

## ◆ Known Bugs

This is a list of known bugs in the last package version. Feel free to report new bugs, send bugs fixes to SqlitePass Forum at <http://source.online.free.fr/>

### ◆ Lazarus

- TdbImage component doesn't display any picture in Demo program...
- And many more...

### ◆ Delphi

- No heavy bugs found – Please report...

## SqlitePass Database components - Major Changes

### ◆ 23/03/2008 – Version 0.34

Here are some of the main changes for this version :

- Dataset.Locate implementation, with  
New methods :
  - Locate
  - LocateFirst
  - LocatePrior
  - LocateNext
  - LocateLast  
New properties
  - LocateRecordCount
  - LocateMoveState
  - LocateSmartRefresh
- Dataset.Lookup implementation, with new methods :
  - Lookup
  - LookupFirst
  - LookupPrior
  - LookupNext
  - LookupLast  
New property
  - LookupSmartRefresh (Not implemented yet)
- Lookup fields are now supported.
- New TsqlitePassDatabaseError object to log and retrieve errors.  
...  
procedure GetLastError(var ErrorCode: Integer;var Msg: String;  
var Time: TDateTime);  
procedure SaveToFile(FileName: String);  
property ErrorCount: Integer Read FErrorCount;  
property ErrorList: TStringList Read FErrorStringList;
- TsqlitePassDatabaseOptions.LogErrors property
- Many bugs corrections and code changes,
- **Demo program has been updated to help you in testing and using the new features.**



### ◆ 29/02/2008 – Version 0.33

Here are some of the main changes for this version :

- Rework on filtering dataset data. I forgot to post the changes in version 0.32...It should work correctly now,
- Dataset FindFirst, FindLast, FindNext, FindPrior are implementation for filtered datasets
- Dataset Fields can now be defined at designtime with the IDE fields editor
- Rework on Dataset.InternalOpen, InternalInitFieldDefs and new utility function « CheckCanOpen ».
- New Filter editor at designtime
- **Bugfix** : [Procedure TsqlitePassDatabase.SaveToDatabase](#) and [procedure TSqlitePassTableDefs.Refresh](#);  
Thanks to Leander007 for his contribution (details can be found on [sqlitepass forum](#))
- [New TsqlitePassDatabase.CreateDatabase procedure](#)  
Thanks to chukkan for his contribution (details can be found on [sqlitepass forum](#))
- New installation packages for Delphi 6 and 7
- And many other changes...

### ◆ 03/02/2008 – Version 0.32

This is the first version running under linux (ubuntu). It should compile quite correctly. Let me know if you have problems.

Here are some of the main changes for this version :

- Rework on filtering dataset data. It should work correctly now,
- Rework on Blob datafield to fix memory leaks, speed up blob display and save memory. (I still have problem under lazarus to display images using TdbImage component)
- TsqlitePassDatabase should now be able to open/read/write to databases created with kexi, Sqlite Expert, Sqlite Admin or Sqlite4Fpc. It should also be able to open any other sqlite databases if you define the right parameters in the Database.DataTypeOptions properties :

- Property BooleanExtension
- Property CustomFieldDefs
- Property DefaultFieldType
- Property DetectionMode
- Property DateSeparator
- Property DateStorage;
- Property LoadOptions
- Property LongTimeFormat
- Property ShortDateFormat
- Property SaveOptions
- Property TimeSeparator
- Property TranslationRules

- New property Database.Options : QuoteStyle, used to quote fieldnames containing spaces,
- Updated help file,
- And many other small improvements or corrections.

#### ◆ 04/01/2008 – Version 0.31

This version introduces the basic for futur locate / lookup functions and some bugfixes. I still had some memory leaks to fix from the previous versions. I used Fastmm from <http://fastmm.sourceforge.net> to test memory allocation/deallocation and to catch pointer missuse while using Delphi 4.  
Many thanks to Pierre le Riche for this tool.

Here are some of the main changes for this version :

- **Bugfix** : Procedure `TsqlitePassDataset.InternalOpen`;  
Memory leak fix. `FSQLSelectStmt` was created twice (in `TsqlitePassDataset.Create` and `TsqlitePassDataset.InternalOpen` and fred just once...)
- Improved support for attached databases : Attached tables return correct record data when several attached tables have the same name.
- `TsqlitePassDatabase.refreshDefinitions` and underlying translator implementations was rewritten to improve attached database support.
- Added basic Triggers support.
- And many small improvements or corrections

#### ◆ 12/09/2007 – Version 0.30

This version introduces Master/Detail filters and a lot of bugfixes. Many memory leaks had to be fixed from the previous versions. I used the `fpc heaptrc.pas` unit to test memory allocation/deallocation. This unit is a wonderful tool to catch memory errors. (In lazarus IDE, compiler options, Linker, check « use heaptrc »).

