



## **consoleIO unit**

ConsoleIO contains the component TGUI2Console which is designed to provide a means to connect to hidden DOS/Console applications. Simply drop the component on your form, fill in the application name and associated properties, and tell it to start.. The OnLine event occurs whenever a CR/LF delimited text line is read from the console. One thing to note, TGUI2Console ignores all lines of text which are null (empty "").

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## TGUI2Console Component

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### **Unit**

[ConsoleIO](#)

### **Description**

ConsoleIO contains the multithreaded component TGUI2Console, which is designed to provide a means to connect to hidden DOS/Console applications by redirecting these applications stdio back to this component. Simply drop the component on your form, fill in the application name and associated properties, and tell it to start.. The OnLine event occurs whenever a CR/LF delimited text line is read from the console. One thing to note, TGUI2Console ignores all lines of text which are null (empty "").

This component uses Windows CreateProcess function to start the application you specify. This function has several nuances associated with the [Application](#) and [Command](#) properties, as these are directly (almost) passed to the CreateProcess function.

Every effort has been made to make this practical and easy to use. If you have any questions or feature requests don't hesitate to email me at [redsys@interaccess.com](mailto:redsys@interaccess.com).

## Properties

▶ Run-time only

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## Application property

### Applies to

[TGUI2Console](#)

### Declaration

```
property Application : String;
```

### Description

The properties Application and Command work hand in hand to specify the process that you want executed.

First, the Command property is optional. Although Microsoft's online help indicates otherwise, the absolute path and file name must be used if the Application property is used, **including the file extension (.com or .exe)**

e.g. (for cmd, the DOS console window in WindowsNT)

```
GUI2Console.Application := 'c:\windows\system32\cmd.exe';
```

Microsoft's doc indicates that CreateProcess will search the PATH to find the application, but it was discovered this only works when the following conditions are met.

1. The Application property is set to null
2. The Command property contains the application name.

e.g.

```
GUI2Console.Application := "";  
GUI2Console.Command := 'cmd';
```

Optionally, the Command property should/may also contain optional parameters.

e.g.

```
GUI2Console.Application := "";  
GUI2Console.Command := 'grep -i string *.pas'
```

\*grep is a Borland supplied utility for performing text searches

## AppType property

**Applies to**  
TGUI2Console

### Declaration

```
property AppType : TAppType;  
TAppType = (at16bit, at32bit, atDontCare);
```

### Description

Specifying the application type determines whether or not an application instance is created with it's own virtual memory space (for 16 bit applications). This is done so that if the spawned application dies, it will not effect the GUI applications execution.

It has not been tried to see what happens if the spawned app has an exception which causes it to die. Anyone who experiences this, causing a problem with TGUI2Console please let me know.

## **AutoTerminate property**

### **Applies to**

TGUI2Console

### **Declaration**

property AutoTerminate : Boolean;

### **Description**

If Autoterminate is set to true, and an application time out occurs (no text received after a predetermined interval), then TGUI2Console will kill the process. Otherwise, the OnTimeOut event is fired.

## BufferSize property

**Applies to**  
TGUI2Console

### Declaration

```
property BufferSize : TBufferSize;  
TBufferSize = (bs256,bs512,bs1k,bs2k,bs4k,bs8k);
```

### Description

As data is read from the console app, it is read in a manner much like raw data is read from a binary file. BufferSize allows you to specify how much data can be read at a time. The larger the size, the fewer number of reads that will have to be performed.

## Command property

**Applies to**  
TGUI2Console

### Declaration

```
property Command : String;
```

### Description

The properties Application and Command work hand in hand to specify the process that you want executed.

First, the Command property is optional. Although Microsoft's online help indicates otherwise, the absolute path and file name must be used of the Application property is used.

e.g. (for cmd, the DOS console window in WindowsNT)

```
GUI2Console.Application := 'c:\windows\system32\cmd.exe';
```

Microsoft's doc indicates that CreateProcess will search the PATH to find the application, but it was discovered this only works when the following conditions are met.

1. The Application property is set to null
2. The Command property contains the application name.

e.g.

```
GUI2Console.Application := "";  
GUI2Console.Command := 'cmd';
```

Optionally, the Command property should/may also contain optional parameters.

e.g.

```
GUI2Console.Application := "";  
GUI2Console.Command := 'grep -i string *.pas'
```

\*grep is a Borland supplied utility for performing text searches



## ComponentCount property

### Applies to

TGUI2Console

### Declaration

property ComponentCount: Integer;

