



**IBM**

**UniObjects for .NET**

**Developer's Guide**

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IBM Corporation  
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# Preface

This manual describes UniObjects for .NET, an interface to UniVerse and UniData databases from .NET.

The manual is intended for experienced programmers and application developers who want to write .NET applications that access the UniVerse or UniData database. The manual assumes that you are familiar with UniVerse or UniData, and with .NET.

If you are new to UniVerse or UniData, you should read at least [The Database Environment](#) in Chapter 2, “[Using UniObjects for .NET.](#)”

If you are new to .NET, read one or more of the books listed in “[Additional References](#)” on page xi.

## Organization of This Manual

This manual contains the following:

Chapter 1, “[Introduction,](#)” introduces UniObjects for .NET and provides basic information about Microsoft .NET.

Chapter 2, “[Using UniObjects for .NET,](#)” outlines the database environment and explains how to use UniObjects for .NET to connect to the database, open files, and access records.

Chapter 3, “[A Tour of the Objects,](#)” describes the classes of UniObjects for .NET, detailing their associated constructors, properties, and methods.

Chapter 4, “[Getting Started with UniObjects for .NET,](#)” contains information on setting up and installing UniObjects for .NET in your environment, using online Help, and deploying .NET applications.

Chapter 5, “[Using Code Samples,](#)” provides code samples for simple software applications to help you get up to speed quickly with UniObjects for .NET.

Appendix A, “[Error Codes and Replace Tokens,](#)” provides information on replace tokens for error codes and on global constants that may be useful in your application.



# Documentation Conventions

This manual uses the following conventions:

Convention	Usage
UPPERCASE	Uppercase indicates database commands, file names, keywords, BASIC statements and functions, and text that must be input exactly as shown.
<i>Italic</i>	Italic in a syntax line or an example indicates information that you supply. In text, words in italic are used for emphasis, or to reference a name, for example, an operating system path or a book title.
Courier	Courier indicates objects, methods, keywords, and examples of source code and system output.
This line à continues	The continuation character is used in source code examples to indicate a line that is too long to fit on the page, but must be entered as a single line on the screen.
[ ]	Brackets enclose optional items. Do not type the brackets unless indicated.

## Documentation Conventions

The following conventions are also used:

- Syntax definitions and examples are indented for ease in reading.
- All punctuation marks included in the syntax—for example, commas, parentheses, or quotation marks—are required unless otherwise indicated.

## Help

You can get Help about UniObjects for .NET. In Windows Explorer, find and open the following file:

```
<Drive>:\IBM\UNIDK\UONET\doc\uodotnet.chm
```

## API Documentation

The following manuals document application programming interfaces (APIs) used for developing client applications that connect to UniVerse and UniData servers.

***Administrative Supplement for Client APIs:*** Introduces IBM's seven common APIs, and provides important information that developers using any of the common APIs will need. It includes information about the UniRPC, the UCI Config Editor, the *ud\_database* file, and device licensing.

***UCI Developer's Guide:*** Describes how to use UCI (Uni Call Interface), an interface to UniVerse and UniData databases from C-based client programs. UCI uses ODBC-like function calls to execute SQL statements on local or remote UniVerse and UniData servers. This book is for experienced SQL programmers.

***IBM JDBC Driver for UniData and UniVerse:*** Describes UniJDBC, an interface to UniData and UniVerse databases from JDBC applications. This book is for experienced programmers and application developers who are familiar with UniData and UniVerse, Java, JDBC, and who want to write JDBC applications that access these databases.

***InterCall Developer's Guide:*** Describes how to use the InterCall API to access data on UniVerse and UniData systems from external programs. This book is for experienced programmers who are familiar with UniVerse or UniData.

***UniObjects Developer's Guide:*** Describes UniObjects, an interface to UniVerse and UniData systems from Visual Basic. This book is for experienced programmers and application developers who are familiar with UniVerse or UniData, and with Visual Basic, and who want to write Visual Basic programs that access these databases.

***UniObjects for Java Developer's Guide:*** Describes UniObjects for Java, an interface to UniVerse and UniData systems from Java. This book is for experienced programmers and application developers who are familiar with UniVerse or UniData, and with Java, and who want to write Java programs that access these databases.

***UniObjects for .NET Developer's Guide:*** Describes UniObjects for .NET, an interface to UniVerse and UniData systems from .NET. This book is for experienced programmers and application developers who are familiar with UniVerse or UniData, and with Microsoft .NET, and who want to write .NET programs that access these databases.

*Using UniOLEDB*: Describes how to use UniOLEDB, an interface to UniVerse and UniData systems for OLE DB consumers. This book is for experienced programmers and application developers who are familiar with UniVerse or UniData, and with OLE DB, and who want to write OLE DB programs that access these databases.

## **Additional References**

Either of the following books may be useful if you are new to programming with .NET:

Programming Microsoft .NET, by Jeff Prosise, May 2002, ISBN 0-735-61376-1, Mass Market Paperback.

.NET Common Language Runtime Unleashed, by Kevin Burton, April 2002, ISBN 0-672-32124-6, Sams Publishing.

Visual Basic .NET Developer's Guide to ASP.NET, XML and ADO.NET, by Jeffrey P. McManus and Chris Kinsman, February 2002, ISBN 0-672-32 1319, Addison Wesley Publication.

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# Introduction

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This chapter introduces the UniObjects for .NET interface. It first gives you a basic understanding of Microsoft .NET and the .NET Framework. It then describes the architecture of UniObjects for .NET. Finally, it provides an overview of the features of UniObjects for .NET.

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## About UniObjects for .NET

UniObjects for .NET is an interface to the UniData and UniVerse databases through Microsoft .NET. UniObjects for .NET is a proprietary middleware application program interface (API) designed specifically for software development in the .NET Framework. This interface is managed code written in C# Common Language Runtime (CLR).

Software developers can use the UniObjects for .NET API and any CLR language (such as C#, J#, VB.NET, or C++ .NET) to create the following types of application and services:

- Console applications
- Windows applications
- ASP.NET Web applications
- XML Web services
- Smart Client applications for desktop and pocket PCs

You will need to know more about Microsoft .NET and the .NET Framework before we go on to discuss its use with UniObjects. The next section introduces you to the concepts and components of Microsoft .NET.

---

## About Microsoft .NET

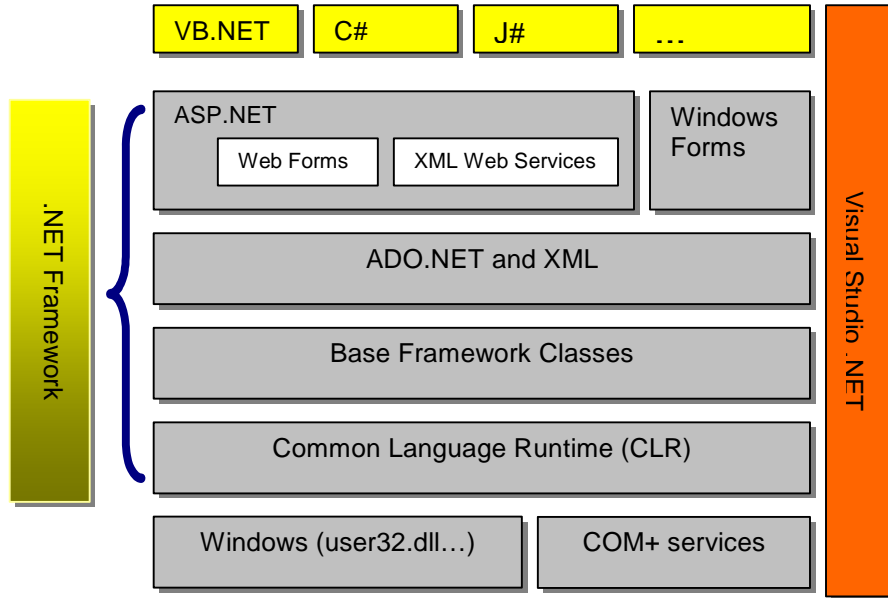
Microsoft .NET is a complete software package for developing and delivering software applications. It consists of the following components:

- **.NET Framework**, used to build and run several types of software, including Web-based applications, smart client applications, and Extensible Markup Language (XML) Web services. These types of software facilitate integration by sharing data and functionality over a network through standard, platform-independent protocols such as XML, SOAP, and HTTP.
- **Developer tools**, such as Microsoft Visual Studio® .NET 2003, which provide an integrated development environment (IDE) for maximizing developer productivity with the .NET Framework.
- **Server software**, including Microsoft Windows® Server 2003, Microsoft SQL Server™, and Microsoft BizTalk® Server, that integrates, runs, operates, and manages Web services and Web-based applications.
- **Client software**, such as Windows XP, Windows CE, and Microsoft Office XP, that helps developers deliver a user interface across a variety of devices.

## What Is the .NET Framework?

The .NET Framework is an integral Windows component for building and running a new generation of software applications and Web services. It is composed of the Common Language Runtime (CLR) and a unified set of class libraries.

The following illustration shows the .NET Framework in the context of the Windows environment. The parts of the .NET Framework are shown within the bracket marked .NET Framework.



With the .NET Framework, it is easier than ever to build, deploy, and administer secure, robust, high-performing software applications. The .NET Framework:

- Supports more than 20 programming languages, including C#, J#, VB.NET, and C++ .NET.
- Manages much of the underlying code for software applications, enabling software developers to focus on the core business logic code.

### ***Common Language Runtime (CLR)***

The CLR is responsible for run-time services such as

- language integration
- security enforcement
- memory, process, and thread management



In addition, CLR has a role at development time when features such as life-cycle management, strong type naming, cross-language exception handling, and dynamic binding reduce the amount of code that the software developer must write to turn business logic into a reusable component.

### *Microsoft Intermediate Language (MSIL)*

The .NET Framework compilers generate this CPU-independent instruction set for the use of the Common Language Runtime. Before MSIL can be executed, the CLR must convert it to native, CPU-specific code.

### *Managed code*

This type of code is executed and managed by the .NET Framework's Common Language Runtime. Managed code must supply the instruction set necessary for the CLR to provide services such as memory management, cross-language integration, code access security, and automatic lifetime control of objects. All code that has been compiled in Microsoft Intermediate Language executes as managed code.

### *Unmanaged code*

This type of code is executed by the operating system, outside the .NET Framework's Common Language Runtime. Unmanaged code must provide its own memory management, type checking, and security support, unlike managed code, which receives these services from the Common Language Runtime.

### *Class libraries*

The .NET Framework uses a number of class libraries, listed below. Together, the class libraries provide a common, consistent development interface across all languages supported by the .NET Framework.

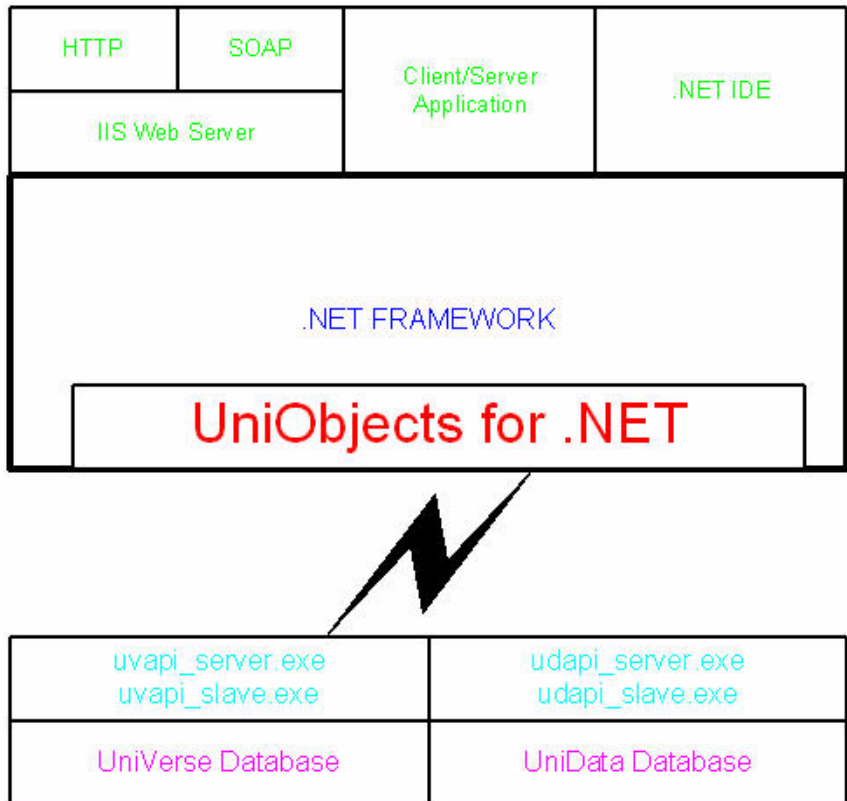
- **Base classes** provide standard functionality such as input/output, string manipulation, security management, network communications, thread management, text management, and user interface design features.
- **ADO.NET classes** enable developers to interact with data accessed in the form of XML through the OLE DB, ODBC, Oracle, and SQL Server interfaces.
- **XML classes** enable XML manipulation, searching, and translation.

- **ASP.NET classes** support the development of Web-based applications and Web services.
- **Windows Forms classes** support the development of desktop-based smart client applications.

---

## Architecture of UniObjects for .NET

The following illustration shows the architecture of UniObjects for .NET and its relationship with the UniData and UniVerse databases.



IBMU2.UODOTNET is the namespace assigned to UniObjects for .NET for the UniData and UniVerse databases.

UniObjects for .NET is the data access model for .NET applications that connect to the UniData and UniVerse databases. It contains a collection of classes that allow you to connect to the UniData and UniVerse databases, execute commands, and read and write results:

- The `UniSession` class represents an open session to a `UniData` or `UniVerse` database.
- The `UniFile` and `UniDictionary` classes are used to access all file operations.
- The `UniCommand` class represents a Basic statement or stored procedure to execute against a `UniData` or `UniVerse` database.
- The `UniTransaction` class represents a Basic transaction to be made in a `UniData` or `UniVerse` database.
- The `UniDataSet` is a collection class used to read and write bulk `UniRecord` transactions in a `UniData` or `UniVerse` database.

---

## Features of UniObjects for .NET

UniObjects for .NET is modeled after UniObjects for Java. UniObjects for Java (UOJ) is written in pure Java; likewise, UniObjects for .NET (UO.NET) is written in pure C#, one of the .NET Framework CLR-supported languages.

Since UniObjects for .NET is written purely in C#, it is managed code; it does not use any functions outside of the .NET Framework CLR. The UO.NET code complies with the .NET Framework standard and it follows C# conventions for names, comments, and standards.

While the two interfaces are very similar, UniObjects for .NET offers several improvements over UniObjects for Java. This section describes only those features of UniObjects for .NET that are not found in UniObjects for Java:

- [NLS Support](#)
- [Tracing and Logging](#)
- [UniDynArray and UniDataSet](#)
- [UniFile Read/Write Methods](#)

## NLS Support

UniObjects for .NET supports the Encoding class of the .NET Framework class library through its UniSession class property called `UOEncoding`.

The Encoding class provides methods to convert arrays and strings of Unicode characters to and from arrays of bytes encoded for a target page. An application can use the properties of the Encoding class such as ASCII, Default, Unicode, UTF7, and UTF8.

For example:

```
UniSession m_us=UniObjects("xxx", "yyy", "localhost", "demo", "udcs");
Encoding en=Encoding.UTF8;
m_us.UOEncoding=en;
```

## Tracing and Logging

UniObjects for .NET provides a standard tracing and logging facility to trace the execution of UO.NET code and log the data in a user-specified destination. The configuration of UO.NET tracing and logging can be specified in your application's configuration file (app.config for Windows applications or web.config for Web applications or Web services).

In the .NET Framework, there are four predefined trace levels:

- 1(error)
- 2(warning)
- 3(info)
- 4(verbose)

A UniObjects for .NET application can select one of these four levels and specify a storage destination for the output of tracing and logging. If no destination is given, the default output file UniTraceLog.txt is generated in the system's temporary folder.

By default, tracing and logging are turned off in UniObjects for .NET. Tracing can be turned on using the application configuration file. For example:

```
<system.diagnostics>
  <switches>

    <!-- Set value property of Arithmetic switch to one of the following:
         1(error), 2(warning), 3(info), 4(verbose) -->
    <add name='UniTraceSwitch' value='1' />
  </switches>
  <trace autoflush="true" indentsize="4">
    <listeners>
      <add name="myListener"
          type="System.Diagnostics.TextWriterTraceListener"
          initializeData="c:\temp\myListener.log" />

    </listeners>
  </trace>
</system.diagnostics>
```

In the above example., tracing is turned on and it is set to the 1(error) level. The log file name is c:\temp\myListener.log.

As we expect UniObjects for .NET to be used in a multithreaded environment, thread ID and thread name are a standard prefix to tracking and logging messages.

## UniDynArray and UniDataSet

In UniObjects for .NET, UniDynArray and UniDataSet are always associated with UniSession so they use the marks that the server is set up to use. Consequently, there is no chance of server data being misinterpreted due to the use of different marks on the client and server, as is often the case in UniObjects and UniObjects for Java (UOJ).

UniDynArray stores data internally in byte arrays, so it deals with binary data only, as does the server. One difference from its implementation in UniObjects for Java is that the ToString() method and StringValue property return the UniCode string after converting the binary data based on the associated session's encoding. Other changes to UniDynArray from UOJ include one constructor that takes binary data and one output method that returns a byte array.

UniDataSet supports foreach statements. For example:

```
UniSession m_us=UniObjects("xxx", "yyy", "localhost", "demo", "udcs");
UniFile m_fl=m_us.Openfile("Customer");
string[] sArray={"2", "3", "4"};
UniDataSet m_ds=m_fl.Read(sArray);
foreach(UniRecord item in M_ds)
{
    Console.WriteLine(item.ToString());
}
```

## UniFile Read/Write Methods

In UniObjects for Java, most of the UniFile read methods can take a lockflag parameter, but the flag is never actually used. Based on this lack of use in practice, UniObjects for .NET UniFile Read methods do not take a lockflag parameter.

UOJ UniFile read and write have many overloading methods, which can be confusing. This led us to introduce different names for different operations in UniObjects for .NET UniFile. For example, to read a single field from a file, you can use UniFile.ReadField() or UniFile.ReadNamedField(); to read multiple fields, you can use UniFile.ReadFields() or UniFile.ReadNamedFields().

Another noticeable difference in the UniObjects for .NET UniFile Read and Write methods is that they take parameters of specific types like int, string, and string[], whereas in UOJ they can take parameters of a general object type. Strong typing methods are better because their early binding requirements can catch application errors during compilation rather than at run time.

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This chapter explains how to use UniVerse or UniData in a .NET application. The topics covered include:

- An overview of the database environment
- Opening and controlling a database session
- Accessing files
- Locking records
- Handling errors
- Using dictionaries
- Accessing UniVerse text files and binary files for sequential processing
- Executing database commands
- Running subroutines on the server

If you are new to Microsoft .NET, you should read one of the books listed under [Additional References](#) in the “[Preface](#)” before you start this chapter.

---

## The Database Environment

This section tells you just enough about the database environment to enable you to understand the rest of the chapter. If you already know about UniVerse or UniData, skip to “[UniObjects Concepts](#)” on page 2-7. To learn more about UniVerse, read *UniVerse System Description*. To learn more about UniData, read *Using UniData* and *Administering UniData*.

A database user logs on to a database account. A database account includes an operating system directory containing database files and possibly operating system files and directories as well.



**Note:** *UniVerse has several account flavors. The following sections describe the UniVerse IDEAL flavor, which is recommended for use with UniObjects. UniData uses ECLTYPE and BASICTYPE to specify account flavors. See the Using UniData manual for information about UniData flavors.*

Each database file comprises a data file containing data records, and a file dictionary that defines the structure of the data records and how to display them. Each record in a file is uniquely identified by a record ID, which is stored separately from the data to which it refers.

The VOC (vocabulary) file in a database account contains a record for every file used in the database. This record provides a cross-reference between the file name, which is the record ID, and the path of the file stored in field 2 of the record.

## Data Structure

In an application, each file holds one type of record. For example, a file called CUSTOMER might hold one record for each customer, whereas another file called ORDERS might hold one record for each order placed by a customer. The records and the fields they contain are not fixed in size, and the file itself can grow or shrink according to the amount of data it holds.

Data is stored in fields in a record. For example, a record in the CUSTOMER file might have fields containing the name, address, and telephone number of a customer. A field can hold more than one value, for example, the separate elements of an address can be stored as multivalues of one field rather than as separate fields in the record. A field in one record can contain a cross-reference to data held in another file. For example, to link customers with their orders, records in the CUSTOMER file might have a multivalued field containing a list of the corresponding record IDs of their orders in the ORDERS file.

## **File Dictionaries**

The file dictionary holds information about the structure of data records and their relationships to other files. In a record, each field is identified by a number, and the dictionary acts as a cross-reference between that number and the name of the field. For example, the customer's phone number might be held in a field called CUST.PHONE, which is field 3 in the record.

The file dictionary also defines how to format and display the data in the field for output; for example, the heading and the width of the column used in a report. All data is stored as character strings. Some data, such as monetary amounts and dates, is stored in a compact, internal format. For these fields, the dictionary holds a conversion code, which specifies a conversion to apply before displaying the data.

## **Types of Dictionary Records**

The following main types of dictionary records define fields in the data file:

- D-descriptors, which define the data actually stored in a field
- I-descriptors, which are calculated fields, evaluated whenever the value is required
- On UniData systems, V-descriptors (which define virtual fields) are like I-descriptors

I-descriptors can perform calculations on data stored in one record, or retrieve data from other files. For example, records in the CUSTOMER file have a field that lists related record IDs in the ORDERS file. The CUSTOMER file dictionary could contain I-descriptors that use the TRANS function to retrieve fields from those related records.

## Locks

When a program makes changes to the database, it sets a lock on each record involved in the update, ensuring that no other user or process can modify the record until the lock is released. Locks and locking strategy are described in [“Record Locks”](#) on page 2-17.

## Data Retrieval

UniVerse contains several utilities to use with the database, including:

- Retrieve, a data query and reporting language
- ReVise, a menu-based data entry and modification program
- Editor, a line editor that adds, changes, and deletes records in a file

UniData provides a set of similar programs:

- UniQuery, a data query and reporting language
- UniEntry, a menu-based data entry and modification program
- Editor and AE Editor, line editors that add, change, and delete records in a file
- UniData SQL, UniData’s version of the SQL language

The database also has many commands and keywords for administering and maintaining the database. All these utilities and commands can be accessed by a program through UniObjects. For more information, see [“Using Database Commands”](#) on page 2-22.

---

## UniObjects Concepts

If you already know UniVerse or UniData, you will find that UniObjects uses some different terms to define familiar database features. This section defines those terms and shows how they map to the database.

### Objects

An object is an instance of a class. All objects of a class share characteristics. The objects you can use with UniObjects for .NET are shown in the following table. The five most commonly used classes are listed first in the order in which you are most likely to use them in an application. The remaining classes are organized in alphabetical order.

Object	Description
UniRoot	This is an abstract class from which all UniObjects for .NET classes are inherited.
UniObjects	Represents an open connection to the UniVerse or UniData database. This class cannot be inherited.
UniSession	A UniSession object is a reference to a connection between your client program and the database running on the server. You normally access the other objects through the UniSession object.
UniFile	A UniFile object is a reference to a database file.
UniDictionary	A UniDictionary object is a reference to a database file dictionary.
UniCommand	A UniCommand object is a reference to a database command executed on the server.
UniDataSet	A UniDataSet object is a reference to a set of information, such as a group of record IDs, that can be used with other objects.
UniDynArray	A UniDynArray object is a reference to a dynamic array, such as a record or select list.

