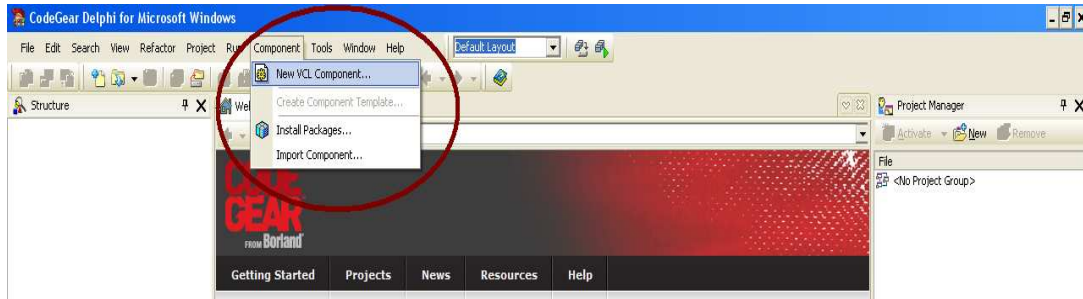


Summary

This Summary is a short guide on how to create a Component, install it and use it. More depth and insight on the subjects is given in other parts of this report.

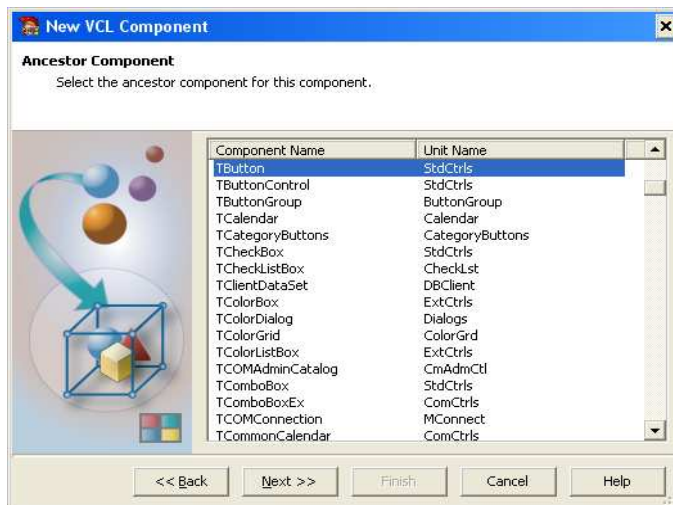
Create a Component

Start Delphi and go to File, Close All so you start from scratch. Create a new Component by clicking the tab Component and then New VCL Component.



Selection of a VCL Component

Select an existing Component you want to base your Component on and click next.



Selection of an Ancestor Component

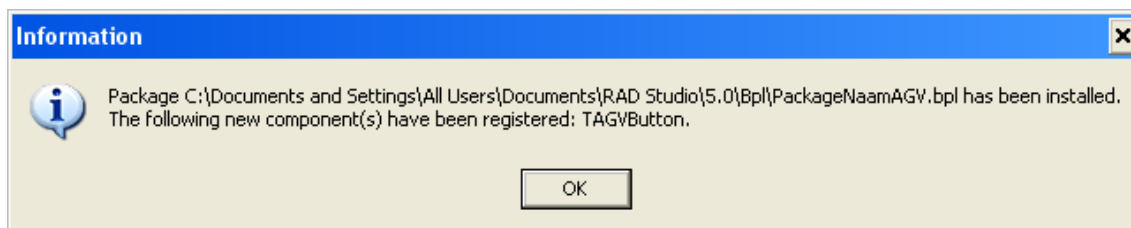
Give the Component the name you want it to have. This is the name at which you can find it later on in the tool palette. The Palette page is the tab in the Tool Palette it will be stored at and just as the unit name and search path it doesn't need to be changed. Click next and finish.

Now code can be written to adjust the Component to your needs, copy the demo code added in Appendix A or go to Chapter Component to see how this works. When you copy the code and have given the file another name, make sure to change the name in the code to the one you have chosen. When the Component is ready it needs to be saved. Go to File, Save as and save it on an easy to access location. It is important to save it with a practical name as this is the name you have to use within your code. Close all.

Install the Component in the Tool Palette

To get the Component in the tool palette it needs to be stored in a Package and this Package needs to be installed. Click File, New, Package.

A new Package is opened containing two folders: Contains and Requires. In the Project Manager right-mouse click the Contains-folder and click add to add a PAS file (the Component you just made). Give the Package the name you want it to have. Then right-mouse click on Package and click build, then right-mouse click on Package and click install. You will get a message indicating that the Package has been installed and that the Component has been registered.



Message saying the Component is installed

Close Delphi and restart it. If you have done everything correctly, this is it and the Component is stored in the tool palette, at samples.

Using the Component

While in Design Mode drag the Component from the Tool Palette onto the form. The Component is automatically added to the uses part and type part in the Code Mode of your application. Now you can assign values to the newly added Properties in the object inspector in Design Mode at the Properties listed at Miscellaneous.

In the Code Mode it is important to know that in the uses file the name of the Components PAS file is used. In the type part the name given at the selection phase and at which it is registered is used.

While declaring new made variables you have to use the variable name you chose:

```
var
Speed: integer;
Direction: TAGVDirection;
```

To use the Properties simply type the Property you want after a dot after the Component name. The possibilities are automatically listed by Delphi after typing a dot. For example Speed:=AGVButton.Speed, and the value assigned to the Property Speed from the AGVButton will be used. While doing this the name stated in the uses part must be used, for example:

```
uses
AGVButton;
type
AGVButton1: =TAGVButton;

Direction:=AGVButton.AGVDir;
while true do
  case Direction of
    drDown:
      begin
```