### Description

## ComponentIndex property

### Applies to

TGUI2Console

### Declaration

```
property ComponentIndex: Integer;
```

## Components property

### Applies to

TGUI2Console

### Declaration

```
property Components[Index: Integer]: TComponent;
```

## ComponentState property

### Applies to

TGUI2Console

### Declaration

```
property ComponentState: TComponentState;
```

## ComponentStyle property

### Applies to

TGUI2Console

### Declaration

```
property ComponentStyle: TComponentStyle;
```

## Environment property

### Applies to

TGUI2Console

### Declaration

```
property Environment : String;
```

### Description

Each process has an environment block associated with it. The environment block consists of a null-terminated block of null-terminated strings (meaning there are two null bytes at the end of the block), where each string is in the form:

name=value

All strings in the environment block must be sorted alphabetically by name. Because the equal sign is a separator, it must not be used in the name of an environment variable.

e.g.

```
GUI2Console.Environment := 'API=Win32s TEMP=c:\windows\temp ';
```

## HomeDirectory property

### Applies to

TGUI2Console

### Declaration

```
property HomeDirectory : String;
```

### Description

This is the home directory for the application you are executing. This is optional and is typically used in those situations where initialization data or dll's which are not in the path are stored there.

## LogFile property

### Applies to

TGUI2Console

### Declaration

```
property LogFile : String;
```

### Description

A file name which specifies a log file. All data received from the process is stored here. The filename can either be a file name and extension or a filename which includes the exact path. If just a file name is specified, it is created in the current directory for the application. If an invalid filename is specified then file logging is ignored.



## Owner property

### Applies to

TGUI2Console

### Declaration

```
property Owner: TComponent;
```

## PipeSize property

**Applies to**  
TGUI2Console

### Declaration

```
property PipeSize : TPipeSize;  
TPipeSize = (ps1k,ps2k,ps4k,ps8k,ps16k,ps32k,ps64k,ps96K,ps128k,ps256k);
```

### Description

PipeSize indicates the size of an 'intermediate' data. It is required for those applications that use very long strings to communicate.

e.g. If you have a string which is 5K you would need an 8K pipe to hold it while it is being transferred to/from the console app.

## Priority property

### Applies to

TGUI2Console

### Declaration

```
property Priority : TThreadPriority;  
type TThreadPriority = (tpIdle, tpLowest, tpLower, tpNormal, tpHigher,  
tpHighest, tpTimeCritical);
```

### Description

Specifies the priority of the worker thread which performs the console communication.

## Prompt property

**Applies to**  
TGUI2Console

### Declaration

```
property Prompt : String;
```

### Description

The prompt characters which TGUI2Console looks for to inform the user that the console app is waiting for input. The logic used here is that once the prompt character sequence is recognized at the end of a line, a timer is started. Once the timeout is reached, the [OnPrompt](#) event is fired. The amount of delay used is specified in the [TimeOutDelay](#) property.

e.g.

The DOS/cmd prompt is typically a greater than sign '>'

```
GUI2Console.Prompt := '>';
```

## Tag property

### Applies to

TGUI2Console

### Declaration

```
property Tag: Longint;
```

## TimeOutDelay property

### Applies to

TGUI2Console

### Declaration

```
property TimeOutDelay : TTimeOutDelay;  
TTimeOutDelay = 10..10000;
```

### Description

Delay in milliseconds used to determine if the console app is at its prompt or if a console timeout has occurred. If at the prompt, the [OnPrompt](#) event is fired. If not, the [OnTimeOut](#) event is fired.

## Assign method

### Applies To

TGUI2Console

### Declaration

```
procedure Assign(Source: TPersistent);
```

## HasParent method

### Applies To

TGUI2Console

### Declaration

```
function HasParent: Boolean;
```



## Start method

### Applies To

TGUI2Console

### Declaration

```
procedure Start;
```

### Description

Once all properties are set, calling Start does the obvious. It starts the console app.

## Stop method

### Applies To

TGUI2Console

### Declaration

```
procedure Stop;
```

### Description

The opposite of [Start](#), Stop not only stops the process of communicating with the console app, it terminates it and kills the thread that was being used to communicate with it.

## Write method

### Applies To

TGUI2Console

### Declaration

```
procedure Write(Buffer : String);
```

### Description

Writes the buffer to the console app without a terminating carriage return-line feed sequence.

## WriteLN method

### Applies To

TGUI2Console

### Declaration

```
procedure WriteLN(Buffer : String);
```

### Description

Writes the Buffer to the console app and adds a terminating carriage return - line feed.

## OnDone event

### Applies To

TGUI2Console

### Declaration

```
property OnDone : TDoneEvent;  
TDoneEvent = procedure(Sender : TObject) of object; t0 Arial;
```

### Description

The OnDone event is fired whenever an instance of TGUI2Console completes successfully.

## **OnError event**

### **Applies To**

TGUI2Console

### **Declaration**

property OnError : TError;

TError = procedure(Sender: TObject; const Error : String) of object;

### **Description**

Whenever an error occurs, be it an internal error associated with TGUI2Console or an error associated with a Windows call, OnError is fired.

