

# File Encryption Component

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Encrypt sensitive files with the file encryption component. Just set the password property and call the CryptFile method. To decrypt the file, call the CryptFile again with the same password.

# Properties

Filename

Password

Retaindate

# Filename Property

## Description

This is the name of the file you wish to encrypt/decrypt. It should contain a fully qualified path as well as the file name.

## Example:

```
FileCrypt1.Filename := 'c:\data\mybooks.dat';
```

# Password Property

## Description

This is the password you wish to use to encrypt or decrypt a file. When a file is encrypted with a password, it can only be recovered by decrypting with the same password it was encrypted with. The password is case sensitive. If a password is lost or forgotten, there is no way to recover the file contents, so - BE WARNED !!! If a file has already been encrypted, calling the CryptFile method with the same password will result in the file being decrypted to its original state.

## Example:

```
Cryptfile1.filename := 'c:\data\mydata.dat';  
Cryptfile1.password := 'MYPASSWORD';  
Cryptfile1.CryptFile; {file is encrypted}  
Cryptfile1.CryptFile; {file is decrypted}
```

## See Also:

[CryptFile Method](#)

# Retaindate Property

## Description

Retaindate is a boolean property that indicates whether you want the encrypted file to retain the same date and time stamp as the original file.  
The default value is false.

## Example:

```
Cryptfile1.filename := 'c:\test.dat';  
Cryptfile1.password := 'MYPASSWORD';  
Cryptfile1.retaindate := true; {retain original date and time}  
Cryptfile1.Cryptfile;
```

# Methods

[CryptFile](#)

# CryptFile Method

## Description

Once you have supplied the filename and password properties, call the Cryptfile method to encrypt the file. Calling this method a second time with the same password decrypts the file.

## Example:

```
Cryptfile1.filename := 'c:\data\mydata.dat';  
Cryptfile1.password := 'MYPASSWORD';  
Cryptfile1.CryptFile; {file is encrypted}  
Cryptfile1.CryptFile; {file is decrypted}
```





