICON = 3
A single image in a icon. Don’t use it directly.

RT_MANIFEST = 24
This resource contains data taken from a .manifest file

Remark: Resource name must be one of CREATEPROCESS_MANIFEST_RESOURCE_ID (128) (mainly used for executables), ISOLATION_AWARE_MANIFEST_RESOURCE_ID (128) or ISOLATION_AWARE_NOSTATICIMPORT_MANIFEST_RESOURCE_ID (128) (mainly used for DLLs)

RT_MENU = 4
Menu resource

RT_MESSAGETABLE = 11
Message table resource

RT_PLUGIN = 19
Plug and Play resource

RT_RCDATA = 10
This resource type contains arbitrary binary data
Note that Delphi dfm files are stored in compiled form as a RCDATA resource

RT_STRING = 6
String table resource

RT_VERSION = 16
This resource defines version information which is visible when viewing properties of a Windows executable or DLL.

RT_VXD = 20
VXD resource

21.3.3 Types
TDescType = (dtName, dtID)

<table>
<thead>
<tr>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>dtID</td>
<td>The resource type or name is an ID</td>
</tr>
<tr>
<td>dtName</td>
<td>The resource type or name is a string</td>
</tr>
</tbody>
</table>

The type of a resource type or name
TLangID = Word
A resource language ID
TResID = LongWord
A resource type or name in ID form
TResName = String
A resource type or name in string form
TResourceClass = Class of TAbstractResource
Resource metaclass
TResourceReaderClass = Class of TAbstractResourceReader
Resource reader metaclass
TResourceWriterClass = Class of TAbstractResourceWriter
Resource writer metaclass

21.4 ENoMoreFreeIDsException

21.4.1 Description
This exception is raised by TResources.AddAutoID (156) method when it is not possible to generate an ID to use as a name for the given resource, because all possible 65536 IDs are already assigned to resources of the same type as the given one.

See also: TResources.AddAutoID (156)

21.5 EResourceDescChangeNotAllowedException

21.5.1 Description
This exception is raised when a resource description (either type or name) is tried to be changed, but the resource class doesn’t allow it.

See also: TAbstractResource._Type (139), TAbstractResource.Name (139)

21.6 EResourceDescTypeException

21.6.1 Description
This exception is raised when a resource description is of type dtName (130) and TResourceDesc.ID (154) property is read.

See also: TResourceDesc.ID (154)
21.7  EResourceDuplicateException

21.7.1  Description
This exception is raised when a resource is being added to a TResources (154) object, but another resource with the same type, name and language ID already exists.

See also: TResources.Add (155), TResources.MoveFrom (157)

21.8  EResourceException

21.8.1  Description
Base class for resource-related exceptions

21.9  EResourceLangIDChangeNotAllowedException

21.9.1  Description
This exception is raised when the resource language ID is tried to be changed, but the resource is contained in a TResources (154) object.

See also: TAbstractResource.LangID (139)

21.10  EResourceNotFoundException

21.10.1  Description
This exception is raised when searching for a resource in a TResources (154) object fails.

See also: TResources.Find (156), TResources.Remove (157)

21.11  EResourceReaderException

21.11.1  Description
Base class for resource reader-related exceptions

21.12  EResourceReaderNotFoundException

21.12.1  Description
This exception is raised when no TAbstractResourceReader (143) descendant able to read a stream was found.

See also: TResources.FindReader (157), TResources.LoadFromStream (158), TResources.LoadFromFile (158)
21.13  EResourceReaderUnexpectedEndOfStreamException

21.13.1  Description
This exception is raised by Load (146) method of a TAbstractResourceReader (143) descendant when the stream it was asked to read resources from ended prematurely.

See also: TAbstractResourceReader.Load (146)

21.14  EResourceReaderWrongFormatException

21.14.1  Description
This exception is raised by Load (146) method of a TAbstractResourceReader (143) descendant when the stream it was asked to read resources from is not in the format it supports.

See also: TAbstractResourceReader.Load (146)

21.15  EResourceWriterException

21.15.1  Description
Base class for resource writer-related exceptions

21.16  EResourceWriterNotFoundException

21.16.1  Description
This exception is raised by WriteToFile (160) method of TResources (154) when no TAbstractResourceWriter (148) descendant matching filename extension was found.

See also: TResources.WriteToFile (160)

21.17  TAbstractResource

21.17.1  Description
This is the base class that represents a resource.
A resource is identified by its type (139), name (139) and language ID (139) even if some file formats or operating systems don’t consider the latter.
There are also additional properties that aren’t always present in all file formats, so their values aren’t always meaningful: however, they can be used to display detailed information when possible.
Every resource has a RawData (142) stream that holds resource data. This stream uses a copy-on-write mechanism: if the resource has been read from a stream or file, RawData (142) redirects read operations to the original stream. This is particularly useful when a resource file must be converted from a format to another, or when more resource files must be merged, since (potentially large) resource data is directly copied from the original to the destination stream without the need of allocating a lot of memory.
When resource data is encoded in a resource-specific format, RawData (142) can be uncomfortable: it’s often better to use a more specialized descendant class that provides additional properties and methods.

Resources cannot be read or written alone from/to a stream: they need to be contained in a TResources (154) object, which represents an abstract view of a resource file.

Usually each descendant registers itself with TResourceFactory (127) class in the initialization section of the unit in which it is implemented: this way TResourceFactory (127) class can know which class to use to instantiate a resource of a given type.

**Remark:** An object of this class should never be directly instantiated: use a descendant class instead.

**See also:** TGenericResource (150), TAcceleratorsResource (127), TBitmapResource (127), TGroupCursorResource (127), TGroupIconResource (127), TStringTableResource (127), TVersionResource (127), TResources (154), TResourceFactory (127)

### 21.17.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>136</td>
<td>ChangeDescTypeAllowed</td>
<td>Reports whether changing the type of resource type or name is allowed</td>
</tr>
<tr>
<td>136</td>
<td>ChangeDescValueAllowed</td>
<td>Reports whether changing the value of resource type or name is allowed</td>
</tr>
<tr>
<td>137</td>
<td>CompareContents</td>
<td>Compares the contents of the resource to the contents of another one</td>
</tr>
<tr>
<td>137</td>
<td>Create</td>
<td>Creates a new resource</td>
</tr>
<tr>
<td>137</td>
<td>Destroy</td>
<td>Destroys the object</td>
</tr>
<tr>
<td>136</td>
<td>GetName</td>
<td>Returns the name of the resource</td>
</tr>
<tr>
<td>135</td>
<td>GetType</td>
<td>Returns the type of the resource</td>
</tr>
<tr>
<td>137</td>
<td>NotifyResourcesLoaded</td>
<td>Tells the resource that all resources have been loaded</td>
</tr>
<tr>
<td>135</td>
<td>SetChildOwner</td>
<td>Protected method to let a resource set itself as the owner of a sub-resource</td>
</tr>
<tr>
<td>138</td>
<td>SetCustomRawDataStream</td>
<td>Sets a custom stream as the underlying stream for RawData</td>
</tr>
<tr>
<td>135</td>
<td>SetDescOwner</td>
<td>Sets this resource as the owner of the given TResourceDesc</td>
</tr>
<tr>
<td>135</td>
<td>SetOwnerList</td>
<td>Protected method to let a resource list set itself as the owner of the resource</td>
</tr>
<tr>
<td>138</td>
<td>UpdateRawData</td>
<td>Updates RawData stream.</td>
</tr>
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21.17.4 TAbstractResource.SetDescOwner

Synopsis: Sets this resource as the owner of the given TResourceDesc

Declaration: procedure SetDescOwner(aDesc: TResourceDesc)

Visibility: protected

Description: This method is provided so that descendants of TAbstractResource (133) can set themselves as the owners of the given TResourceDesc

21.17.5 TAbstractResource.SetOwnerList

Synopsis: Protected method to let a resource list set itself as the owner of the resource

Declaration: procedure SetOwnerList(aResources: TResources); Virtual

Visibility: protected

21.17.6 TAbstractResource.SetChildOwner

Synopsis: Protected method to let a resource set itself as the owner of a sub-resource

Declaration: procedure SetChildOwner(aChild: TAbstractResource)

Visibility: protected

21.17.7 TAbstractResource.GetType

Synopsis: Returns the type of the resource

Declaration: function GetType : TResourceDesc; Virtual; Abstract

Visibility: protected

Description: Descendant classes must implement this method to provide access to the resource type.
21.17.8 TAbstractResource.GetName

Synopsis: Returns the name of the resource

Declaration: function GetName : TResourceDesc; Virtual; Abstract

Visibility: protected

Description: Descendant classes must implement this method to provide access to the resource name.

21.17.9 TAbstractResource.ChangeDescTypeAllowed

Synopsis: Reports whether changing the type of resource type or name is allowed

Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean; Virtual; Abstract

Visibility: protected

Description: Descendant classes must implement this method to declare if the resource allows changing the type of one of its resource description (type or name): that is, if it allows one of its descriptions type to change from dtName (130) to dtID (130) or vice versa.

Example:
A certain resource class allows its name only to be changed: e.g. a TBitmapResource (127) doesn’t want its type to be anything else than RT_BITMAP (129). It then allows changing the type of the description only if the description is the resource name:

Result:=aDesc=fName;

See also: TAbstractResource.ChangDescValueAllowed (133)

21.17.10 TAbstractResource.ChangeDescValueAllowed

Synopsis: Reports whether changing the value of resource type or name is allowed

Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean; Virtual; Abstract

Visibility: protected

Description: Descendant classes must implement this method to declare if the resource allows changing the value of one of its resource description (type or name).

Example:
A certain resource class allows its name only to be changed: e.g. a TBitmapResource (127) doesn’t want its type to be anything else than RT_BITMAP (129). It then allows changing the value of the description only if the description is the resource name:

Result:=aDesc=fName;

See also: TAbstractResource.ChangDescTypeAllowed (133)
21.17.11 TAbstractResource.NotifyResourcesLoaded
Synopsis: Tells the resource that all resources have been loaded
Declaration: procedure NotifyResourcesLoaded; Virtual; Abstract
Visibility: protected
Description: This method is called by a TResources (154) object when the loading of all resources from a stream has completed.
Example:
A Group resource (e.g. TGroupIconResource (127)) can use this method to find all its sub-resources, since all resources have been loaded from a stream.

21.17.12 TAbstractResource.Create
Synopsis: Creates a new resource
Declaration: constructor Create; Virtual; Overload
comstructor Create(aType: TResourceDesc; aName: TResourceDesc); Virtual ; Abstract; Overload
Visibility: protected
Description: A new resource is created with the given type and name.
Remark: Please note that the resource doesn’t take ownership of the TResourceDesc (152) objects passed as parameters, it simply copies them: it’s user responsibility to free them when no longer needed.

21.17.13 TAbstractResource.Destroy
Synopsis: Destroys the object
Declaration: destructor Destroy; Override
Visibility: public

Synopsis: Compares the contents of the resource to the contents of another one
Declaration: function CompareContents(aResource: TAbstractResource) : Boolean ; Virtual
Visibility: public
Description: This methods compares the contents of the resource with the ones of aResource. If they are of the same length and their contents are the same, true is returned, false otherwise.
Usually this methods compares the contents of the two RawData (142) streams, calling TResourceDataStream.Compare (127), but descendent classes can implement a different algorithm.
See also: TResourceDataStream.Compare (127)
21.17.15  TAbstractResource.UpdateRawData

Synopsis: Updates RawData stream.

Declaration:  procedure UpdateRawData;  Virtual;  Abstract

Visibility:  public

Description: When operating on resource data with more high-level streams than RawData (142) (e.g: TBitmapResource.BitmapData (127)) RawData contents are no longer valid. This method ensures that RawData (142) stream is properly synchronized with the contents of the higher-level stream.

Remark: Normally a resource writer doesn’t need to call this method when it is about to write the resource data to a stream, since TResources (154) class takes care of this before telling the resource writer to write resources to a stream.

See also: TAbstractResource.RawData (142)

21.17.16  TAbstractResource.SetCustomRawDataStream

Synopsis: Sets a custom stream as the underlying stream for RawData

Declaration:  procedure SetCustomRawDataStream(aStream: TStream)

Visibility:  public

Description: Normally, RawData (142) uses a memory stream or the original resource stream (e.g. the original file containing the resource) as its underlying stream. This method allows the user to use a custom stream as the underlying stream. This can be useful when a resource must be created from the contents of an original file as-is.

If aStream is nil, a new memory stream is used as the underlying stream. This can be used to remove a previously set custom stream as the underlying stream.