---

#### UniObjects for .NET Objects

Object	Description
UniNLSLocale	A UniNLSLocale object is a reference to the NLS locale information for a session.
UniNLSMap	A UniNLSMap object is a reference to the NLS map information for a session.
UniSelectList	A UniSelectList object is a reference to a database select list.
UniSequentialFile	A UniSequentialFile object is a reference to a type 1 or type 19 UniVerse file used for storing text, programs, or other data.
UniRecord	A UniRecord is a subclass of the UniDynArray class, and includes information regarding the record ID (as well as the record data) and the status of any recent operation on that data.
UniSubroutine	A UniSubroutine object is a reference to a BASIC subroutine that is called by the client program but runs on the server. For BASIC users, this is the familiar cataloged subroutine.
UniTransaction	A UniTransaction object is a reference to a transaction for a session.

#### UniObjects for .NET Objects (Continued)

## Methods

Methods are procedures used with a particular object. Many of the methods used in UniObjects for .NET are equivalent to UniObjects methods and properties, and to BASIC statements and functions. For example, the `ClearFile()` method is equivalent to the UniObjects `ClearFile` method and the BASIC `CLEARFILE` statement.

## Properties

Properties represent the internal state of any given object. In UniObjects for .NET, you use a .NET property declaration. Properties are an extension of fields and are accessed using the same syntax. Unlike fields, properties have accessors that read, write, or compute their values. For example:

```
//A read-write instance property
public string fileName
{
    get
    {
        return name;
    }
    set
    {
        name=value;
    }
}
```



---

## Opening a Database Session

You must connect to a database server before you can access files or records on it. You use the `OpenSession()` method of the `UniObjects` object to establish a server session. The server can be the same computer that the client application is running on, or it can be a different computer linked by a network. A connected session is like any login session established by a terminal user.

Once the session is active, you can use it to create other objects. For example, if you want to open a file, execute a database command, or run a subroutine on the server, you start the operation using the methods provided by the `UniSession` object.

The `UniSession` object must exist for as long as your application needs access to the server. When a `UniSession` object is no longer active, this closes the connection with the database server. This means that although the objects created through a `UniSession` object are still available, you may not be able to use them. For example, if you have a `UniFile` object, you can access the last record read from the file, but you cannot read another record.

## Data Encryption

Data encryption is a facility in which data transmissions between the client and server is modified to prevent unsecure parties from intercepting sensitive data. `UniObjects` for .NET provides the facility to use encryption at the session, object, and operation levels.

## Using Methods to Create Objects

The following table shows the `UniObjects` for .NET objects and the methods you use to create or access them. The methods all belong to the `UniSession` object.

Object	Method
<code>UniCommand</code>	<code>CreateUniCommand()</code>
<code>UniDictionary</code>	<code>CreateUniDictionary()</code>
<code>UniDynArray</code>	<code>CreateUniDynArray()</code>

---

**UniObjects for .NET Objects and Methods**

Object	Method
UniFile	CreateUniFile()
UniNLSLocale	CreateNLSLocale()
UniNLSMap	CreateNLSMap()
UniSelectList	CreateUniSelectList()
UniSequentialFile	CreateSequentialFile()
UniSubroutine	CreateUniSubroutine()
UniTransaction	CreateUniTransaction()

#### UniObjects for .NET Objects and Methods (Continued)

## Using the @TTY Variable

During normal server operations, the @TTY variable on the server is set to the terminal number. If the process is a phantom, @TTY returns the value `phantom`. If the process is a database API such as UniObjects for .NET or UniObjects, @TTY returns the value `uvcs` on UniVerse systems and `udcs` on UniData systems.

You can use this returned value by adding a paragraph entry to the VOC file. For example:

```
PA
IF @TTY = 'uvcs' THEN GO END:
START.APP
END:
```

## Using Files

Before you can use a database file, you must open the file using the `CreateUniFile()` method of the `UniSession` object as follows:

```
UniFile custfile = uSession.CreateUniFile("CUST");
```

---

## Reading and Writing Records

When a file is open, you can read data from it and write data to it. To read a record, call the `Read()` method of the `UniFile` object. For example:

```
UniDynArray custRec = custFile.Read("12345");
```

To write data back to the file, call the `Write()` method of the `UniFile` object. For example:

```
custFile.Write();
```

---

## Fields, Values, and Subvalues

When you read a record, it is returned as a `UniDynArray` object. To access or manipulate the dynamic array, you address the fields, values, and subvalues just as you do in BASIC and just as they are stored in the file.

You can address fields, values, and subvalues as follows:

```
dynArray.method (field, [value, [subvalue]]);
```

`dynArray` is the object variable, `method` is the method you want to use, and `field`, `value`, and `subvalue` are integers representing the respective field, value, or subvalue you want to access. If no field is given, the operation occurs over the entire array.

For example, to find what is the third value in a dynamic array, write:

```
UniDynArray thirdField = origArray.Extract( 3 );
```

This extracts field 3 from the `origArray` and returns the data into the object `thirdField`.

To access a value, do the same thing, but extend it as follows:

```
UniDynArray thirdFieldSecondValue = origArray.Extract( 3, 2 );
```

This extracts the second value from the third field and returns the object into `thirdFieldSecondValue`.

To modify data in the object, do the same thing. For example, to change the second value of the third field, write:

```
origArray.Replace( 3, 2, "NewData" );
```

This changes the object immediately.

Other operations you can perform are:

- To count the number of values in field 2 of the dynamic array:

```
int NumValues = origArray.Count( 2 );
```

- To count the number of fields in the entire array:

```
int NumValues = origArray.Count();
```

- To insert a new field before field 5 in the array:

```
origArray.Insert( 5, "new value " );
```

- And finally, to delete the fourth subvalue of the first value of field 3:

```
origArray.Delete( 3, 1, 4 );
```

You can also use the other methods in the same way.

---

## Data Conversion

When you read and write an entire record, your program must handle conversion of data to and from its internal storage format. You do this using the `IConv()` (input convert) and `OConv()` (output convert) methods of the `UniSession` object.

For example:

```
UniDynArray dateBox = uSession.OConv(x, "D");
```

In most cases the position of the field in the record and the conversion code to apply must be written into your program. This means that your program may need to change if the structure of the record changes.

As an alternative, you can read or write to a named field rather than to the entire record, and let `UniObjects` consult the file dictionary and perform any data conversion for you. You do this using the `ReadNamedField()` and `WriteNamedField()` methods.<sup>1</sup>

The `ReadNamedField()` method of the `UniFile` object lets a program request data in its converted form from a field specified by name. `ReadNamedField()` can also evaluate I-descriptors. For example, the code to read the `LAST.ORDER.DATE` field might look like this:

```
UniDynArray rec = custFile.ReadNamedField('LAST.ORDER.DATE');
```

The `WriteNamedField()` method does the converse, that is, it takes a data value, applies an input conversion to it, then writes it to the appropriate location in the record. It does not support I-descriptors.

1. BASIC does not have equivalents to the `ReadNamedField()` and `WriteNamedField()` methods.

---

## Error Handling

UniObjects for .NET separates the code that handles error exceptions from the normal code flow. An exceptional condition is said to *throw an exception* that must be *caught*. Whenever an error occurs in one of the API libraries, the method encountering the error throws a particular exception, which the programmer must then catch and handle appropriately. This is done using .NET *try/catch* blocks. For example:

```
try
{
    result = uFile.Read(recordToBeRead);
    result2 = uFile.Read(nextRecordToBeRead);
}
catch(Exception e)
{
    processError(e);
}
```

This ensures that normal operations are handled in one section, and exceptional conditions are handled in another section.

Many classes support a status property (for example, `FileStatus`), which enables the developer to get additional information about certain operations.

UniObjects for .NET does not have a direct equivalent to the THEN and ELSE clauses that a BASIC programmer uses to specify different actions depending on the success of an operation. Instead, all database objects throw a `UniException` object, which is set by various methods. If the method does not finish successfully, the `UniException` object indicates an error. For a list of error codes, see Appendix A, [“Error Codes and Replace Tokens.”](#)

For example, if you call the `Read()` method of a `UniFile` object, the operation fails if the record does not exist. In this case, the `UniFileException` object indicates the record was not found.

For examples of error handling, see the entry for the `UniFile` object in Chapter 3, [“A Tour of the Objects.”](#)



---

## Record Locks

***Note:** BASIC programmers should read this section carefully. Locking is handled differently in UniObjects to make coding easier in the event-driven environment of a client application.*

UniVerse and UniData have a system of locks to prevent potential problems when several users try to access the same data at the same time. The three types of lock you can use in programs are task locks, file locks, and record locks. This section discusses only record locks, which are used most often. For information on task locks and file locks, refer to the descriptions of the `CreateTaskLock()` and `ReleaseTaskLock()` methods of the `UniSession` object, and to the `LockFile()` and `UnlockFile()` methods of the `UniFile` object, in Chapter 3, “[A Tour of the Objects](#).” See also the *UniVerse System Description* for more information on record and file locks.

A record lock prevents other users from:

- Setting a file lock on the file containing the locked record.
- Setting a record lock on the locked record.
- Writing to the locked record.
- Creating a record with the same record ID. In this case, you set a lock on the record before it has been created.

There are two types of record lock:

- Exclusive update locks (READU locks), which prevent other users from reading or writing to the record
- Shared read locks (READL locks), which allow other users to read the record but not to update it

## Setting and Releasing Locks

Setting and releasing record locks is controlled by three properties of the `UniFile` object:

- The blocking strategy set by the `UniFileBlockingStrategy` property specifies whether to wait if the record is already locked (equivalent to a BASIC LOCKED clause).





- The lock strategy set by the `UniFileLockStrategy` property specifies what kind of lock to set when reading.
- The release strategy set by the `UniFileReleaseStrategy` property specifies when to release a lock, for example:
  - When a record is written or deleted.
  - When you set a new record ID value using the `RecordID` property. This provides a simple way to set the lock release strategy for a program that edits a sequence of records, without having to code lock handling every time a record is read or written.
  - Only by the `UnlockRecord()` method.

**Note:** *All locks are released when the session is closed.*

You can set these properties for each file, or you can use the defaults associated with the `UniSession` object. These defaults are specified using the `BlockingStrategy`, `LockStrategy`, and `ReleaseStrategy` properties of the `UniSession` object. In either case the properties remain set for all subsequent reads on that file during the session; you do not need to set them again. For examples, see the entries for the `UniFile` and `UniSession` objects in Chapter 3, “[A Tour of the Objects.](#)”

---

## Select Lists

In UniVerse and UniData you can retrieve a specified set of record IDs, saving them as an active select list. You can either use the active select list immediately in a program or command, or give it a name and save it for future use. A UniVerse session can have up to 11 select lists active at the same time, numbered from 0 through 10. A UniData session can have up to 10 active select lists, numbered from 0 through 9.

## Accessing Select Lists

A UniObjects for .NET application can use select lists by defining `UniSelectList` objects. You get a reference to one of the numbered select lists using the `CreateSelectList()` method of the `UniSession` object. For example:

```
UniSelectList uSelect = uSession.CreateSelectList();
```

## Creating Select Lists

The `UniSelectList` methods you can use to create a select list are `FormList()`, `Select()`, `SelectAlternateKey()`, or `SelectMatchingAK()`. You can also create a select list by executing a database command that creates one; for example, `SELECT` or `SSELECT`. In the following example, the `Select()` method creates a select list:

```
uSelect.Select(uFile);
```

## Reading and Clearing Select Lists

You can read a select list in two ways:

- One record ID at a time using the `Next()` method
- All record IDs at once using the `ReadList()` method

If you just want to read part of a list, you can discard the unwanted part by calling the `ClearList()` method.

For more information and examples, see the entry for the `UniSelectList` object in Chapter 3, “[A Tour of the Objects.](#)”

---

## Using a Dictionary

For most application programs it is economical to build a record's structure and field types into the program. This avoids having to look up the format of the record in the file dictionary. If you want your program to process different types of records, you will need to look in the file dictionary to see how the records are structured. In a UniObjects for .NET application, you do this through the `CreateUniDictionary()` method of the `UniSession` object. This returns a `UniDictionary` object, which has methods for reading and writing particular fields from the dictionary. These methods are:

- `GetAssoc()` and `SetAssoc()`
- `GetConv()` and `SetConv()`
- `GetFormat()` and `SetFormat()`
- `GetLoc()` and `SetLoc()`
- `GetName()` and `SetName()`
- `GetSM()` and `SetSM()`
- `GetSQLType()` and `SetSQLType()`
- `GetType()` and `SetType()`

For more information about these methods, see the entry for the `UniDictionary` object in Chapter 3, [“A Tour of the Objects.”](#)

Here is an example that finds the type of a particular field:

```
UniDictionary dictFile = uSession.CreateUniDictionary() ("XXX")
UniString rec = dictFile.GetType();
```

---

## Using Binary and Text Files

You can use UniVerse type 1 and type 19 files to store text or binary data you want to include in a program. UniVerse implements type 1 and type 19 files as operating system directories. The records in type 1 and type 19 files are implemented as operating system files whose file names are the database record IDs:

Database Item	Implemented by Operating System as...
Type 1 or type 19 file	Directory
Type 1 or type 19 file record	File
Record ID	Filename

For small text files, you can open the type 1 or type 19 file with the `Open()` method and then read an entire text file with the `Read()` method. See [“Using Files”](#) on page 2-11.

## Accessing Files Sequentially

On UniVerse and UniData systems, if a file is large or contains binary data, it is better to read and write the file sequentially, that is, in manageable sections. You can do this by using the `CreateSequentialFile()` method of the `UniSession` object. This returns a `UniSequentialFile` object, whose methods allow sequential access to the data. The `UniSequentialFile` object uses an internal file pointer to track read and write operations (equivalent to BASIC’s sequential file variable). You can:

- Read and write lines of text with the `ReadLine()` and `WriteLine()` methods
- Read and write binary data with the `ReadBlk()` and `WriteBlk()` methods
- Change the position of the file pointer with the `FileSeek()` method
- Truncate an existing file with the `WriteEOF()` method

For more information, see the entry for the `UniSequentialFile` object in Chapter 3, [“A Tour of the Objects.”](#)



---

## Using Database Commands

Your program can run most database commands through the `UniCommand` object, which is equivalent to the BASIC `EXECUTE` statement.

You can use the `UniCommand` object for:

- Creating or deleting a database file.
- Making a select list of records that meet your requirements. See [“When to Use Database Commands”](#) on page 2-24.
- Running a program on the server to save processing power on the client.

**Note:** *The `UniCommand` object may not always be the most efficient way to use resources in a client/server program. For more information, see [When to Use Database Commands](#).*

You can issue only one command at a time. You use the `CreateUniCommand()` method of the `UniSession` object to create a `UniCommand` object. For example:

```
UniCommand com1 = uSession.CreateUniCommand()
```

You specify the command that you want to execute using the `command` property, and then execute it by calling the `Execute()` method. For example:

```
com1.command="some command";  
com1.Execute();
```

You can get the result of a command using the `CommandStatus` property and `Response` property as follows:

- If the command ran to completion, the `CommandStatus` property returns `UniObjectsTokens.UVS_COMPLETE`, and you can get any output generated by the command using the `Response()` method.
- If the command did not finish, or if all the output was not retrieved, the `CommandStatus` property shows what happened. You can use the `Reply()` or `NextBlock()` method to continue processing. For an example, see the entry for the `UniCommand` object in Chapter 3, [“A Tour of the Objects.”](#)

---

## Client/Server Design Considerations

In designing your application, avoid unnecessary interaction between the client and the server. This has two main benefits:

- Performance: reducing network traffic improves performance.
- Scalability: if more clients and servers are added to the network, your application's performance remains acceptable.

To use the client and server efficiently, you must know which operations need to communicate with the server and when those operations take place. If necessary, you can then change the design of the application to reduce the interaction with the server. The following sections describe some ideas for using the client and server economically.

### Calling Server Subroutines

You can reduce network traffic by running parts of your application on the server as BASIC subroutines. Server subroutines run in an area called catalog space that is available to any program on the server.



**Note:** A server subroutine must be cataloged before you can call it from UniObjects. For more information about cataloging subroutines on UniVerse systems, see the entry for the CATALOG command in UniVerse User Reference, and the discussion of subroutines in UniVerse BASIC. For information about cataloging UniData subroutines, see UniData Commands Reference and Administering UniData.

Your program can call a cataloged subroutine via the UniSubroutine object, which you get using the CreateUniSubroutine() method of the UniSession object. For example:

```
UniSubroutine getOrderData = uSession.CreateUniSubroutine()  
("GET.ORDER.DATA", 4);
```

The `CreateUniSubroutine()` method needs the name of the cataloged subroutine and the number of arguments that it takes. Once your program has obtained the `UniSubroutine` object, you use the `SetArg()` method to supply values for arguments, the `Call()` method to call the subroutine, and the `GetArg()` method to retrieve any argument values returned. For example:

```
getOrderData.SetArg(0, OrderNumber);
getOrderData.SetArg(1, DisplayType);
getOrderData.Call();
UniString displayValue = getOrderData.GetArg(2);
```

## When to Use Database Commands

You can save client processing by executing database commands on the server. The most effective commands to use are those that do not generate any output, such as the `Retrieve` and `UniQuery SELECT` and `SSELECT` commands.

Some commands can increase network traffic because they generate prompts or messages that your program must then handle. If your program cannot cope with an unexpected request for input from a command, it hangs, with no indication of what went wrong. In particular, avoid using interactive commands such as `CREATE.FILE` or `REFORMAT` which have many possible prompts and error conditions. (In most cases it should not be necessary to create or reformat files as part of your application.)

## Task Locks

You can protect a process running on the server from interruption by other users or programs by setting a task lock. `UniVerse` and `UniData` have 64 task locks you can assign to events or processes. For example, if your application uses a resource such as a printer, you can set a task lock to prevent another database user from accessing the printer during your print run.

You set and release task locks with the `SetTaskLock()` and `ReleaseTaskLock()` methods of the `UniSession` object. Task locks have no predefined meanings. You must ensure that your application sets and releases task locks efficiently. You can use the `LIST.LOCKS` command to check which locks are in use and which users hold them.

---

## Connection Pooling

UniData 7.1 and UniVerse 10.2 support connection pooling with UniObjects for Java and UniObjects for .NET.

The term *connection pooling* refers to the technology that pools permanent connections to data sources for multiple threads to share. It improves application performance by saving the overhead of making a fresh connection each time one is required. Instead of physically terminating a connection when it is no longer needed, connections are returned to the pool and an available connection is given to the next thread with the same credentials.

You can activate connection pooling in your program, or activate it through a configuration file.

### Connection Pool Size

You can set the minimum and maximum size of the connection pool either in your program or through a configuration file. If you do not define these sizes, the minimum size defaults to 1 and the maximum size defaults to 10. The minimum size determines the initial size of the connection pool.

The size of the connection pool changes dynamically between the minimum and maximum sizes you specify, depending on the system demands. When there are no pooled connections available, UniData either creates another connection, if the maximum connection pool size has not been reached, or keeps the thread waiting in the queue until a pooled connection is released or the request times out. If a pooled connection is idle for a specified time, it is disconnected.

### *License Considerations*

The actual size of a connection pool depends on the pooling licenses available on the server. For example, if you set a connection pool to a minimum size of 2 and a maximum size of 100, and you have 16 licenses available, the maximum connection pool size will be 16. If you only have 1 license available, UniData does not create the connection pool at all, since the minimum size of 2 cannot be met.



## Connection Allocation

Once UniData allocates a pooled connection to a thread, the connection remains exclusively attached to that thread until it is explicitly freed by the thread.

UniData does not “clean up” the pooled connection before allocating it to a user thread with the same credentials. For example, UDT.OPTIONS settings, unnamed common, environment variables, and so forth remain from previous use.

## Activating Connection Pooling

To activate connection pooling, use the `UniObjects.UOPooling` statement in your program, as shown in the following example.,

```
UniObjects.UOPooling = true;
```

## Specifying the Size of the Connection Pool

To specify the size of the connection pool, use `UniObjects.MinPoolSize` to define the minimum number of connections, and the `UniObjects.MaxPoolSize` to define the maximum number of connections, as shown in the following example:

```
UniObjects.MinPoolSize = 1;  
UniObjects.MaxPoolSize = 10;
```

If you do not specify the minimum and maximum number of connections, UniData defaults to 1 for the minimum and 10 for the maximum.

## Creating Multiple Connection Pools

You can create as many connection pools as you like by issuing multiple `UniObjects.OpenSession` commands in your program. You must specify different credentials for each connection pool.

**UniObjects.OpenSession**(*server\_name*, *logon\_name*,  
*password*, *account*, *service\_name*)

The following table describes each parameter of the syntax.

Parameter	Description
<i>server_name</i>	The name of the server to which you are connecting.
<i>logon_name</i>	The logon name of the user connecting to the server.
<i>password</i>	The password corresponding to the <i>logon_name</i> .
<i>account</i>	The account on the server to which you are connecting.
<i>service_name</i>	This parameter is optional. The name of the rpc service. If you do not specify <i>service_name</i> , UniData defaults to defcs. If you do specify <i>service_name</i> , the service name must exist in the unircpservices file.

#### **UniObjects.OpenSession Parameters**

When you close a session using connection pooling, UniData does not close the connection, it makes the connection available in the connection pool.

## Connection Pooling Code Example

The following example illustrates using connection pooling in a program:

```
using System;
using IBMU2.UODOTNET;
using System.Threading;

namespace CPTest
{
    class CPTest
    {
        [STAThread]
        static void Main(string[] args)
        {
            UniSession us1=null;
            try
            {
                UniObjects.UOPooling = true;
                UniObjects.MinPoolSize = 1;
                UniObjects.MaxPoolSize = 10;
                us1 =
                UniObjects.OpenSession("localhost","username","password","demo","udcs");
                UniCommand cmd = us1.CreateUniCommand();
                cmd.Command="SSELECT STATES";
                cmd.Execute();
                string response_str = cmd.Response;
                Console.WriteLine(" Response from UniCommand
                :"+response_str);
                UniSelectList sl = us1.CreateUniSelectList(0);
                while (!sl.LastRecordRead)
                {
                    string s = sl.Next();
                    if (s != "")
                    {
                        Console.WriteLine(" Record ID : "+s);
                    }
                }
            }
            catch(Exception e)
            {
                if(us1 != null && us1.IsActive)
                {
                    UniObjects.CloseSession(us1);
                    us1= null;
                }
                Console.WriteLine("");
                Console.WriteLine(Thread.CurrentThread.Name +" :
                Connection failed in Test Program : " + e.Message +e.StackTrace);

                Console.WriteLine("=====
                =====");

                Console.WriteLine("=====
                =====");

            }
            finally
            {
                if(us1 != null && us1.IsActive)
                {

```

```
        Console.WriteLine("");  
        Console.WriteLine(Thread.CurrentThread.Name + " :  
Connection Passed in Test Program");  
  
Console.WriteLine("=====");  
  
Console.WriteLine("=====");  
  
        UniObjects.CloseSession(usl);  
    }  
}  
}
```

## Configuration File Example

The following example illustrates a configuration file for connection pooling. This configuration file is named either `app.config` or `web.config`.

```
<?xml version="1.0" encoding="utf-8" ?>
- <configuration>
-   <UO.NET>
-       <General>
            <add key="SocketTimeout" value="300000" />
        </General>
-       <ConnectionPooling>
            <add key="ConnectionPoolingOn" value="1" />
            <add key="MinimumPoolSize" value="1" />
            <add key="MaximumPoolSize" value="16" />
            <add key="IdleRemoveThreshold" value="300000" />
            <add key="IdleRemoveExecInterval" value="6000" />
            <add key="OpenSessionTimeout" value="30000" />
        </ConnectionPooling>
-       <PerformanceMonitor>
            <add key="BusyConnectionCounter" value="0" />
        </PerformanceMonitor>
    </UO.NET>
-
- <system.diagnostics>
    + <switches>
-     <trace autoflush="true" indentsize="4">
-         <listeners>
            <add name="myListener"
                type="System.Diagnostics.TextWriterTraceListener"
                initializeData="c:\temp\myListener.log" />
        </listeners>
    </trace>
    </system.diagnostics>
</configuration>
```

The following table describes the configuration parameters for connection pooling:

Parameter	Description
ConnectionPoolingOn	When this value is set to 1, the connection is drawn from the appropriate pool, or, if necessary, created and added to the appropriate pool. The default value is 0.
MinimumPoolSize	The minimum number of connections maintained in the connection pool.
MaximumPoolSize	The maximum number of connections in the connection pool.
IdleRemoveThreshold	Determines the amount of time, in milliseconds, one session can remain idle in the connection pool.
IdleRemoveExecInterval	The thread execution interval time, in milliseconds. During this interval, UniObjects for .NET removes idle sessions in the connection pool.
OpenSessionTimeOut	How much time UniObjects for .NET waits before timing out to get a session from the connection pool. Expressed in milliseconds.
<b>uoj.properties Parameters</b>	

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This chapter describes the classes used in UniObjects for .NET and details their associated constructors, properties, and methods. The five most commonly used classes are listed first in the order in which you are most likely to use them in an application. The remaining classes are organized in alphabetical order

Object	Description
UniRoot	UniRoot is an abstract class from which all UniObjects for .NET classes are inherited.
UniObjects	The UniObjects class represents an open connection to the UniData or UniVerse database.
UniSession	The UniSession class defines and manages a database session on the server. It controls access to all database objects dependent on it.
UniFile UniDictionary	Next, your program is likely to access a database file on the server through a UniFile or UniDictionary object.
UniCommand	The UniCommand class controls execution of database commands on the server.
UniDataSet	UniDataSet is a collection class. It provides a collection interface for sets of UniRecord objects, which can then be used to perform bulk or batch operations with one network operation.
UniDynArray	You can address records in database files through the UniDynArray class. You can also use this object independently of a session.
UniNLSLocale	On UniVerse systems, the UniNLSLocale class defines and manages the five National Language Support conventions: Time, Numeric, Monetary, Ctype, and Collate.
UniNLSMap	On UniVerse systems, the UniNLSMap class controls NLS map settings.
UniRecord	The UniRecord class controls database record interaction.
UniSelectList	The UniSelectList object enables you to manipulate a select list on the server.
UniSequentialFile	If you want to use data in an operating system file, you use the UniSequentialFile class.