## OnLine event

### Applies To

TGUI2Console

### Declaration

property OnLine : TSendLine;

TSendLine = procedure(Sender : TObject; const Line : String) of object;

### Description

Whenever a line of text, terminated by a CR/LF sequence is received, OnLine is fired. OnLine will on send printable ASCII lines. If the console app sends CRLF CRLF CRLF sequences, they are ignored until the next text delimited line occurs.

## OnPreTerminate event

### Applies To

TGUI2Console

### Declaration

```
property OnPreTerminate : TPreTerminateEvent;  
TPreTerminateEvent = procedure(Sender : TObject) of object;
```

### Description

Before the console process is terminated, this event gives you one last chance to talk to the console application. This event came about when communicating with 'cmd.exe' and I wanted to send a CTRL-C and Exit command to the app before it was terminating. Allows for more graceful exits from these console apps.



## OnPrompt event

### Applies To

TGUI2Console

### Declaration

```
property OnPrompt : TPromptEvent;  
TPromptEvent = procedure(Sender : TObject; const Line : String) of object;
```

### Description

When ever the prompt sequence is recognized and a timeout occurs, the OnPrompt event is fired. See TimeOutDelay.

## OnStart event

### Applies To

TGUI2Console

### Declaration

property OnStart : TStartEvent;

TStartEvent = procedure(Sender : TObject; const Command : String) of object;

### Description

This event is fired prior to creating an instance of the process.

## OnStatus event

### Applies To

TGUI2Console

### Declaration

```
property OnStatus : TStatusEvent;  
TStatusEvent = procedure(Sender : TObject; const Status : String) of object;
```

### Description

Indicates the status of the communication with the console process.

## OnTimeOut event

### Applies To

TGUI2Console

### Declaration

```
property OnTimeOut : TTimeOut;
```

```
TimeOut = procedure(Sender : TObject; var Kill : Boolean) of object;
```

### Description

OnTimeOut is fired when, after a predetermined time delay, no data is received from the console process. Set Kill to True if you want the process to be terminated. See [TimeOutDelay](#).

## TConsoleThread type

### Unit

ConsoleIO

### Declaration

```
TConsoleThread = class(TThread)
```

## ERROR CODES

These error codes come directly from the WIN32 help file provided with Delphi from Microsoft. Whenever a Windows error occurs, it is reported via the OnError event.

-8	LZERROR_UNKNOWNALG
-7	LZERROR_BADVALUE
-6	LZERROR_GLOBLOCK
-5	LZERROR_GLOBALLOC
-4	LZERROR_WRITE
-3	LZERROR_READ
-2	LZERROR_BADOUTHANDLE
-1	LZERROR_BADINHANDLE
0L	NO_ERROR
0L	ERROR_SUCCESS
1L	ERROR_INVALID_FUNCTION
2L	ERROR_FILE_NOT_FOUND
3L	ERROR_PATH_NOT_FOUND
4L	ERROR_TOO_MANY_OPEN_FILES
5L	ERROR_ACCESS_DENIED
6L	ERROR_INVALID_HANDLE
7L	ERROR_ARENA_TRASHED
8L	ERROR_NOT_ENOUGH_MEMORY
9L	ERROR_INVALID_BLOCK
10L	ERROR_BAD_ENVIRONMENT
11L	ERROR_BAD_FORMAT
12L	ERROR_INVALID_ACCESS
13L	ERROR_INVALID_DATA
14L	ERROR_OUTOFMEMORY
15L	ERROR_INVALID_DRIVE
16L	ERROR_CURRENT_DIRECTORY
17L	ERROR_NOT_SAME_DEVICE
18L	ERROR_NO_MORE_FILES
19L	ERROR_WRITE_PROTECT
20L	ERROR_BAD_UNIT
21L	ERROR_NOT_READY
22L	ERROR_BAD_COMMAND
23L	ERROR_CRC
24L	ERROR_BAD_LENGTH
25L	ERROR_SEEK

26L ERROR\_NOT\_DOS\_DISK  
27L ERROR\_SECTOR\_NOT\_FOUND  
28L ERROR\_OUT\_OF\_PAPER  
29L ERROR\_WRITE\_FAULT  
30L ERROR\_READ\_FAULT  
31L ERROR\_GEN\_FAILURE  
32L ERROR\_SHARING\_VIOLATION  
33L ERROR\_LOCK\_VIOLATION  
34L ERROR\_WRONG\_DISK  
36L ERROR\_SHARING\_BUFFER\_EXCEEDED  
38L ERROR\_HANDLE\_EOF  
39L ERROR\_HANDLE\_DISK\_FULL  
50L ERROR\_NOT\_SUPPORTED  
51L ERROR\_REM\_NOT\_LIST  
52L ERROR\_DUP\_NAME  
53L ERROR\_BAD\_NETPATH