Sample code
This code creates a resource containing an html file

```pascal
var
  aType, aName : TResourceDesc;
  aRes : TGenericResource;
  aFile : TFileStream;
begin
  aType:=TResourceDesc.Create(RT_HTML);
  aName:=TResourceDesc.Create('index');
  aRes:=TGenericResource.Create(aType,aName);
  aFile:=TFileStream.Create('index.html',fmOpenRead or fmShareDenyNone);
  aRes.SetCustomRawDataStream(aFile);
  //do something...
  aRes.Free;
  aFile.Free;
  aType.Free;
  aName.Free;
end;
```

See also: TAbstractResource.RawData (142)
21.17.17  TAbstractResource._Type

Synopsis: The type of the resource

Declaration: Property _Type : TResourceDesc

Visibility: public
Access: Read

Description: Please note that some TAbstractResource (133) descendants don’t allow resource type to be changed (e.g. it’s not possible for a TBitmapResource (127) to have a type other than RT_BITMAP (129)). If it is the case, an EResourceDescChangeNotAllowedException (131) exception is raised. Moreover, if the resource is contained in a TResources (154) object, type change is not allowed.


21.17.18  TAbstractResource.Name

Synopsis: The name of the resource

Declaration: Property Name : TResourceDesc

Visibility: public
Access: Read

Description: Please note that some TAbstractResource (133) descendants don’t allow resource name to be changed (e.g. a TStringTableResource (127) name is determined by the range of strings’ ID it contains). If it is the case, an EResourceDescChangeNotAllowedException (131) exception is raised. Moreover, if the resource is contained in a TResources (154) object, name change is not allowed.


21.17.19  TAbstractResource.LangID

Synopsis: The language ID of the resource

Declaration: Property LangID : TLangID

Visibility: public
Access: Read, Write

Description: Please note that if the resource is contained in a TResources (154) object, language ID change is not allowed: trying to do so results in an EResourceLangIDChangeNotAllowedException (132) exception being raised.

21.17.20  TAbstractResource.DataSize

Synopsis: The size of resource raw data

Declaration: Property DataSize : LongWord

Visibility: public
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Access: Read

Description: DataSize is the length, in bytes, of the resource data, accessible via RawData (142) property.

See also: TAbstractResource.RawData (142), TAbstractResource.DataOffset (141)

21.17.21  TAbstractResource.HeaderSize

Synopsis: The size of resource header

Declaration: Property HeaderSize : LongWord

Visibility: public

Access: Read

Description: This property is not always meaningful, since not all file formats support it.

Its value, when nonzero, can be used for information purposes.

21.17.22  TAbstractResource.DataVersion

Synopsis: The version of the resource data

Declaration: Property DataVersion : LongWord

Visibility: public

Access: Read, Write

Description: This property is not always meaningful, since not all file formats support it.

Its value, when nonzero, can be used for information purposes.

21.17.23  TAbstractResource.MemoryFlags

Synopsis: The memory flags of the resource

Declaration: Property MemoryFlags : Word

Visibility: public

Access: Read, Write

Description: This field is a combination of the following flags

- MF_MOVEABLE (128)
- MFPURE (128)
- MF_PRELOAD (128)
- MF_DISCARDABLE (128)

By default, a newly created resource has MF_MOVEABLE (128) and MF_DISCARDABLE (128) flags set.

Remark: Please note that memory flags are ignored by Windows and Free Pascal RTL. They are provided only for compatibility with 16-bit Windows.

This property is not always meaningful, since not all file formats support it.

Its value, when nonzero, can be used for information purposes.

Synopsis: A user defined version number

Declaration: Property Version : LongWord

Visibility: public

Access: Read, Write

Description: A tool that writes resource files can write version information in this field.
            This property is not always meaningful, since not all file formats support it.
            Its value, when nonzero, can be used for information purposes.

See also: TAbstractResource.Characteristics (141)


Synopsis: A user defined piece of data

Declaration: Property Characteristics : LongWord

Visibility: public

Access: Read, Write

Description: A tool that writes resource files can write arbitrary data in this field.
            This property is not always meaningful, since not all file formats support it.
            Its value, when nonzero, can be used for information purposes.

See also: TAbstractResource.Version (141)

21.17.26  TAbstractResource.DataOffset

Synopsis: The offset of resource data from the beginning of the stream

Declaration: Property DataOffset : LongWord

Visibility: public

Access: Read

Description: A reader sets this property to let the resource know where its raw data begins in the resource stream.

See also: TAbstractResource.RawData (142), TAbstractResource.DataSize (139)


Synopsis: The code page of the resource

Declaration: Property CodePage : LongWord

Visibility: public

Access: Read, Write

Description: This property is not always meaningful, since not all file formats support it.
            Its value, when nonzero, can be used for information purposes.
### 21.17.28 TAbstractResource.RawData

**Synopsis:** The raw resource data stream

**Declaration:**
```pascal
Property RawData : TStream
```

**Visibility:** public

**Access:** Read

**Description:** This property provides access to the resource raw data in a stream-like way.

When a resource has been read from a stream, RawData redirects read operations to the original stream. When RawData is written to, a copy-on-write mechanism copies data from the original stream to a memory stream.

The copy-on-write behaviour can be controlled via CacheData (142) property.

Note that for some predefined resource types there are better ways to read and write resource data: some resource types use specific formats, so RawData might not always be what one expected. E.g. in a resource of type RT_BITMAP (129), RawData doesn't contain a valid BMP file: in this case it's better to use BitmapData (127) stream of TBitmapResource (127) class to work with a BMP-like stream.

**Remark:**
When writing to a "specialized" stream in a descendant class (like the TBitmapResource.BitmapData (127) stream mentioned earlier), RawData contents might not be valid anymore. If you need to access RawData again, be sure to call UpdateRawData (138) method first.

Usually there isn't much penalty in using specialized streams in descendant classes, since data isn't duplicated in two or more streams, whenever possible. So, having a very large bitmap resource and reading/writing it via TBitmapResource.BitmapData (127) doesn't mean the bitmap is allocated two times.

**See also:** TAbstractResource.CacheData (142), TAbstractResource.UpdateRawData (138), TAbstractResource.SetCustomRawDataStream (138)

### 21.17.29 TAbstractResource.CacheData

**Synopsis:** Controls the copy-on-write behaviour of the resource

**Declaration:**
```pascal
Property CacheData : Boolean
```

**Visibility:** public

**Access:** Read, Write

**Description:** When CacheData is true, copy-on-write mechanism of RawData (142) is enabled.

Setting CacheData to false forces the raw resource data to be loaded in memory without performing any caching.

By default, CacheData is true.

**See also:** TAbstractResource.RawData (142), TResources.CacheData (161)

### 21.17.30 TAbstractResource.OwnerList

**Synopsis:** The resource list that owns this resource

**Declaration:**
```pascal
Property OwnerList : TResources
```

**Visibility:** public
Access: Read

Description: This property identifies the TResources (154) object to which this resource belongs to. This property can be nil if the resource isn’t part of a resource list.

21.17.31 TAbstractResource.Owner

Synopsis: The owner of this resource

Declaration: Property Owner : TAbstractResource

Visibility: public
Access: Read

Description: This property is meaningful only for those sub-resources that are part of a larger group resource.
Example: an icon is made by a RT_GROUP_ICON (129) resource and many RT_ICON (130) resources that hold single-image data. Each RT_ICON (130) resource has a pointer to the RT_GROUP_ICON (129) resource in its Owner property.

21.18 TAbstractResourceReader

21.18.1 Description

This is the base class that represents a resource reader.
A resource reader is an object whose job is to populate a TResources (154) object with resources read from a stream in a specific format.
Typically, a TResources (154) object invokes CheckMagic (147) method of the resource reader when it’s searching for a reader able to read a certain stream, and Load (146) method when it wants the reader to read data from the stream.
Usually each resource reader registers itself with TResources (154) class in the initialization section of the unit in which it is implemented: this way a TResources (154) object can find it when probing a stream that is to be read.

Remark: An object of this class should never be directly instantiated: use a descendant class instead.

See also: TResources (154), TAbstractResource (133), TAbstractResourceWriter (148), TResResourceReader (127), TCoffResourceReader (127), TWinPEResourceReader (127), TElfResourceReader (127), TExternalResourceReader (127), TDefmResourceReader (127)
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21.18.4 TAbstractResourceReader.SetDataSize

Synopsis: Protected method to let a reader set a resource DataSize (139) property

Declaration: procedure SetDataSize(aResource: TAbstractResource; aValue: LongWord)

Visibility: protected

Description: This method allows a descendant class to set DataSize (139) property of a resource that is being loaded.

See also: TAbstractResourceReader.SetHeaderSize (144), TAbstractResourceReader.SetDataOffset (145), TAbstractResourceReader.SetRawData (145)

21.18.5 TAbstractResourceReader.SetHeaderSize

Synopsis: Protected method to let a reader set a resource HeaderSize (140) property

Declaration: procedure SetHeaderSize(aResource: TAbstractResource; aValue: LongWord)

Visibility: protected

Description: This method allows a descendant class to set HeaderSize (140) property of a resource that is being loaded.

See also: TAbstractResourceReader.SetDataSize (144), TAbstractResourceReader.SetDataOffset (145), TAbstractResourceReader.SetRawData (145)
21.18.6  TAbstractResourceReader.SetDataOffset
Synopsis: Protected method to let a reader set a resource DataOffset (141) property

Declaration: procedure SetDataOffset(aResource: TAbstractResource; aValue: LongWord)

Visibility: protected

Description: This method allows a descendant class to set DataOffset (141) property of a resource that is being loaded.

See also: TAbstractResourceReader.SetDataSize (144), TAbstractResourceReader.SetHeaderSize (144), TAbstractResourceReader.SetRawData (145)

21.18.7  TAbstractResourceReader.SetRawData
Synopsis: Protected method to let a reader set a resource RawData (142) property

Declaration: procedure SetRawData(aResource: TAbstractResource; aStream: TStream)

Visibility: protected

Description: This method allows a descendant class to set RawData (142) property of a resource that is being loaded.

See also: TAbstractResourceReader.SetDataSize (144), TAbstractResourceReader.SetHeaderSize (144), TAbstractResourceReader.SetDataOffset (145)

21.18.8  TAbstractResourceReader.CallSubReaderLoad
Synopsis: Calls another reader’s Load (146) method

Declaration: procedure CallSubReaderLoad(aReader: TAbstractResourceReader; aResources: TResources; aStream: TStream)

Visibility: protected

Description: This method allows a descendant class to call another reader’s Load (146) method. This can be useful when a reader needs to use another one.

21.18.9  TAbstractResourceReader.AddNoTree
Synopsis: Adds a resource without updating the internal tree

Declaration: procedure AddNoTree(aResources: TResources; aResource: TAbstractResource)

Visibility: protected

Description: This protected method is used by descendents of TAbstractResourceReader (143) after they add new resources to the internal resource tree used by a TResources (154) object. Calling this method notifies the TResources (154) object about the newly-added resource.

See also: TAbstractResourceReader.GetTree (146), TRootResTreeNode (169)
21.18.10  TAbstractResourceReader.GetTree
Synopsis: Gets the internal resource tree of a TResources object
Declaration: function GetTree(aResources: TResources): TObject
Visibility: protected
Description: This protected method can be used by descendents of TAbstractResourceReader (143) to obtain the internal resource tree used by a TResources (154) object. The internal resource tree is an instance of TRootResTreeNode (169).
Some resource readers can improve their performance if, instead of calling TResources.Add (155), add themselves resources to the internal tree used by a TResources (154) object.
Remark: After adding a resource to a resource tree, a reader must always call AddNoTree (145) method to let the TResources (154) object know about the newly-added resource.
See also: TAbstractResourceReader.AddNoTree (145), TRootResTreeNode (169)

21.18.11  TAbstractResourceReader.GetExtensions
Synopsis: Returns the extensions the reader is registered for
Declaration: function GetExtensions: string; Virtual; Abstract
Visibility: protected
Description: Descendant classes must implement this method to provide access to Extensions (147) property.
See also: TAbstractResourceReader.Extensions (147)

21.18.12  TAbstractResourceReader.GetDescription
Synopsis: Returns the description of the reader
Declaration: function GetDescription: string; Virtual; Abstract
Visibility: protected
Description: Descendant classes must implement this method to provide access to Description (148) property.
See also: TAbstractResourceReader.Description (148)

21.18.13  TAbstractResourceReader.Load
Synopsis: Loads resources from a stream
Declaration: procedure Load(aResources: TResources; aStream: TStream); Virtual; Abstract
Visibility: protected
Description: A TResources (154) object invokes this method when it needs to be loaded from a stream, passing itself as the aResources parameter and the stream as the aStream parameter.
aStream position is already correctly set: the reader must start to read from there.
Descendant classes must ensure that the the stream is in a format they recognize, otherwise an EResourceReaderWrongFormatException (133) exception must be raised.
Each resource is then created, read from the stream and added to the TResources (154) object.
When reading a resource, a reader must:
• Create the resource via TResourceFactory.CreateResource (127) class method with the correct type and name.
• Set at least the following resource properties:
  – DataSize (139), via SetDataSize (144) method.
  – DataOffset (141), via SetDataSize (145) method. This is the offset of the resource data from the beginning of the stream.
  – RawData (142). The reader must create a TResourceDataStream (127) object and assign it to the resource via SetRawData (145) method.