Object	Description
UniSubroutine	The <code>UniSubroutine</code> class allows you to run a cataloged BASIC subroutine on the server.
UniTransaction	The <code>UniTransaction</code> class provides methods to start, commit, and roll back transactions for a session.
UniXML	The <code>UniXML</code> class provides methods to create XML documents and XML Schema documents from <code>UniQuery</code> or <code>UniData SQL</code> , or directly from a data file.

Note that exception classes are not documented in this chapter. For information on exception classes, please see `UniObjects` for .NET Help.

---

## Code Examples

The following objects include a short program example that illustrates many of the methods associated with the object: UniObjects, UniSession, UniFile, UniDictionary, UniSequentialFile, UniDynArray, UniSelectList, UniCommand, and UniSubroutine.

The names of the objects, constructors, properties, and methods used in UniObjects for .NET are case-sensitive.

---

## Database Account Flavors

On UniVerse systems, UniObjects for .NET works best in IDEAL flavor UniVerse accounts. In other account flavors, status or error codes returned by some methods may vary from those documented.

On UniData systems, ECLTYPE U is best. You may encounter variations with other ECLTYPE or UDT.OPTIONS settings.

---

# Constructors, Properties, and Methods Quick Reference

The following tables are a quick reference to the constructors, properties, and methods available with each object.

## UniRoot Constructors, Properties, and Methods

The following table lists the UniRoot constructors, properties, and methods.

Public Static Properties	Public Instance Constructors	Public Instance Methods	Protected Instance Methods
RPCDUMP	UniRoot	Dispose()	Dispose()
		Equals()	Finalize()
		GetHashCode()	MemberwiseClone()
		GetType()	
		ToString()	

UniRoot Constructors, Properties, and Methods

## UniObjects Methods

The following table lists the UniObjects methods.

Public Static Methods	Public Instance Methods
CloseSession()	Dispose()
OpenSession()	Equals()
	GetHashCode()
	GetType()
	ToString()

UniObjects Methods

## UniSession Properties and Methods

The following table lists the UniSession properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
Account	ByteArrayToUnicodeString()	Dispose()
BlockingStrategy	Clone()	Finalize()
CompressionEnabled	CreateSequentialFile()	MemberwiseClone()
CompressionThreshold	CreateTaskLock()	
CurrentOpenFiles	CreateUniCommand()	
DeviceName	CreateUniDataSet()	
DeviceSubKey	CreateUniDictionary()	
EncryptionEnabled	CreateUniDynArray()	
EncryptionType	CreateUniFile()	
HostName	CreateUniNLSLocale()	
HostPort	CreateUniNLSMap()	
HostType	CreateUniSelectList()	
IPAddress	CreateUniSubroutine()	
IsActive	CreateUniTransaction()	
IsDisposed	Dispose()	
LockStrategy	Encrypt()	
MacAddress	Equals()	
MaxOpenFiles	GetAtVariable()	
NLSEnabled	GetDelimitedByteArrayRecordID()	
NLSLocalesEnabled	GetDelimitedString()	
Password	GetHashCode()	
ReleaseStrategy	GetMarkCharacter()	
ServerVersion	GetType()	
Service	Iconv()	
Timeout	Oconv()	
TransportType	ReleaseTaskLock()	
UniSession Properties and Methods		

Public Instance Properties	Public Instance Methods	Protected Instance Methods
UOEncoding	SetAtVariable()	
UserName	ToString()	
	UnicodeStringToByteArray()	
UniSession Properties and Methods (Continued)		

# UniFile Properties and Methods

The following table lists the UniFile properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
EncryptionType	ClearFile()	Dispose()
FileName	Close()	Finalize()
FileStatus	DeleteRecord()	MemberwiseClone()
FileType	Dispose()	
IsFileOpen	Equals()	
Record	GetAkInfo()	
RecordID	GetHashCode()	
RecordString	GetType()	
UniFileBlockingStrategy	IsRecordLocked()	
UniFileLockStrategy	iType()	
UniFileReleaseStrategy	LockFile()	
	LockRecord()	
	Open()	
	Read()	
	ReadField()	
	ReadFields()	
	ReadNamedField()	
	ReadNamedFields()	
	Read Records()	
	ToString()	
	UnlockFile()	
	UnlockRecord()	
	Write()	
	WriteField()	
	WriteFields()	

UniFile Properties and Methods



Public Instance Properties	Public Instance Methods	Protected Instance Methods
	WriteNamedField()	
	WriteNamed Fields()	
	Write Records()	
UniFile Properties and Methods (Continued)		

## UniDictionary Properties and Methods

The following table lists the UniDictionary properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
EncryptionType	ClearFile()	Dispose()
FileName	Close()	Finalize()
FileStatus	DeleteRecord()	MemberwiseClone()
FileType	Dispose()	
IsFileOpen	Equals()	
Record	GetAkInfo()	
RecordID	GetAssoc()	
RecordString	GetConv()	
UniFileBlocking	GetFormat()	
Strategy	GetHashCode()	
UniFileLockStrategy	GetLoc()	
UniFileReleaseStrategy	GetName()	
	GetSM()	
	GetSQLType()	
	GetType()	
	IsRecordLocked()	
	iType()	
	LockFile()	
	LockRecord()	
	Open()	
	Read()	
	ReadField()	
	ReadFields()	
	ReadNamedField()	

### UniDictionary Properties and Methods

Public Instance Properties	Public Instance Methods	Protected Instance Methods
	ReadNamedFields()	
	ReadRecords()	
	SetAssoc()	
	SetConv()	
	SetFormat()	
	SetLoc()	
	SetName()	
	SetSM()	
	SetSQLType()	
	SetType()	
	ToString()	
	UnlockFile()	
	UnlockRecord()	
	Write()	
	WriteField()	
	WriteFields()	
	WriteNamedField()	
	WriteNamedFields()	
	WriteRecords()	
UniDictionary Properties and Methods (Continued)		

# UniCommand Properties and Methods

The following table lists the UniCommand properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
Command	Cancel()	Dispose()
CommandAtSelected	Dispose()	Finalize()
CommandBlockSize	Equals()	MemberwiseClone()
CommandStatus	Execute()	
EncryptionType	GetHashCode()	
Response	GetType()	
SystemReturnCode	NextBlock()	
	Reply()	
	ToString()	

UniCommand Properties and Methods

# UniDataSet Constructors, Properties, and Methods

The following table lists the UniDataSet constructors, properties, and methods.

Public Instance Constructors	Public Instance Properties	Public Instance Methods	Protected Instance Methods
UniDataSet	AfterLast	Absolute()	Dispose()
	BeforeLast	Add()	Finalize()
	CurrentRow	Clear()	MemberwiseClone()
	DelimitedByteArrayRecord	Dispose()	
	DelimitedByteArrayRecordID	Equals()	
	First	GetEnumerator()	
	Item	GetHashCode()	
	Last	GetRecord()	
	RowCount	GetRecordStatus()	
		GetType()	
		Insert()	
		Relative()	
		Remove()	
		ToString()	

UniDataSet Constructors, Properties, and Methods

## UniDynArray Constructors, Properties, and Methods

The following table lists the UniDynArray constructors, properties, and methods.

Public Instance Constructors	Public Instance Properties	Public Instance Methods	Protected Instance Methods
UniDynArray	StringValue	Count()	Dispose()
		Dcount()	Finalize()
		Delete()	MemberwiseClone()
		Dispose()	
		Equals()	
		Extract()	
		GetHashCode()	
		GetType()	
		Insert()	
		Length()	
		PrintByteArray()	
		Remove()	
		Replace()	
		ToByteArray()	
		ToString()	

UniDynArray Constructors, Properties, and Methods

# UniNLSLocale Properties and Methods

The following table lists the UniNLSLocale properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
ClientNames	Dispose()	Dispose()
ServerNames	Equals()	Finalize()
	GetHashCode()	MemberwiseClone()
	GetType()	
	SetLocaleName()	
	ToString()	

UniNLSLocale Properties and Methods

# UniNLSMap Properties and Methods

The following table lists the UniNLSMap properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
ServerMapName	Dispose()	Dispose()
UniMarks	Equals()	Finalize()
	GetClientMapName()	MemberwiseClone()
	GetHashCode()	
	GetType()	
	SetClientMapName()	
	ToString()	

UniNLSMap Properties and Methods

## UniRecord Constructors, Properties, and Methods

The following table lists the `UniRecord` constructors, properties, and methods.

Public Instance Constructors	Public Instance Properties	Public Instance Methods	Protected Instance Methods
UniRecord	Record	Dispose()	Dispose
	RecordID	Equals()	Finalize
	RecordReturnValue	GetHashCode()	MemberwiseClone()
	RecordStatus	GetType()	
		ToString()	

UniRecord Constructors, Properties, and Methods

## UniSelectList Properties and Methods

The following table lists the `UniSelectList` properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
LastRecordRead	ClearList()	Dispose()
	Dispose()	Finalize()
	Equals()	MemberwiseClone()
	FormList()	
	GetHashCode()	
	GetList()	
	GetType()	
	Next()	
	ReadList()	
	SaveList()	
	Select()	
	SelectAlternateKey()	
	SelectMatchingAK()	
	ToString()	

UniSelectList Properties and Methods



# UniSequentialFile Properties and Methods

The following table lists the UniSequentialFile properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
EncryptionType	Close()	Dispose()
IsFileOpen	Dispose()	Finalize()
ReadSize	Equals()	MemberwiseClone()
TimeOut	FileSeek()	
UniSequentialStatus	GetHashCode()	
	GetType()	
	Open()	
	ReadBlk()	
	ReadLine()	
	ToString()	
	WriteBlk()	
	WriteEOF()	
	WriteLine()	

UniSequentialFile Properties and Methods

# UniSubroutine Properties and Methods

The following table lists the UniSubroutine properties and methods.

Public Instance Properties	Public Instance Methods	Protected Instance Methods
ArgumentsNumber	Call()	Dispose()
RoutineName	Dispose()	Finalize()
	Equals()	MemberwiseClone()
	Get Arg()	
	GetArgDynArray()	
	GetHashCode()	
	GetType()	
	ResetArgs()	
	SetArg()	
	ToString()	

## UniSubroutine Properties and Methods

# UniTransaction Methods

The following table lists the UniTransaction methods.

Public Instance Methods	Protected Instance Methods
Begin()	Dispose()
Commit()	Finalize()
Dispose()	MemberwiseClone()
Equals()	
GetHashCode()	
GetLevel()	
GetType()	
IsActive()	
Rollback()	
ToString()	
UniTransaction Methods	

---

## UniObjects and BASIC Equivalents

The following table shows the UniObjects for .NET methods and properties and their equivalents in UniObjects and BASIC.

Method/Property	UniObjects Equivalent	BASIC Equivalent
Call()	<b>Call</b>	CALL
Cancel()	<b>Cancel</b>	No direct equivalent
ClearFile()	<b>ClearFile</b>	CLEARFILE
ClearList()	<b>ClearList</b>	CLEARSELECT
Close()	<b>CloseFile</b>	CLOSE, reassignment to file variable
	<b>CloseSeqFile</b>	CLOSESEQ
CloseSession()	<b>Disconnect</b>	No direct equivalent
Commit()	<b>Commit</b>	COMMIT (UniVerse) TRANSACTION COMMIT (UniData)
Count()	<b>Count</b>	DCOUNT()
CreateUniFile()	<b>OpenFile</b>	OPEN
	<b>OpenDictionary</b>	OPEN DICT
	<b>OpenSequential</b>	OPENSEQ
DeleteRecord()	<b>DeleteRecord</b>	DELETE, DELETEU
Execute()	<b>Exec</b>	EXECUTE
FileSeek()	<b>FileSeek</b>	SEEK
FormList()	<b>FormList</b>	FORMLIST
GetAkInfo()	<b>GetAkInfo</b>	INDICES()
GetArg()	<b>GetArg</b>	No direct equivalent

---

UniObjects for .NET Methods and Their Equivalents

<b>Method/Property</b>	<b>UniObjects Equivalent</b>	<b>BASIC Equivalent</b>
GetAtVariable()	<b>GetAtVariable</b>	No direct equivalent
GetList()	<b>GetList</b>	No direct equivalent
Iconv()	<b>Iconv</b>	ICONV( )
IsActive()	<b>IsActive</b>	No direct equivalent
IsFileOpen	<b>IsOpen</b>	No direct equivalent
iType()	<b>IType</b>	ITYPE( )
Length()	<b>Length</b>	No direct equivalent
LockFile()	<b>LockFile</b>	FILELOCK
LockRecord()	<b>LockRecord</b>	RECORDLOCKL RECORDLOCKU
Next()	<b>Next</b>	READNEXT
NextBlock()	<b>NextBlock</b>	No direct equivalent
Oconv()	<b>Oconv</b>	OCONV( )
OpenSession()	<b>Connect</b>	No direct equivalent
Read()	<b>Read</b>	READ, READL, READU
ReadBlk()	<b>ReadBlk</b>	READBLK
ReadField()	<b>ReadField</b>	READV, READVL, READVU
ReadLine()	<b>ReadLine</b>	READSEQ
ReadList()	<b>ReadList</b>	READLIST
ReadNamedField()	<b>ReadNamedField</b>	No direct equivalent
ReleaseTaskLock()	<b>ReleaseTaskLock</b>	UNLOCK
Replace()	<b>Replace</b>	REPLACE( )
Reply()	<b>Reply</b>	No direct equivalent

**UniObjects for .NET Methods and Their Equivalents (Continued)**

<b>Method/Property</b>	<b>UniObjects Equivalent</b>	<b>BASIC Equivalent</b>
ResetArgs()	<b>ResetArgs</b>	No direct equivalent
Rollback()	<b>Rollback</b>	ROLLBACK (UniVerse) TRANSACTION ABORT (UniData)
SaveList()	<b>SaveList</b>	No direct equivalent
Select()	<b>Select</b>	SELECT
SelectAlternateKey()	<b>SelectAlternateKey</b>	SELECTINDEX
SelectList()	<b>SelectList</b>	No direct equivalent
SelectMatchingAK()	<b>SelectMatchingAk</b>	SELECTINDEX
SetArg()	<b>SetArg</b>	No direct equivalent
SetAtVariable()	<b>SetAtVariable</b>	No direct equivalent
SetName()	<b>SetName</b>	No direct equivalent
SetTaskLock()	<b>SetTaskLock</b>	LOCK
Start()	<b>Start</b>	BEGIN TRANSACTION (UniVerse) TRANSACTION START (UniData)
Subroutine()	<b>Subroutine</b>	No direct equivalent
SubValue()	<b>SubValue</b>	No direct equivalent
UnlockFile()	<b>UnlockFile</b>	FILEUNLOCK
UnlockRecord()	<b>UnlockRecord</b>	RELEASE
Value()	<b>Value</b>	No direct equivalent
Write()	<b>Write</b>	WRITE, WRITEU
WriteBlk()	<b>WriteBlk</b>	WRITEBLK

**UniObjects for .NET Methods and Their Equivalents (Continued)**

Method/Property	UniObjects Equivalent	BASIC Equivalent
WriteEOF()	<b>WriteEOF</b>	WEOFSEQ
WriteField()	<b>WriteField</b>	WRITEV, WRITEVU
WriteLine()	<b>WriteLine</b>	WRITESEQ
WriteNamedField()	<b>WriteNamedField</b>	No direct equivalent

**UniObjects for .NET Methods and Their Equivalents (Continued)**

---

## UniRoot Class

The `UniRoot` class is an abstract class. All `UniObjects` for .NET classes are inherited from the `UniRoot` class. Tracing functionality is implemented in this class.

### UniRoot – Public Static Properties

This section describes public static properties you can use with `UniRoot` objects.

***public static int RPCDUMP {get; set;}***

This property gets or sets the RPC dump level.

### UniRoot – Public Instance Constructors

This section describes the public instance constructor for the `UniRoot` class.

***UniRoot( )***

This is the default constructor for the class. The constructor takes no arguments.

### UniRoot – Public Instance Methods

This section describes the public instance methods you can use with `UniRoot` objects.

***public void Dispose( )***

This method performs cleanup for the session.

***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.



***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

## **UniRoot – Protected Instance Methods**

This section describes the protected instance methods you can use with `UniRoot` objects.

***protected override void Dispose (bool disposing)***

This method overrides the `Dispose( )` method.

***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

---

## UniObjects Class

The UniObjects class represents an open connection to the UniData or UniVerse database. This class cannot be inherited.

### UniObjects – Public Static Methods

This section describes the public static methods you can use with UniObjects objects.

#### *public static void CloseSession (UniSession us)*

This method closes the connection to the UniData or UniVerse database, closes any open files, and releases any locks associated with the session.

us is the UniSession object to be closed.

After calling this method, the `UniSession.IsActive` property returns false, and any operation performed on this session, other than `OpenSession()` or `CloseSession()`, results in an error and throws an exception.

**Note:** Other objects created by or associated with the session are still available, but using them may cause an error. For example, if you have a `UniFile` object created by the `UniSession` object, you can access the last record that was read from the file, but you cannot read another record.

If this method fails, it throws an `Exception`.

This method corresponds to the UniObjects **Disconnect** method.

The following example closes the connection to the database:

```
if (us !=null && us.IsActive)
{
    UniObjects.CloseSession(us);
}
```



***public static UniSession OpenSession (string hostname, string userid, string password, string account, string service)***

This method returns a new UniSession object, which opens a connection to the UniData or UniVerse database.

string hostname is the name or network address of the instance of the UniData or UniVerse database to which to connect.

string userid is the user's login name on the UniData or UniVerse database.

string password is the user's password on the UniData or UniVerse database.

string account is the name of the UniData or UniVerse database account.

string service is the type of UniData or UniVerse database account: udcvs for UniData or uvcs for UniVerse.

If this method fails, it throws an Exception.

```
UniSession us=null;

        try
        {
            us =
            UniObjects.OpenSession("localhost","xxx","yyy","demo","udcs");
            UniCommand runCmd = uSession.CreateUniCommand( );
            runCmd.Command = "RUN BP FOO" ;
            runCmd.Execute();

        }

        catch(Exception e)
        {
            Console.WriteLine(e.Message +e.StackTrace);
        }
        finally
        {
            if(us != null && us.IsActive)
            {
                UniObjects.CloseSession(us);
            }
        }
    }
```

## UniObjects – Public Instance Methods

This section lists the public instance methods you can use with `UniObjects` objects.

### ***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

---

## UniSession Class

The `UniSession` object defines and manages a database session on the server. It is the central object for any database session, controlling access to all objects dependent on it.

### UniSession – Public Instance Properties

This section describes the public instance properties you can use with `UniSession` objects.

#### ***public string Account {get;}***

This property returns the account path, which is the name of the database account to which the session is connected.

This property corresponds to the `UniObjects` **AccountPath** property.

#### ***public int BlockingStrategy {get; set;}***

This property gets or sets the default blocking strategy used in the session for all `UniFile` and `UniDictionary` objects.

`int` is the token number for the blocking strategy, as follows:

---

Token Number	Token	Description
1	<code>UniObjectsTokens.UVT_WAIT_LOCKED</code>	If the record is locked, wait until it is released.
2	<code>UniObjectsTokens.UVT_RETURN_LOCKED</code>	Return a status value indicating the state of the lock. This is the default value.

---

#### **BlockingStrategy Tokens**

Changing the blocking strategy does not affect existing `UniFile` or `UniDictionary` objects.

If this property fails, it throws a `UniSessionException`.



This property corresponds to the UniObjects **DefaultBlockingStrategy** property.

### ***public bool CompressionEnabled {get;}***

This property returns `true` if this connection supports data compression, otherwise `false`.

***Note:** Compression is not available when connecting to servers running a version of UniVerse earlier than Release 9.5.*

### ***public int CompressionThreshold {get; set;}***

This property gets or sets the threshold for data compression in bytes.

`int` is the number of bytes.

It is possible to set the compression threshold only if the `CompressionEnabled` property returns `true`.

Data compression is done on packets whose data size exceeds the compression threshold. 0 is the default, which means no compression is performed.

Compression and decompression of data is handled at the network comms level and is not accessible to users.

If this property fails, it throws a `UniSessionException`.

### ***public int CurrentOpenFiles {get;}***

This property returns the number of files that are currently open.

### ***public string DeviceName {get;}***

This property returns the device name.

### ***public string DeviceSubKey {get; set;}***

This property gets or sets the subkey used for device licensing.



***public bool EncryptionEnabled {get;}***

This property returns `true` if encryption is enabled for this connection, otherwise `false`.

***Note:** Encryption is not available when connecting to servers running a version of UniVerse earlier than Release 9.5.*

***public int EncryptionType {get; set;}***

This property gets or sets the default encryption type for the session.

`int` is the token number for the encryption type, as follows:

Token Number	Token	Description
0	UniObjectsTokens.NO_ENCRYPT	No encryption. This is the default value.
1	UniObjectsTokens.UV_ENCRYPT	Encrypt all data using internal database encryption.

**EncryptionType Tokens**

If you set `UV_ENCRYPT` for a session, all data transferred between client and server is encrypted.

If this property fails, it throws a `UniSessionException`.

***public string HostName {get;}***

This property returns the name of the database server as specified by the `HostName` property.

It corresponds to the UniObjects **HostName** property.

***public int HostPort {get; set;}***

This property gets the port number on the host to use for the connection.

***public int HostType {get;}***

This property returns the type of host on which the UniData or UniVerse database server is running.

int is the token number for the host type, as follows:

Token Number	Token	Description
0	UniObjectsTokens.UVT_NONE	The host system cannot be determined; the session is not connected.
1	UniObjectsTokens.UVT_UNIX	The host is a UNIX system.
2	UniObjectsTokens.UVT_NT	The host is a Windows system.