Here are some of the main changes for this version :

- **Bugfix** : Function `TsqlitePassDatabase.GetFCollatingOrder:String`; Wasn't returning any result...It now returns a default empty string as a result and doesn't raise a runtime error anymore.
- **Bugfix** : `TsqlitePassDataset.DatasetName` was set to " (empty) when SQL property was set, even if the SQL text remained the same as before.
- **Bugfix** : `TsqlitePassDataset.Delete` didn't call the right SQL statement to delete record. Should be fixed now.
- **Bugfix** : Sqlite library was always unloaded when engine destroyed even if more than one engine was using it. It now keeps track of the different engines running (counter) and the library is released only when the last engine is destroyed.
- **Bugfixes** : Many objects constructors/destructors have been rewritten to avoid runtime errors,
- New procedure `TsqlitePassMasterDataLink.LayoutChanged` to synchronise internal Recordset fields order with Dataset fields,
- New properties : `MasterSource`, `MasterFields`, `MasterAutoActivate`,...
- New Event: `OnFilterRecord` to enable custom filter (Blob fields are available when filtering),
- New property editor to link Master/Detail fields,
- procedure `TsqlitePassDataset.InternalRefresh` was rewritten to speed up filetring,
- `TsqlitePassSelectStmt` was partially rewritten to give a more reliable schema structure,
- Help file have been partially updated
- ...etc

#### ◆ 19/07/2007 – Version 0.29

- **Bugfix** for Procedure `TsqlitePassDatabase.SetFSQLStmt`, `TsqlitePassDataset.SetFDatasetType`, `TsqlitePassDataset.SetFDatasetName` : modification to avoid problems when changing sql property at design time. Thanks to Wilhelm Reeg for reporting this problem.
- **Bugfixes** in the `indexDefs.Refresh` property (`indexDefs` was not retrieved)
- Improvement in the demo program (It displays info on `FieldDefs` now...)
- Added support for filtering and improvement in sorting editor.
- Delphi version of packages will compile directly to `c:\windows\system32` now. Change the output directory in package options if your configuration is different.

#### ◆ 28/06/2007 – Version 0.28

- It uses now the `sqlitepass3.dll` as the default sqlite library (this library exports the following functions to get schema information from an sql statement : These functions are :
  - `sqlite3_column_database_name`
  - `sqlite3_column_database_name16`
  - `sqlite3_column_table_name`
  - `sqlite3_column_table_name16`
  - `sqlite3_column_origin_name`
  - `sqlite3_column_origin_name16`
  - `sqlite3_table_column_metadata`
- Calculated fields are implemented.
- **Bugfix** for Procedure `TsqlitePassDatabase.SetFSQLStmt` and `TsqlitePassDataset.SetFDatasetType` : modification to handle calculated fields
- **Bugfix** for Procedure `TsqlitePassDatabase.Loaded` : « inherited loaded ». It is correct now.
- `SqlitePassDbo` contains only an interface section now. All implementations have been splitted and move to `*.inc` files. This offers easier coding (objects can use each other without writing an interface definition or caring about unit circular references...)
- `TsqlitePassFieldDefs` is used now to retrieve fielddefs information from database. This is used by `TSqlitePassSelectStmt` to extract a schema of the fields used in the dataset select statement. This information is used to be able to write from a query that use several tables. Yes, you can update queries now !
- Many other changes have been made to units structure and source code to keep track of every modifications. The basic overall component structure should be almost done (even if implementation is sometime missing)
- The documentation was not updated. Since the code is changing to quickly, I will write it one the components are enough tested...

#### ◆ 28/04/2007 – Version 0.27

- `TsqlitePassDatasets.FindDataset` is implemented.
- `TSqlitePassDatasets.Close` is implemented.
- `TSqlitePassRecordsetCache` was heavily modified again. Many bugs fixed and speed improvements. The change made in version 0.26 « *When adding a new record, TsqlitePassRecordsetCache doesn't use a special record anymore but create a new record in the global records list. This record is removed by the dataset if finally the user cancels the insert/append operation* » was deleted. I use a new record again (`FnewRecord`) because the previous changes was too confusing with the count property and when navigating in the recordset.
- `InitFieldDefs` is moved to `TSqlitePassTranslator` to enable better fieldtype detection with Kexi.