Errors: If the stream is in a format not recognized by the reader, a EResourceReaderWrongFormatException (133) exception must be raised.
If the stream ends prematurely, a EResourceReaderUnexpectedEndOfStreamException (133) exception must be raised.


21.18.14  TAbstractResourceReader.CheckMagic

Synopsis: Checks whether a stream is in a format the reader recognizes

Declaration: function CheckMagic(aStream: TStream) : Boolean; Virtual; Abstract

Visibility: protected

Description: A TResources (154) object invokes this method when it is searching for a reader able to read a stream, passing that stream as the aStream parameter.
aStream position is already correctly set: the reader must start to read from there.
This method should read the minimum amount of information needed to recognize the contents of a stream as a valid format: it usually means reading a magic number or a file header.

See also: TAbstractResourceReader.Load (146), TResources.FindReader (157), TResources.LoadFromStream (158), TResources.LoadFromFile (158)

21.18.15  TAbstractResourceReader.Create

Synopsis: Creates a new reader object

Declaration: constructor Create; Virtual; Abstract

Visibility: public

21.18.16  TAbstractResourceReader.Extensions

Synopsis: The extensions of file types the reader is able to read

Declaration: Property Extensions : string

Visibility: public
Access: Read
Description: This property is a string made of space-separated file extensions (each including the leading dot), all lowercase.
This property signals which file types the reader is able to read.

21.18.17 TAbstractResourceReader.Description

Synopsis: The reader description

Declaration: Property Description : string

Visibility: public
Access: Read

Description: This property provides a textual description of the reader, e.g. "FOO resource reader"

21.19 TAbstractResourceWriter

21.19.1 Description

This is the base class that represents a resource writer.
A resource writer is an object whose job is to write all resources contained in a TResources (154) object to a stream in a specific format.
Typically, a TResources (154) object invokes Write (149) method of the resource writer when it wants the writer to write data to a stream.
Usually each resource writer registers itself with TResources (154) class in the initialization section of the unit in which it is implemented: this way a TResources (154) object can find it when it is asked to write itself to a file, and no writer was specified (the writer is found based on the extension of the file to write to).

Remark: An object of this class should never be directly instantiated: use a descendant class instead.

See also: TResources (154), TAbstractResource (133), TAbstractResourceReader (143), TResResourceWriter (127), TCoffResourceWriter (127), TElfResourceWriter (127), TExternalResourceWriter (127)

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<tr>
<td>150</td>
<td>Extensions</td>
<td>r</td>
<td>The extensions of file types the writer is able to write</td>
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</table>
21.19.4  **TAbstractResourceWriter.GetTree**

**Synopsis:** Gets the internal resource tree of a TResources object

**Declaration:**

```pascal
definition function GetTree(aResources: TResources) : TObject
```

**Visibility:** protected

**Description:** This protected method can be used by descendents of TAbstractResourceWriter (148) to obtain the internal resource tree used by a TResources (154) object. The internal resource tree is an instance of TRootResTreeNode (169).

Some resource writers need to order resources with a tree structure before writing them to a file. Instead of doing this work themselves, they can use the already-ordered internal resource tree of the TResources (154) object they must write.

*See also:* TRootResTreeNode (169)

21.19.5  **TAbstractResourceWriter.GetExtensions**

**Synopsis:** Returns the extensions the writer is registered for

**Declaration:**

```pascal
definition function GetExtensions : string; Virtual; Abstract
```

**Visibility:** protected

**Description:** Descendant classes must implement this method to provide access to Extensions (150) property.

*See also:* TAbstractResourceWriter.Extensions (150)

21.19.6  **TAbstractResourceWriter.GetDescription**

**Synopsis:** Returns the description of the writer

**Declaration:**

```pascal
definition function GetDescription : string; Virtual; Abstract
```

**Visibility:** protected

**Description:** Descendant classes must implement this method to provide access to Description (150) property.

*See also:* TAbstractResourceWriter.Description (150)

21.19.7  **TAbstractResourceWriter.Write**

**Synopsis:** Writes resources to a stream

**Declaration:**

```pascal
definition procedure Write(aResources: TResources; aStream: TStream); Virtual; Abstract
```

**Visibility:** protected

**Description:** A TResources (154) object invokes this method when it needs to be written to a stream, passing itself as the aResources parameter and the stream as the aStream parameter.

aStream position is already correctly set: the writer must start to write from there.

A writer must write data in the way specified by the format it supports: usually this means writing a header and all resources contained in the TResources (154) object.

For each resource, a writer should write some information about the resource (like type and name) in a way defined by the format it implements, and the resource data, which is accessible by RawData (142) property of the resource.
21.19.8  TAbstractResourceWriter.Create

Synopsis: Creates a new writer object

Declaration: constructor Create; Virtual; Abstract
Visibility: public


Synopsis: The extensions of file types the writer is able to write

Declaration: Property Extensions : string
Visibility: public
Access: Read

Description: This property is a string made of space-separated file extensions (each including the leading dot), all lowercase.
This property signals which file types the writer is able to write.

21.19.10  TAbstractResourceWriter.Description

Synopsis: The writer description

Declaration: Property Description : string
Visibility: public
Access: Read

Description: This property provides a textual description of the writer, e.g. "FOO resource writer"

21.20  TGenericResource

21.20.1  Description

This class represents a generic resource.
It is suitable to use in all situations where a higher level class is not needed (e.g. the resource raw data is made of arbitrary data) or when total low-level control is desirable.
This class is also the default one that is used by TResourceFactory (127) when it finds no class matching the given type.

See also: TResourceFactory.CreateResource (127)
21.20.2 Method overview

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21.20.3 TGenericResource.GetType

Declaration: function GetType : TResourceDesc; Override

Visibility: protected

21.20.4 TGenericResource.GetName

Declaration: function GetName : TResourceDesc; Override

Visibility: protected

21.20.5 TGenericResource.ChangeDescTypeAllowed

Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean ; Override

Visibility: protected

21.20.6 TGenericResource.ChangeDescValueAllowed

Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean ; Override

Visibility: protected

21.20.7 TGenericResource.NotifyResourcesLoaded

Declaration: procedure NotifyResourcesLoaded; Override

Visibility: protected

21.20.8 TGenericResource.Create

Declaration: constructor Create(aType: TResourceDesc; aName: TResourceDesc) ; Override

Visibility: public
21.20.9 TGenericResource.Destroy

Declaration: destructor Destroy;  Override

Visibility: public

21.20.10 TGenericResource.UpdateRawData

Declaration: procedure UpdateRawData;  Override

Visibility: public

21.21 TResourceDesc

21.21.1 Description

This class represent a resource description (type or name).

Resources are identified by a type, name and (optionally) a language ID.

Type and name can be either a **name** (a string identifier) or an **ID** (an integer identifier in the range 0..65535).

**Remark:** Unfortunately, **name** is used both to refer to the name of the resource and both to the format of a resource description

**Example:**

Typically, a Windows executable has a main icon, which is a resource of type RT_GROUP_ICON (129) (type is an ID) and name MAINICON (name is a name).

See also: TAbstractResource (133)

21.21.2 Method overview

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21.21.4 TResourceDesc.SetOwner

Synopsis: Protected method to let a resource set itself as owner of the TResourceDesc

Declaration: procedure SetOwner(aOwner: TAbstractResource)

Visibility: protected
21.21.5  TResourceDesc.Create

Synopsis: Creates a new TResourceDesc object

Declaration: constructor Create; Overload
constructor Create(const aID: TResID); Overload
constructor Create(const aName: TResName); Overload

Visibility: public

Description: Creates a new TResourceDesc object.
Without arguments, resource description is of type dtName (130) and its name is empty.
If an argument is specified, resource description and name/id are set accordingly to the value passed as parameter.

21.21.6  TResourceDesc.Assign

Synopsis: Assigns the contents of another TResourceDesc object to this one

Declaration: procedure Assign(aResourceDesc: TResourceDesc)

Visibility: public

Description: Assigns the contents of another TResourceDesc object to this one

Errors: If changing values is not permitted because owner resource doesn’t allow it (e.g. because owner resource is a TBitmapResource (127) and values other than RT_BITMAP (129) are not permitted for the resource type) an EResourceDescChangeNotAllowedException (131) exception is raised.

21.21.7  TResourceDesc.Equals

Synopsis: Compares the contents of another TResourceDesc object to this one

Declaration: function Equals(aResDesc: TResourceDesc) : Boolean

Visibility: public

21.21.8  TResourceDesc.Name

Synopsis: The value of the resource description as a name

Declaration: Property Name : TResName

Visibility: public

Access: Read, Write

Description: Setting this property causes DescType (154) to be dtName (130)
When reading, if DescType (154) is dtID (130), the ID is returned as a string value.

See also: TResourceDesc.ID (154), TResourceDesc.DescType (154)
CHAPTER 21. REFERENCE FOR UNIT 'RESOURCE'

21.21.9  TResourceDesc.ID

Synopsis: The value of the resource description as an ID

Declaration: Property ID : TResID

Visibility: public
Access: Read, Write

Description: Setting this property causes DescType (154) to be dtID (130)

Remark: When reading, if DescType (154) is dtName (130), an EResourceDescTypeException (131) exception is raised.

See also: TResourceDesc.Name (153), TResourceDesc.DescType (154)

21.21.10  TResourceDesc.DescType

Synopsis: The type of the resource description

Declaration: Property DescType : TDescType

Visibility: public
Access: Read

Description: When DescType is dtName (130), resource description value is a name and can be accessed via Name (153) property
When DescType is dtID (130), resource description value is an ID and can be accessed via ID (154) property

See also: TResourceDesc.Name (153), TResourceDesc.ID (154), TDescType (130)

21.22  TResources

21.22.1  Description

This class represents a format-independent view of a resource file. It holds a collection of resources (TAbstractResource (133) descendants).
Typically, a TResource object is loaded from and written to a stream via format-dependent readers and writers, which are descendants of TAbstractResourceReader (143) and TAbstractResourceWriter (148), respectively.

Single resources can be added, removed, searched and modified: a resource compiler or editor probably will create resources, set their data, and add them to a TResources object which can then be written to file in the desired format.

This class also provides some class methods to register and find resource readers and writers: these classes, once registered, will be used by a TResources object when it is asked to load or save itself to a stream and the user didn’t specify a reader or writer.

Remark: Because of the copy-on-write mechanism of TAbstractResource (133), care should be taken when loading resources, since by default resource data isn’t immediately read from the stream: resources hold a reference to the original stream because they need it when their data is requested. For further information, see TResources.LoadFromStream (158) and TResources.LoadFromFile (158).

See also: TAbstractResource (133), TAbstractResourceReader (143), TAbstractResourceWriter (148)
21.22.2 Method overview

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<td>The number of resources in the object</td>
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<tr>
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<td>Items</td>
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<td>Indexed array of resources in the object</td>
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21.22.4 TResources.Create

**Synopsis:** Creates a new TResources object

**Declaration:** constructor Create

**Visibility:** public

21.22.5 TResources.Destroy

**Synopsis:** Destroys the object

**Declaration:** destructor Destroy; Override

**Visibility:** public

**Description:** All resources are destroyed as well.

21.22.6 TResources.Add

**Synopsis:** Adds a resource

**Declaration:** procedure Add(aResource: TAbstractResource)

**Visibility:** public

**Description:** This method adds aResource to the object, and sets itself as the owner list of the resource.

**Errors:** If a resource with the same type, name and language ID already exists, an EResourceDuplicateException (132) exception is raised.
21.22.7 TResources.AddAutoID

Synopsis: Adds a resource and gives it a new autogenerated name

Declaration: function AddAutoID(aResource: TAbstractResource) : TResID

Visibility: public

Description: This method tries to find a spare ID to use as a name for the given resource, assigns it to the resource, and adds it.

This method is useful when the name of the resource is not important. E.g. a group resource doesn’t care about the names of its sub-resources, so it could use this method to ensure that its sub-resources don’t clash with names of other sub-resources of the same type.

Errors: If there are no more free IDs for the resource type of the given resource (that is, when the number of resources of the same type of aResource with an ID name is equal to 65536) an ENoMoreFreeIDsException (131) exception is raised.

See also: TResources.Add (155)

21.22.8 TResources.Clear

Synopsis: Deletes all resources

Declaration: procedure Clear

Visibility: public

Description: This method empties the TResources object destroying all resources.