54L ERROR\_NETWORK\_BUSY  
55L ERROR\_DEV\_NOT\_EXIST  
56L ERROR\_TOO\_MANY\_CMDS  
57L ERROR\_ADAP\_HDW\_ERR  
58L ERROR\_BAD\_NET\_RESP  
59L ERROR\_UNEXP\_NET\_ERR  
60L ERROR\_BAD\_REM\_ADAP  
61L ERROR\_PRINTQ\_FULL  
62L ERROR\_NO\_SPOOL\_SPACE  
63L ERROR\_PRINT\_CANCELLED  
64L ERROR\_NETNAME\_DELETED  
65L ERROR\_NETWORK\_ACCESS\_DENIED  
66L ERROR\_BAD\_DEV\_TYPE  
67L ERROR\_BAD\_NET\_NAME  
68L ERROR\_TOO\_MANY\_NAMES  
69L ERROR\_TOO\_MANY\_SESS

70L ERROR\_SHARING\_PAUSED  
71L ERROR\_REQ\_NOT\_ACCEP  
72L ERROR\_REDIR\_PAUSED  
80L ERROR\_FILE\_EXISTS  
82L ERROR\_CANNOT\_MAKE  
83L ERROR\_FAIL\_I24  
84L ERROR\_OUT\_OF\_STRUCTURES  
85L ERROR\_ALREADY\_ASSIGNED  
86L ERROR\_INVALID\_PASSWORD

87L ERROR\_INVALID\_PARAMETER  
88L ERROR\_NET\_WRITE\_FAULT  
89L ERROR\_NO\_PROC\_SLOTS  
100L ERROR\_TOO\_MANY\_SEMAPHORES  
101L ERROR\_EXCL\_SEM\_ALREADY\_OWNED  
102L ERROR\_SEM\_IS\_SET  
  
103L ERROR\_TOO\_MANY\_SEM\_REQUESTS  
104L ERROR\_INVALID\_AT\_INTERRUPT\_TIME  
105L ERROR\_SEM\_OWNER\_DIED  
106L ERROR\_SEM\_USER\_LIMIT  
107L ERROR\_DISK\_CHANGE  
108L ERROR\_DRIVE\_LOCKED  
109L ERROR\_BROKEN\_PIPE  
110L ERROR\_OPEN\_FAILED  
111L ERROR\_BUFFER\_OVERFLOW  
112L ERROR\_DISK\_FULL  
113L ERROR\_NO\_MORE\_SEARCH\_HANDLES  
114L ERROR\_INVALID\_TARGET\_HANDLE  
117L ERROR\_INVALID\_CATEGORY  
118L ERROR\_INVALID\_VERIFY\_SWITCH  
119L ERROR\_BAD\_DRIVER\_LEVEL  
  
120L ERROR\_CALL\_NOT\_IMPLEMENTED  
121L ERROR\_SEM\_TIMEOUT  
122L ERROR\_INSUFFICIENT\_BUFFER  
123L ERROR\_INVALID\_NAME  
124L ERROR\_INVALID\_LEVEL  
125L ERROR\_NO\_VOLUME\_LABEL  
126L ERROR\_MOD\_NOT\_FOUND  
127L ERROR\_PROC\_NOT\_FOUND  
128L ERROR\_WAIT\_NO\_CHILDREN  
129L ERROR\_CHILD\_NOT\_COMPLETE  
130L ERROR\_DIRECT\_ACCESS\_HANDLE  
131L ERROR\_NEGATIVE\_SEEK  
132L ERROR\_SEEK\_ON\_DEVICE  
133L ERROR\_IS\_JOIN\_TARGET  
134L ERROR\_IS\_JOINED  
  
135L ERROR\_IS\_SUBSTED  
136L ERROR\_NOT\_JOINED  
137L ERROR\_NOT\_SUBSTED  
138L ERROR\_JOIN\_TO\_JOIN



139L ERROR\_SUBST\_TO\_SUBST  
140L ERROR\_JOIN\_TO\_SUBST  
141L ERROR\_SUBST\_TO\_JOIN  
142L ERROR\_BUSY\_DRIVE  
143L ERROR\_SAME\_DRIVE  
144L ERROR\_DIR\_NOT\_ROOT  
145L ERROR\_DIR\_NOT\_EMPTY  
146L ERROR\_IS\_SUBST\_PATH  
147L ERROR\_IS\_JOIN\_PATH  
148L ERROR\_PATH\_BUSY  
149L ERROR\_IS\_SUBST\_TARGET  
150L ERROR\_SYSTEM\_TRACE