- **Bugfix** Procedure `TsqlitePassDatabase.SetFActive` : Factive was not set at all...This is now correctly set.
- **Bugfix** for Procedure `TsqlitePassDataset.SetFDataSetName` : Dataset Name was not correctly retrieved from \*.lfm or \*.dfm when set at designtime and no data was displayed in application at runtime.
- **Bugfix** for Procedure `TsqlitePassDataset.GetRecord` : No data was retrieve when DatasetState was dsInactive
- Added support for int64 (ftLargeInt) field type in TsqlitePassTranslator.
- FieldDefs has been completed for Kexi Databases, especially for fields constraints. The TsqlitePassBitArray was created to take care of this (SqlitePassParser Unit).
- **Bugfix** when adding a record, recordcount was always updated. It is now updated only if the new record is really posted.
- When inserting or appending a new record, Procedure `TsqlitePassDataset.SetBookmarkFlag` and `TsqlitePassDataset.SetBookmarkData` store the current position now. This enables to go back to the last selected record if inserting is canceled.
- And more...

#### ◆ 17/03/2007 – Version 0.26

- Code cleanup has been done, especially in SqliPassDbo unit. Lots of « TODO » lists are left...
- Blobs support is now implemented and seems to work quite properly in Delphi but Lazarus doesn't display picture in TdbImage component...
- Packages and components versions have been changed to provide a better version installation check in IDE-object inspector,
- New documentation file. Basic information on packages contents and installation for now...
- Heavy changes and cleanup in TsqlitePassRecordsetCache :
  - Old fields values are saved now and can be restored if needed,
  - When adding a new record, TsqlitePassRecordsetCache doesn't use a special record anymore but create a new record in the global records list. This record is removed by the dataset if finally the user cancels the insert/append operation. Procedure `TsqlitePassDataset.InternalCancel` is implemented.
  - GetRecords methods has been completely rewritten to add a LowerRecordLimit and an UpperRecordLimit filter. More changes are planed, especially in fields type detection.
- The sqlite library file to be used can now be selected directly in object inspector. If no file is selected, the default one will be used,
- SqlitePassDataset uses only a TMemRecord pointer value when sending or retrieving information to/from TDataset. This should really speed up operations since no real data is moved in memory,
- New indexes designtime editor,
- New Sqlite library designtime editor,
- Unit SqlitePassApi\_v3 : The procedure 'LoadFunctions' had to be rewritten to enable dynamic loading of the library (.dll or .so) by the TSqlitePassDatabase.SQLiteLibrary property;
- And more...

#### ◆ 20/01/2007 – Version 0.25

- Procedure `TSqlitePassDataset.SetFieldData(Field: TField; Buffer: Pointer); virtual; abstract;`  
The DataEvent is used to set TDataset.SetModified to True.  
Then TDataset.CheckBrowseMode will be able to Post the record if necessary when scrolling the dataset

```
if not (State in [dsInternalCalc, dsCalcFields, dsFilter, dsNewValue])
  then DataEvent(deFieldChange, Longint(Field));
```

- The procedure `TSqlitePassIndex.SetIndexName(Value: String)` checks the index name to be set (same rules as a pascal identifier) to avoid error when renaming or deleting index.

`if IsValidIdent(Value)`

- Added `SQLPassParser` unit to enable easier data sorting, filtering in `TSqlitePassDataset`
- New sortby design-time editor
- Many bug fixes and changes.

#### ◆ 18/12/2006 – Version 0.24

- Added `TsqlitePassDatabasesAttached` object to maintain a list of external databases attached to the current database.
  - *Attached Tables support*
  - *Attached Queries support*
- Rework on date/time support for Lazarus since `Tdataset.GetFieldData` implementation has changed with FPC 2.0.4 / Lazarus 0.9.18

#### ◆ 17/10/2006 – Version 0.23

- Added `TSqlitePassTranslator.GetIndexDefs`;
- `IndexDefs[j].Sql` corrected to `FDatabase.IndexDefs[j].Sql`
- Added new procedure `CreateIndex(Index: TSqlitePassDatasetIndex); overload`;
- Added basic `TSqlitePassViews` implementation and `Database.Views` property
- Changes made in `TSqliteDataset.internalOpen` to handle views.

#### ◆ 24.09.2006 – Version 0.22

- `TsqlitePassTranslator_Kexi.GetDatabaseObjects` : the SQL statement is correct now.
- `TsqlitePassDataset.InternalInitFieldDefs` uses now the new `TSqlitePassRecordsetCache.HasPrimaryKey` property to return the correct fieldDefs.
- `TSqliteIndexDefs` - `TSqliteIndex` - `TSqliteIndexColumns` – `TsqliteIndexColumn` Partially implemented
- Added `TSqlitePassIndexColumn.Position` property

#### ◆ 03.09.2006 – Version 0.21

- Improved date/time support for Lazarus, some bugs fixed with queries, fielddefs...
- Added partial support for Kexi system tables in `TsqlitePassTranslator_Kexi` and more...

#### ◆ 20.07.2006 – Version 0.20 - First public release. For testing and debugging...