21.22.9 TResources.Find

Synopsis: Searches for a resource

Declaration: function Find(aType: TResourceDesc; aName: TResourceDesc;
const aLangID: TLangID) : TAbstractResource; Overload
function Find(aType: TResourceDesc; aName: TResourceDesc);
: TAbstractResource; Overload
function Find(const aType: TResName; const aName: TResName;
const aLangID: TLangID) : TAbstractResource; Overload
function Find(const aType: TResName; const aName: TResID;
const aLangID: TLangID) : TAbstractResource; Overload
function Find(const aType: TResID; const aName: TResName;
const aLangID: TLangID) : TAbstractResource; Overload
function Find(const aType: TResID; const aName: TResID;
const aLangID: TLangID) : TAbstractResource; Overload
function Find(const aType: TResName; const aName: TResName)
: TAbstractResource; Overload
function Find(const aType: TResName; const aName: TResID)
: TAbstractResource; Overload
function Find(const aType: TResID; const aName: TResName)
: TAbstractResource; Overload
function Find(const aType: TResID; const aName: TResID)
: TAbstractResource; Overload

Visibility: public

Description: This method searches for a resource with the given type and name. If a language ID is not provided, the first resource found that matches aType and aName is returned.

Errors: If the resource is not found, an EResourceNotFoundException (132) exception is raised.

21.22.10 TResources.FindReader

Synopsis: Searches for a suitable resource reader

Declaration:
class function FindReader(aStream: TStream; aExtension: string) : TAbstractResourceReader
class function FindReader(aStream: TStream) : TAbstractResourceReader

Visibility: public

Description: This method tries to find a resource reader able to read the stream passed as parameter.

If an extension is specified, only readers matching that extension are tried. The extension is case-insensitive and includes the leading dot, unless the empty string is passed (which means "no extension", e.g. a unix executable, which doesn’t have an extension).

If a suitable reader is found, an instance of that reader is returned.

Remark: To make a resource reader class known, add that resource reader unit to the uses clause of your program.

Errors: If no suitable reader is found, an EResourceReaderNotFoundException (132) exception is raised.

See also: TAbstractResourceReader (143)

21.22.11 TResources.MoveFrom

Synopsis: Moves all resources of another TResources object to itself

Declaration: procedure MoveFrom(aResources: TResources)

Visibility: public

Description: This method takes all resources from object aResources and adds them to this object. aResources object is left empty.

Errors: If a resource with the same type, name and language ID already exists, an EResourceDuplicateException (132) exception is raised.

See also: TResources.Add (155)

21.22.12 TResources.Remove

Synopsis: Removes a resource

Declaration:
function Remove(aType: TResourceDesc; aName: TResourceDesc;
const aLangID: TLangID) : TAbstractResource; Overload
function Remove(aType: TResourceDesc; aName: TResourceDesc)
: TAbstractResource; Overload
function Remove(aResource: TAbstractResource) : TAbstractResource;
Overload
function Remove(aIndex: Integer) : TAbstractResource; Overload
Visibility: public

Description: This method searches for a resource based on passed parameters and removes it from the object. The removed resource is then returned.

Errors: If no matching resource is found, an EResourceNotFoundException (132) exception is raised.

See also: TResources.Find (156)

21.22.13 TResources.LoadFromStream

Synopsis: Loads the contents of the object from a stream

Declaration:

procedure LoadFromStream(aStream: TStream); Overload
procedure LoadFromStream(aStream: TStream;
aReader: TAbstractResourceReader); Overload

Visibility: public

Description: This method clears the TResources object and loads its contents from the stream passed as parameter.

Remark: If CacheData (161) is set to true, the stream will be used as the underlying stream of each resource RawData (142) stream. This means that the stream must not be freed until all resources in the TResources object are freed: this happens when the TResources object is cleared or is loaded again from a different source. If you need to free the stream while there are still resources, disable the copy-on-write mechanism by setting CacheData (161) property to false.

Errors: If no reader is passed and probing fails, an EResourceReaderNotFoundException (132) exception is raised.


21.22.14 TResources.LoadFromFile

Synopsis: Loads the contents of the object from a file

Declaration:

procedure LoadFromFile(aFileName: string); Overload
procedure LoadFromFile(aFileName: string;
aReader: TAbstractResourceReader); Overload

Visibility: public

Description: This method clears the TResources object and loads its contents from the file passed as parameter.

Remark: If CacheData (161) is set to true, the file will be left open and used as the underlying stream of each resource RawData (142) stream. This means that the file will be open until the TResources object is cleared or is loaded again from a different source. If you want the file to be closed while there are still resources, disable the copy-on-write mechanism by setting CacheData (161) property to false.

Sample code

This code extracts resources from an exe file
var
  resources : TResources;
begin
  resources:=TResources.Create;
  resources.LoadFromFile('myexe.exe');
  resources.WriteToFile('myexe.res');
  resources.Free;
end;

Errors: If no reader is passed and probing fails, an EResourceReaderNotFoundException (132) exception is raised.


21.22.15 TResources.RegisterReader

Synopsis: Registers a resource reader class

Declaration: class procedure RegisterReader(const aExtension: string; 
           aClass: TAbstractResourceReaderClass)

Visibility:  public

Description: This class method registers a resource reader class.

  When registered, a class is known to TResources class, and can be used by FindReader (157), LoadFromStream (158) and LoadFromFile (158) methods when probing.

  Usually this method is called in the initialization section of the unit implementing a TAbstractResourceReader (143) descendant.

  A class can be registered multiple times, one for each extension it is able to read. Multiple class can be registered for the same extension (e.g. both a coff and a elf reader can be registered for the .o extension). The extension must include the leading dot unless the empty string is used (which means "no extension", e.g. a unix executable, which doesn’t have an extension).

See also: TAbstractResourceReader (143), TResources.FindReader (157), TResources.LoadFromFile (158), TResources.LoadFromStream (158)

21.22.16 TResources.RegisterWriter

Synopsis: Registers a resource writer class

Declaration: class procedure RegisterWriter(const aExtension: string; 
                                           aClass: TAbstractResourceWriterClass)

Visibility:  public

Description: This class method registers a resource writer class.

  When registered, a class is known to TResources class, and can be used by WriteToFile (160) method when probing.

  Usually this method is called in the initialization section of the unit implementing a TAbstractResourceWriter (148) descendant.

  A class can be registered multiple times, one for each extension it is able to write. Multiple class can be registered for the same extension (e.g. both a coff and a elf writer can be registered for the .o extension).
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extension) although only the first one found will be used when probing. The extension must include
the leading dot unless the empty string is used (which means "no extension", e.g. a unix executable,
which doesn’t have an extension).

See also: TAbstractResourceWriter (148), TResources.WriteToFile (160)

21.22.17 TResources.WriteToStream

Synopsis: Writes the contents of the object to a stream

Declaration: procedure WriteToStream(aStream: TStream;
    aWriter: TAbstractResourceWriter)

Visibility: public

Description: This method writes the contents of the object to a stream via the specified TAbstractResourceWriter
(148) descendant

See also: TAbstractResourceWriter (148), TResources.WriteToFile (160)

21.22.18 TResources.WriteToFile

Synopsis: Writes the contents of the object to a file

Declaration: procedure WriteToFile(aFileName: string); Overload
    procedure WriteToFile(aFileName: string;
    aWriter: TAbstractResourceWriter); Overload

Visibility: public

Description: This method writes the contents of the object to a file whose name is passed as parameter.
    If a writer is specified, that writer is used. Otherwise, the first registered writer matching the file
    name extension is used.

Errors: If no writer is passed and no suitable writer is found, an EResourceWriterNotFoundException (133)
    exception is raised.

See also: TAbstractResourceWriter (148), TResources.WriteToStream (160)

21.22.19 TResources.Count

Synopsis: The number of resources in the object

Declaration: Property Count : LongWord

Visibility: public

Access: Read

See also: TResources.Items (161)
21.22.20 TResources.Items

Synopsis: Indexed array of resources in the object

Declaration: Property Items[Index: Integer]: TAbstractResource; default

Visibility: public
Access: Read

Description: This property can be used to access all resources in the object.

Remark: This array is 0-based: valid elements range from 0 to Count (160)-1.

See also: TResources.Count (160), TAbstractResource (133)

21.22.21 TResources.CacheData

Synopsis: Controls the copy-on-write behaviour of all resources

Declaration: Property CacheData : Boolean

Visibility: public
Access: Read, Write

Description: Changing this property changes CacheData (142) property of all resources contained in the object.
This property affects existing resources and resources that are added or loaded.
By default, CacheData is true.

See also: TAbstractResource.CacheData (142), TAbstractResource.RawData (142)
Chapter 22

Reference for unit ’resourcetree’

22.1 Used units

Table 22.1: Used units by unit ’resourcetree’

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22.2 Overview

This unit implements classes that represent an ordered tree of resources. Such a tree is used internally by TResources (162) to speed up operations, and by certain resource readers and writers that deal with resource formats where data is stored as ordered trees of resources. For this reason, only implementors of resource readers and writers should be interested in these classes.

A tree begins with a root node, which is an instance of TRootResTreeNode (169). The root node contains type nodes, that contain name nodes, that contain language id nodes. Finally, a language id node contains a resource.

Each node contains its sub nodes in two lists: a Named list for nodes identified by a name (a string), and an ID list for nodes identified by an ID (an integer). In each list, nodes are sorted in ascending order.

Many resource formats (PECOFF, ELF, Mach-O, and external resource files) use this exact format to store resource information.

Remark: When a tree is destroyed, the resources it references aren’t destroyed.
22.3 TResourceTreeNode

22.3.1 Description
This class represents a node in a resource tree.

Remark: An object of this class should never be directly instantiated. To create a node, call CreateSubNode (165) method of an already existing node.

22.3.2 Method overview

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<td>164</td>
<td>Destroy</td>
<td>Destroys the object.</td>
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<td>166</td>
<td>Find</td>
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<td>GetIDEntry</td>
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</tr>
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<td>163</td>
<td>GetNamedCount</td>
<td></td>
</tr>
<tr>
<td>163</td>
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<td>InternalFind</td>
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<td>IsLeaf</td>
<td>Reports whether the node is a leaf node.</td>
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<td>165</td>
<td>Remove</td>
<td>Removes a resource from the tree</td>
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</table>

22.3.3 Property overview

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<th>Access</th>
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<tr>
<td>169</td>
<td>DataRVA</td>
<td>rw</td>
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<tr>
<td>167</td>
<td>Desc</td>
<td>r</td>
<td>The description of the node</td>
</tr>
<tr>
<td>167</td>
<td>IDCount</td>
<td>r</td>
<td>The number of ID sub nodes of the node</td>
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<tr>
<td>168</td>
<td>IDEntries</td>
<td>r</td>
<td>Indexed array of ID sub nodes of the node</td>
</tr>
<tr>
<td>167</td>
<td>NamedCount</td>
<td>r</td>
<td>The number of named sub nodes of the node</td>
</tr>
<tr>
<td>167</td>
<td>NamedEntries</td>
<td>r</td>
<td>Indexed array of named sub nodes of the node</td>
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<td>168</td>
<td>NameRVA</td>
<td>rw</td>
<td>To be used by readers and writers</td>
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<tr>
<td>166</td>
<td>Parent</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>168</td>
<td>SubDirRVA</td>
<td>rw</td>
<td>To be used by readers and writers</td>
</tr>
</tbody>
</table>

22.3.4 TResourceTreeNode.GetNamedCount

Declaration: function GetNamedCount : LongWord

Visibility: protected

22.3.5 TResourceTreeNode.GetNamedEntry

Declaration: function GetNamedEntry(index: Integer) : TResourceTreeNode

Visibility: protected
22.3.6  TResourceTreeNode.GetIDCount

Declaration: function GetIDCount : LongWord

Visibility: protected

22.3.7  TResourceTreeNode.GetIDEntry

Declaration: function GetIDEntry(index: Integer) : TResourceTreeNode

Visibility: protected

22.3.8  TResourceTreeNode.GetData

Declaration: function GetData : TAbstractResource; Virtual

Visibility: protected

22.3.9  TResourceTreeNode.InternalFind

Declaration: function InternalFind(aList: TFPList; aDesc: TResourceDesc;
  out index: Integer) : Boolean; Overload

function InternalFind(aList: TFPList; aLangID: TLangID;
  out index: Integer) : Boolean; Overload

function InternalFind(aType: TResourceDesc; aName: TResourceDesc;
  const aLangID: TLangID; const noLangID: Boolean;
  const toDelete: Boolean) : TAbstractResource;
  Virtual; Abstract; Overload

Visibility: protected

22.3.10  TResourceTreeNode.Create

Declaration: constructor Create; Virtual; Overload

Visibility: protected

22.3.11  TResourceTreeNode.Destroy

Synopsis: Destroys the object.

Declaration: destructor Destroy; Override

Visibility: public

Description: Only root nodes (instances of TRootResTreeNode (169)) should be destroyed. Children nodes are destroyed by their parent when needed.