**HostType Tokens**

This property corresponds to the UniObjects **HostType** property.

***public int IPAddress {get;}***

This property returns the internet protocol (IP) address.

If this property fails, it throws a `UniSessionException`.

***public bool IsActive {get; set;}***

This property gets or sets the value that indicates whether the session is active.

It corresponds to the UniObjects **IsActive** method.

***public bool IsDisposed {get; set;}***

This property gets or sets the value that indicates whether the session is disposed.

***public int LockStrategy {get; set;}***

This property gets or sets the default locking strategy used in this session for all `UniFile` and `UniDictionary` objects.



int is the token number for the locking strategy, as follows:

Token Number	Token	Description
0	UniObjectsTokens.NO_LOCKS	No locking. This is the default value.
1	UniObjectsTokens.UVT_EXCLUSIVE_READ	Sets an exclusive update lock (READU).
2	UniObjectsTokens.UVT_SHARED_READ	Sets a shared read lock (READL).

**LockStrategy Tokens**

Altering the lock strategy does not affect files or dictionaries that are already open.

If this property fails, it throws a `UniSessionException`.

This property corresponds to the `UniObjects` **DefaultLockStrategy** property.

***public string MacAddress {get;}***

This property returns the value of the `MacAddress` data member.

***public int MaxOpenFiles {get;}***

This property returns the maximum number of files that can be open at the same time.

***public bool NLSEnabled {get;}***

This property gets the value of the NLS Map flag, which indicates whether the NLS map for the `UniData` or `UniVerse` database is enabled. Returns `true` if the database connection is NLS-ready, or `false` if the connection does not support NLS.

***public bool NLSLocalesEnabled {get;}***

This property gets the value of the NLS Locales flag, which indicates whether NLS locales are enabled for the `UniData` or `UniVerse` database. Returns `true` if both NLS and NLS locales are enabled for the `UniData` or `UniVerse` database, or `false` if they are not enabled.

***public string Password {get;}***

This property returns the password for the specified user.  
It corresponds to the UniObjects **Password** property.

***public int ReleaseStrategy {get; set;}***

This property gets or sets the default release strategy used in the session for all **UniFile** and **UniDictionary** objects. Whenever the record ID is reset with the **RecordID()** property, the release strategy reverts to the initial value.

Altering the release strategy does not affect files or dictionaries that are already opened.

**int** is the token number for the release strategy, as follows:

Token Number	Token	Description
1	UniObjectsTokens.WRITE_RELEASE	Releases the lock when the record is written. This is the property's initial value.
2	UniObjectsTokens.UVT_READ_RELEASE	Releases the lock when the record is read.
4	UniObjectsTokens.UVT_EXPLICIT_RELEASE	Maintains locks as specified by the <b>UniFileLockStrategy()</b> property. You can release locks only with the <b>UnlockRecord()</b> method.
8	UniObjectsTokens.UVT_CHANGE_RELEASE	Releases the lock whenever a new value is set by the <b>RecordId()</b> property.

**ReleaseStrategy Return Values**

All the values are additive. If you specify **EXPLICIT\_RELEASE** with **WRITE\_RELEASE** and **READ\_RELEASE**, it takes a lower priority. The initial release strategy value is 12, that is, release locks when the record ID changes or when locks are released explicitly.



If this property fails, it throws a `UniSessionException`.

This property corresponds to the `UniObjects` **ReleaseStrategy** property.

***public int ServerVersion {get;}***

This property returns the version of the backend `UniData` or `UniVerse` database server. A value of less than 2 represents a pre-Release 9.5 server.

***public string Service {get;}***

This property returns the service type: “udcs” for `UniData` or “uvcs” for `UniVerse`.

***public int Timeout {get; set;}***

This property gets or sets the length of time before the session times out. The remote procedure call (`UniRPC`) utility uses the timeout setting.

`int` is the timeout value in seconds. The default value is 300 seconds (5 minutes).

***Note:** If you enter a value that is too small, a running process may time out. If this occurs, an error code is returned and the connection to the server is dropped.*

If this property fails, it throws a `UniSessionException`.

This property corresponds to the `UniObjects` **Timeout** property.

***public int Transport {get; set;}***

This property gets or sets the transport type to use when connecting to a server. Currently only TCP/IP connections are allowed.

`int` is the token number for the transport type, as follows:

Token Number	Token	Description
0	<code>UniObjectsTokens.NETWORK_DEFAULT</code>	TCP/IP

**Transport Tokens**



**Note:** With TCP/IP connections, you must enter security information to connect to the server, for example, user name and password.

This property corresponds to the UniObjects **Transport** property.

***public System.Text.Encoding UOEncoding {get; set;}***

This property gets or sets the encoding object.

***public string UserName {get;}***

This property returns the user name to be used for the session connection operation.

It corresponds to the UniObjects **UserName** property.

## UniSession – Public Instance Methods

This section describes the public instance methods you can use with UniSession objects.

***public string ByteArrayToUnicodeString(byte[ ] ByteArray)***

This method converts the specified ByteArray to a UnicodeString per the encoding set in the UOEncoding property.

***public Object Clone()***

Creates a shallow copy of the UniSession object.

***public UniSequentialFile CreateSequentialFile (string pFileName, string pRecordID, bool pCreateFlag)***

**Note:** UniObjects for .NET cannot process UniData files sequentially. The following method applies only to UniVerse databases.

This method creates a file for sequential processing and returns a UniSequentialFile object.

string pFileName is the name of an existing type 1 or type 19 file.



string pRecordID is a record in the file. If the record does not exist and if pCreateFlag is true, this method creates a record.

bool pCreateFlag is a flag specifying that the record should or should not be created if it does not exist. If pCreateFlag is true, this method creates a record.

If the record cannot be opened because of an error on the server, CreateSequentialFile throws a UniSessionException, and the UniSession object's status is one of the following values:

Value	Description
0	No record ID was found.
1	The specified file is not type 1 or type 19.
2	The specified file was not found.

**UniSession Object Status**

This example opens the TEST2 program file for sequential processing:

```
UniSequentialFile uSeq = uSession.CreateSequentialFile("BP",  
"TEST2", false);
```

If this method fails, it throws a UniSessionException.

This method corresponds to the database CREATE command (if the create flag is set to true), the UniObjects **OpenSequential** method, and the BASIC OPENSEQ statement.

***public void CreateTaskLock (int aLockNum)***

This method locks one of the database's 64 task locks. For more information about task locks, see [Task Locks](#) in Chapter 2, "Using UniObjects for .NET."

int aLockNum is the number, 0 through 63, of the task lock to be set.

If this method fails, it throws a UniSessionException.

This method corresponds to the UniObjects **SetTaskLock** method and the BASIC LOCK statement.

```
uSession.CreateTaskLock( 4 );
```

### ***public UniCommand CreateUniCommand()***

This method creates and returns a `UniCommand` object for the session.

If this method fails, it throws a `UniSessionException`.

### ***public UniDataSet CreateUniDataSet()***

This method creates and returns a `UniDataSet` object attached to the `UniSession` object.

If this method fails, it throws a `UniSessionException`.

### ***public UniDictionary CreateUniDictionary (string pFileName)***

This method opens an existing `UniData` or `UniVerse` dictionary file and returns a `UniDictionary` object, allowing access to the file.

`string pFileName` is the name of the `UniData` or `UniVerse` dictionary file to be opened.

This example opens the dictionary of the ORDERS file:

```
UniDictionary uDict = uSession.CreateUniDictionary("ORDERS");
```

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **OpenDictionary** method and the BASIC OPEN statement.

### ***public UniDynArray CreateUniDynArray()***

### ***public UniDynArray CreateUniDynArray (string)***

This method returns a new `UniDynArray` object either as a default string or as the string specified by the `string` object.

`string` is the string objects that represents the data you want to converted into a dynamic array.

The returned `UniDynArray` object inherits the system delimiters associated with this session.

If this method fails, it throws a `UniSessionException`.

### ***public UniFile CreateUniFile (string pFileName)***

This method opens an existing `UniData` or `UniVerse` database file and creates and returns a `UniFile` object, allowing access to the file.

`string pFileName` is the name of the database file to open.

This example opens the `ORDERS` file:

```
UniFile uFile = uSession.CreateUniFile ("ORDERS");
```

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **OpenFile** method and the `BASIC OPEN` statement.

### ***public UniNLSLocale CreateUniNLSLocale()***

If NLS is enabled on the server machine, this method returns an active `UniNLSLocale` object, which can then be used to manipulate server-side NLS locale settings. Use the `NLSEnabled` property to determine if NLS is enabled.

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **NLSLocale** property.

### ***public UniNLSMap CreateUniNLSMap()***

If NLS is enabled on the server machine, this method returns an active `UniNLSMap` object, which can then be used to manipulate server-side NLS map settings. The `UniNLSMap` object represents the state of the server-side NLS map. Use the `NLSEnabled` property to determine if NLS is enabled.

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **NLSMap** property.

### ***public UniSelectList CreateUniSelectList (int aSelectListNumber)***

This method creates and returns a `UniSelectList` object representing one of the 11 `UniVerse` select lists.

`int aSelectListNumber` is the number, 0 through 10, of the select list to use.

This example creates active select list 0:

```
UniSelectList uSelect = uSession.CreateUniSelectList(0);
```

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **SelectList** method.

### ***public UniSubroutine CreateUniSubroutine (string aSubName, int aNumArgs)***

This method creates and returns a `UniSubroutine` object.

`string aSubName` is the name of the subroutine to be executed on the server.

`int aNumArgs` is the number of arguments that the server subroutine uses.

This example calls the subroutine `READ.CONFIG`:

```
UniSubroutine uSub = uSession.CreateUniSubroutine("READ.CONFIG",  
3);
```

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **Subroutine** method.

### ***public UniTransaction CreateUniTransaction( )***

This method creates and returns a `UniTransaction` object, which allows transaction control on the session and modification of the session's transactional behavior.

If this method fails, it throws a `UniSessionException`.

It corresponds to the `UniObjects` **Transaction** property.

### ***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.



***public string Encrypt (string aString)***

This method is used to encrypt a specified string into an internal format that is understood by the server.

string aString is the string to be encrypted.

***public static bool Equals (object, object)***

This method is inherited from Object. It is used to determine whether the specified object is equal to the current object.

***public UniDynArray GetAtVariable (int aTokenVal)***

This method returns the current value of the specified @variable.

int aTokenVal is the token number for the @variable whose value is to be retrieved, as follows:

Token Number	Token	BASIC @Variables
1	UniObjectsTokens.AT_LOGNAME	@LOGNAME
2	UniObjectsTokens.AT_PATH	@PATH
3	UniObjectsTokens.AT_USERNO	@USERNO
4	UniObjectsTokens.AT_WHO	@WHO
5	UniObjectsTokens.AT_TRANSACTION	@TRANSACTION
6	UniObjectsTokens.AT_DATA_PENDING	@DATA.PENDING
7	UniObjectsTokens.AT_USER_RETURN_CODE	@USER.RETURN.CODE
8	UniObjectsTokens.AT_SYSTEM_RETURN_CODE	@SYSTEM.RETURN.CODE
9	UniObjectsTokens.AT_NULL_STR	@NULL.STR
10	UniObjectsTokens.AT_SCHEMA	@SCHEMA
@variable Tokens		

If this method fails, it throws a UniSessionException.

This method corresponds to the UniObjects **GetAtVariable** method.

***public byte[ ] GetDelimitedByteArrayRecordID (int[ ]  
pFieldNumber, int pDelimiter)***

***public byte[ ] GetDelimitedByteArrayRecordID (string[ ] pRecord  
ID, int pDelimiter)***

This method creates and returns a delimited byte array of record IDs for the specified array of field numbers or string and delimiter.

***public string GetDelimitedString (int[ ] pFieldNumber, int  
pDelimiter)***

***public string GetDelimitedString (string[ ] pRecord ID, int  
pDelimiter)***

This method creates and returns a delimited string for the specified array of integers or string values and delimiter.

***public virtual int GetHashCode( )***

This method is inherited from Object. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public byte GetMarkCharacter (int aMarkChar)***

This method returns the byte of the specified system delimiter mark. Call this method, especially with an NLS-enabled server, to determine the proper values for each system delimiter.

int aMarkChar is the token number for the system delimiter, as follows.

Token Number	Token for System Delimiter	Description
1	UniObjectsTokens.IM	Item mark
2	UniObjectsTokens.FM	Field mark
3	UniObjectsTokens.VM	Value mark
4	UniObjectsTokens.SVM	Subvalue mark
5	UniObjectsTokens.TM	Text mark
6	UniObjectsTokens.SQLNULL	SQL null mark

**System Delimiter Tokens**

If this method fails, it throws a `UniSessionException`.

This method corresponds to the UniObjects **FM**, **IM**, **SQLNULL**, **SVM**, **TM**, and **VM** properties.

***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

***public string Iconv (string aString, string aConvCode)***

This method converts an input string to an internal storage format defined by the conversion code. After using `Iconv`, you can use the `Status` property to determine the status of this method.

string aString is the string to convert.

string aConvCode is any BASIC ICONV conversion code.

The `Iconv()` method sets the `UniSession` object's status to one of the following values:

Value	Description
0	The conversion was successful.
1	The string supplied was invalid.
2	The conversion code supplied was invalid.
3	Conversion of possibly invalid data was successful.

#### UniSession Object Status

If this method fails, it throws a `UniSessionException`.

This method corresponds to the `UniObjects` **`Iconv`** method and the BASIC `ICONV` function.

```
try{
    UniString iDate = uSession.Iconv( "12 Oct 96", "D2/" );
} catch (UniSessionException e )
{ ... deal with error...
}
```

#### ***public string Oconv (string aString, string aConvCode)***

This method converts an output string from internal storage format to an output storage format defined by a conversion code. After using `Oconv`, you can use the `Status` property to determine the status of this method.

`string aString` is the string to convert.

`string aConvCode` is any BASIC `ICONV` conversion code.

The `Oconv()` method returns one of the following status values:

Value	Description
0	The conversion was successful.

#### Oconv Method Return Values

Value	Description
1	The string supplied was invalid.
2	The conversion code supplied was invalid.
3	Successful conversion of possibly invalid data.

#### **Oconv Method Return Values (Continued)**

If this method fails, it throws a `UniSessionException`.

This method corresponds to the UniObjects **Oconv** method and the BASIC OCONV function.

```
try{
    UniString oDate = uSession.Oconv( iDate, "D2/" );
} catch ( UniSessionException e )
{ ... deal with exception
}
```

#### ***public void ReleaseTaskLock (int pLockNum)***

This method releases one of the 64 UniVerse task locks set previously through the `CreateTaskLock()` method. For more information about task locks, see [Task Locks](#) in Chapter 2, “Using UniObjects for .NET.”

`int pLockNum` is the number, 0 through 63, of the task lock to release.

If this method fails, it throws a `UniSessionException`.

This method corresponds to the UniObjects **ReleaseTaskLock** method.

```
uSession.ReleaseTaskLock( 4 );
```

#### ***public void SetAtVariable (int aTokenVal, UniDynArray aAtVariable)***

This method sets the specified BASIC @variable to the value passed.

int aTokenVal is the token number for the @variable to be set. This method applies to the following @variable only:

Token Number	Token	Description
7	UniObjectsTokens.AT_USER_RETURN_CODE	@USER.RETURN.CODE
@variable Tokens		

UniDynArray aAtVariable is the UniDynArray value to which the @variable is to be set.

If this method fails, it throws a UniSessionException.

This method corresponds to the UniObjects **SetAtVariable** method.

***public virtual string ToString( )***

This method is inherited from Object. It returns a string that represents the current object.

***public byte[ ] UnicodeStringToByteArray (string pStringVal)***

This method converts a UnicodeString to a byte array per the encoding set in the UOEncoding property.

string pStringVal is the string to be converted to a byte array.

If this method fails, it throws an ArgumentException.

**UniSession – Protected Instance Methods**

This section lists the protected instance methods you can use with UniSession objects.

***protected override void Dispose (bool disposing)***

This method overrides the Dispose( ) method. It marks the session as disposed, but does not physically disconnect it from the database.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

## **Example Using the UniSession Object**

```
UniSession us=null;

    try
    {
        us =
        UniObjects.OpenSession("localhost","xxx","yyy","demo","udcs");
        UniCommand runCmd = uSession.CreateUniCommand( );
        runCmd.Command = "RUN BP FOO" ;
        runCmd.Execute();

    }

    catch(Exception e)
    {
        Console.WriteLine(e.Message +e.StackTrace);
    }
    finally
    {
        if(us != null && us.IsActive)
        {
            UniObjects.CloseSession(us);
        }
    }
}
```

---

## UniFile Class

The `UniFile` class defines and manages a data file on the server. You define the `UniFile` object through the `UniSession.CreateUniFile()` method. For more information about creating and using a `UniFile` object, see [Using Files](#) in Chapter 2, “Using UniObjects for .NET.”

### UniFile – Public Instance Properties

This section describes the public instance properties you can use with `UniFile` objects.

#### ***public int EncryptionType {get; set;}***

This property gets or sets the type of encryption to use for all operations on `UniFile` objects.

`int` is the token number for the encryption type, as follows:

---

Token Number	Token	Description
0	<code>UniObjectsTokens.NO_ENCRYPT</code>	Do not encrypt data. This is the default value.
1	<code>UniObjectsTokens.UV_ENCRYPT</code>	Encrypt data using internal database encryption.

---

#### EncryptionType Tokens

#### ***public string FileName {get;}***

This property returns the name of the database file supplied by the `UniSession.CreateUniFile()` method.

It corresponds to the `UniObjects` **FileName** property.



***public int FileStatus {get;}***

This property gets the status code of the last method performed on this object. Refer to each method for a description of these status values.

This property corresponds to the UniObjects **Status** property.

***public int FileType {get;}***

This property returns the file type of the current file.

int is the file type. Valid file types are:

- 2 through 18 (static hashed files)
- 1 or 19 (nonhashed files)
- 25 (B-tree files)
- 30 (dynamic hashed files)

This property corresponds to the UniObjects **FileType** property.

***public bool IsFileOpen {get;}***

This property checks to see if a file is open. It returns `true` if file is open, or `false` if the file is closed.

For example:

```
UniSession us=null;
    try
    {
        us =
        UniObjects.OpenSession("localhost","xxx","yyy","demo","udcs");

        UniFile fl = us.CreateUniFile("CUSTOMER");
        If ( fl.IsFileOpen )
        {
            Console.WriteLine("Do Something");
        }

    }

    catch(Exception e)
    {
        Console.WriteLine(e.Message +e.StackTrace);
    }
    finally
    {
        if(us != null && us.IsActive)
        {
            UniObjects.CloseSession(us);
        }
    }
}
```

This property corresponds to the UniObjects **IsOpen** method.

### ***public UniDynArray Record {get; set;}***

This property gets the contents of the record that was last read as a UniDynArray. It is updated whenever a `Read()`, `ReadField()`, or `ReadNamedField()` method is called.

This property also sets the data portion of the record, primarily to be used for subsequent `Write` methods.

This property corresponds to the UniObjects **Record** property.

### ***public string RecordID {get; set;}***

This property gets the ID of the record that was last read. It is updated whenever a `Read()`, `ReadField()`, or `ReadNamedField()` method is called.

This property also sets the record ID of the record to be read.

If this property fails, it throws a `UniFileException`.

It corresponds to the `UniObjects` **RecordId** property.

***public string RecordString {get; set;}***

This property gets the contents of the record that was last read as a string. It is updated every time a `Read()`, `ReadField()`, or `ReadNamedField()` is performed. This property also sets the data portion of the record, primarily to be used for subsequent `Write` methods.

***public int UniFileBlockingStrategy {get; set;}***

This property gets or sets the `UniFile` blocking strategy, which is the action taken when a record or file lock blocks a database file operation.

The initial value is inherited from the `UniSession.BlockingStrategy` property. If you do not specify a value with the `UniFileBlockingStrategy` property, the value of the `UniSession.BlockingStrategy` property is used.

Use the `UniFileBlockingStrategy` property with the `UniFileLockStrategy` and `UniFileReleaseStrategy` properties.

`int` is the token number for the blocking strategy, as follows:

Token Number	Token	Description
1	<code>UniObjectsTokens.WAIT_ON_LOCKED</code>	If the record is locked, wait until it is released (see Note).
2	<code>UniObjectsTokens.RETURN_ON_LOCKED</code>	Return a status value to indicate the state of the lock. This is the default value.

**UniFileBlockingStrategy Tokens**



**Note:** Use the `UniObjectsTokens.WAIT_ON_LOCKED` value with caution. While the method is waiting for the lock to be released, your client window is effectively frozen and will not respond to mouse clicks.

If this property fails, it throws a `UniFileException`.

This property corresponds to the `UniObjects` **BlockingStrategy** property.

### ***public int UniFileLockStrategy {get; set}***

This property gets or sets the lock strategy, which controls the manner in which locks are set during Read operations on a file.

The initial value is inherited from the `UniSession.LockStrategy` property. If you do not specify a value with the `UniFileLockStrategy` property, the value of the `UniSession.LockStrategy` property is used.

`int` is the token number for the lock strategy, as follows:

Token Number	Token	Description
0	<code>UniObjectsTokens.NO_LOCKS</code>	No locking. This is the default value.
1	<code>UniObjectsTokens.EXCLUSIVE_READ</code>	Sets an exclusive update lock (READU) for all file access.
2	<code>UniObjectsTokens.SHARED_READ</code>	Sets a shared read lock (READL) for all file access.

#### **UniFileLockStrategy Tokens**

If this property fails, it throws a `UniFileException`.

Use this property with the `UniFileBlockingStrategy` and `UniFileReleaseStrategy` properties.

### ***public int UniFileReleaseStrategy {get; set}***

This property gets or sets the `UniFile` release strategy for releasing locks set by the `read()`, `readField()`, and `readNamedField()` methods and calls to the `LockRecord()` method.

The initial value is inherited from the `UniSession.ReleaseStrategy` property. If you do not specify a value with the `UniFileLockStrategy` property, the value of the `UniSession.ReleaseStrategy` property is used.

`int` is the token number for the release strategy, as follows:

Token Number	Token	Description
1	<code>UniObjectsTokens.WRITE_RELEASE</code>	Releases the lock when the record is written. This is the default value.
2	<code>UniObjectsTokens.READ_RELEASE</code>	Releases the lock after the record is read.
4	<code>UniObjectsTokens.EXPLICIT_RELEASE</code>	Maintains locks as specified by the <code>UniFileLockStrategy</code> property. Locks can be released only with the <code>UnlockRecord()</code> method.
8	<code>UniObjectsTokens.CHANGE_RELEASE</code>	Releases the lock whenever a new value is set via the <code>RecordID()</code> property.

**UniFileReleaseStrategy Tokens**

All the values are additive. If you specify `UniObjectsTokens.EXPLICIT_RELEASE` with `UniObjectsTokens.WRITE_RELEASE` and `UniObjectsTokens.READ_RELEASE`, it takes a lower priority. The initial release strategy value is 12, that is, release locks when the value of the record ID changes or when locks are released explicitly.

Use this property with the `UniFileBlockingStrategy` and `UniFileLockStrategy` properties.

If this property fails, it throws a `UniFileException`.

This property corresponds to the `UniObjects` **ReleaseStrategy** property.

## UniFile – Public Instance Methods

This section describes the public instance methods you can use with UniFile objects.

### ***public void ClearFile ()***

This method clears a file, deleting all its records. If the file is locked by another session or user, the current blocking strategy (as returned by the UniFileBlockingStrategy property) determines the action to be taken.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **ClearFile** method and the BASIC CLEARFILE statement.

### ***public void Close ()***

This method closes a file and releases all file or record locks.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **CloseFile** method and the BASIC CLOSE statement.