151L ERROR\_INVALID\_EVENT\_COUNT  
152L ERROR\_TOO\_MANY\_MUXWAITERS  
153L ERROR\_INVALID\_LIST\_FORMAT  
154L ERROR\_LABEL\_TOO\_LONG  
155L ERROR\_TOO\_MANY\_TCBS  
156L ERROR\_SIGNAL\_REFUSED  
157L ERROR\_DISCARDED  
158L ERROR\_NOT\_LOCKED  
159L ERROR\_BAD\_THREADID\_ADDR  
160L ERROR\_BAD\_ARGUMENTS  
161L ERROR\_BAD\_PATHNAME  
162L ERROR\_SIGNAL\_PENDING  
164L ERROR\_MAX\_THRDS\_REACHED  
167L ERROR\_LOCK\_FAILED  
170L ERROR\_BUSY  
173L ERROR\_CANCEL\_VIOLATION

174L ERROR\_ATOMIC\_LOCKS\_NOT\_SUPPORTED  
180L ERROR\_INVALID\_SEGMENT\_NUMBER  
182L ERROR\_INVALID\_ORDINAL  
183L ERROR\_ALREADY\_EXISTS  
186L ERROR\_INVALID\_FLAG\_NUMBER  
187L ERROR\_SEM\_NOT\_FOUND  
188L ERROR\_INVALID\_STARTING\_CODESEG  
189L ERROR\_INVALID\_STACKSEG  
190L ERROR\_INVALID\_MODULETYPE  
191L ERROR\_INVALID\_EXE\_SIGNATURE  
192L ERROR\_EXE\_MARKED\_INVALID  
193L ERROR\_BAD\_EXE\_FORMAT  
194L ERROR\_ITERATED\_DATA\_EXCEEDS\_64k

195L ERROR\_INVALID\_MINALLOCSIZE  
196L ERROR\_DYNLINK\_FROM\_INVALID\_RING  
197L ERROR\_IOPL\_NOT\_ENABLED  
198L ERROR\_INVALID\_SEGDPL  
199L ERROR\_AUTODATASEG\_EXCEEDS\_64k  
200L ERROR\_RING2SEG\_MUST\_BE\_MOVABLE  
201L ERROR\_RELOC\_CHAIN\_XEEDS\_SEGLIM  
202L ERROR\_INFLOOP\_IN\_RELOC\_CHAIN  
203L ERROR\_ENVVAR\_NOT\_FOUND  
205L ERROR\_NO\_SIGNAL\_SENT  
206L ERROR\_FILENAME\_EXCED\_RANGE  
207L ERROR\_RING2\_STACK\_IN\_USE  
208L ERROR\_META\_EXPANSION\_TOO\_LONG  
  
209L ERROR\_INVALID\_SIGNAL\_NUMBER  
210L ERROR\_THREAD\_1\_INACTIVE  
212L ERROR\_LOCKED  
214L ERROR\_TOO\_MANY\_MODULES  
215L ERROR\_NESTING\_NOT\_ALLOWED  
230L ERROR\_BAD\_PIPE  
231L ERROR\_PIPE\_BUSY  
232L ERROR\_NO\_DATA  
233L ERROR\_PIPE\_NOT\_CONNECTED  
234L ERROR\_MORE\_DATA  
240L ERROR\_VC\_DISCONNECTED  
254L ERROR\_INVALID\_EA\_NAME  
255L ERROR\_EA\_LIST\_INCONSISTENT  
259L ERROR\_NO\_MORE\_ITEMS  
266L ERROR\_CANNOT\_COPY  
267L ERROR\_DIRECTORY  
  
275L ERROR\_EAS\_DIDNT\_FIT  
276L ERROR\_EA\_FILE\_CORRUPT  
277L ERROR\_EA\_TABLE\_FULL  
278L ERROR\_INVALID\_EA\_HANDLE  
282L ERROR\_EAS\_NOT\_SUPPORTED  
288L ERROR\_NOT\_OWNER  
298L ERROR\_TOO\_MANY\_POSTS  
299L ERROR\_PARTIAL\_COPY  
317L ERROR\_MR\_MID\_NOT\_FOUND  
487L ERROR\_INVALID\_ADDRESS  
534L ERROR\_ARITHMETIC\_OVERFLOW

535L ERROR\_PIPE\_CONNECTED  
536L ERROR\_PIPE\_LISTENING  
994L ERROR\_EA\_ACCESS\_DENIED  
995L ERROR\_OPERATION\_ABORTED  
  
996L ERROR\_IO\_INCOMPLETE  
997L ERROR\_IO\_PENDING  
998L ERROR\_NOACCESS  
999L ERROR\_SWAPERROR  
1001L ERROR\_STACK\_OVERFLOW  
1002L ERROR\_INVALID\_MESSAGE  
1003L ERROR\_CAN\_NOT\_COMPLETE  
1004L ERROR\_INVALID\_FLAGS  
1005L ERROR\_UNRECOGNIZED\_VOLUME  
1006L ERROR\_FILE\_INVALID  
1007L ERROR\_FULLSCREEN\_MODE  
1008L ERROR\_NO\_TOKEN  
1009L ERROR\_BADDB  
1010L ERROR\_BADKEY  
1011L ERROR\_CANTOPEN  
1012L ERROR\_CANTREAD  
1013L ERROR\_CANTWRITE  
  