22.3.12  TResourceTreeNode.Add

Synopsis: Adds a new resource to the tree

Declaration: procedure Add(aResource: TAbstractResource); Virtual; Abstract

Visibility: public
CHAPTER 22. REFERENCE FOR UNIT 'RESOURCETREE'

Description: This method adds a new resource to the tree, creating all needed sub nodes

Remark: This method should only be called on root nodes (instances of TRootResTreeNode (169)).

Errors: If a resource with the same type, name and language ID already exists, an EResourceDuplicateException (162) exception is raised.

See also: TResourceTreeNode.Remove (165)

22.3.13 TResourceTreeNode.CreateSubNode

Synopsis: Creates a subnode

Declaration: function CreateSubNode(aDesc: TResourceDesc) : TResourceTreeNode;

Visibility: public

Description: This method creates a subnode, identified by the given resource description.

See also: TResourceTreeNode.Desc (167)

22.3.14 TResourceTreeNode.CreateResource

Synopsis: Creates a new resource

Declaration: function CreateResource : TAbstractResource;

Visibility: public

Description: This method creates a new resource.

A new resource is created and its type, name and language id are determined from the ancestor nodes in the tree hierarchy.

Usually CreateResource is called by resource readers that read files in which resources are stored as trees.

Remark: This method is meaningful only when called on leaf nodes (language id nodes).

See also: TResourceTreeNode.IsLeaf (166)

22.3.15 TResourceTreeNode.Clear

Synopsis: Destroys all sub nodes

Declaration: procedure Clear

Visibility: public

Description: This method destroys all sub nodes of the node.

22.3.16 TResourceTreeNode.Remove

Synopsis: Removes a resource from the tree

Declaration: function Remove(aType: TResourceDesc; aName: TResourceDesc) : TAbstractResource;
function Remove(aType: TResourceDesc; aName: TResourceDesc; const aLangID: TLangID) : TAbstractResource;

Visibility: public

165
CHAPTER 22. REFERENCE FOR UNIT ‘RESOURCETREE’

Visibility: public

Description: This method searches for the specified resource and removes it from the tree. If a language ID is not provided, the first resource found that matches aType and aName is returned. The removed resource is then returned.

If no resource is found, nil is returned.

Remark: This method should only be called on root nodes (instances of TRootResTreeNode (169)).

See also: TResourceTreeNode.Add (164)

22.3.17 TResourceTreeNode.Find

Synopsis: Searches for a resource

Declaration: function Find(aType: TResourceDesc; aName: TResourceDesc) : TAbstractResource; Overload

function Find(aType: TResourceDesc; aName: TResourceDesc; const aLangID: TLangID) : TAbstractResource; Overload

Visibility: public

Description: This method searches for a resource with the given type and name in the tree. If a language ID is not provided, the first resource found that matches aType and aName is returned.

If no resource is found, nil is returned.

Remark: This method should only be called on root nodes (instances of TRootResTreeNode (169)).

22.3.18 TResourceTreeNode.FindFreeID

Synopsis: Find a free ID to be used as a resource name

Declaration: function FindFreeID(aType: TResourceDesc) : TResID; Virtual

Visibility: public

Description: This method is used to find an available ID to be used as a name for a resource, given a resource type. It is used internally by AddAutoID (162) method of TResources (162).

Remark: This method should only be called on root nodes (instances of TRootResTreeNode (169)).

Errors: If there are no free ids left for the given resource type, an ENoMoreFreeIDsException (162) is raised.

22.3.19 TResourceTreeNode.IsLeaf

Synopsis: Reports whether the node is a leaf node.

Declaration: function IsLeaf : Boolean; Virtual

Visibility: public

Description: Returns true if the node is a leaf node. A leaf node is a language ID node.

22.3.20 TResourceTreeNode.Parent

Declaration: Property Parent : TResourceTreeNode

Visibility: protected

Access: Read
22.3.21  TResourceTreeNode.Desc

Synopsis: The description of the node

Declaration: Property Desc : TResourceDesc

Visibility: public
Access: Read

Description: The description of a node identifies that node. According to the type of the node, it can be a resource type, name or language id.

22.3.22  TResourceTreeNode.NamedCount

Synopsis: The number of named sub nodes of the node

Declaration: Property NamedCount : LongWord

Visibility: public
Access: Read

See also: TResourceTreeNode.NamedEntries (167), TResourceTreeNode.IDCount (167)

22.3.23  TResourceTreeNode.NamedEntries

Synopsis: Indexed array of named sub nodes of the node

Declaration: Property NamedEntries[index: Integer]: TResourceTreeNode

Visibility: public
Access: Read

Description: This property can be used to access all named sub nodes in the node.

Remark: This array is 0-based: valid elements range from 0 to NamedCount (167)-1.

See also: TResourceTreeNode.NamedCount (167), TResourceTreeNode.IDEntries (168)

22.3.24  TResourceTreeNode.IDCount

Synopsis: The number of ID sub nodes of the node

Declaration: Property IDCount : LongWord

Visibility: public
Access: Read

See also: TResourceTreeNode.IDEntries (168), TResourceTreeNode.NamedCount (167)
22.3.25  TResourceTreeNode.IDEntries
Synopsis: Indexed array of ID sub nodes of the node

Declaration: Property IDEntries[index: Integer]: TResourceTreeNode
Visibility: public
Access: Read

Description: This property can be used to access all ID sub nodes in the node.
Remark: This array is 0-based: valid elements range from 0 to IDCount (167)-1.
See also: TResourceTreeNode.IDCount (167), TResourceTreeNode.NamedEntries (167)

22.3.26  TResourceTreeNode.NameRVA
Synopsis: To be used by readers and writers

Declaration: Property NameRVA : LongWord
Visibility: public
Access: Read, Write

Description: This property can be freely used by resource readers and writers to store a file offset or address needed to load or write other data, since it isn’t used by TResourceTreeNode (163) or TResources (162).
Remark: Do not rely on the value of this property when accessing a new tree: other readers or writers could have changed it for their internal operations.
See also: TResourceTreeNode.SubDirRVA (168), TResourceTreeNode.DataRVA (169)

22.3.27  TResourceTreeNode.SubDirRVA
Synopsis: To be used by readers and writers

Declaration: Property SubDirRVA : LongWord
Visibility: public
Access: Read, Write

Description: This property can be freely used by resource readers and writers to store a file offset or address needed to load or write other data, since it isn’t used by TResourceTreeNode (163) or TResources (162).
Remark: Do not rely on the value of this property when accessing a new tree: other readers or writers could have changed it for their internal operations.
See also: TResourceTreeNode.NameRVA (168), TResourceTreeNode.DataRVA (169)
22.3.28  TResourceTreeNode.DataRVA

Synopsis: To be used by readers and writers

Declaration: Property DataRVA : LongWord

Visibility: public

Access: Read, Write

Description: This property can be freely used by resource readers and writers to store a file offset or address needed to load or write other data, since it isn’t used by TResourceTreeNode (163) or TResources (162).

Remark: Do not rely on the value of this property when accessing a new tree: other readers or writers could have changed it for their internal operations.

See also: TResourceTreeNode.NameRVA (168), TResourceTreeNode.SubDirRVA (168)

22.3.29  TResourceTreeNode.Data

Synopsis: The resource contained in this node

Declaration: Property Data : TAbstractResource

Visibility: public

Access: Read

Description: This property references the resource contained in this node.

Remark: This property is meaningful only on leaf nodes (language id nodes).

See also: TResourceTreeNode.IsLeaf (166)

22.4  TRootResTreeNode

22.4.1  Description

This node represents the root node of a resource tree.

It is the only node which must be created with its constructor: other nodes in the tree are automatically created when adding a resource, or calling CreateSubNode (165) method of their parent.

Normally all search, add and delete operations on the tree are performed by calling methods of this node.

22.4.2  Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>170</td>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>170</td>
<td>Create</td>
<td>Creates a new root node</td>
</tr>
<tr>
<td>170</td>
<td>CreateSubNode</td>
<td></td>
</tr>
<tr>
<td>170</td>
<td>FindFreeID</td>
<td></td>
</tr>
<tr>
<td>170</td>
<td>InternalFind</td>
<td></td>
</tr>
</tbody>
</table>
22.4.3  TRootResTreeNode.InternalFind

Declaration: function InternalFind(aType: TResourceDesc; aName: TResourceDesc;
const aLangID: TLangID; const noLangID: Boolean;
const toDelete: Boolean) : TAbstractResource
;  Override

Visibility:  protected

22.4.4  TRootResTreeNode.Create

Synopsis: Creates a new root node

Declaration: constructor Create;  Override

Visibility:  public

Description: This method creates a new tree, represented by a root node without children.

Other nodes in the tree are automatically created when adding a resource, or calling CreateSubNode
(165) method of their parent.

See also: TRootTreeNode.CreateSubNode (165), TRootTreeNode.Add (164)

22.4.5  TRootResTreeNode.CreateSubNode

Declaration: function CreateSubNode(aDesc: TResourceDesc) : TResourceTreeNode
;  Override

Visibility:  public

22.4.6  TRootResTreeNode.Add

Declaration: procedure Add(aResource: TAbstractResource);  Override

Visibility:  public

22.4.7  TRootResTreeNode.FindFreeID

Declaration: function FindFreeID(aType: TResourceDesc) : TResID;  Override

Visibility:  public
Chapter 23

Reference for unit ’resreader’

23.1 Used units

Table 23.1: Used units by unit ’resreader’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

23.2 Overview

This unit contains TResResourceReader (171), a TAbstractResourceReader (171) descendant that is able to read .res resource files.

Adding this unit to a program’s uses clause registers class TResResourceReader (171) with TResources (171).

23.3 TResResourceReader

23.3.1 Description

This class provides a reader for .res resource files.

A .res file is a standard Windows file type that contains resources. This is not an object file format, so it’s not suitable for being linked with other object files. For this reason, it is a good choice for a platform-independent format to store resources.

See also: TAbstractResourceReader (171), TResResourceWriter (171)
23.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
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<td>CheckMagic</td>
<td></td>
</tr>
<tr>
<td>172</td>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>172</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>172</td>
<td>GetDescription</td>
<td></td>
</tr>
<tr>
<td>172</td>
<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>172</td>
<td>Load</td>
<td></td>
</tr>
</tbody>
</table>

23.3.3 TResResourceReader.GetExtensions

Declaration: function GetExtensions : string; Override

Visibility: protected

23.3.4 TResResourceReader.GetDescription

Declaration: function GetDescription : string; Override

Visibility: protected

23.3.5 TResResourceReader.Load

Declaration: procedure Load(aResources: TResources; aStream: TStream); Override

Visibility: protected

23.3.6 TResResourceReader.CheckMagic

Declaration: function CheckMagic(aStream: TStream) : Boolean; Override

Visibility: protected

23.3.7 TResResourceReader.Create

Declaration: constructor Create; Override

Visibility: public

23.3.8 TResResourceReader.Destroy

Declaration: destructor Destroy; Override

Visibility: public
Chapter 24

Reference for unit ’reswriter’

24.1 Used units

Table 24.1: Used units by unit ‘reswriter’

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

24.2 Overview

This unit contains TResResourceWriter (173), a TAbstractResourceWriter (173) descendant that is able to write .res resource files.

Adding this unit to a program’s uses clause registers class TResResourceWriter (173) with TResources (173).

24.3 TResResourceWriter

24.3.1 Description

This class provides a writer for .res resource files.

A .res file is a standard Windows file type that contains resources. This is not an object file format, so it’s not suitable for being linked with other object files. For this reason, it is a good choice for a platform-independent format to store resources.

See also: TAbstractResourceWriter (173), TResResourceReader (173)
24.3.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>174</td>
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<td></td>
</tr>
<tr>
<td>174</td>
<td>GetDescription</td>
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<td>GetExtensions</td>
<td></td>
</tr>
<tr>
<td>174</td>
<td>Write</td>
<td></td>
</tr>
</tbody>
</table>

24.3.3 TResResourceWriter.GetExtensions

Declaration: function GetExtensions : string; Override

Visibility: protected

24.3.4 TResResourceWriter.GetDescription

Declaration: function GetDescription : string; Override

Visibility: protected

24.3.5 TResResourceWriter.Write

Declaration: procedure Write(aResources: TResources; aStream: TStream); Override

Visibility: protected

24.3.6 TResResourceWriter.Create

Declaration: constructor Create; Override

Visibility: public
Chapter 25

Reference for unit 'stringtableresource'

25.1 Used units

Table 25.1: Used units by unit 'stringtableresource'

<table>
<thead>
<tr>
<th>Name</th>
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</thead>
<tbody>
<tr>
<td>Classes</td>
<td>??</td>
</tr>
<tr>
<td>resource</td>
<td>127</td>
</tr>
<tr>
<td>System</td>
<td>??</td>
</tr>
<tr>
<td>sysutils</td>
<td>??</td>
</tr>
</tbody>
</table>

25.2 Overview

This unit contains TStringTableResource (176), a TAbstractResource (175) descendant specialized in handling resource of type RT_STRING (175).