### ***public void DeleteRecord ()***

### ***public void DeleteRecord (string aRecordIDObj)***

### ***public void DeleteRecord (UniDataSet aDataSet)***

This method deletes a record.

string aRecordIDObj is the record ID of the record to be deleted.

UniDataSet aDataSet is a UniDataSet collection that identifies the record IDs to be deleted.

If you do not specify a record, the value set by the RecordID property is used.

This example deletes a record `rec` from the file `uFile`:

```
uFile.DeleteRecord(rec);
```

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **DeleteRecord** method and the BASIC DELETE and DELETEDU statements.

See [UniDataSet Class](#) on page 3-108 for more details.

### ***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

### ***public UniDynArray GetAkInfo (string akNameObj)***

This method returns information about the secondary key indexes in a `UniFile` object as a `UniDynArray` object. Value marks separate elements of the dynamic array.

`string akNameObj` is the field name of the secondary index whose information you want.

The meaning of the result depends on the type of index, as follows:

- For D-type indexes: field 1 contains D as the first character and field 2 contains the location number of the indexed field.
- For I-type indexes: field 1 contains I as the first character, field 2 contains the I-type expression, and the compiled I-type code occupies fields 19 onward.

- For both D-type and I-type indexes:
  - The second value of field 1 is 1 if the index needs to be rebuilt, or an empty string otherwise.
  - The third value of field 1 is 1 if the index is null-suppressed, or an empty string otherwise.
  - The fourth value of field 1 is 1 if automatic updates are disabled, or an empty string otherwise.
  - The sixth value of field 1 contains an S if the index is single-valued or an M if it is multivalued.

If `akNameObj` is an empty string, a list of available secondary key indexes on the file returns as a dynamic array of fields.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **GetAkInfo** method and the BASIC INDICES function.

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public bool IsRecordLocked()***

### ***public bool IsRecordLocked (string aRecordIDObj)***

This method indicates whether a user or session has locked a specified record.

`string aRecordIDObj` is the ID of the record to be checked. If `aRecordIDObj` is not specified, the value set by the `RecordID` property is used.

If this method fails, it throws a `UniFileException`.



***public UniDynArray iType (string aRecordID, string aTypeID)***

This method evaluates the specified I-descriptor and returns the evaluated string. It applies no conversions to the data.

string aRecordID is the record ID of the record supplied as data to the Itype facility.

string aTypeID is the record ID of the I-descriptor to be evaluated.

If this method fails, it throws a `UniFileException`.

This method corresponds to the UniObjects **IType** method and the BASIC ITYPE function.

***public void LockFile()***

This method locks the UniData or UniVerse file. It does not rely on any of the locking strategies such as those set by the `UniFileBlockingStrategy`, `UniFileLockStrategy`, or `UniFileReleaseStrategy` property. If another user or session has locked the file, `LockFile()` throws a `UniFileException`.

If this method fails, it throws a `UniFileException`.

This method corresponds to the UniObjects **LockFile** method and the BASIC FILELOCK statement.

***public void LockRecord (int aLockFlag)***

***public void LockRecord (string aRecordID, int aLockFlag)***

***public void LockRecord (UniDataSet aDataSet, int aLockFlag)***

This method locks a record; it sets the type of lock specified by `aLockFlag`. Use this method to override the current locking strategy.

int aLockFlag is the token number for the lock flag value, as follows:

Token Number	Token	Description
1	UniObjectsTokens.EXCLUSIVE_UPDATE	Sets an exclusive update lock (READU).
2	UniObjectsTokens.SHARED_READ	Sets a shared read lock (READL).

**Lock Flag Tokens**

string aRecordID specifies a record to be locked.

UniDataSet aDataSet specifies a dataset containing the records to be locked.

If you do not specify a record ID or dataset, the record is the one set previously by the RecordID property.

Using this method is equivalent to calling the Read(), ReadField(), or ReadNamedField() methods with the lock strategy set to the value of aLockFlag. If the value of aLockFlag is not valid, the method returns without performing any locking.



***Note:** You may need to explicitly unlock the record using the UnlockRecord() method, depending upon the release strategy value.*

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **LockRecord** method and the BASIC RECORDLOCKL and RECORDLOCKU statements.

***public void Open()***

This method opens a data file.

If Open() cannot open the file, it throws UniFileException.

***public UniDynArray Read()***

***public UniDynArray Read (string aRecordID)***

This method reads a database record and returns the data as a UniDynArray object.

string aRecordID is the ID of the record to be read. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

The following example reads record 54637 in the ORDERS file:

```
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.Read("54637");
```

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **Read** method and the BASIC READ, READL, and READU statements.

***public UniDynArray ReadField (int aFieldNumber)***

***public UniDynArray ReadField (string aRecordID, int aFieldNumber)***

This method reads a field value from a database record.

int aFieldNumber is the number of the field to read. Specify field 0 (the record ID) to check if a record exists.

string aRecordID is the ID of the record whose field value you want to read. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **ReadField** method and the BASIC READV, READVL, and READVU statements.

```
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.ReadField("2",3);
```

***public UniDynArray ReadFields (int[ ] aFieldNumberSet)***

***public UniDynArray ReadFields (string aRecordID, int[ ] aFieldNumberSet)***

This method reads a specified array of fields from a UniData or UniVerse record.

int[] aFieldNumberSet is the array of field numbers to be read.

string aRecordID is the ID of the record whose field value is to be read. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

If this method fails, it throws a UniFileException.

```
int [] parr = {1,2,3};
UniFile fl = us.CreateUniFile("CUSTOMER");

UniDynArray ar = fl.ReadFields("2",parr);
```

***public UniDynArray ReadNamedField (string aFieldName)***

***public UniDynArray ReadNamedField (string aRecordID, string aFieldName)***

This method reads the value of a named field from a UniData or UniVerse record. It does this by extracting the field number from the dictionary associated with this file, and then performing a ReadField on that field.

string aFieldName is the name of the field to be read. The field must be defined by a D-descriptor or an I-descriptor in the file dictionary.

string aRecordID is the ID of the record containing the field to be read. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.



***Note:*** This method needs to read the file dictionary in order to determine the location of the field. This can affect the performance of your application. If performance is an issue, use the ReadField() method. For more information about using the ReadNamedField() method, see [Data Conversion](#) in Chapter 2, “Using UniObjects for .NET.”

If `ReadNamedField()` returns the error `UVE_RNF` (record not found), the missing record can be either the data record whose field value you want to read or the dictionary record defining the field.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **ReadNamedField** method.

```
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.ReadNamedField("2", "FNAME");
```

***public UniDynArray ReadNamedFields (string[] pFieldNames)***

***public UniDynArray ReadNamedFields (string pRecordID, string[] pFieldNames)***

This method reads an array of fields identified by the named fields in `pFieldNames`. It does this by extracting the field numbers from the dictionary associated with this file, and then performing a `ReadField` on that field.

`string[] pFieldNames` is the name of the field to be read. The field must be defined by a D-descriptor or an I-descriptor in the file dictionary.

`string pRecordID` is the ID of the record containing the field to be read. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` property.



***Note:*** This method needs to read the file dictionary in order to determine the location of the field. This can affect the performance of your application. If performance is an issue, use the `ReadField()` method. For more information about using the `ReadNamedField()` method, see [Data Conversion](#) in Chapter 2, “[Using UniObjects for .NET.](#)”

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **ReadNamedFields** method.

```
string [] parr = {"LNAME", "FNAME", "ADDRESS"};  
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.ReadNamedFields("2", parr);
```

***public UniDataSet ReadRecords (string[ ] aRecordIDSet)***

***public UniDataSet ReadRecords (string[ ] aRecordIDSet), int[ ]  
aFieldNameSet***

***public UniDataSet ReadRecords (string[ ] aRecordIDSet), string[ ]  
aFieldNameSet***

This method reads a specified set of records from a UniData or UniVerse file.

string[] aRecordIDSet is a list of record IDs to be read from the file.

int[] aFieldNameSet or string[] aFieldNameSet is a set of fields to be read from the records.

If this method fails, it throws a UniFileException.

```
string [] recID = {2,3,4,6,7};  
string [] fieldNumbers = {1,2,3};  
  
string [] fieldNames = {"LNAME","FNAME","ADDRESS"};  
  
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDataSet uds1 = fl.ReadRecords(recID);  
UniDataSet uds2 = fl.ReadRecords(recID, fieldNumbers);  
UniDataSet uds3 = fl.ReadRecords(recID, fieldNames);
```

***public virtual string ToString( )***

This method is inherited from Object. It returns a string that represents the current object.

***public void UnlockFile( )***

This method removes all file locks from a database file. It corresponds to the UniObjects **UnlockFile** method and the BASIC FILEUNLOCK statement.

```
uFile.UnlockFile();
```

If this method fails, it throws a UniFileException.

***public void UnlockRecord()***

***public void UnlockRecord (string aRecordID)***

***public void UnlockRecord (string[ ] aRecordIDSet)***

This method unlocks a record (or records).

string aRecordID is the ID of the record to be unlocked.

string[] aRecordIDSet is a set of record IDs to be unlocked.

If you do not specify aRecordIDObj or aRecordIDSet, the record ID is the one set previously by the RecordID property.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **UnlockRecord** method and the BASIC RELEASE statement.

```
uFile UnlockRecord( "REC3" );
```

***public void Write()***

***public void Write (string aRecordID, UniDynArray aRecordData)***

***public void Write (string aRecordID, string aRecordData)***

This method writes data to a record.

string aRecordID is the ID of the record to write to. If you do not specify aRecordID, the record ID is the one set previously by the RecordID method.

string aRecordData is the value to write to the record. If you do not specify aRecordData, the value to write is the one set previously by the Record property.

After executing the `Write()` method, call the `FileStatus` property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

**FileStatus Values**

If this method fails, it throws a `UniFileException`.

This method corresponds to the UniObjects **Write** method and the BASIC WRITE and WRITEU statements.

```
string recID = "2";
UniDynArray arr = new UniDynArray(us, "abc");
fl.Write(recID, arr);
```

```
string recID2 = "4";
string str = "bbb";
fl.Write(recID, str);
```

***public void WriteField (int aFieldNumber, UniDynArray aRecordData)***

***public void WriteField (int aFieldNumber, string aRecordData)***

***public void WriteField (string aRecordID, int aFieldNumber)***

***public void WriteField (string aRecordID, int aFieldNumber, UniDynArray aRecordData)***

***public void WriteField (string aRecordID, int aFieldNumber, string aRecordData)***

This method writes data to a single field in a record.

`int aFieldNumber` is the number of the field to which data is to be written. If you do not specify `aFieldNumber`, this method writes to field 1.



UniDynArray aRecordData or string aRecordData is the field value to be written to the record. If you do not specify aRecordData, the field value to be written is the one set previously by the Record property.

string aRecordID is the ID of the record to which the data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

After executing the WriteField() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

FileStatus Values

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **WriteField** method and the BASIC WRITEV and WRITEVU statements.

This example writes the string NewFieldValue into field 3 of the record REC3.

```
int fieldnumber = 5;
string recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteField(recID, fieldnumber ,arr);
```

***public void WriteFields (int[ ] aFieldNumberSet)***

***public void WriteFields (string aRecordID, int[ ] aFieldNumberSet)***

***public void WriteFields (string aRecordID, int[ ] aFieldNumberSet, UniDynArray aRecordData)***

This method writes data to an array of fields in a record.

int[] aFieldNumberSet is the array of fields to which data is to be written.

string aRecordID is the ID of the record to which the data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

UniDynArray aRecordData is the array of field values to be written to the record. If you do not specify aRecordData, the field value to be written is the one set previously by the Record property.

After executing the WriteFields() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

**FileStatus Values**

If this method fails, it throws a UniFileException.

```
int [] fieldnumbers = {5,6,7};
string recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteFields(recID, fieldnumbers ,arr);
```

***public void WriteNamedField (string aFieldName, UniDynArray aRecordData)***

***public void WriteNamedField (string aFieldName, string aRecordData)***

***public void WriteNamedField (string aRecordID, string aFieldName, UniDynArray aRecordData)***

This method writes data to a named field in a record, performing any input conversion defined in the file dictionary for the field.

**Note:** WriteNamedField() does not convert distinct values in a multivalued field.

string aFieldName is the name of the field to which data is to be written, as defined in the file dictionary.



UniDynArray aRecordData or string aRecordData is the field value to be written to the record.

string aRecordID is the ID of the record to which data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

After executing the WriteNamedField() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

FileStatus Values

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **WriteNamedField** method.

```
string  fieldname = "LNAME ";
string  recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteNamedField(recID, fieldname,arr);
```

***public void WriteNamedFields (string[ ] aFieldNameSet)***

***public void WriteNamedFields (string aRecordID, string[ ] aFieldNameSet)***

***public void WriteNamedFields (string aRecordID, string[ ] aFieldNameSet, UniDynArray aRecordData)***

This method writes data to a set of named fields in a record, performing any input conversion defined in the file dictionary for the field.

**Note:** WriteNamedFields() *does not convert distinct values in a multivalued field.*

string[] aFieldNameSet is a set of field names to which data is to be written, as defined in the file dictionary.



string aRecordID is the ID of the record to which data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

UniDynArray aRecordData is the array of field values to be written to the record. If you do not specify aRecordData, the field value to be written is the one set previously by the Record property.

After executing the WriteNamedFields() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

**FileStatus Values**

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **WriteNamedField** method.

```
string[] fieldnames ={"LNAME ","FNAME"};
string recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteNamedFields(recID, fieldnames,arr);
```

***public void WriteRecords (UniDataSet aDataSet)***

***public void WriteRecords (int[ ] aFieldNumberSet, UniDataSet aDataSet)***

***public void WriteRecords (string[ ] aFieldNameSet, UniDataSet aDataSet)***

This method writes data to records in a UniData or UniVerse file.

UniDataSet aDataSet specifies a dataset containing the records to which data is to be written.

int[ ] aFieldNumberSet is the array of fields to which data is to be written.

string[ ] aFieldNameSet is a list of record IDs to which data is to be written.

If this method fails, it throws a `UniFileException`.

```
us.RecordID = "2";  
UniDataSet uSet = us1.CreateUniDataSet();  
    uSet2.Add("2", "aaa");  
uSet2.Insert("3", "bbb");  
fl.WriteRecords(uSet);
```

## UniFile – Protected Instance Methods

This section lists the protected instance methods you can use with `UniFile` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose()` method.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

---

## UniDictionary Class

The `UniDictionary` class controls access to `UniData` and `UniVerse` dictionary files. It is an extension of the `UniFile` class with properties and methods specific to dictionary files.

For more information about dictionary files and how to use them, see [The Database Environment](#) and [Using a Dictionary](#) in Chapter 2, “Using UniObjects for .NET.” For more information about the fields in a dictionary, see *Universe System Description*.

### UniDictionary – Public Instance Properties

This section describes the public instance properties you can use with `UniDictionary` objects.

#### ***public int EncryptionType {get; set;}***

This property is inherited from `UniFile`. It gets or sets the type of encryption to use for all operations on `UniFile` and `UniDictionary` objects.

`int` is the token number for the encryption type, as follows:

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Token Number	Token	Description
0	<code>UniObjectsTokens.NO_ENCRYPT</code>	Do not encrypt data. This is the default value.
1	<code>UniObjectsTokens.UV_ENCRYPT</code>	Encrypt data using internal database encryption.

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**EncryptionType Tokens**

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#### ***public string FileName {get;}***

This property is inherited from `UniFile`. It returns the name of the database file supplied by the `UniSession.CreateUniFile()` method.

It corresponds to the `UniObjects` **FileName** property.

### ***public int FileStatus {get;}***

This property is inherited from `UniFile`. It gets the status code of the last method performed on this object. Refer to each method for a description of these status values.

This property corresponds to the `UniObjects` **Status** property.

### ***public int FileType {get;}***

This property is inherited from `UniFile`. It returns the file type of the current file.

`int` is the file type. Valid file types are:

- 2 through 18 (static hashed files)
- 1 or 19 (nonhashed files)
- 25 (B-tree files)
- 30 (dynamic hashed files)

This property corresponds to the `UniObjects` **FileType** property.

### ***public bool IsFileOpen {get;}***

This property is inherited from `UniFile`. It checks to see if a file is open. It returns `true` if file is open, or `false` if the file is closed.

This property corresponds to the `UniObjects` **IsOpen** method.

### ***public UniDynArray Record {get; set;}***

This property is inherited from `UniFile`. It gets the contents of the record that was last read as a `UniDynArray`. It is updated whenever a `Read()`, `ReadField()`, or `ReadNamedField()` method is called.

This property also sets the data portion of the record, primarily to be used for subsequent `Write` methods.

This property corresponds to the `UniObjects` **Record** property.

***public string RecordID {get; set;}***

This property is inherited from `UniFile`. It gets the ID of the record that was last read. It is updated whenever a `Read()`, `ReadField()`, or `ReadNamedField()` method is called.

This property also sets the record ID of the record to be read.

If this property fails, it throws a `UniFileException`.

It corresponds to the `UniObjects` **RecordId** property.

***public string RecordString {get; set;}***

This property is inherited from `UniFile`. It gets the contents of the record that was last read as a string. It is updated every time a `Read()`, `ReadField()`, or `ReadNamedField()` is performed. This property also sets the data portion of the record, primarily to be used for subsequent `Write` methods.

***public int UniFileBlockingStrategy {get; set;}***

This property is inherited from `UniFile`. It gets or sets the `UniFile` blocking strategy, which is the action taken when a record or file lock blocks a database file operation.

The initial value is inherited from the `UniSession.BlockingStrategy` property. If you do not specify a value with the `UniFileBlockingStrategy` property, the value of the `UniSession.BlockingStrategy` property is used.

Use the `UniFileBlockingStrategy` property with the `UniFileLockStrategy` and `UniFileReleaseStrategy` properties.





int is the token number for the blocking strategy, as follows:

Token Number	Token	Description
1	UniObjectsTokens.WAIT_ON_LOCKED	If the record is locked, wait until it is released (see Note).
2	UniObjectsTokens.RETURN_ON_LOCKED	Return a status value to indicate the state of the lock. This is the default value.

**UniFileBlockingStrategy Tokens**

***Note:** Use the UniObjectsTokens.WAIT\_ON\_LOCKED value with caution. While the method is waiting for the lock to be released, your client window is effectively frozen and will not respond to mouse clicks.*

If this property fails, it throws a UniFileException.

This property corresponds to the UniObjects **BlockingStrategy** property.

***public int UniFileLockStrategy {get; set}***

This property is inherited from UniFile. It gets or sets the lock strategy, which controls the manner in which locks are set during Read operations on a file.

The initial value is inherited from the UniSession.LockStrategy property. If you do not specify a value with the UniFileLockStrategy property, the value of the UniSession.LockStrategy property is used.

int is the token number for the lock strategy, as follows:

Token Number	Token	Description
0	UniObjectsTokens.NO_LOCKS	No locking. This is the default value.
1	UniObjectsTokens.EXCLUSIVE_READ	Sets an exclusive update lock (READU) for all file access.
2	UniObjectsTokens.SHARED_READ	Sets a shared read lock (READL) for all file access.

**UniFileLockStrategy Tokens**

If this property fails, it throws a `UniFileException`.

Use this property with the `UniFileBlockingStrategy` and `UniFileReleaseStrategy` properties.

***public int UniFileReleaseStrategy {get; set}***

This property is inherited from `UniFile`. It gets or sets the `UniFile` release strategy for releasing locks set by the `read()`, `readField()`, and `readNamedField()` methods and calls to the `LockRecord()` method.

The initial value is inherited from the `UniSession.ReleaseStrategy` property. If you do not specify a value with the `UniFileLockStrategy` property, the value of the `UniSession.ReleaseStrategy` property is used.

int is the token number for the release strategy, as follows:

Token Number	Token	Description
1	UniObjectsTokens.WRITE_RELEASE	Releases the lock when the record is written. This is the default value.
2	UniObjectsTokens.READ_RELEASE	Releases the lock after the record is read.
4	UniObjectsTokens.EXPLICIT_RELEASE	Maintains locks as specified by the UniFileLockStrategy property. Locks can be released only with the UnlockRecord () method.
8	UniObjectsTokens.CHANGE_RELEASE	Releases the lock whenever a new value is set via the RecordID () property.

**UniFileReleaseStrategy Tokens**

All the values are additive. If you specify UniObjectsTokens.EXPLICIT\_RELEASE with UniObjectsTokens.WRITE\_RELEASE and UniObjectsTokens.READ\_RELEASE, it takes a lower priority. The initial release strategy value is 12, that is, release locks when the value of the record ID changes or when locks are released explicitly.

Use this property with the UniFileBlockingStrategy and UniFileLockStrategy properties.

If this property fails, it throws a UniFileException.

This property corresponds to the UniObjects **ReleaseStrategy** property.

**UniDictionary – Public Instance Methods**

This section describes the public instance methods you can use with UniDictionary objects.

### ***public void ClearFile ()***

This method is inherited from `UniFile`. It clears a file, deleting all its records. If the file is locked by another session or user, the current blocking strategy (as returned by the `UniFileBlockingStrategy` property) determines the action to be taken.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **ClearFile** method and the BASIC CLEARFILE statement.

### ***public void Close ()***

This method is inherited from `UniFile`. It closes a file and releases all file or record locks.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **CloseFile** method and the BASIC CLOSE statement.

### ***public void DeleteRecord ()***

### ***public void DeleteRecord (string aRecordIDObj)***

### ***public void DeleteRecord (UniDataSet aDataSet)***

This method is inherited from `UniFile`. It deletes a record.

`string aRecordIDObj` is the record ID of the record to be deleted.

`UniDataSet aDataSet` is a `UniDataSet` collection that identifies the record IDs to be deleted.

If you do not specify a record, the value set by the `RecordID` property is used.

This example deletes a record `rec` from the file `uFile`:

```
uFile.DeleteRecord(rec);
```

If this method fails, it throws a `UniFileException`.

This method corresponds to the UniObjects **DeleteRecord** method and the BASIC DELETE and DELETEDU statements.

See [UniDataSet Class](#) on page 3-108 for more details.

### ***public void Dispose( )***

This method is inherited from UniRoot. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from Object. It is used to determine whether the specified object is equal to the current object.

### ***public UniDynArray GetAkInfo (string akNameObj)***

This method is inherited from UniFile. It returns information about the secondary key indexes in a UniFile object as a UniDynArray object. Value marks separate elements of the dynamic array.

string akNameObj is the field name of the secondary index whose information you want.

The meaning of the result depends on the type of index, as follows:

- For D-type indexes: field 1 contains D as the first character and field 2 contains the location number of the indexed field.
- For I-type indexes: field 1 contains I as the first character, field 2 contains the I-type expression, and the compiled I-type code occupies fields 19 onward.
- For both D-type and I-type indexes:
  - The second value of field 1 is 1 if the index needs to be rebuilt, or an empty string otherwise.
  - The third value of field 1 is 1 if the index is null-suppressed, or an empty string otherwise.
  - The fourth value of field 1 is 1 if automatic updates are disabled, or an empty string otherwise.
  - The sixth value of field 1 contains an S if the index is single-valued or an M if it is multivalued.

If `akNameObj` is an empty string, a list of available secondary key indexes on the file returns as a dynamic array of fields.

If this method fails, it throws a `UniFileException`.

This method corresponds to the UniObjects **GetAkInfo** method and the BASIC INDICES function.

### ***public UniDynArray GetAssoc()***

This method returns the value in the ASSOC field (field 7) from the dictionary record set previously by the `RecordID` property.

This method corresponds to the UniObjects **ASSOC** property.

### ***public UniDynArray GetConv()***

### ***public UniDynArray GetConv (string aRecordID)***

This method returns the value in the CONV field (field 3) from a dictionary record.

`string aRecordID` is the ID of the dictionary record to be evaluated. If you do not specify `aRecordID`, the record is the one set previously by the `RecordID` property.

This method corresponds to the UniObjects **CONV** property.

