

# Pascal Script Function Listing

The following document gives a list of commands available from the Pascal Script window, enabling the Developer to write custom scripts within their Orixo App

**String Variables** are indicated with **single quotes**. When a SQL Statement or other string-variable is drafted which itself contains single quotes these must be doubled-up, 2 single quotes together indicating that a single quote mark is present in the string.

**Numeric Operators** are generally identical to other mathematical language situations, so "+", "-", "=", ">=", "<" etc., are all used as expected.

**Comments:** Two **forward slashes** "//" are used to comment out a single line. Multi-line comments can be formed by enclosing text to "/\*" and "\*/".

**Assignment** is done using ":=" ("set equal to") as in: MyStringVariable:= 'This is a variable';

**End of line:** The semi-colon is used to indicate an end of line.

**Logical Operators:** The keywords: IN, AND, OR, XOR work as expected in logical mathematical languages.

**Begin end:** Statements can be clustered logically using begin end, for example after an "if" condition all statements between begin and end will be called if the "if condition evaluates as true.

**"If" statement:** if <boolean condition> then <statements> else. There is no "end-if" if statements end with a semi-colon.

**"For" statement:** for <variable>:= <value 1> to <value 2> do ... can also be expressed as for <variable>:= <value 2> downto <value 1> do

**"Case" statement:** case <variable> of [list of values] : <statements> ; else <statements> ;

**"Try" statement:** try <statements> except <statements> end; ...can also be expressed as try <statements> finally <statements> end;

**Var:** All variables must be declared with their data-types prior to use in a script. ie

```
var
  strName: String;
  iID: Integer;
  aValue: Float;
begin
  <statements>
end.
```

**Basic data-types:** String (any length of alpha-numeric characters), Char (single character), Integer (whole number), Real, Double, Extended, (number with fractional part), Boolean (true/false), Array.

**Enumerable-types:** These can be declared, and used. ie

```
MyAnimals = (dog, cat, fish, horse);
```

```
Genders = (male, female, unknown, other);
```