Adding this unit to a program’s uses clause registers class TStringTableResource (176) for type RT_STRING (175) with TResourceFactory (175).

25.3 Constants, types and variables

25.3.1 Resource strings

SIndexOutOfBounds = ‘String ID out of bounds: %d’

SNameNotAllowed =
    ‘Resource ID must be an ordinal in the range 1-4096’
CHAPTER 25. REFERENCE FOR UNIT ’STRINGTABLERESOURCE’

25.4 EStringTableIndexOutOfBoundsException

25.4.1 Description

This exception is raised when the id specified to access a string of TStringTableResource.Strings (179) property is not in the range TStringTableResource.FirstID (178) - TStringTableResource.LastID (179).

See also: TStringTableResource (176), TStringTableResource.Strings (179), TStringTableResource.FirstID (178), TStringTableResource.LastID (179)

25.5 EStringTableNameNotAllowedException

25.5.1 Description

This exception is raised by constructor TStringTableResource.Create (178) if the name of the resource isn’t of type dtID (175) and/or its name is not in the range 1-4096.

See also: TStringTableResource.Create (178)

25.6 EStringTableResourceException

25.6.1 Description

Base class for string table resource-related exceptions

25.7 TStringTableResource

25.7.1 Description

This class represents a resource of type RT_STRING (175).

A string table is a resource containing strings, identified by an integer id in the range 0-65535. A string table contains exactly 16 strings, and its name is an ID in the range 1-4096, determined by the highest 12 bits of the strings ID it contains, plus one. That is, a string table with 1 as name holds strings with IDs from 0 to 15, string table 2 contains strings with IDs from 16 to 31 and so on. There is no difference between an empty string and a non-existant string.

For these reasons, it is not possible to set the name of a string table: it is autogenerated from the value of FirstID (178) property. Moreover, Count (179) property is always 16.

Strings (179) property is provided to access and modify individual strings.

Remark: This class doesn’t allow its type to be changed to anything else than RT_BITMAP (175). Its name can’t be changed too. Attempts to do so result in a EResourceDescChangeNotAllowedException (175).
25.7.2 Method overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>177</td>
<td>ChangeDescTypeAllowed</td>
<td></td>
</tr>
<tr>
<td>177</td>
<td>ChangeDescValueAllowed</td>
<td></td>
</tr>
<tr>
<td>178</td>
<td>Create</td>
<td>Creates a new string table resource</td>
</tr>
<tr>
<td>178</td>
<td>Destroy</td>
<td></td>
</tr>
<tr>
<td>177</td>
<td>GetName</td>
<td></td>
</tr>
<tr>
<td>177</td>
<td>GetType</td>
<td></td>
</tr>
<tr>
<td>177</td>
<td>NotifyResourcesLoaded</td>
<td></td>
</tr>
<tr>
<td>178</td>
<td>UpdateRawData</td>
<td></td>
</tr>
</tbody>
</table>

25.7.3 Property overview

<table>
<thead>
<tr>
<th>Page</th>
<th>Properties</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>179</td>
<td>Count</td>
<td>r</td>
<td>The number of strings contained in the string table</td>
</tr>
<tr>
<td>178</td>
<td>FirstID</td>
<td>rw</td>
<td>The ID of first the string contained in the string table</td>
</tr>
<tr>
<td>179</td>
<td>LastID</td>
<td>r</td>
<td>The ID of the last string contained in the string table</td>
</tr>
<tr>
<td>179</td>
<td>Strings</td>
<td>rw</td>
<td>Indexed array of strings in the string table</td>
</tr>
</tbody>
</table>

25.7.4 TStringTableResource.GetType

Declaration: function GetType : TResourceDesc; Override
Visibility: protected

25.7.5 TStringTableResource.GetName

Declaration: function GetName : TResourceDesc; Override
Visibility: protected

25.7.6 TStringTableResource.ChangeDescTypeAllowed

Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean ; Override
Visibility: protected

25.7.7 TStringTableResource.ChangeDescValueAllowed

Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean ; Override
Visibility: protected

25.7.8 TStringTableResource.NotifyResourcesLoaded

Declaration: procedure NotifyResourcesLoaded; Override
Visibility: protected
25.7.9 **TStringTableResource.Create**

**Synopsis:** Creates a new string table resource

**Declaration:**
```
constructor Create; Override
constructor Create(aType: TResourceDesc; aName: TResourceDesc); Override
```

**Visibility:** public

**Description:** Please note that the `aType` parameter is not used, since this class always uses RT_STRING (175) as type.

**Remark:** `aName` must be a `TResourceDesc` (175) of type `dtID` (175) and its value must be in the range 1-4096, otherwise an `EStringTableNameNotAllowedException` (176) exception is raised.

**Errors:** If `aName` is not of type `dtID` (175) and/or its value isn’t in the range 1-4096, an `EStringTableNameNotAllowedException` (176) exception is raised.

**See also:** `TStringTableResource.FirstID` (178)

25.7.10 **TStringTableResource.Destroy**

**Declaration:**
```
destructor Destroy; Override
```

**Visibility:** public

25.7.11 **TStringTableResource.UpdateRawData**

**Declaration:**
```
procedure UpdateRawData; Override
```

**Visibility:** public

25.7.12 **TStringTableResource.FirstID**

**Synopsis:** The ID of first the string contained in the string table

**Declaration:**
```
Property FirstID : Word
```

**Visibility:** public

**Access:** Read, Write

**Description:** This property holds the value of the ID of the first string of the table. It is a multiple of 16.

The name of the resource is determined by this property, so changing `FirstID` also changes the resource name.

**Remark:** If an attempt of setting this property to an integer that isn’t a multiple of 16 is made, the value is automatically corrected to the closest multiple of 16 less than the value specified (e.g. setting it to 36 sets it to 32).

**See also:** `TStringTableResource` (176), `TStringTableResource.LastID` (179), `TStringTableResource.Strings` (179)
25.7.13  **TStringTableResource.LastID**

_Synopsis:_ The ID of the last string contained in the string table

_Declaration:_

```
Property LastID : Word
```

- **Visibility:** public
- **Access:** Read

_Description:_ The value of this property is always FirstID (178)+15.

_See also:_ TStringTableResource (176), TStringTableResource.FirstID (178), TStringTableResource.Strings (179)

25.7.14  **TStringTableResource.Count**

_Synopsis:_ The number of strings contained in the string table

_Declaration:_

```
Property Count : Integer
```

- **Visibility:** public
- **Access:** Read

_Description:_ Since a string table resource always contains exactly 16 strings, this property is always 16

_See also:_ TStringTableResource (176), TStringTableResource.FirstID (178)

25.7.15  **TStringTableResource.Strings**

_Synopsis:_ Indexed array of strings in the string table

_Declaration:_

```
Property Strings[id: Word]: string; default
```

- **Visibility:** public
- **Access:** Read, Write

_Description:_ This property can be used to access all strings in the object.

- **Remark:** Strings are accessed by their ID: valid elements range from FirstID (178) to LastID (179). If the index specified isn’t in this range, an EStringTableIndexOutOfBoundsException (176) exception is raised.

- **Remark:** If you need to access RawData (175) after you modified strings, be sure to call UpdateRawData (175) first. This isn’t needed however when resource is written to a stream, since TResources (175) takes care of it.

_See also:_ TStringTableResource (176), TStringTableResource.FirstID (178), TStringTableResource.LastID (179)
Chapter 26

Reference for unit ’versionconsts’

26.1 Used units

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<td>??</td>
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</tbody>
</table>

26.2 Overview

This unit contains constants used by TVersionResource (180).

Constants for TVersionFixedInfo.FileFlags (180):

- VS_FF_DEBUG (185).
- VS_FF_INFOINFERRED (185).
- VS_FF_PATCHED (185).
- VS_FF_PRERELEASE (185).
- VS_FF_PRIVATEBUILD (185).
- VS_FF_SPECIALBUILD (185).

Constants for TVersionFixedInfo.FileOS (180):

- VOS_UNKNOWN (184)
- VOS_DOS (184)
- VOS_OS216 (184)
- VOS_OS232 (184)
- VOS_NT (184)
- VOS__WINDOWS16 (185)
● VOS__WINDOWS32 (185)
● VOS__PM16 (184)
● VOS__PM32 (185)
● VOS_DOS_WINDOWS16 (184)
● VOS_DOS_WINDOWS32 (184)
● VOS_OS216_PM16 (184)
● VOS_OS232_PM32 (184)
● VOS_NT_WINDOWS32 (184)

Constants for TVersionFixedInfo.FileType (180):

● VFT_UNKNOWN (183)
● VFT_APP (183)
● VFT_DLL (183)
● VFT_DRV (183)
● VFT_FONT (183)
● VFT_VXD (184)
● VFT_STATIC_LIB (183)

Constants for TVersionFixedInfo.FileSubType (180):

● VFT2_UNKNOWN (183)
● VFT2_DRV_COMM (182)
● VFT2_DRV_PRINTER (182)
● VFT2_DRV_KEYBOARD (182)
● VFT2_DRV_LANGUAGE (182)
● VFT2_DRV_DISPLAY (182)
● VFT2_DRV_MOUSE (182)
● VFT2_DRV_NETWORK (182)
● VFT2_DRV_SYSTEM (183)
● VFT2_DRV_INSTALLABLE (182)
● VFT2_DRV_SOUND (182)
● VFT2_FONT_RASTER (183)
● VFT2_FONT_VECTOR (183)
● VFT2_FONT_TRUETYPE (183)
26.3 Constants, types and variables

26.3.1 Constants

VFT2_DRV_COMM = $0000000A

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_DISPLAY = $00000004

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_INSTALLABLE = $00000008

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_KEYBOARD = $00000002

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_LANGUAGE = $00000003

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_MOUSE = $00000005

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_NETWORK = $00000006

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_PRINTER = $00000001

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_SOUND = $00000009

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_DRV_SYSTEM = $00000007
This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_DRV (183).

VFT2_FONT_RASTER = $00000001

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_FONT (183).

VFT2_FONT_TRUETYPE = $00000003

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_FONT (183).

VFT2_FONT_VECTOR = $00000002

This constant is used for TVersionFixedInfo.FileSubType (180) when TVersionFixedInfo.FileType (180) is VFT_FONT (183).

VFT2_UNKNOWN = $00000000

This constant is used for TVersionFixedInfo.FileSubType (180).

VFT_APP = $00000001

This constant is used for TVersionFixedInfo.FileType (180).

VFT_DLL = $00000002

This constant is used for TVersionFixedInfo.FileType (180).

VFT_DRV = $00000003

This constant is used for TVersionFixedInfo.FileType (180). The device driver type is specified in TVersionFixedInfo.FileSubType (180).

VFT_FONT = $00000004

This constant is used for TVersionFixedInfo.FileType (180). The font driver type is specified in TVersionFixedInfo.FileSubType (180).

VFT_STATIC_LIB = $00000007

This constant is used for TVersionFixedInfo.FileType (180).

VFT_UNKNOWN = $0000000

This constant is used for TVersionFixedInfo.FileType (180).

VFT_VXD = $00000005
CHAPTER 26. REFERENCE FOR UNIT 'VERSIONCONSTS'

This constant is used for TVersionFixedInfo.FileType (180).

VOS_DOS = $00010000

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_DOS_WINDOWS16 = $00010001

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_DOS_WINDOWS32 = $00010004

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_NT = $00040000

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_NT_WINDOWS32 = $00040004

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_OS216 = $00020000

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_OS216_PM16 = $00020002

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_OS232 = $00030000

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_OS232_PM32 = $00030003

This constant is used for TVersionFixedInfo.FileOS (180).

VOS_UNKNOWN = $00000000

This constant is used for TVersionFixedInfo.FileOS (180).

VOS__BASE = $00000000

This constant is used for TVersionFixedInfo.FileOS (180).

VOS__PM16 = $00000002

This constant is used for TVersionFixedInfo.FileOS (180).

VOS__PM32 = $00000003
This constant is used for TVersionFixedInfo.FileOS (180).

VOS__WINDOWS16 = $00000001

This constant is used for TVersionFixedInfo.FileOS (180).

VOS__WINDOWS32 = $00000004

This constant is used for TVersionFixedInfo.FileOS (180).

VS_FFI_FILEFLAGSMASK = $0000003F

This constant is used mainly for TVersionFixedInfo.FileFlagsMask (180) to signal which bits are used in TVersionFixedInfo.FileFlags (180) field.

VS_FF_DEBUG = $00000001

This constant is used for TVersionFixedInfo.FileFlags (180).

VS_FF_INFOINFERRED = $00000010

This constant is used for TVersionFixedInfo.FileFlags (180).

VS_FF_PATCHED = $00000004

This constant is used for TVersionFixedInfo.FileFlags (180).

VS_FF_PRERELEASE = $00000002

This constant is used for TVersionFixedInfo.FileFlags (180).