### ***public UniDynArray GetFormat()***

### ***public UniDynArray GetFormat (string aRecordID)***

This method returns the value in the FORMAT field (field 5) from a dictionary record.

`string aRecordID` is the ID of the record to be evaluated. If you do not specify `aRecordID`, the record is the one set previously by the `RecordID` property.

This method corresponds to the UniObjects **FORMAT** property.

***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public UniDynArray GetLoc()***

***public UniDynArray GetLoc (string aRecordID)***

This method returns the value in the LOC field (field 2) from a dictionary record.

`string aRecordID` is the ID of the dictionary record to be evaluated. If you do not specify `aRecordID`, the record is the one set previously by the `RecordID` property.

This method corresponds to the `UniObjects` **LOC** property.

***public UniDynArray GetName()***

***public UniDynArray GetName (string aRecordID)***

This method returns the value in the NAME field (field 4) from a dictionary record.

`string aRecordID` is the ID of the record to be evaluated. If you do not specify `aRecordID`, the record is the one set previously by the `RecordID` property.

This method corresponds to the `UniObjects` **NAME** property.

***public UniDynArray GetSM()***

***public UniDynArray GetSM (string aRecordID)***

This method returns the value in the SM field (field 6) from a dictionary record. The value in the SM field indicates whether the dictionary record is defined as single valued or multivalued.

`string aRecordID` is the ID of the record to be evaluated. If you do not specify `aRecordID`, the record is the one set previously by the `RecordID` property.

This method corresponds to the `UniObjects` **SM** property.



***public UniDynArray GetSQLType()***

***public UniDynArray GetSQLType (string aRecordID)***

This method returns the value in the SQLTYPE field from a dictionary record.

**Note:** *This method applies only to UniVerse.*

string aRecordID is the ID of the record to be evaluated. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **SQLTYPE** property.

***new public UniDynArray GetType()***

***public UniDynArray GetType (string aRecordID)***

This method is overloaded. It returns the value in the CODE field (field 1) from the dictionary record.

string aRecordID is the ID of the record to be evaluated. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

The first characters of the CODE field indicate the type of field the dictionary record is defining. Valid types are:

D	D-descriptor
I	I-descriptor
V	(UniData only) V-descriptor
PH	Phrase
X	(UniVerse only) X-descriptor

This method corresponds to the UniObjects **TYPE** property.

***public bool IsRecordLocked()***

***public bool IsRecordLocked (string aRecordIDObj)***

This method is inherited from UniFile. It indicates whether a user or session has locked a specified record.



string aRecordIDObj is the ID of the record to be checked. If aRecordIDObj is not specified, the value set by the RecordID property is used.

If this method fails, it throws a UniFileException.

### ***public UniDynArray iType (string aRecordID, string aTypeID)***

This method is inherited from UniFile. It evaluates the specified I-descriptor and returns the evaluated string. It applies no conversions to the data.

string aRecordID is the record ID of the record supplied as data to the Itype facility.

string aTypeID is the record ID of the I-descriptor to be evaluated.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **IType** method and the BASIC ITYPE function.

### ***public void LockFile()***

This method is inherited from UniFile. It locks the UniData or UniVerse file. It does not rely on any of the locking strategies such as those set by the UniFileBlockingStrategy, UniFileLockStrategy, or UniFileReleaseStrategy property. If another user or session has locked the file, LockFile() throws a UniFileException.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **LockFile** method and the BASIC FILELOCK statement.

### ***public void LockRecord (int aLockFlag)***

### ***public void LockRecord (string aRecordID, int aLockFlag)***

### ***public void LockRecord (UniDataSet aDataSet, int aLockFlag)***

This method is inherited from UniFile. It locks a record; it sets the type of lock specified by aLockFlag. Use this method to override the current locking strategy.

int aLockFlag is the token number for the lock flag value, as follows:

Token Number	Token	Description
1	UniObjectsTokens.EXCLUSIVE_UPDATE	Sets an exclusive update lock (READU).
2	UniObjectsTokens.SHARED_READ	Sets a shared read lock (READL).

Lock Flag Tokens

string aRecordID specifies a record to be locked.

UniDataSet aDataSet specifies a dataset containing the records to be locked.

If you do not specify a record ID or dataset, the record is the one set previously by the RecordID property.

Using this method is equivalent to calling the Read(), ReadField(), or ReadNamedField() methods with the lock strategy set to the value of aLockFlag. If the value of aLockFlag is not valid, the method returns without performing any locking.



***Note:** You may need to explicitly unlock the record using the UnlockRecord() method, depending upon the release strategy value.*

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **LockRecord** method and the BASIC RECORDLOCKL and RECORDLOCKU statements.

***public void Open()***

This method is inherited from UniFile. It opens a data file.

If Open() cannot open the file, it throws UniFileException.

***public UniDynArray Read()***

***public UniDynArray Read (string aRecordID)***

This method is inherited from `UniFile`. It reads a database record and returns the data as a `UniDynArray` object.

`string aRecordID` is the ID of the record to be read. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` property.

The following example reads record 54637 in the ORDERS file:

```
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.Read("54637");
```

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **Read** method and the BASIC READ, READL, and READU statements.

***public UniDynArray ReadField (int aFieldNumber)***

***public UniDynArray ReadField (string aRecordID, int aFieldNumber)***

This method is inherited from `UniFile`. It reads a field value from a database record.

`int aFieldNumber` is the number of the field to read. Specify field 0 (the record ID) to check if a record exists.

`string aRecordID` is the ID of the record whose field value you want to read. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` property.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **ReadField** method and the BASIC READV, READVL, and READVU statements.

```
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.ReadField("2",3);
```

***public UniDynArray ReadFields (int[ ] aFieldNumberSet)***

***public UniDynArray ReadFields (string aRecordID, int[ ] aFieldNumberSet)***

This method is inherited from `UniFile`. It reads a specified array of fields from a `UniData` or `UniVerse` record.

`int[] aFieldNumberSet` is the array of field numbers to be read.

`string aRecordID` is the ID of the record whose field value is to be read. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` property.

If this method fails, it throws a `UniFileException`.

```
int [] parr = {1,2,3};
UniFile fl = us.CreateUniFile("CUSTOMER");

UniDynArray ar = fl.ReadFields("2",parr);
```

***public UniDynArray ReadNamedField (string aFieldName)***

***public UniDynArray ReadNamedField (string aRecordID, string aFieldName)***

This method is inherited from `UniFile`. It reads the value of a named field from a `UniData` or `UniVerse` record. It does this by extracting the field number from the dictionary associated with this file, and then performing a `ReadField` on that field.

`string aFieldName` is the name of the field to be read. The field must be defined by a D-descriptor or an I-descriptor in the file dictionary.

`string aRecordID` is the ID of the record containing the field to be read. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` property.



***Note:*** This method needs to read the file dictionary in order to determine the location of the field. This can affect the performance of your application. If performance is an issue, use the `ReadField()` method. For more information about using the `ReadNamedField()` method, see [Data Conversion](#) in Chapter 2, “Using *UniObjects for .NET*.”

If `ReadNamedField()` returns the error `UVE_RNF` (record not found), the missing record can be either the data record whose field value you want to read or the dictionary record defining the field.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **ReadNamedField** method.

```
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.ReadNamedField("2", "FNAME");
```

***public UniDynArray ReadNamedFields (string[] pFieldNames)***

***public UniDynArray ReadNamedFields (string pRecordID, string[] pFieldNames)***

This method is inherited from `UniFile`. It reads an array of fields identified by the named fields in `pFieldNames`. It does this by extracting the field numbers from the dictionary associated with this file, and then performing a `ReadField` on that field.

`string[] pFieldNames` is the name of the field to be read. The field must be defined by a D-descriptor or an I-descriptor in the file dictionary.

`string pRecordID` is the ID of the record containing the field to be read. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` property.



***Note:*** This method needs to read the file dictionary in order to determine the location of the field. This can affect the performance of your application. If performance is an issue, use the `ReadField()` method. For more information about using the `ReadNamedField()` method, see [Data Conversion](#) in Chapter 2, “[Using UniObjects for .NET.](#)”

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **ReadNamedFields** method.

```
string [] parr = {"LNAME", "FNAME", "ADDRESS"};  
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDynArray ar = fl.ReadNamedFields("2", parr);
```

***public UniDataSet ReadRecords (string[ ] aRecordIDSet)***

***public UniDataSet ReadRecords (string[ ] aRecordIDSet), int[ ]  
aFieldNameSet***

***public UniDataSet ReadRecords (string[ ] aRecordIDSet), string[ ]  
aFieldNameSet***

This method reads a specified set of records from a UniData or UniVerse file.

string[] aRecordIDSet is a list of record IDs to be read from the file.

int[] aFieldNameSet or string[] aFieldNameSet is a set of fields to be read from the records.

If this method fails, it throws a UniFileException.

```
string [] recID = {2,3,4,6,7};  
string [] fieldNumbers = {1,2,3};  
  
string [] fieldNames = {"LNAME","FNAME","ADDRESS"};  
  
UniFile fl = us.CreateUniFile("CUSTOMER");  
  
UniDataSet uds1 = fl.ReadRecords(recID);  
UniDataSet uds2 = fl.ReadRecords(recID, fieldNumbers);  
UniDataSet uds3 = fl.ReadRecords(recID, fieldNames);
```

***public void SetAssoc (UniDynArray aString)***

***public void SetAssoc (string aRecordID, UniDynArray aString)***

This method sets the value of the ASSOC field (field 7) of a dictionary record.

UniDynArray aString is the value to be written to the ASSOC field.

string aRecordID is the ID of the dictionary record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects ASSOC property.

***public void SetConv (UniDynArray aString)***

***public void SetConv (string aRecordID, UniDynArray aString)***

This method sets the value of the CONV field (field 3) of a dictionary record.

UniDynArray aString is the value to write to the CONV field.

string aRecordID is the ID of the dictionary record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **CONV** property.

***public void SetFormat (UniDynArray aString)***

***public void SetFormat (string aRecordID, UniDynArray aString)***

This method sets the value of the FORMAT field (field 5) of a dictionary record.

UniDynArray aString is the value to be written to the FORMAT field.

string aRecordID is the ID of the dictionary record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **FORMAT** property.

***public void SetLoc (UniDynArray aString)***

***public void SetLoc (string aRecordID, UniDynArray aString)***

This method sets the value of the LOC field (field 2) of a dictionary record.

UniDynArray aString is the value to be written to the LOC field.

string aRecordID is the ID of the dictionary record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **LOC** property.

***public void SetName (UniDynArray aString)***

***public void SetName (string aRecordID, UniDynArray aString)***

This method sets the value of the NAME field (field 4) of a dictionary record.

UniDynArray aString is the value to be written to the NAME field.

string aRecordID is the ID of the dictionary record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **NAME** property.

***public void SetSM (UniDynArray aString)***

***public void SetSM (string aRecordID, UniDynArray aString)***

This method sets the value of the SM field (field 6) of a dictionary record. The value in the SM field indicates whether the dictionary record is defined as single valued or multivalued.

UniDynArray aString is the value to write to the SM field.

string aRecordID is the ID of the record you want. If you do not specify aRecordID, the record is specified by the RecordID property.

This method corresponds to the UniObjects **SM** property.

***public void SetSQLType (UniDynArray aString)***

***public void SetSQLType (string aString)***

***public void SetSQLType (string aRecordID, UniDynArray aString)***

***public void SetSQLType (string aRecordID, string aString)***

This method sets the value of the SQLTYPE field (field 8) of a dictionary record.



UniDynArray aString or string aString is the value to be written to the SQLTYPE field.

string aRecordID is the ID of the dictionary record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **SQLTYPE** property.

***public void SetType (UniDynArray aString)***

***public void SetType (string aRecordID, UniDynArray aString)***

This method sets the value of the CODE field (field 1) of the dictionary record.

UniDynArray aString is the value to be written to the CODE field. The first characters of the TYPE field indicate the type of field the dictionary record is defining. Valid types are:

D	D-descriptor
I	I-descriptor
V	(UniData only) V-descriptor
PH	Phrase
X	(UniVerse only) X-descriptor

string aRecordID is the ID of the record to be modified. If you do not specify aRecordID, the record is the one set previously by the RecordID property.

This method corresponds to the UniObjects **TYPE** property.

***public virtual string ToString( )***

This method is inherited from Object. It returns a string that represents the current object.

***public void UnlockFile()***

This method is inherited from UniFile. It removes all file locks from a database file. It corresponds to the UniObjects **UnlockFile** method and the BASIC FILEUNLOCK statement.

```
uFile.UnlockFile();
```

If this method fails, it throws a `UniFileException`.

***public void UnlockRecord()***

***public void UnlockRecord (string aRecordID)***

***public void UnlockRecord (string[] aRecordIDSet)***

This method is inherited from `UniFile`. It unlocks a record (or records).

`string aRecordID` is the ID of the record to be unlocked.

`string[] aRecordIDSet` is a set of record IDs to be unlocked.

If you do not specify `aRecordIDObj` or `aRecordIDSet`, the record ID is the one set previously by the `RecordID` property.

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **UnlockRecord** method and the BASIC RELEASE statement.

```
uFile UnlockRecord( "REC3" );
```

***public void Write()***

***public void Write (string aRecordID, UniDynArray aRecordData)***

***public void Write (string aRecordID, string aRecordData)***

This method is inherited from `UniFile`. It writes data to a record.

`string aRecordID` is the ID of the record to write to. If you do not specify `aRecordID`, the record ID is the one set previously by the `RecordID` method.

`string aRecordData` is the value to write to the record. If you do not specify `aRecordData`, the value to write is the one set previously by the `Record` property.

After executing the `Write()` method, call the `FileStatus` property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

**FileStatus Values**

If this method fails, it throws a `UniFileException`.

This method corresponds to the `UniObjects` **Write** method and the BASIC WRITE and WRITEU statements.

```
string recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.Write(recID,arr);

string recID2 = "4";
string str = "bbb";
fl.Write(recID,str);
```

***public void WriteField (int aFieldNumber, UniDynArray aRecordData)***

***public void WriteField (int aFieldNumber, string aRecordData)***

***public void WriteField (string aRecordID, int aFieldNumber)***

***public void WriteField (string aRecordID, int aFieldNumber, UniDynArray aRecordData)***

***public void WriteField (string aRecordID, int aFieldNumber, string aRecordData)***

This method is inherited from `UniFile`. It writes data to a single field in a record.

`int aFieldNumber` is the number of the field to which data is to be written. If you do not specify `aFieldNumber`, this method writes to field 1.

UniDynArray aRecordData or string aRecordData is the field value to be written to the record. If you do not specify aRecordData, the field value to be written is the one set previously by the Record property.

string aRecordID is the ID of the record to which the data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

After executing the WriteField() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

**FileStatus Values**

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **WriteField** method and the BASIC WRITEV and WRITEVU statements.

This example writes the string NewFieldValue into field 3 of the record REC3.

```
int fieldnumber = 5;
string recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteField(recID, fieldnumber ,arr);
```

***public void WriteFields (int[] aFieldNumberSet)***

***public void WriteFields (string aRecordID, int[] aFieldNumberSet)***

***public void WriteFields (string aRecordID, int[] aFieldNumberSet, UniDynArray aRecordData)***

This method is inherited from UniFile. It writes data to an array of fields in a record.

int[] aFieldNumberSet is the array of fields to which data is to be written.

string aRecordID is the ID of the record to which the data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

UniDynArray aRecordData is the array of field values to be written to the record. If you do not specify aRecordData, the field value to be written is the one set previously by the Record property.

After executing the WriteFields() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

FileStatus Values

If this method fails, it throws a UniFileException.

```
int [] fieldnumbers = {5,6,7};
string recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteFields(recID, fieldnumbers ,arr);
```

***public void WriteNamedField (string aFieldName, UniDynArray aRecordData)***

***public void WriteNamedField (string aFieldName, string aRecordData)***

***public void WriteNamedField (string aRecordID, string aFieldName, UniDynArray aRecordData)***

This method is inherited from UniFile. It writes data to a named field in a record, performing any input conversion defined in the file dictionary for the field.

**Note:** WriteNamedField() does not convert distinct values in a multivalued field.

string aFieldName is the name of the field to which data is to be written, as defined in the file dictionary.



UniDynArray aRecordData or string aRecordData is the field value to be written to the record.

string aRecordID is the ID of the record to which data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

After executing the WriteNamedField() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

**FileStatus Values**

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **WriteNamedField** method.

```
string  fieldname = "LNAME ";
string  recID = "2";
UniDynArray arr = new UniDynArray(us,"abc");
fl.WriteNamedField(recID, fieldname,arr);
```

***public void WriteNamedFields (string[ ] aFieldNameSet)***

***public void WriteNamedFields (string aRecordID, string[ ] aFieldNameSet)***

***public void WriteNamedFields (string aRecordID, string[ ] aFieldNameSet, UniDynArray aRecordData)***

This method is inherited from UniFile. It writes data to a set of named fields in a record, performing any input conversion defined in the file dictionary for the field.

**Note:** WriteNamedFields() *does not convert distinct values in a multivalued field.*

string[] aFieldNameSet is a set of field names to which data is to be written, as defined in the file dictionary.



string aRecordID is the ID of the record to which data is to be written. If you do not specify aRecordID, the record ID is the one set previously by the RecordID property.

UniDynArray aRecordData is the array of field values to be written to the record. If you do not specify aRecordData, the field value to be written is the one set previously by the Record property.

After executing the WriteNamedFields() method, call the FileStatus property to determine the state of record locks during the operation, as follows:

Value	Description
0	The record was locked before the operation.
-2	The record was not locked before the operation.

FileStatus Values

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **WriteNamedField** method.

```
string[] fieldnames = { "LNAME ", "FNAME" };
string recID = "2";
UniDynArray arr = new UniDynArray(us, "abc");
fl.WriteNamedFields(recID, fieldnames, arr);
```

*public void WriteRecords (UniDataSet aDataSet)*

*public void WriteRecords (int[] aFieldNumberSet, UniDataSet aDataSet)*

*public void WriteRecords (string[] aFieldNameSet, UniDataSet aDataSet)*

This method is inherited from UniFile. It writes data to records in a UniData or UniVerse file.

UniDataSet aDataSet specifies a dataset containing the records to which data is to be written.

int[] aFieldNumberSet is the array of fields to which data is to be written.

`string[] aFieldNameSet` is a list of record IDs to which data is to be written.

If this method fails, it throws a `UniFileException`.

```
us.RecordID = "2";  
UniDataSet uSet = us1.CreateUniDataSet();  
    uSet2.Add("2", "aaa");  
uSet2.Insert("3", "bbb");  
fl.WriteRecords(uSet);
```

## UniDictionary – Protected Instance Methods

The section lists the protected instance methods you can use with `UniDictionary` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose()` method.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.



## Example Using the UniDictionary Object

```
try
{
UniDictionary uFile = uSession.Create UniDictionary ("FOOBAR");
uFile.RecordID = "DTMTEST";
Console.WriteLine("Dictionaries entries for " + uFile.RecordID);
Console.WriteLine ("DataValue = " + uFile.Record);
Console.WriteLine ("Assoc = " + uFile.GetAssoc());
Console.WriteLine ("Conversion = " + uFile.GetConv());
Console.WriteLine ("Format = " + uFile.GetFormat());
Console.WriteLine ("Loc = " + uFile.GetLoc());
Console.WriteLine ("Name = " + uFile.GetName());
Console.WriteLine ("SM = " + uFile.GetSM());
Console.WriteLine ("SQLTYPE = " + uFile.GetSQLType());
Console.WriteLine ("Type = " + uFile.GetType());
Console.WriteLine ("");
Console.WriteLine ("Closing session ");
UniObjects.CloseSession(uSession);
productinfo/alldoc/UNh4
}
catch (Exception e)
{
Console.WriteLine(e.Message +e.StackTrace);
}
```

---

## UniCommand Class

The `UniCommand` class controls execution of database commands on the server. With it, users can run `UniData` or `UniVerse` commands or stored procedures on the server.

You can run only one command at a time during a session. For more information about using database commands, see [Using Database Commands](#) in Chapter 2, “Using UniObjects for .NET.”

### UniCommand – Public Instance Properties

This section describes the public instance properties you can use with `UniCommand` objects.

#### ***public string Command {get; set;}***

This property gets or sets the command string to be executed on the server. It corresponds to the UniObjects **Text** property.

This example sets up a database command for execution:

```
uvc.Command = "LIST VOC SAMPLE 10";
```

#### ***public int CommandAtSelected {get;}***

This property gets the value of the `@SELECTED` variable from the server when the command has completed successfully. It corresponds to the UniObjects **AtSelected** property.

#### ***public int CommandBlockSize {get; set;}***

This property gets or sets the block size, in bytes, of the buffer used to hold the contents of the `Response` property in server communications. The initial value is 0, which means that there is no limit to the size of the buffer, and all data is to be returned.



If you expect a command to generate large quantities of data, you can set the block size to a manageable value and read the output in blocks. You read successive blocks with the `NextBlock()` method. In this case, the `CommandStatus` property returns `UVS_MORE` when the buffer is full, and when you call the `Response` property, the next block of command output is read from the server.

***Note:** In a client/server application, running server commands that produce large quantities of output can decrease performance and increase network traffic. For more information on this topic, see [Client/Server Design Considerations](#) in Chapter 2, “Using *UniObjects* for .NET.”*

This property corresponds to the `UniObjects` **BlockSize** property.

### ***public int CommandStatus {get;}***

This property gets the status of the command object execution. The status is one of the following:

Value	Token	Description
0	<code>UniObjectsTokens.UVS_COMPLETE</code>	The command finished execution or was cancelled. A new command can be executed.
1	<code>UniObjectsTokens.UVS_REPLY</code>	The server is waiting for input data. The reply can be sent using the <code>Reply()</code> method.
2	<code>UniObjectsTokens.UVS_MORE</code>	More data is waiting to be retrieved. This occurs only if the block size is set to a non-zero value in the <code>CommandBlockSize</code> property.

#### **CommandStatus Values**

If you use the `CommandBlockSize` property to set the block size to a value other than 0, the `Response` property returns a data segment equivalent to the size that is set. If the command results are more than can fit in one block, call the `NextBlock()` method until the `CommandStatus` property returns `UVS_COMPLETE`.

This property corresponds to the `UniObjects` **CommandStatus** property.

***public int EncryptionType {get; set;}***

This property gets or sets the default encryption type to be used for client-server communications in all `UniCommand` object operations, as follows:

Value	Token	Description
0	UniObjectsTokens.NO_ENCRYPT	Do not encrypt data. This is the default value.
1	UniObjectsTokens.UV_ENCRYPT	Encrypt data using internal database encryption.

**EncryptionType Values**

If an encryption type is set, all data transferred between client and server for `UniCommand` objects is encrypted.

This property overrides the `UniSession` default `EncryptionType`.

***public string Response {get;}***

This property gets the output from the `Execute()` and `Reply()` methods. This is the output generated by the command on the server.

This property corresponds to the `UniObjects` **Response** property.

***public int SystemReturnCode {get;}***

This property gets the value of the `@SYSTEM.RETURN.CODE` returned by the command on the server. It corresponds to the `UniObjects` **SystemReturnCode** property.

**UniCommand – Public Instance Methods**

This section describes the public instance methods you can use with `UniCommand` objects.

### ***public void Cancel()***

This method cancels all outstanding output from the executing command. You can call this method only when the command status returned by the `CommandStatus` property is either `UVS_REPLY` or `UVS_MORE`. If the `Cancel()` method is successful, the command status is reset to `UVS_COMPLETE`, allowing another command to be executed.

If this method fails, it throws a `UniCommandException`.

This method corresponds to the `UniObjects` **Cancel** method.

### ***public void Dispose()***

This method is inherited from `UniRoot`. It performs cleanup for the session.

### ***public static bool Equals(object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

### ***public void Execute()***

This method executes the command set up by the `Command` property.

Use the `Response` property to get the results from executing the command. If an error occurs, `Execute()` throws a `UniCommandException` and the `Response` property returns the error message produced by the executed command.