1014L ERROR\_REGISTRY\_RECOVERED  
1015L ERROR\_REGISTRY\_CORRUPT  
1016L ERROR\_REGISTRY\_IO\_FAILED  
1017L ERROR\_NOT\_REGISTRY\_FILE  
1018L ERROR\_KEY\_DELETED  
1019L ERROR\_NO\_LOG\_SPACE  
1020L ERROR\_KEY\_HAS\_CHILDREN  
1021L ERROR\_CHILD\_MUST\_BE\_VOLATILE  
1022L ERROR\_NOTIFY\_ENUM\_DIR  
1051L ERROR\_DEPENDENT\_SERVICES\_RUNNING  
1052L ERROR\_INVALID\_SERVICE\_CONTROL  
1053L ERROR\_SERVICE\_REQUEST\_TIMEOUT  
1054L ERROR\_SERVICE\_NO\_THREAD  
1055L ERROR\_SERVICE\_DATABASE\_LOCKED  
  
1056L ERROR\_SERVICE\_ALREADY\_RUNNING  
1057L ERROR\_INVALID\_SERVICE\_ACCOUNT  
1058L ERROR\_SERVICE\_DISABLED  
1059L ERROR\_CIRCULAR\_DEPENDENCY  
1060L ERROR\_SERVICE\_DOES\_NOT\_EXIST

1061L ERROR\_SERVICE\_CANNOT\_ACCEPT\_CTRL  
1062L ERROR\_SERVICE\_NOT\_ACTIVE  
1063L ERROR\_FAILED\_SERVICE\_CONTROLLER\_CONNECT  
1064L ERROR\_EXCEPTION\_IN\_SERVICE  
1065L ERROR\_DATABASE\_DOES\_NOT\_EXIST  
1066L ERROR\_SERVICE\_SPECIFIC\_ERROR  
1067L ERROR\_PROCESS\_ABORTED  
1068L ERROR\_SERVICE\_DEPENDENCY\_FAIL

1069L ERROR\_SERVICE\_LOGON\_FAILED  
1070L ERROR\_SERVICE\_START\_HANG  
1071L ERROR\_INVALID\_SERVICE\_LOCK  
1072L ERROR\_SERVICE\_MARKED\_FOR\_DELETE  
1073L ERROR\_SERVICE\_EXISTS  
1074L ERROR\_ALREADY\_RUNNING\_LKG  
1075L ERROR\_SERVICE\_DEPENDENCY\_DELETED  
1076L ERROR\_BOOT\_ALREADY\_ACCEPTED  
1077L ERROR\_SERVICE\_NEVER\_STARTED  
1078L ERROR\_DUPLICATE\_SERVICE\_NAME  
1079L ERROR\_DIFFERENT\_SERVICE\_ACCOUNT  
1100L ERROR\_END\_OF\_MEDIA  
1101L ERROR\_FILEMARK\_DETECTED

1102L ERROR\_BEGINNING\_OF\_MEDIA  
1103L ERROR\_SETMARK\_DETECTED  
1104L ERROR\_NO\_DATA\_DETECTED  
1105L ERROR\_PARTITION\_FAILURE  
1106L ERROR\_INVALID\_BLOCK\_LENGTH  
1107L ERROR\_DEVICE\_NOT\_PARTITIONED  
1108L ERROR\_UNABLE\_TO\_LOCK\_MEDIA  
1109L ERROR\_UNABLE\_TO\_UNLOAD\_MEDIA  
1110L ERROR\_MEDIA\_CHANGED  
1111L ERROR\_BUS\_RESET  
1112L ERROR\_NO\_MEDIA\_IN\_DRIVE  
1113L ERROR\_NO\_UNICODE\_TRANSLATION  
1114L ERROR\_DLL\_INIT\_FAILED  
1115L ERROR\_SHUTDOWN\_IN\_PROGRESS

1116L ERROR\_NO\_SHUTDOWN\_IN\_PROGRESS  
1117L ERROR\_IO\_DEVICE  
1118L ERROR\_SERIAL\_NO\_DEVICE  
1119L ERROR\_IRQ\_BUSY  
1120L ERROR\_MORE\_WRITES

1121L ERROR\_COUNTER\_TIMEOUT  
1122L ERROR\_FLOPPY\_ID\_MARK\_NOT\_FOUND  
1123L ERROR\_FLOPPY\_WRONG\_CYLINDER  
1124L ERROR\_FLOPPY\_UNKNOWN\_ERROR  
1125L ERROR\_FLOPPY\_BAD\_REGISTERS  
1126L ERROR\_DISK\_RECALIBRATE\_FAILED  
1127L ERROR\_DISK\_OPERATION\_FAILED  
1128L ERROR\_DISK\_RESET\_FAILED  
1129L ERROR\_EOM\_OVERFLOW  
  