VS_FF_PRIVATEBUILD = $00000008

This constant is used for TVersionFixedInfo.FileFlags (180).

When this flag is set, a TVersionStringTable (180) in TVersionResource.StringFileInfo (180) should contain an item with PrivateBuild as key.

VS_FF_SPECIALBUILD = $00000020

This constant is used for TVersionFixedInfo.FileFlags (180).

When this flag is set, a TVersionStringTable (180) in TVersionResource.StringFileInfo (180) should contain an item with SpecialBuild as key.
Chapter 27

Reference for unit ’versionresource’

27.1 Used units

Table 27.1: Used units by unit ’versionresource’

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27.2 Overview

This unit contains TVersionResource (187), a TAbstractResource (186) descendant specialized in handling resource of type RT_VERSION (186).

Adding this unit to a program’s uses clause registers class TVersionResource (187) for type RT_VERSION (186) with TResourceFactory (186).

27.3 Constants, types and variables

27.3.1 Types

TVerBlockHeader = packed record
  length : Word;
  vallength : Word
  ;
  valtype : Word;
  key : string;
end

This type is internally used by TVersionResource (187)
CHAPTER 27. REFERENCE FOR UNIT 'VERSIONRESOURCE'

27.4 TVersionResource

27.4.1 Description
This class represents a resource of type RT_VERSION (186).

A resource of this type provides version information for a Microsoft Windows executable or dll,
which is shown when checking properties of a file in Windows Explorer.

Information is stored in FixedInfo (189), StringFileInfo (189) and VarFileInfo (190).

Remark: This class doesn’t allow its type to be changed to anything else than RT_VERSION (186), and its
name to be different from 1. Attempts to do so result in a EResourceDescChangeNotAllowedExcep-
tion (186).

Remark: If you need to access RawData (186) after you modified something, be sure to call UpdateRawData
(186) first. This isn’t needed however when resource is written to a stream, since TResources (186)
takes care of it.

Sample code
This code creates a version information resource

```pascal
const
    myVersion : TFileProductVersion = (1,2,0,0);

var
    resources : TResources;
    aRes : TVersionResource;
    st : TVersionStringTable;
    ti : TVerTranslationInfo;
begin
    aRes:=TVersionResource.Create(nil,nil); //it’s always RT_VERSION and 1 respectively
    resources:=TResources.Create;
    resources.Add(aRes);

    aRes.FixedInfo.FileVersion:=myversion;
    aRes.FixedInfo.ProductVersion:=myversion;
    aRes.FixedInfo.FileFlagsMask:=VS_FFI_FILEFLAGSMASK;
    aRes.FixedInfo.FileFlags:=0;
    aRes.FixedInfo.FileOS:=VOS_NT_WINDOWS32;
    aRes.FixedInfo.FileType:=VFT_APP;
    aRes.FixedInfo.FileSubType:=0;
    aRes.FixedInfo.FileDate:=0;

    st:=TVersionStringTable.Create(‘041004B0’); //Italian, unicode codepage
    st.Add(‘CompanyName’,’Foo Corporation’);
    st.Add(‘FileDescription’,’Foo suite core program’);
    st.Add(‘FileVersion’,’1.2’);
    st.Add(‘ProductVersion’,’1.2’);
    aRes.StringFileInfo.Add(st);

    ti.language:=$0410; //Italian
    ti.codepage:=$04B0; //Unicode codepage
    aRes.VarFileInfo.Add(ti);

    resources.WriteToFile(‘myresource.res’);
    resources.Free; //destroys aRes as well.
```
CHAPTER 27. REFERENCE FOR UNIT 'VERSIONRESOURCE'

end;

See also: TVersionResource.FixedInfo (189), TVersionResource.StringFileInfo (189), TVersionResource.VarFileInfo (190)

27.4.2 Method overview

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27.4.3 Property overview

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<td>r</td>
<td>List of supported languages</td>
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27.4.4 TVersionResource.GetType

Declaration: function GetType : TResourceDesc; Override

Visibility: protected

27.4.5 TVersionResource.GetName

Declaration: function GetName : TResourceDesc; Override

Visibility: protected

27.4.6 TVersionResource.ChangeDescTypeAllowed

Declaration: function ChangeDescTypeAllowed(aDesc: TResourceDesc) : Boolean ; Override

Visibility: protected

27.4.7 TVersionResource.ChangeDescValueAllowed

Declaration: function ChangeDescValueAllowed(aDesc: TResourceDesc) : Boolean ; Override

Visibility: protected

188
27.4.8 TVersionResource.NotifyResourcesLoaded

Declaration: procedure NotifyResourcesLoaded; Override

Visibility: protected

27.4.9 TVersionResource.Create

Synopsis: Creates a new version information resource

Declaration: constructor Create; Override

constructor Create(aType: TResourceDesc; aName: TResourceDesc); Override

Visibility: public

Description: Please note that aType and aName parameters are not used, since this class always uses RT_VERSION (186) as type and 1 as name.

27.4.10 TVersionResource.Destroy

Declaration: destructor Destroy; Override

Visibility: public

27.4.11 TVersionResource.UpdateRawData

Declaration: procedure UpdateRawData; Override

Visibility: public

27.4.12 TVersionResource.FixedInfo

Synopsis: Language independent part of version information

Declaration: Property FixedInfo : TVersionFixedInfo

Visibility: public

Access: Read

See also: TVersionFixedInfo (186)

27.4.13 TVersionResource.StringFileInfo

Synopsis: Language dependent part of version information

Declaration: Property StringFileInfo : TVersionStringFileInfo

Visibility: public

Access: Read

See also: TVersionStringFileInfo (186)
27.4.14  TVersionResource.VarFileInfo

Synopsis: List of supported languages

Declaration: Property VarFileInfo : TVersionVarFileInfo

Visibility: public
Access: Read

See also: TVersionVarFileInfo (186)
Chapter 28

Reference for unit ’versiontypes’

28.1 Used units

Table 28.1: Used units by unit ’versiontypes’

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</tbody>
</table>

28.2 Overview

This unit contains classes used by TVersionResource (191).

28.3 Constants, types and variables

28.3.1 Resource strings

SVerStrTableDuplicateKey = ’Duplicate key ’’%s’’

SVerStrTableKeyNotFound = ’Key ’’%s’’ not found’

SVerStrTableNameNotAllowed = ’Name ’’%s’’ is not a valid 8-cipher hex sequence’

28.3.2 Types

PVerTranslationInfo = ^TVerTranslationInfo

Pointer to a TVerTranslationInfo
TFileProductVersion = Array[0..3] of Word

This type is a 4-element array of words that is used to represent a file or product version. Major version number is stored in the lowest word

Example
Product version 4.2.1.1200 can be represented this way

```
const
    myver : TFileProductVersion = (4,2,1,1200);
```

TVerTranslationInfo = packed record
    language : Word;
    codepage : Word;
end

This record represents a language id - codepage pair that is used by TVersionVarFileInfo (203).

### 28.4 **EDuplicateKeyException**

#### 28.4.1 **Description**

This exception is raised when an attempt is made to add an item to a TVersionStringTable (199) object and the specified key is already present.

See also: TVersionStringTable.Add (200)

### 28.5 **EKeyNotFoundException**

#### 28.5.1 **Description**

This exception is raised when the specified key is not found in the TVersionStringTable (199) object.

See also: TVersionStringTable.Delete (201), TVersionStringTable.Values (202)

### 28.6 **ENameNotAllowedException**

#### 28.6.1 **Description**

This exception is raised when an attempt is made to set Name (201) property of TVersionStringTable (199) with a string that isn’t an 8-cipher hexadecimal string.

See also: TVersionStringTable.Create (200), TVersionStringTable.Name (201)

### 28.7 **EVersionStringTableException**

#### 28.7.1 **Description**

Base class for version string table - related exceptions
28.8  TVersionFixedInfo

28.8.1 Description
This class represents the language independent part of version information, and is always present in
a version information resource.

See also: TVersionResource (191), TVersionResource.FixedInfo (191)

28.8.2 Method overview

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<td>ProductVersion</td>
<td>rw</td>
<td>The product version</td>
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</table>

28.8.4 TVersionFixedInfo.Create

Declaration: constructor Create

Visibility: public

28.8.5 TVersionFixedInfo.FileVersion

Synopsis: The file version

Declaration: Property FileVersion : TFileProductVersion

Visibility: public

Access: Read,Write

See also: TFileProductVersion (192)

28.8.6 TVersionFixedInfo.ProductVersion

Synopsis: The product version

Declaration: Property ProductVersion : TFileProductVersion

Visibility: public

Access: Read,Write

See also: TFileProductVersion (192)
28.8.7 **TVersionFixedInfo.FileFlagsMask**

Synopsis: Mask for FileFlags

Declaration: `Property FileFlagsMask : LongWord`

Visibility: public

Access: Read, Write

Description: This property specifies which bits of FileFlags (194) are valid.

Usually it is `VS_FFI_FILEFLAGSMASK (191)`.

See also: TVersionFixedInfo.FileFlags (194)

28.8.8 **TVersionFixedInfo.FileFlags**

Synopsis: The file flags

Declaration: `Property FileFlags : LongWord`

Visibility: public

Access: Read, Write

Description: It is a combination of the following values:

- `VS_FF_DEBUG (191).`
- `VS_FF_INFOINFERRED (191).`
- `VS_FF_PATCHED (191).`
- `VS_FF_PRERELEASE (191).`
- `VS_FF_PRIVATEBUILD (191).`
- `VS_FF_SPECIALBUILD (191).`

See also: TVersionFixedInfo.FileFlagsMask (194)

28.8.9 **TVersionFixedInfo.FileOS**

Synopsis: The operating system the file was designed to run on

Declaration: `Property FileOS : LongWord`

Visibility: public

Access: Read, Write

Description: It is one of the following values:

- `VOS_UNKNOWN (191)`
- `VOS_DOS (191)`
- `VOS_OS216 (191)`
- `VOS_OS232 (191)`
- `VOS_NT (191)`

combined with one of the following values:
CHAPTER 28. REFERENCE FOR UNIT 'VERSIONTYPES'

- VOS__WINDOWS16 (191)
- VOS__WINDOWS32 (191)
- VOS__PM16 (191)
- VOS__PM32 (191)

Note: some predefined combinations do exist:

- VOS_DOS_WINDOWS16 (191)
- VOS_DOS_WINDOWS32 (191)
- VOS_OS216_PM16 (191)
- VOS_OS232_PM32 (191)
- VOS_NT_WINDOWS32 (191)

28.8.10 TVersionFixedInfo.FileType

Synopsis: The type of the file

Declaration: Property FileType : LongWord

Visibility: public

Access: Read,Write

Description: It can be one of the following values:

- VFT_UNKNOWN (191)
- VFT_APP (191)
- VFT_DLL (191)
- VFT_DRV (191)
- VFT_FONT (191)
- VFT_VXD (191)
- VFT_STATIC_LIB (191)

See also: TVersionFixedInfo.FileSubType (195)

28.8.11 TVersionFixedInfo.FileSubType

Synopsis: Additional type information

Declaration: Property FileSubType : LongWord

Visibility: public

Access: Read,Write

Description: This property is meaningful only for some values of FileSubType (195). For all other types, this property must be zero.

If FileSubType (195) is VFT_DRV (191):

- VFT2_UNKNOWN (191)
- VFT2_DRV_COMM (191)
• VFT2_DRV_PRINTER (191)
• VFT2_DRV_KEYBOARD (191)
• VFT2_DRV_LANGUAGE (191)
• VFT2_DRV_DISPLAY (191)
• VFT2_DRV_MOUSE (191)
• VFT2_DRV_NETWORK (191)
• VFT2_DRV_SYSTEM (191)
• VFT2_DRV_INSTALLABLE (191)
• VFT2_DRV_SOUND (191)

If FileSubType (195) is VFT_FONT (191):

• VFT2_UNKNOWN (191)
• VFT2_FONT_RASTER (191)
• VFT2_FONT_VECTOR (191)
• VFT2_FONT_TRUETYPE (191)

See also: TVersionFixedInfo.FileType (195)

28.8.12 TVersionFixedInfo.FileDate

Synopsis: The file creation timestamp.

Declaration: Property FileDate : QWord

Visibility: public
Access: Read, Write

Description: It is a 64 bit timestamp.

28.9 TVersionStringFileInfo

28.9.1 Description

This class represents the language dependent part of version information.
It is a list of TVersionStringTable (199) objects, each representing information for a specific language-codepage combination.