The `CommandStatus` property gets the current status of the command, that is, whether it has completed or is waiting for further input.

This example executes the command `LIST VOC SAMPLE 10` on the server:

```
UniCommand runCmd = uSession.CreateUniCommand();  
runCmd.Command = "LIST VOC SAMPLE 10";  
runCmd.Execute();
```

If this method fails, it throws a `UniCommandException`.

This method corresponds to the `UniObjects` **Exec** method and the `BASIC EXECUTE` statement.

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public void NextBlock()***

This method gets the next block of data from the command response if the command response exceeds the block size established by the `CommandBlockSize` property. After each execution of `NextBlock`, you can call the `Response` property to get the new block of data, and then call the `CommandStatus` property to determine the status of the command's execution.

If this method fails, it throws a `UniCommandException`.

This method corresponds to the `UniObjects` **NextBlock** method.

### ***public void Reply (string aReplyString)***

This method replies to a command execution that is currently in the `UVS_REPLY` state. Many commands require a user response. Use the `Reply()` method to issue the correct response to a command. Call this method whenever the `CommandStatus` property returns `UVS_REPLY`.

`string aReplyString` is the string to send to the server as a response.

If this method fails, it throws a `UniCommandException`.

This method corresponds to the `UniObjects` **Reply** method.

```
UniCommand runCmd = uSession.CreateUniCommand( ) ;
runCmd.Command = "RUN BP FOO" ;
runCmd.Execute();
if ( runCmd.CommandStatus == UniObjectsTokens.UVS_REPLY )
{
    /* Command may need to respond to a 'Press y to continue' */
    runCmd.Reply( "Y" );
}
```

### ***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

## **UniCommand – Protected Instance Methods**

This section describes the protected instance methods you can use with `UniCommand` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose( )` method.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

## Example Using the UniCommand Object

```
UniSession us=null;

        try
        {
            us =
            UniObjects.OpenSession("localhost","xxx","yyy","demo","udcs");
            UniCommand runCmd = us.CreateUniCommand( );
            runCmd.Command = "LIST VOC SAMPLE 10" ;
            runCmd.Execute();
            string reply = runCmd.Response;
            Console.WriteLine(reply);
        }

        catch(Exception e)
        {
            Console.WriteLine(e.Message +e.StackTrace);
        }
        finally
        {
            if(us != null && us.IsActive)
            {
                UniObjects.CloseSession(us);
            }
        }
    }
```



---

## UniDataSet Class

UniDataSet is a collection class. It provides a collection interface for sets of UniRecord objects, which can then be used to perform bulk or batch operations with one network operation.

The UniDataSet class has implemented the System.Collections.IEnumerator interface. The foreach statement offers a convenient way to iterate over the elements of UniDataSet.

### UniDataSet – Public Instance Constructors

This section describes the public instance constructors for the UniDataSet class.

***public UniDataSet(UniSession pSession)***

***public UniDataSet(UniSession pSession, string[] RecId, byte[] RecData, byte[] StatusData, byte[] RetValData)***

This initializes a new instance of the UniDataSet class.

UniSession pSession is a UniSession object.

string[] RecId is an array of record IDs.

byte[] RecData is a byte array of record data.

byte[] StatusData is a byte array of record status.

byte[] RetValData is a byte array of record return values.

If the second form of the constructor fails, it throws a UniDataSetException.

### UniDataSet – Public Instance Properties

This section describes the public instance properties you can use with UniDataSet objects.

***public bool AfterLast {get;}***

This property returns a Boolean value indicating whether the cursor is positioned past the last row in the data set. Use this method to determine when the list is exhausted.

***public bool BeforeFirst {get;}***

This property returns a Boolean value indicating whether the cursor is positioned before the first row in the data set.

***public int CurrentRow {get; set;}***

This property gets or sets the current index position within the UniDataSet collection object.

***public byte[ ] DelimitedByteArrayRecord {get;}***

This property returns a byte array object that represents all records, delimited by record marks.

***public byte[ ] DelimitedByteArrayRecordID {get;}***

This property returns a byte array object that represents all record IDs, delimited by record marks.

***public string DelimitedRecord {get;}***

This property returns a string object that represents all records, delimited by record marks.

***public bool First {get;}***

This property returns a Boolean value indicating whether the cursor is positioned at the first row in the data set.

***public UniRecord this [int nIndex] {get;}***

***public UniRecord this [string RecID] {get; set}***

This property is the indexer for the UniDataSet class. It gets or sets the value associated with the specified index key or record ID key.

int nIndex is the index key.

string RecID is the record ID key.

If this property fails, it throws a UniDataSetException.

***public bool Last {get;}***

This property returns a Boolean value indicating whether the cursor is positioned at the last row in the data set.

***public int RowCount {get;}***

This property gets the number of UniRecord objects contained in the UniDataSet collection object.

## **UniDataSet – Public Instance Methods**

This section describes the public instance methods you can use with UniDataSet objects.

***public bool Absolute (int rowNum)***

This method specifies the absolute position in the UniDataSet to which the cursor should point. It returns a Boolean value indicating whether the operation was successful.

rowNum is an integer specifying the absolute position.

***public void Add (string pUniRecID)***

***public void Add (string pUniRecID, UniDynArray pUniRecord)***

***public void Add (string pUniRecID, UniRecord pUniRec)***

***public void Add (string pUniRecID, string pRecord)***

This method adds a UniRecord object to the end of the UniDataSet collection object.

string pUniRecID is the record ID of the row to be added.

UniDynArray pUniRecord is the UniDynArray to be converted to a UniRecord object.

UniRecord pUniRec is the UniRecord object to be added.

string pRecord is the string to be converted to the UniRecord object.

If this method fails, it throws a UniDataSetException.

***public void Clear( )***

This method removes all elements from the UniDataSet collection object.

***public void Dispose( )***

This method is inherited from UniRoot. It performs cleanup for the session.

***public static bool Equals (object, object)***

This method is inherited from Object. It is used to determine whether the specified object is equal to the current object.

***public IEnumerator GetEnumerator( )***

This method returns an enumerator that can iterate through the UniDataSet.

***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public UniRecord GetRecord (int nIndex)***

***public UniRecord GetRecord (string pUniRecID)***

This method gets the value associated with the specified index position or the specified record ID.

`int nIndex` is the index position whose value is to be retrieved.

`string pUniRecID` is the ID of the record whose value is to be retrieved.

If this method fails, it throws a `UniDataSetException`.

***public int GetRecordStatus (int nIndex)***

***public int GetRecordStatus (string pUniRecID)***

This method gets the `UniRecord` status associated with the specified index key or the specified record ID.

`int nIndex` is the index position for the associated `UniRecord` object whose status is to be determined.

`string pUniRecID` is the record ID for the `UniRecord` object whose status is to be retrieved.

***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

***public void Insert (int pIndexLoc, string pUniRecID, UniDynArray pUniRecord)***

***public void Insert (int pIndexLoc, string pUniRecID, UniRecord pRecord)***

***public void Insert (int pIndexLoc, string pUniRecID, string pRecord)***

***public void Insert (string pUniRecID)***

***public void Insert (string pUniRecID, UniDynArray pRecord)***

***public void Insert (string pUniRecID, UniRecord pRecord)***

***public void Insert (string pUniRecID, string pRecord)***

This method inserts a new row into the data set at the specified cursor position. It returns a Boolean value indicating whether the operation was successful.

int pIndexLoc is the location at which the row is to be inserted in the dataset.

string pUniRecID is the record ID of the row to be inserted.

UniDynArray pUniRecord is the UniDynArray to be converted to a UniRecord object before being inserted.

UniRecord pRecord or string pRecord is the UniRecord or string to be converted to a UniRecord object before being inserted.

If this method fails, it throws a UniDataSetException.

### ***public bool Relative (int numRows)***

This method positions the data set cursor to a position `numRows` away from the current position. For example, if the cursor is already set to the third row and `UniDataSet.relative(5)` is referenced, the cursor is set to the eighth position in the data set. If the operation succeeds, this method returns `true`. If the operation attempts to move the cursor past the end or before the beginning of the data set, it returns `false` and sets the cursor to the last row or first row, respectively.

`numRows` is an integer representing the number of rows to move the cursor.

### ***public void Remove (string pUniRecID)***

This method removes the element with the specified record ID from the `UniDataSet` collection object.

`string pUniRecID` is the record ID of the element to be removed from the dataset.

### ***public override string ToString ()***

This method returns a string that represents the `UniDataSet` collection object. This method overrides the `ToString` method of the `Object` class.

## **UniDataSet – Protected Instance Methods**

This section describes the protected instance methods you can use with `UniDataSet` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose()` method.

### ***protected Finalize()***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.



---

## UniDynArray Class

The `UniDynArray` object lets you manipulate fields, values, and subvalues in a dynamic array such as a database record or a select list. `UniDynArray` objects are used in:

- Data in records of the `UniFile` and `UniDictionary` objects
- The `readList` method of the `UniSelectList` object

It handles database strings that contain field marks, value marks, and subvalue marks.

The `UniDynArray` class converts an input string into a series of subobjects, each of which is inserted into a .NET `ARRAYLIST` object. Because of this, the dynamic array needs to be parsed only once, and `ARRAYLIST` operations can easily manipulate the `UniDynArray` object.

For more information about the `UniDynArray` object, see [Fields, Values, and Subvalues](#) in Chapter 2, “Using UniObjects for .NET.”

### UniDynArray – Public Instance Constructors

This section describes the public instance constructors for the `UniDynArray` class.

#### ***public UniDynArray(UniSession aSession)***

This is the default constructor for the class. It constructs a dynamic array with no characters in it.

`aSession` is a `UniSession` object. If a `UniSession` object instantiates it, the `UniDynArray` object inherits the system delimiters defined for that session; otherwise, it uses the standard default system delimiters.

#### ***public UniDynArray(UniSession aSession, byte[] pData)***

This syntax constructs a dynamic array containing the value of the byte array.

`aSession` is a `UniSession` object. If a `UniSession` object instantiates it, the `UniDynArray` object inherits the system delimiters defined for that session; otherwise, it uses the standard default system delimiters.

byte[] pData is the byte array data to be converted to a dynamic array.

If this constructor fails, it throws a `UniDynArrayException`.

### ***public UniDynArray (UniSession aSession, string pString)***

This syntax constructs a dynamic array containing the value of `pString`.

`aSession` is a `UniSession` object. If a `UniSession` object instantiates it, the `UniDynArray` object inherits the system delimiters defined for that session; otherwise, it uses the standard default system delimiters.

string `pString` is the data to be converted to a dynamic array.

## **UniDynArray – Public Instance Properties**

This section describes the public instance properties you can use with `UniDynArray` objects.

### ***public string StringValue [get;]***

Gets the value of a `UniDynArray` as a string object.

## **UniDynArray – Public Instance Methods**

This section describes the public instance methods you can use with `UniDynArray` objects.

### ***public int Count()***

### ***public int Count (int aField)***

### ***public int Count (int aField, int aValue)***

### ***public int Count (int aField, int aValue, int aSubValue)***

This method counts one of the following:

- The number of field marks in the UniDynArray object
- The number of value marks in a field of the UniDynArray object
- The number of subvalue marks in a value of the UniDynArray object
- The number of text marks in a subvalue of the UniDynArray object

int aField is the field whose value marks, subvalue marks, or text marks are to be counted.

int aValue is the value whose subvalue marks or text marks are to be counted.

int aSubValue is the subvalue whose text marks are to be counted.

This method corresponds to the UniObjects **Count** method and the BASIC COUNT function.

***public int Dcount()***

***public int Dcount (int aField)***

***public int Dcount (int aField, int aValue)***

***public int Dcount (int aField, int aValue, int aSubValue)***

This method counts one of the following:

- The number of fields in the array, equivalent to Count ( ) +1
- The number of values at a specified field position in the array, equivalent to Count (aField) +1
- The number of subvalues in a specified field position/value position in the array, equivalent to Count (aFieldValue, aValue) +1
- The number text values in a specified field position/value position/subvalue position of the array, equivalent to Count ( ) +1

int aField is the field whose values, subvalues, or text values are to be counted.

int aValue is the value whose subvalues or text values are to be counted.

int aSubValue is the subvalue whose text values are to be counted.

It corresponds to the UniObjects **Count** method and the BASIC DCOUNT function.

***public void Delete (int aField)***

***public void Delete (int aField, int aValue)***

***public void Delete (int aField, int aValue, int aSubValue)***

This method deletes the specified field, value, or subvalue from a dynamic array.

`int aField` is the number of the field to be deleted, or the number of the field containing the value or subvalue to be deleted.

`int aValue` is the number of the value to be deleted, or the number of the value containing the subvalue to be deleted.

`int aSubValue` is the number of the subvalue to be deleted.

This method corresponds to the UniObjects **Del** method and the BASIC DELETE function.

***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.

***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

***public UniDynArray Extract (int aField)***

***public UniDynArray Extract (int aField, int aValue)***

***public UniDynArray Extract (int aField, int aValue, int aSubValue)***

This method extracts one of the following:

- A field in a specified position of the `UniDynArray` object
- The value in a specified position of a field in the `UniDynArray` object
- The subvalue in a specified position of a value in a field in the `UniDynArray` object

`int aField` is the number of the field to be extracted, or the number of the field containing the value or subvalue to be extracted.

`int aValue` is the number of the value to be extracted, or the number of the value containing the subvalue to be extracted.

`int aSubValue` is the number of the subvalue to be extracted.

This method corresponds to the BASIC EXTRACT function.

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public void Insert (int aField, string aString)***

### ***public void Insert (int aField, int aValue, string aString)***

### ***public void Insert (int aField, int aValue, int aSubValue, string aString)***

This method inserts a string object into a dynamic array at a specified field position/value position, moving subsequent fields, values, or subvalues down.

`int aField` is the number of the field into which data is to be inserted, or the number of the field into which a value or subvalue is to be inserted.

`string aString` is the string representing the data to be inserted.

`int aValue` is the number of the value to insert, or the number of the value into which the subvalue is to be inserted.

`int aSubValue` is the number of the subvalue to be inserted.

This method corresponds to the UniObjects **Ins** method and the BASIC INSERT function.

***public int Length (int aField)***

***public int Length (int aField, int aValue)***

***public int Length (int aField, int aValue, int aSubValue)***

This method gets the length of a specified field, value, or subvalue in a UniDynArray object.

`int aField` is the number of the field whose length is to be retrieved, or the number of the field containing the value or subvalue whose length is to be retrieved.

`int aValue` is the number of the value whose length you want, or the number of the value containing the subvalue whose length is to be retrieved.

`int aSubValue` is the number of the subvalue whose length is to be retrieved.

This method corresponds to the UniObjects **Length** method.

***public void PrintByteArray()***

This method prints each byte of the byte array to the console.

***public UniDynArray Remove (int aField)***

***public UniDynArray Remove (int aField, int aValue)***

***public UniDynArray Remove (int aField, int aValue, int aSubValue)***

This method deletes a field, value, or subvalue from the UniDynArray object, returning the field, value, or subvalue as a new UniDynArray object.

int aField is the number of the field to be removed, or the number of the field containing the value or subvalue to be removed.

int aValue is the number of the value to be removed, or the number of the value containing the subvalue to be removed.

int aSubValue is the number of the subvalue to be removed.

***public void Replace (int aField, string aString)***

***public void Replace (int aField, int aValue, string aString)***

***public void Replace (int aField, int aValue, int aSubValue, string aString)***

This method replaces a field, value, or subvalue with a new field, value, or subvalue.

int aField is the number of the field whose value is to be replaced, or the number of the field containing the value or subvalue is to be replaced.

int aValue is the number of the value is to be replaced, or the number of the value containing the subvalue is to be replaced.

int aSubValue is the number of the subvalue is to be replaced.

string aString is the replacement string value.

This method corresponds to the UniObjects **Replace** method and the BASIC REPLACE function.

***public byte[ ] ToByteArray( )***

This method converts the specified UniDynArray object into a byte array.

***public override string ToString( )***

This method converts the specified UniDynArray object into a base string.

## UniDynArray – Protected Instance Methods

This section lists the protected instance methods you can use with `UniDynArray` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose()` method.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.



## Example Using the UniDynArray Object

```
try
{
    UniSession us =
    UniObjects.OpenSession("localhost", "ZZZ", "XXX", "HS.SALES", "uvcs");
    //creating UniDynArray
    char bFM = Convert.ToChar(254);
    char bVM = Convert.ToChar(253);
    char bSVM = Convert.ToChar(252);
    UniDynArray lDynArray = new UniDynArray(us1, "ab" + bFM + "cd" + bVM + "ef"
    + bVM
        + "gh" + bVM + "ij" + bFM + "kl" + bSVM + "mn" + bSVM + "no" +
        bVM + "p" + bVM + "qr" + bFM + "s" + bFM + "t" + bFM + "");

    // run Count()
    int myVal = lDynArray.Count();

    // run Dcount()
    int myVal2 = lDynArray.Dcount();
    // run Extract
    UniDynArray real = lDynArray.Extract(1, 1, 0);
    // run Replace
    lDynArray.Replace(2, 0, 0, "");
    //run delete
    lDynArray.Delete(1, 0, 0);
    // run insert
    lDynArray.Insert(0, 0, 0, "2500");
}
Catch (Exception ex)
{
    //some error, display it
    Console.WriteLine(ex.Message);
}
finally
{
    // no error
    if(us1 != null)
    {
        UniObjects.CloseSession(us1);
        us1= null;
    }
}
```

---

## UniNLSLocale Class (UniVerse Only)

The `UniNLSLocale` object applies only to UniVerse systems.

On UniVerse systems, the `UniNLSLocale` object defines and manages the National Language Support conventions in use. The five conventions are Time, Numeric, Monetary, Ctype, and Collate. The `UniNLSLocale` object allows these five names to be supplied as a single `UniDynArray` object, with five fields containing the relevant locale name. Locale names are derived from the client system and a default-table locale identifier.

The `UniNLSLocale` object is available from the `UniSession` object via the `UniSession.CreateNLSLocale()` method. If NLS is disabled on the server, the `UniNLSLocale` object is not available, and `CreateNLSLocale()` throws an exception.

### UniNLSLocale – Public Instance Properties

This section describes the public instance properties you can use with `UniNLSLocale` objects.

#### ***public UniDynArray ClientNames {get;}***

This method returns a `UniDynArray` of the locale names requested by the client. This is the locale specification as the client sees it.

This method corresponds to the `UniObjects` **ClientName** method.

#### ***public UniDynArray ServerNames {get;}***

This property returns a `UniDynArray` of locale names as reported by the server. These can differ from the names returned by the `ClientNames` property because of a difference between client and server naming styles.

This property corresponds to the `UniObjects` **ServerName** method.

## UniNLSLocale – Public Instance Methods

This section describes the public instance methods you can use with UniNLSLocale objects.

### ***public void Dispose( )***

This method is inherited from UniRoot. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from Object. It is used to determine whether the specified object is equal to the current object.

### ***public virtual int GetHashCode( )***

This method is inherited from Object. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from Object. It gets the type of the current instance.

### ***public void SetLocaleName (UniDynArray aName)***

### ***public void SetLocaleName (UniDynArray aName, int anIndex)***

### ***public void SetLocaleName (string aName)***

### ***public void SetLocaleName (string aName, int anIndex)***

This method sets the specified locale.

If `aName` is of type `UniDynArray`, each category is set to the corresponding `UniDynArray` value. If the `UniDynArray` contains only one element and `anIndex` is specified, only that locale setting is changed. If `anIndex` is not specified, all locale categories are set to the value defined by `aName`.

If `aName` is of type `string`, each category is set to the corresponding `string` value. If the `string` contains only one element and `anIndex` is specified, only that locale setting is changed. If `anIndex` is not specified, all locale categories are set to the value defined by `aName`.

`UniDynArray aName` or `string aName` is a `UniDynArray` or `string` representing the new locale settings.

`int anIndex` is an integer representing the category for which the locale is to be set.

If this method fails, it throws a `UniTransactionException`.

### ***public virtual string ToString( )***

This method is inherited from `Object`. It returns a `string` that represents the current object.

## **UniNLSLocale – Protected Instance Methods**

This section describes the protected instance methods you can use with `UniNLSLocale` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose( )` method.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

---

## UniNLSMap Class (UniVerse Only)

The UniNLSMap class applies only to UniVerse systems.

UniNLSMap controls NLS map settings. The UniVerse server uses NLS maps to determine which map to use for a client's string data.

The UniNLSMap object is available from the UniSession object. The UniNLSMap object is available only if NLS is enabled on the server uniConnection.

### UniNLSMap – Public Instance Properties

This section describes the public instance properties you can use with UniNLSMap objects.

#### ***public string ClientMapName***

This property returns the name of the map requested by the client. On the server it is mapped through the NLS.CLIENT.MAPS file to the name reported by the Server-MapName property.

This method corresponds to the UniObjects **ClientName** property.

#### ***public string ServerMapName {get;}***

This property returns the name of the map as reported by the server. This is the name that is loaded into the server shared memory segment. This value may be different from the name requested via the GetClientMapName method. because of client-server NLS map name mapping.

If this property fails, it throws a UniNLSMapException.

This property corresponds to the UniObjects **ServerName** property.

#### ***public byte UniMarks {get;}***

This property gets marks from the server.

## UniNLSMap – Public Instance Methods

This section describes the public instance methods you can use with `UniNLSMap` objects.

### ***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public void SetName (string pName)***

This method sets the map to use on the server.

`string pName` is the name of the requested map.

When the name has been changed successfully, the `ServerMapName` property and `GetClientMapName( )` method return the corresponding value.

If this method fails, it throws a `UniNLSMapException`.

This method corresponds to the `UniObjects` **SetName()** method.

***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

## **UniNLSMap – Protected Instance Methods**

This section lists the protected instance methods you can use with `UniNLSMap` objects.

***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose( )` method.

***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

---

## UniRecord Class

The `UniRecord` object controls database record interaction. It contains the `UniDynArray` object and `RecordID`.

### UniRecord – Public Instance Constructors

This section describes the public instance constructor for the `UniRecord` class.

***public UniRecord()***

This constructs an instance of the `UniRecord` class with no data in it.

### UniRecord – Public Instance Properties

This section describes the public instance properties you can use with `UniRecord` objects.

***public UniDynArray Record {get; set}***

This property gets or sets the `UniRecord` object's data value as a `UniDynArray` object.

***public UniDynArray RecordID {get; set}***

This property gets or sets the `UniRecord` object's record ID as a `UniDynArray` object.

***public int RecordReturnValue {get; set}***

This property returns an integer representing the `UniRecord` object's return value.

***public int RecordStatus {get; set}***

This property gets or sets an integer representing the `UniRecord` object's status.



## UniRecord – Public Instance Methods

This section describes the public instance methods you can use with UniRecord objects.

### ***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public override string ToString()***

This method returns the UniRecord object as a `string` object. The record ID and the record's data value are combined, separated by an item mark.

This method overrides the `ToString` method of the `UniDynArray` class.

## UniRecord – Protected Instance Methods

This section describes the protected instance methods you can use with UniRecord objects.

***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose()` method.

***protected Finalize()***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

***protected object MemberwiseClone()***

This method is inherited from `Object`. It creates a shallow copy of the current object.

---

## UniSelectList Class

The `UniSelectList` object lets you manipulate a select list on the server. Select lists are described in [The Database Environment](#) and [Select Lists](#) in Chapter 2, “Using `UniObjects` for .NET.”

### UniSelectList – Public Instance Properties

This section describes the public instance properties you can use with `UniSelectList` objects.

***public bool LastRecordRead {get;}***

This property gets the status of the last record read.

### UniSelectList – Public Instance Methods

This section describes the public instance methods you can use with `UniSelectList` objects.

***public void ClearList()***

This method clears a select list, emptying the contents and preparing for a new select list to be generated.

If this method fails, it throws a `UniSelectListException`.