1130L ERROR\_NOT\_ENOUGH\_SERVER\_MEMORY  
1131L ERROR\_POSSIBLE\_DEADLOCK  
1132L ERROR\_MAPPED\_ALIGNMENT  
1140L ERROR\_SET\_POWER\_STATE\_VETOED  
1141L ERROR\_SET\_POWER\_STATE\_FAILED  
1142L ERROR\_TOO\_MANY\_LINKS  
1150L ERROR\_OLD\_WIN\_VERSION  
1151L ERROR\_APP\_WRONG\_OS  
1152L ERROR\_SINGLE\_INSTANCE\_APP  
1153L ERROR\_RMODE\_APP  
1154L ERROR\_INVALID\_DLL  
1155L ERROR\_NO\_ASSOCIATION  
1156L ERROR\_DDE\_FAIL  
1157L ERROR\_DLL\_NOT\_FOUND  
1200L ERROR\_BAD\_DEVICE  
  
1201L ERROR\_CONNECTION\_UNAVAIL  
1202L ERROR\_DEVICE\_ALREADY\_REMEMBERED  
1203L ERROR\_NO\_NET\_OR\_BAD\_PATH  
1204L ERROR\_BAD\_PROVIDER  
1205L ERROR\_CANNOT\_OPEN\_PROFILE  
1206L ERROR\_BAD\_PROFILE  
1207L ERROR\_NOT\_CONTAINER  
1208L ERROR\_EXTENDED\_ERROR  
1209L ERROR\_INVALID\_GROUPNAME  
1210L ERROR\_INVALID\_COMPUTERNAME  
1211L ERROR\_INVALID\_EVENTNAME  
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1216L ERROR\_INVALID\_PASSWORDNAME

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1224L ERROR\_USER\_MAPPED\_FILE  
1225L ERROR\_CONNECTION\_REFUSED  
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1228L ERROR\_ADDRESS\_NOT\_ASSOCIATED  
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## INSTALLATION

### INSTALLING TGUI2CONSOLE

#### CONTENTS

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Delphi 3  
C++ Builder

#### DELPHI 3

---

- (1) From the Delphi IDE select Component | Install Packages...
- (2) Press the Add... button and select the file redCONIO.dpl from the lib\d3 directory and press OK from the File Open Dialog Box then OK from the Install Packages dialog box.
- (3) TGUI2Console is now installed in the 'REDSys' tab.

#### C++ Builder

---

- (1) From the C++Builder IDE select Component | Install Packages...
- (2) Press the Add... button and select the file redCONIO.dpl from the lib\d3 directory and press OK from the File Open Dialog Box then OK from the Install Packages dialog box.
- (3) TGUI2Console is now installed in the 'REDSys' tab.



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=====

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## CR constant

### Unit

ConsoleIO

### Declaration

```
CR = #13;
```

## CRLF constant

**Unit**

ConsoleIO

**Declaration**

```
CRLF = #13#10;
```

## LF constant

### Unit

ConsoleIO

### Declaration

```
LF = #10;
```

## pTBuffer type

### Unit

ConsoleIO

### Declaration

```
pTBuffer = ^TBuffer;
```

## Registering TGUI2Console

[By Mail](#)

[By Credit Card](#)

### Why Register

Thank you for your interest in !!! ENTER NAME HERE. If you find it useful in your own projects, please support the shareware concept. Much time and effort was put into providing a quality component along with adequate documentation, help, and demos.

Registered users will receive the latest registered version of !!! ENTER NAME HERE, free on-line support, and the source code.

### Questions & Comments

Please refer questions or comments about !!! ENTER NAME HERE to:  
!!! ENTER ADDRESS HERE

## Register routine

### Unit

ConsoleIO

### Declaration

```
procedure Register;
```



## Registration By Credit Card

**Visa                  Discover                  MasterCard      \$25.00**

**For technical support or comments about this program, you may contact !!! ENTER NAME HERE at:**

**!!! ENTER CONTACT INFO HERE**

For your convenience we have contracted another company, NorthStar Solutions to process any orders you may wish to place with your Visa, Discover, or MasterCard. NorthStar Solutions can be easily contacted **for orders only** via any of the following methods:

### **ONLINE ORDERS**

You may register !!! ENTER NAME HERE via an online order form by pointing your browser to:  
**!!! ENTER WEB PAGE HERE**

### **PHONED ORDERS**

Calls are taken 10 am - 8 pm, EST, Monday thru Saturday.

**1-800-699-6395** (From the U.S. only.)

**1-803-699-6395**

### **FAXED ORDERS**

Available 24 hours. International & business orders are encouraged.