See also: TVersionResource (191), TVersionResource.StringFileInfo (191), TVersionStringTable (199)

28.9.2 Method overview

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<td>Destroy</td>
<td>Destroys the object</td>
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<tr>
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28.9.3 Property overview

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<tr>
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<td>r</td>
<td>The number of string tables in the object</td>
</tr>
<tr>
<td>Items</td>
<td>rw</td>
<td>Indexed array of string tables in the object</td>
</tr>
</tbody>
</table>

28.9.4 TVersionStringFileInfo.GetCount

Declaration: function GetCount : Integer

Visibility: protected

28.9.5 TVersionStringFileInfo.GetItem

Declaration: function GetItem(index: Integer) : TVersionStringTable

Visibility: protected

28.9.6 TVersionStringFileInfo.SetItem

Declaration: procedure SetItem(index: Integer; aValue: TVersionStringTable)

Visibility: protected

28.9.7 TVersionStringFileInfo.Create

Declaration: constructor Create

Visibility: public

28.9.8 TVersionStringFileInfo.Destroy

Synopsis: Destroys the object

Declaration: destructor Destroy; Override

Visibility: public

Description: All items are destroyed as well.

See also: TVersionStringFileInfo.Clear (198)

28.9.9 TVersionStringFileInfo.Add

Synopsis: Adds a new string table

Declaration: procedure Add(aStrTable: TVersionStringTable)

Visibility: public

See also: TVersionStringFileInfo.Delete (198)
28.9.10  TVersionStringFileInfo.Clear
Synopsis: Deletes all string tables in the list

Declaration: procedure Clear

Visibility: public

Description: This method empties the object. All string tables are freed.

See also: TVersionStringFileInfo.Delete (198), TVersionStringFileInfo.Add (197)

28.9.11  TVersionStringFileInfo.Delete
Synopsis: Deletes a string table

Declaration: procedure Delete(const aIndex: Integer)

Visibility: public

Description: This method removes the string table identified by aIndex from the list. The string table is freed.

See also: TVersionStringFileInfo.Clear (198), TVersionStringFileInfo.Add (197)

28.9.12  TVersionStringFileInfo.Count
Synopsis: The number of string tables in the object

Declaration: Property Count : Integer

Visibility: public

Access: Read

See also: TVersionStringFileInfo.Items (198)

28.9.13  TVersionStringFileInfo.Items
Synopsis: Indexed array of string tables in the object

Declaration: Property Items[index: Integer]: TVersionStringTable; default

Visibility: public

Access: Read, Write

Description: This property can be used to access all string tables in the object.

Remark: This array is 0-based: valid elements range from 0 to Count (198)-1.

See also: TVersionStringFileInfo.Count (198), TVersionStringTable (199)
28.10 TVersionStringTable

28.10.1 Description
This class represents version information for a specific language-codepage combination.
It is contained in a TVersionStringFileInfo (196) object.
Information is stored as key-value pairs. The name of the string table specifies the language id -
codepage to which the object applies.
There are some predefined keys that Microsoft Windows searches for. They are:

- Comments
- CompanyName
- FileDescription
- FileVersion
- InternalName
- LegalCopyright
- LegalTrademarks
- OriginalFilename
- PrivateBuild (only if VS_FF_PRIVATEBUILD (191) is set in TVersionFixedInfo.FileFlags (194))
- ProductName
- ProductVersion
- SpecialBuild (only if VS_FF_SPECIALBUILD (191) is set in TVersionFixedInfo.FileFlags (194))

See also: TVersionStringFileInfo (196), TVersionStringTable.Name (201), TVersionStringTable.Keys (202),
TVersionStringTable.Values (202), TVersionStringTable.ValuesByIndex (202)

28.10.2 Method overview

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<td>201</td>
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<td>r</td>
<td>The number of items in the object</td>
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<tr>
<td>202</td>
<td>Keys</td>
<td>r</td>
<td>Indexed array of keys in the object</td>
</tr>
<tr>
<td>201</td>
<td>Name</td>
<td>r</td>
<td>The name of the string table</td>
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<td>202</td>
<td>Values</td>
<td>rw</td>
<td>Array of values in the object, accessed by key</td>
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<tr>
<td>202</td>
<td>ValuesByIndex</td>
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<td>Indexed array of values in the object</td>
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</table>
28.10.4 TVersionStringTable.Create

Synopsis: Creates a new string table

Declaration: constructor Create(const aName: string)

Visibility: public

Description: Creates a new string table with the name passed as aName parameter. 

aName must be a hex representation of a 4-bytes unsigned number: first 4 ciphers represent the 
language id, and last 4 the codepage.

Sample code
This code creates a string table for Italian, with unicode codepage.

```pascal
var
  st : TVersionStringTable;
begin
  //0410 = Italian
  //04B0 = unicode codepage
  st:=TVersionStringTable.Create(‘041004B0’);

  //do something useful...

  st.Free;
end;
```

Errors: If name is not a valid 8-cipher hexadecimal string, an ENameNotAllowedException (192) exception is raised.

See also: TVersionStringTable.Name (201)

28.10.5 TVersionStringTable.Destroy

Synopsis: Destroys the string table

Declaration: destructor Destroy; Override

Visibility: public

28.10.6 TVersionStringTable.Add

Synopsis: Adds a new item to the string table

Declaration: procedure Add(const aKey: string; const aValue: string)

Visibility: public

Description: This methods adds a new key-value pair to the string table.

Note that some predefined keys do exist. See TVersionStringTable (199) for further information.

Errors: If an item with the same key already exists, an EDuplicateKeyException (192) exception is raised.

See also: TVersionStringTable (199), TVersionStringTable.Keys (202), TVersionStringTable.Values (202), TVersionStringTable.ValuesByIndex (202)
### 28.10.7 TVersionStringTable.Clear

**Synopsis:** Deletes all items

**Declaration:**
```plaintext
procedure Clear
```

**Visibility:** public

**Description:** This method empties the object deleting all items.

See also: TVersionStringTable.Delete (201)

### 28.10.8 TVersionStringTable.Delete

**Synopsis:** Deletes an item

**Declaration:**
```plaintext
procedure Delete(const aIndex: Integer); Overload
procedure Delete(const aKey: string); Overload
```

**Visibility:** public

**Description:** The item to delete can be specified by its index or by its key.

**Errors:** If `aKey` is not found, an EKeyNotFoundException (192) exception is raised.

See also: TVersionStringTable.Keys (202), TVersionStringTable.Values (202), TVersionStringTable.ValuesByIndex (202)

### 28.10.9 TVersionStringTable.Name

**Synopsis:** The name of the string table

**Declaration:**
```plaintext
property Name : string
```

**Visibility:** public

**Access:** Read

**Description:** Name must be a hex representation of a 4-bytes unsigned number: first 4 ciphers represent the language id, and last 4 the codepage.

**Errors:** If an attempt is made to set Name with a string that isn’t an 8-cipher hexadecimal string, an ENa- meNotAllowedException (192) exception is raised.

See also: TVersionStringTable.Create (200)

### 28.10.10 TVersionStringTable.Count

**Synopsis:** The number of items in the object

**Declaration:**
```plaintext
property Count : Integer
```

**Visibility:** public

**Access:** Read

See also: TVersionStringTable.ValuesByIndex (202)
28.10.11 TVersionStringTable.Keys

Synopsis: Indexed array of keys in the object

Declaration: Property Keys[index: Integer]: string

Visibility: public

Access: Read

Description: This property can be used to access all keys in the object.

Values associated to keys are stored in ValuesByIndex (202) property: a key and its value have the same index in the two properties.

Remark: This array is 0-based: valid elements range from 0 to Count (201)-1.

Note that some predefined keys do exist. See TVersionStringTable (199) for further information.

See also: TVersionStringTable (199), TVersionStringTable.Values (202), TVersionStringTable.ValuesByIndex (202)

28.10.12 TVersionStringTable.ValuesByIndex

Synopsis: Indexed array of values in the object

Declaration: Property ValuesByIndex[index: Integer]: string

Visibility: public

Access: Read,Write

Description: This property can be used to access all values in the object.

Keys associated to values are stored in Keys (202) property: a key and its value have the same index in the two properties.

Remark: This array is 0-based: valid elements range from 0 to Count (201)-1.

See also: TVersionStringTable.Keys (202), TVersionStringTable.Values (202)

28.10.13 TVersionStringTable.Values

Synopsis: Array of values in the object, accessed by key

Declaration: Property Values[Key: string]: string; default

Visibility: public

Access: Read,Write

Description: This property can be used to retrieve the value of an item when the corresponding key is known.

If you need to iterate over all values of the string table, use ValuesByIndex (202) instead.

If the key is not found, an EKeyNotFoundException (192) exception is raised.

See also: TVersionStringTable.Keys (202), TVersionStringTable.ValuesByIndex (202)
CHAPTER 28. REFERENCE FOR UNIT ‘VERSIONTYPES’

28.11 TVersionVarFileInfo

28.11.1 Description

This class represents the language-codepage pairs that the program or dll supports. It can be used to avoid including several RT_VERSION (191) resources for each language-codepage supported. It is a list of TVerTranslationInfo (192) records.

See also: TVersionResource.VarFileInfo (191), TVerTranslationInfo (192)

28.11.2 Method overview

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<td>Indexed array of items in the object</td>
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28.11.4 TVersionVarFileInfo.GetCount

Declaration: function GetCount : Integer

Visibility: protected

28.11.5 TVersionVarFileInfo.GetItem

Declaration: function GetItem(index: Integer) : TVerTranslationInfo

Visibility: protected

28.11.6 TVersionVarFileInfo.SetItem

Declaration: procedure SetItem(index: Integer; aValue: TVerTranslationInfo)

Visibility: protected

28.11.7 TVersionVarFileInfo.Create

Declaration: constructor Create

Visibility: public
28.11.8 TVersionVarFileInfo.Destroy
Synopsis: Destroys the object
Declaration: destructor Destroy; Override
Visibility: public
Description: All items are destroyed as well.
See also: TVersionVarFileInfo.Clear (204)

28.11.9 TVersionVarFileInfo.Add
Synopsis: Adds a new translation information item
Declaration: procedure Add(aInfo: TVerTranslationInfo)
Visibility: public
See also: TVersionVarFileInfo.Items (205)

28.11.10 TVersionVarFileInfo.Clear
Synopsis: Deletes all items
Declaration: procedure Clear
Visibility: public
Description: This method empties the object deleting all items.
See also: TVersionVarFileInfo.Delete (204)

28.11.11 TVersionVarFileInfo.Delete
Synopsis: Deletes an item
Declaration: procedure Delete(const aIndex: Integer)
Visibility: public
See also: TVersionVarFileInfo.Items (205)

28.11.12 TVersionVarFileInfo.Count
Synopsis: The number of items in the object
Declaration: Property Count : Integer
Visibility: public
Access: Read
See also: TVersionVarFileInfo.Items (205)
28.11.13  TVersionVarFileInfo.Items

Synopsis: Indexed array of items in the object

Declaration: Property Items[index: Integer]: TVerTranslationInfo; default

  Visibility: public
  Access: Read, Write

Description: This property can be used to access all translation information items in the object.

  Remark: This array is 0-based: valid elements range from 0 to Count (204)-1.

See also: TVersionVarFileInfo.Count (204)
Chapter 29

Reference for unit 'winpeimagereader'

29.1 Used units

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29.2 Overview

This unit contains TWinPEImageResourceReader (206), a TAbstractResourceReader (206) descendant that is able to read Microsoft Windows PE image files (executables, dynamic link libraries and so on).

Adding this unit to a program's uses clause registers class TWinPEImageResourceReader (206) with TResources (206).

29.3 TWinPEImageResourceReader

29.3.1 Description

This class provides a reader for Microsoft Windows PE image files containing resources.

PE is the file format used by Microsoft Windows executables, dynamic link libraries and so on.

Remark: This reader can only read full PE images, not COFF object files. Use TCoffResourceReader (206) instead.

See also: TAbstractResourceReader (206), TCoffResourceReader (206)
CHAPTER 29. REFERENCE FOR UNIT `WINPEIMAGEREADER`

29.3.2 Method overview

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</table>

29.3.3 TWinPEImageResourceReader.CheckDosStub

Declaration: function CheckDosStub(aStream: TStream) : Boolean

Visibility: protected

29.3.4 TWinPEImageResourceReader.CheckPESignature

Declaration: function CheckPESignature(aStream: TStream) : Boolean

Visibility: protected

29.3.5 TWinPEImageResourceReader.GetExtensions

Declaration: function GetExtensions : string; Override

Visibility: protected

29.3.6 TWinPEImageResourceReader.GetDescription

Declaration: function GetDescription : string; Override

Visibility: protected

29.3.7 TWinPEImageResourceReader.Load

Declaration: procedure Load(aResources: TResources; aStream: TStream); Override

Visibility: protected

29.3.8 TWinPEImageResourceReader.CheckMagic

Declaration: function CheckMagic(aStream: TStream) : Boolean; Override

Visibility: protected

29.3.9 TWinPEImageResourceReader.Create

Declaration: constructor Create; Override

Visibility: public
29.3.10 TWinPEImageResourceReader.Destroy

Declaration: destructor Destroy; Override

Visibility: public