**1-803-699-5465**

### **EMAILED ORDERS**

starmail@aol.com

starmail@compuserve.com

**Please provide (or be prepared to provide) the following information:**

- + The program you are registering.
- + Your mailing address.
- + Your Visa, Discover, or MasterCard # and it's expiration date (if using credit card).
- + Your EMail address (so NorthStar Solutions can send you email confirming your order and so we can contact you easily with important follow-up information or upgrade announcements).

## Registration By Mail

Select **Print Topic** from the **File** menu to print this form.

**Item:** !!! ENTER NAME HERE

**Price:** !!! ENTER PRICING INFO HERE

Please register my copy of !!! ENTER NAME HERE,  
I am sending a check or money order for \$\_\_\_\_\_

**Name:** \_\_\_\_\_

**Company:** \_\_\_\_\_

**Address1:** \_\_\_\_\_

**Address2:** \_\_\_\_\_

**City:** \_\_\_\_\_

**State:** \_\_\_\_\_ **Zip:** \_\_\_\_\_

**Country:** \_\_\_\_\_

**Phone:** \_\_\_\_\_ optional

**Email:** \_\_\_\_\_ optional

Please send completed form with payment to:  
!!! ENTER ADDRESS HERE

## Space constant

**Unit**

ConsoleIO

**Declaration**

Space = ' ';

## TABufferSize type

### Unit

ConsoleIO

### Declaration

```
TABufferSize = array[bs256..bs8K] of LongInt;
```

## TAPipeSize type

### Unit

ConsoleIO

### Declaration

```
TAPipeSize = array[ps1k..ps256k] of LongInt;
```



## TBufferSize type

### Unit

ConsoleIO

### Declaration

```
TBufferSize = (bs256,bs512,bs1k,bs2k,bs4k,bs8k);
```

## **TConsoleEvents type**

### **Unit**

ConsoleIO

### **Declaration**

```
TConsoleEvents = record
  FStart : TStartEvent;
  FDone : TDoneEvent;
  FSendLine : TSendLine;
  FError : TError;
  FStatus : TStatusEvent;
  FTimeOut : TTimeOut;
  FAppType : TAppType;
  FPromptEvent : TPromptEvent;
  FPreTerminate : TPreTerminateEvent;
end;
```



## TConsoleProperties type

### Unit

ConsoleIO

### Declaration

```
TConsoleProperties = record
  FTimeoutDelay : TTimeoutDelay;
  FPipeSize : TPipeSize;
  FBufferSize : TBufferSize;
  FAutoTerminate : Boolean;
  FLogFile : String;
  FEnvironment : String;
  FApp: String;
  FAppType : TAppType;
  FCommand : String;
  FPrompt : String;
  FPromptLength : integer;
  FHomeDir : String;
  FPriority : TThreadPriority;
end;
```

## **TDoneEvent type**

### **Unit**

ConsoleIO

### **Declaration**

```
TDoneEvent = procedure(Sender : TObject) of object;
```

## TError type

### Unit

ConsoleIO

### Declaration

```
TError = procedure(Sender: TObject; const Error : String) of object;
```

## TLineStyle type

### Unit

ConsoleIO

### Declaration

```
TLineStyle = class(TMemoryStream)
```

### Description

Internal Class used to buffer data between reads from the console app.

## TLogFile type

### Unit

ConsoleIO

### Declaration

```
TLogFile = class(TFileStream)
```

### Description

Internal class used to log data to a file.

## TPipeSize type

### Unit

ConsoleIO

### Declaration

```
TPipeSize = (ps1k, ps2k, ps4k, ps8k, ps16k, ps32k, ps64k, ps96K, ps128k, ps256k);
```

## **TPreTerminateEvent type**

### **Unit**

ConsoleIO

### **Declaration**

```
TPreTerminateEvent = procedure(Sender : TObject) of object;
```

## TProcessState type

### Unit

ConsoleIO

### Declaration

```
TProcessState = (psRunning,psTimeOut,psFinished);
```



## TPromptEvent type

### Unit

ConsoleIO

### Declaration

```
TPromptEvent = procedure(Sender : TObject; const Line : String) of object;
```

## **TSendLine type**

### **Unit**

ConsoleIO

### **Declaration**

```
TSendLine = procedure(Sender : TObject; const Line : String) of object;
```

## TStartEvent type

### Unit

ConsoleIO

### Declaration

```
TStartEvent = procedure(Sender : TObject; const Command : String) of object;
```

## TStatusEvent type

### Unit

ConsoleIO

### Declaration

```
TStatusEvent = procedure(Sender : TObject; const Status : String) of object;
```

## TTimeout type

### Unit

ConsoleIO

### Declaration

```
TTimeout = procedure(Sender : TObject; var Kill : Boolean) of object;
```

## TTimeoutDelay type

### Unit

ConsoleIO

### Declaration

```
TTimeoutDelay = 10..10000;
```