This method corresponds to the `UniObjects` **ClearList** method and the BASIC `CLEARSELECT` statement.

```
uSel.ClearList();  
uSel.Select( uFile );
```

***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

### ***public void FormList (string pRecID)***

### ***public void FormList (string[] pRecIDSet)***

This method creates a select list from a supplied list of record IDs or a `UniDataSet` object.

`string pRecID` is a delimited string containing a list of record IDs, separated by field marks (`UniTokens.AT_FM`).

`string pRecIDSet` is a string array of record IDs.

If this method fails, it throws a `UniSelectListException`.

This method corresponds to the `UniObjects` **FormList** method and the BASIC **FORMLIST** statement.

```
UniDynArray testArray = testArray = new UniDynArray(uSession, "");
    for (int i = 1; i < 10; i++)
    {
        testArray.Insert(i, "newRec" + i);
    }
uSelect.ClearList();

uSelect.FormList(testArray.ToString());
```

### ***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

### ***public void GetList (string aListName)***

This method activates the named select list from the `&SAVEDLISTS&` file on the server.

`string aListName` is a string representing the name of the list to be activated.

If this method fails, it throws a `UniSelectListException`.

This method corresponds to the `UniObjects` **GetList** method and the database `GET.LIST` command.

### ***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

### ***public string Next()***

This method returns the next record ID in the select list. If the list is exhausted, `Next()` returns a null value, and the `LastRecordRead` property returns true.

If this method fails, it throws a `UniSelectListException`.

This method corresponds to the `UniObjects` **Next** method and the BASIC `READNEXT` statement.

```
UniDynArray testArray = testArray = new UniDynArray(uSession, "");
    for (int i = 1; i < 10; i++)
    {
        testArray.Insert(i, "newRec" + i);
    }
uSelect.ClearList();

uSelect.FormList(testArray.ToString());

while (!uSelect.LastRecordRead)
{
    string nextRec = uSelect.Next();
    counter++;
}
```

### ***public UniDynArray ReadList()***

This method reads the entire contents of a select list and returns it all at once.

If this method fails, it throws a `UniSelectListException`.

This method corresponds to the UniObjects **ReadList** method and the BASIC READLIST statement.

```
UniFile uFile = uSession.CreateUniFile("FOOBAR");
UniSelectList uSelect = uSession.SelectList(1);
    uSelect.Select(uFile);
UniDynArray retList = uSelect.ReadList();
```

### ***public void SaveList (string aListName)***

This method saves the currently active select list in the &SAVEDLISTS& file with the specified name on the server.

string aListName is the file name of the list to be saved.

If this method fails, it throws a UniSelectListException.

This method corresponds to the UniObjects **SaveList** method and the SAVE.LIST command.

### ***public void Select (UniDictionary uniFile)***

### ***public void Select (UniFile uniFile)***

This method creates a select list by selecting the UniFile or UniDictionary object and generating a select list of all record IDs from that database file. The new select list overwrites any previous select list and resets the select list pointer to the first record in the list.

UniDictionary uniFile is the UniDictionary object to be selected.

UniFile uniFile is the UniFile object to be selected.

This example opens the ORDERS file, creates a select list of its record IDs, then starts to read records from the file using the select list:

```
UniFile uFile = uSession.CreateUniFile("ORDERS");
UniSelectList uSelect = uSession.SelectList(0);
    uSelect.Select(uFile);
UniDynArray uvr = uFile.Read(uSelect.Next());
```

If this method fails, it throws a UniSelectListException.

This method corresponds to the UniObjects **Select** method, the BASIC SELECT statement, and the database SELECT command.



*Note: The `Select()` method does not correspond to the SQL `SELECT` statement.*

***public void SelectAlternateKey (UniDictionary unid, string aIndexName)***

***public void SelectAlternateKey (UniFile uniFile, string aIndexName)***

This method creates a select list from the specified `UniDictionary` or `UniFile` object from values in the specified secondary index.

`UniFile uniFile` is the `UniFile` object to be selected.

`UniDictionary uniFile` is the `UniDictionary` object to be selected.

`string aIndexName` is the name of a secondary index as specified in a database `CREATE.INDEX` command.

If the named secondary index does not exist, the select list is empty. The new select list overwrites any previous select list and resets the select list pointer to the first record in the list.

If this method fails, it throws a `UniSelectListException`.

This method corresponds to the `UniObjects` **`SelectAlternateKey`** method and the `BASIC SELECTINDEX` statement.

```
uSel.SelectAlternateKey( custFile, "CUST.ORDER.NO" );
```

***public void SelectMatchingAK (UniDictionary unid, string aIndexName, string aIndexValue)***

***public void SelectMatchingAK (UniFile uniFile, string aIndexName, string aIndexValue)***

This method creates a select list from a specified `UniData` or `UniVerse` file from record IDs whose value matches that in a named secondary index field. The select list contains record IDs.

`UniDictionary unid` is the name of the `UniData` or `UniVerse` dictionary file for which the select list is to be created.

UniFile uniFile is the name of the UniData or UniVerse file for which the select list is to be created.

string aIndexName is the name of a secondary index as specified in a database CREATE.INDEX command. If the index you specify does not exist, an empty select list is returned and the LastRecordRead property returns true.

string aIndexValue is a value from the secondary index. Records are selected when aIndexValue matches the value of the indexed field. It is equivalent to the following database SELECT command:

```
SELECT filename WITH indexname = indexvalue
```

The new select list overwrites any previous select list and resets the select list pointer to the first record in the list.

If this method fails, it throws a UniSelectListException.

This method corresponds to the UniObjects **SelectMatchingAk** method and the BASIC SELECTINDEX statement.

```
uSel.SelectMatchingAK( custFile, "CUST.STATE", "MA" );
```

### ***public virtual string ToString( )***

This method is inherited from Object. It returns a string that represents the current object.

## **UniSelectList – Protected Instance Methods**

This section describes the protected instance methods you can use with UniSelectList objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from UniRoot. It overrides the Dispose() method.



### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

## **Example Using the UniSelectList Object**

```
try
{
    UniFile uFile = uSession.Open ("DATAFILE");
    UniSelectList uSelect = uSession.SelectList (0);
    UniDynArray uvr;
    uSelect.Select (uFile);
    uvr = uFile.Read (uSelect.Next ());
    while (!uSelect.LastRecordRead)
    {
        uvr = uFile.Read (uSelect.Next());
        //<...process record...>
    }
}
catch (UniSelectListException)
{
    /*deal with exception */
}
```

---

## UniSequentialFile Class

The `UniSequentialFile` object defines and manages files that are processed sequentially. A sequential file is an operating system file on the server containing text or binary data that you want to use in your application. In UniVerse, sequential files are defined as type 1 or type 19 files.

For more information about using the `UniSequentialFile` object, see [Using Binary and Text Files](#) in Chapter 2, “[Using UniObjects for .NET.](#)” For a program example that uses the `UniSequentialFile` object, see [Example Using the UniSequentialFile Object](#) on page 3-149.

### UniSequentialFile – Public Instance Properties

This section describes the public instance properties you can use with `UniSequentialFile` objects.

#### ***public int EncryptionType {get; set;}***

This property gets or sets the type of encryption to use for all operations on `UniSequentialFile` objects.

`int` is the token number for the encryption type, as follows:

---

Token Number	Token	Description
0	<code>UniObjectsTokens.NO_ENCRYPT</code>	Do not encrypt data. This is the default value.
1	<code>UniObjectsTokens.UV_ENCRYPT</code>	Encrypt data using internal database encryption.

---

**EncryptionType Tokens**

---

#### ***public bool IsFileOpen {get;}***

This property checks to see if a file is open. It returns `true` if file is open, or `false` if the file is closed.

For example:

```
UniSession us=null;
    try
    {
        us =
        UniObjects.OpenSession("localhost", "xxx", "yyy", "demo", "udcs");

        UniSequentialFile fl =
        us.CreateSequentialFile("BP", "OLDTEST", true);

    }

    catch(Exception e)
    {
        Console.WriteLine(e.Message + e.StackTrace);
    }
    finally
    {
        if(us != null && us.IsActive)
        {
            UniObjects.CloseSession(us);
        }
    }
}
```

This property corresponds to the UniObjects **IsOpen** method.

### ***public bool ReadSize {get; set}***

This method gets or sets the number of bytes to be read for each successive call to the ReadBlk() method.

The ReadSize value is initially set to 0, which indicates that all the data should be read in a single block. When the ReadBlk() method finishes, the ReadSize value is reset to the number of bytes that were actually read. 0 indicates an error or the end of the file.

int is the number of bytes to be read in one operation.

Set the value to a suitable number of bytes for the memory available to your application. Values less than 0 are treated as 0.

This method corresponds to the UniObjects **ReadSize** property.

**.Warning:** If the value is set to 0 and there is not enough memory to hold all the data, a run-time exception occurs.





**Note:** Use the `ReadSize` property before each use of the `ReadBlk()` method because the `ReadSize` value may have been modified previously.

### ***public int Timeout {get; set;}***

This property gets or sets the length of time before the session times out during `ReadBlk()` operations. The remote procedure call (UniRPC) utility uses the timeout setting.

`int` is the timeout value in seconds. The default value is 0, which means no timeout.



**Note:** If you enter a value that is too small, a running process may time out. If this occurs, an error code is returned and the connection to the server is dropped.

If this property fails, it throws a `UniSequentialFileException`.

This property corresponds to the `UniObjects` **Timeout** property.

### ***public int UniSequentialStatus {get; set;}***

This property gets or sets the status code of the last method performed on a `UniSequentialFile` object. Refer to each method for a description of these status values.

## **UniSequentialFile – Public Instance Methods**

This section describes the public instance methods you can use with `UniSequentialFile` objects.

### ***public void Close()***

This method closes a sequential file. It corresponds to the `UniObjects` **CloseSeqFile** method and the BASIC `CLOSESEQ` statement.

If this method fails, it throws a `UniSequentialFileException`.

### ***public void Dispose()***

This method is inherited from `UniRoot`. It performs cleanup for the session.

***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

***public void FileSeek (int aRelPos, int aOffset)***

This method moves the sequential file pointer by an offset position specified in bytes relative to the current position, to the beginning of the file, or to the end of the file.

`int aRelPos` is the token number for the pointer's relative position in a file, as follows:

Token Number	Token	Description
0	<code>UniObjectsTokens.UniT_START</code>	The start of the file.
1	<code>UniObjectsTokens.UniT_CURR</code>	The current position.
2	<code>UniObjectsTokens.UniT_END</code>	The end of the file.

**Relative Position Tokens**

`int aOffset` is the number of bytes before or after `aRelPos`. A negative offset moves the pointer to a position before `aRelPos`.

For example:

```
UniSequentialFile fl =
us.CreateSequentialFile("BP", "OLDTEST", true);
fl.FileSeek(0, 0);
fl.WriteEOF();
int p = Console.Read();
fl.FileSeek(0, 0); /* position back to the beginning of file */
```

If this method fails, it throws a `UniSequentialFileException`.

This method corresponds to the `UniObjects` **FileSeek** method and the BASIC SEEK statement.

***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

***public void Open( )***

This method opens a server-side file for sequential processing, or creates a file if the `CreateFlag` is set and a file does not exist.

If this method fails, it throws a `UniSequentialFileException`.

This method corresponds to the `UniObjects` **Open** method and the BASIC `OPENSEQ` statement.

***public UniDynArray ReadBlk( )***

This method reads a block of data from a sequential file. The size of the data block is specified by the `ReadSize` property.

Upon completion, you can use the `ReadSize` property to determine the number of bytes read. Additionally, the `UniSequentialFileStatus` property returns a status value, as follows:

Value	Description
-1	The file is not open for a read.
0	The read was successful.
1	The end of the file was reached.
<b>ReadBlk Status Values</b>	

If this method fails, it throws a `UniSequentialFileException`.

This method corresponds to the UniObjects **ReadBlk** method and the BASIC READBLK statement.

```
UniSequentialFile fl =  
us.CreateSequentialFile("BP", "OLDTEST", true);  
fl.ReadSize = 4096;  
UniDynArray ur = fl.ReadBlk();  
Console.WriteLine( "Number of bytes read " + fl.ReadSize);  
Console.WriteLine ( "Status from readblk " +  
uSeq.UniSequentialStatus );
```

### ***public UniDynArray ReadLine()***

This method reads successive lines of data from the current position in a sequential file. The lines must be delimited by an end-of-line character such as a carriage return.

Upon completion, the UniSequentialFileStatus property returns a status value, as follows:

Value	Description
-1	The file is not open for a read.
0	The read was successful.
1	The end of the file was reached, or the read-size value is 0 or less.

#### **ReadLine Status Values**

If this method fails, it throws a UniSequentialFileException.

This method corresponds to the UniObjects **ReadLine** method and the BASIC READSEQ statement.

```
UniSequentialFile fl =  
us.CreateSequentialFile("BP", "OLDTEST", true);  
UniSequentialFile fl2 =  
us.CreateSequentialFile("BP", "OLDTEST2", true);  
  
UniDynArray uvstr = fl.ReadLine();  
int uvstat = fl.UniSequentialStatus;  
while ( uvstat == 0 )  
{  
uvstr = uSeq.ReadLine();  
fl2.WriteLine(uvstr);  
uvstat = fl.UniSequentialStatus;  
}
```

### ***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

### ***public void WriteBlk (UniDynArray aString)***

### ***public void WriteBlk (string aString)***

This method writes a block of data at the current position in a sequential file.

`UniDynArray aString` or `string aString` is the block of data to be written to the file.

If this method fails, it throws a `UniSequentialFileException`.

This method corresponds to the `UniObjects` **WriteBlk** method and the BASIC **WRITEBLK** statement.

```
UniSequentialFile fl =  
us.CreateSequentialFile("BP", "OLDTEST", true);  
fl.ReadSize = 4096;  
UniDynArray ur = fl.ReadBlk();  
UniSequentialFile uSeq = uSession.openSeq("BP", "TEST", true);  
fl.WriteBlk(ur);
```

### ***public void WriteEOF()***

This method writes an end-of-file marker at the current position in the sequential file. This allows a file to be truncated at a specified point when used with the `FileSeek()` method.

If this method fails, it throws a `UniSequentialFileException`.

This method corresponds to the `UniObjects` **WriteEOF** method and the BASIC **WEOFSEQ** statement.

### ***public void WriteLine (UniDynArray aString)***

### ***public void WriteLine (string aString)***

This method writes a line of data at the current position in the sequential file.



UniDynArray aString or string aString is a line of data to be written to the file.

If this method fails, it throws a UniSequentialFileException.

This method corresponds to the UniObjects **WriteLine** method and the BASIC WRITESEQ statement.

## **UniSequentialFile – Protected Instance Methods**

This section lists the protected instance methods you can use with UniSequentialFile objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from UniRoot. It overrides the Dispose() method.

### ***protected Finalize( )***

This method is inherited from Object. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from Object. It creates a shallow copy of the current object.

## Example Using the UniSequentialFile Object

```
UniSequentialFile uSeq = uSession.Create UniSequentialFile ( "BP",
"TEST2",false);
Console.WriteLine ( "Opened file" );
if ( uSeq.IsOpen )
{
    Console.WriteLine ( "Setting new block size" );
    uSeq.ReadSize = 4096;
    Console.WriteLine ( "Reading blk from file " );
    UniDynArray uvstr = uSeq.readBlk();
    Console.WriteLine ( "Displaying blk from file" );
    Console.WriteLine ( "Number of bytes read " + uSeq.ReadSize);
    Console.WriteLine ( "Status from readblk " + uSeq.UniSequentialStatus );
    Console.WriteLine ( uvstr );
    // Let's open up a new sequential file
    UniSequentialFile uSeqnew = uSession.openSeq( "BP", "TEST.JAVA2", true );
    uSeqnew.WriteBlk( uvstr );
    uSeqnew.FileSeek( 0,0 );
    uSeqnew.WriteEOF();
    Console.WriteLine ( "Press Return to continue");
    Int myinput = Console.Read();
    Console.WriteLine ();
    Console.WriteLine ( "Ok, let's reset the filepointer back to 0" );
    uSeq.FileSeek( 0,0 );/* Position back to beginning of file */
    Console.WriteLine ( "Let's read a line at time" );
    uvstr = uSeq.ReadLine();
    Console.WriteLine ( "First line = " + uvstr );
    int uvstat = uSeq.UniSequentialStatus ;
    /productinfo/alldoc/UNIVERSE10/java/Ch4
    2/11/02
    Console.WriteLine ( "Status after first read = " + uvstat );
    while ( uvstat == 0 )
    {
        uvstr = uSeq.ReadLine();
        uSeqnew.WriteLine( uvstr );
        uvstat = uSeq.UniSequentialStatus ;
        Console.WriteLine ( "Line = " + uvstr );
    }
    Console.WriteLine ( "Final Status = " + uvstat );
    uSeq.Close();
    uSeqnew.Close();
}
Console.WriteLine ( "Closing session " );
UniObjects.CloseSession( uSession );
}
catch (Exception e)
{
    Console.WriteLine(e.Message +e.StackTrace);
}
}
```

---

## UniSubroutine Class

The UniSubroutine class allows users to run a cataloged BASIC subroutine on the server. For information about subroutines, see [Client/Server Design Considerations](#) in Chapter 2, “Using UniObjects for .NET.”

### UniSubroutine – Public Instance Properties

This section describes the public instance properties you can use with UniSubroutine objects.

***public int ArgumentsNumber {get;}***

This property gets the number of arguments this subroutine expects to use.

***public string RoutineName {get;}***

This property gets the name of the subroutine to call on the server. It corresponds to the UniObjects **RoutineName** property.

### UniSubroutine – Public Instance Methods

This section describes the public instance methods you can use with UniSubroutine objects.

***public void Call()***

This method executes the cataloged UniData or UniVerse subroutine identified by the RoutineName property, or identified in the UniSession.CreateUniSubroutine() call. It uses the arguments established with the SetArg() method.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **Call** method and the BASIC CALL statement.

```
UniSubroutine uSub = uSession.CreateUniSubroutine("SAMPLESUBR",
3);
uSub.SetArg(0, "David");
uSub.SetArg(1, "Thomas");
uSub.SetArg(2, "Meeks");
uSub.Call();
```

### ***public void Dispose( )***

This method is inherited from UniRoot. It performs cleanup for the session.

### ***public static bool Equals (object, object)***

This method is inherited from Object. It is used to determine whether the specified object is equal to the current object.

### ***public string GetArg (int aArgNum)***

This method retrieves argument values returned from the subroutine after the Call ( ) method has executed successfully.

int aArgNum is the number of the argument you are requesting. The first argument is 0.

If this method fails, it throws a UniFileException.

This method corresponds to the UniObjects **GetArg** method.

### ***public UniDynArray GetArgDynArray (int aArgNum)***

This method retrieves argument values returned from the subroutine after the Call ( ) method has executed successfully, as a UniDynArray.

int aArgNum is the number of the argument you are requesting. The first argument is 0.

If this method fails, it throws a UniFileException.

***public virtual int GetHashCode( )***

This method is inherited from Object. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public Type GetType( )***

This method is inherited from Object. It gets the type of the current instance.

***public void ResetArgs( )***

This method resets the output argument array of the UniSubroutine object to empty values. It corresponds to the UniObjects **ResetArgs** method.

***public void SetArg (int aArgNum, string aArgVal)***

***public void SetArg (int aArgNum, UniDynArray aArgVal)***

This method sets the value of an argument to be passed to a cataloged subroutine.

int aArgNum is the number of the argument you are setting. The first argument is 0.

string aArgVal is the value of the argument to pass to the server subroutine.

UniDynArray aArgVal is a UniDynArray representing the value of the argument to pass to the server subroutine.

The argument is passed to the server before making the call. Any argument you do not specify with the SetArg ( ) method is passed as an empty string.

If this method fails, it throws a UniSubroutineException.

This method corresponds to the UniObjects **SetArg** method.

```
UniSubroutine uSub = uSession.CreateUniSubroutine("SAMPLESUBR",
3);
uSub.SetArg(0, "David");
uSub.SetArg(1, "Thomas");
uSub.SetArg(2, "Meeks");
uSub.Call();
```

***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

## **UniSubroutine – Protected Instance Methods**

This section describes the protected instance methods you can use with `UniSubroutine` objects.

***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose( )` method.

***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

## Example Using the UniSubroutine Object

```
UniSubroutine uSub = uSession. CreateUniSubroutine
("SAMPLESUBR",3);
uSub.SetArg(0, "David");
uSub.SetArg(1, "Thomas");
uSub.SetArg(2, "Meeks");

Console.WriteLine("Subroutine set up, routine name = " +
uSub.RoutineName);

Console.WriteLine ("Subroutine: Arg0 = " + uSub.GetArg(0));
Console.WriteLine (" Arg1 = " + uSub.GetArg(1));
Console.WriteLine (" Arg2 = " +uSub.GetArg(2));
Console.WriteLine ("Calling subroutine...");

uSub.Call();

Console.WriteLine ("Subroutine finished... ");
Console.WriteLine ("Subroutine: Arg0 = " + uSub.GetArg(0));
Console.WriteLine (" Arg1 = " + uSub.GetArg(1));
Console.WriteLine (" Arg2 = " + uSub.GetArg(2));
Console.WriteLine ("Results displayed, resetting args...");

uSub.ResetArgs();
Console.WriteLine ("Subroutine: Arg0 = " +uSub.GetArg(0));
Console.WriteLine (" Arg1 = " +uSub.GetArg(1));
Console.WriteLine (" Arg2 = " + uSub.GetArg(2));
```

---

## UniTransaction Class

The `UniTransaction` object is available from the `UniSession` object. The `UniTransaction` class provides methods to start, commit, and roll back transactions for a session. If a session closes while transactions are active, the server rolls them back. For any `UniSession` object, only one transaction can be active at a time.

### UniTransaction – Public Instance Methods

This section describes the public instance methods you can use with `UniTransaction` objects.

#### ***public void Begin()***

This method begins a new transaction. This transaction can be nested. If a transaction is already active, the nested transaction becomes active and the transaction level is incremented.

If this method fails, it throws a `UniTransactionException`.

This method corresponds to the `UniObjects` **Start** method and the BASIC `BEGIN TRANSACTION` statement.

#### ***public void Commit()***

This method commits an active transaction. If it is a nested transaction, the parent transaction becomes active and the transaction level is decremented.

If this method fails, it throws a `UniTransactionException`.

This method corresponds to the `UniObjects` **Commit** method and the BASIC `COMMIT` statement.

#### ***public void Dispose( )***

This method is inherited from `UniRoot`. It performs cleanup for the session.





***public static bool Equals (object, object)***

This method is inherited from `Object`. It is used to determine whether the specified object is equal to the current object.

***public virtual int GetHashCode( )***

This method is inherited from `Object`. It serves as a hash function for a particular type. It is best suited for use in hashing algorithms and data structures, such as hash tables.

***public int GetLevel( )***

This method returns the current transaction level. It corresponds to the `UniObjects.Level` property.

**Note:** *This method applies only to `UniVerse`.*

If this method fails, it throws a `UniTransactionException`.

***public Type GetType( )***

This method is inherited from `Object`. It gets the type of the current instance.

***public bool IsActive()***

This method determines whether a transaction is currently active. It returns `true` if the transaction is active, otherwise it returns `false`. A transaction is currently active if the `UniTransaction.Begin()` method has been called, but neither `UniTransaction.Commit()` nor `UniTransaction.Rollback()` has been called.

If this method fails, it throws a `UniTransactionException`.

This method corresponds to the `UniObjects.IsActive` method.

***public void Rollback( )***

This method rolls back an active transaction. If this is a nested transaction, the parent transaction becomes active and the transaction level is decremented.

If this method fails, it throws a `UniTransactionException`.

This method corresponds to the `UniObjects` **Rollback** method and the BASIC **ROLLBACK** statement.

### ***public virtual string ToString( )***

This method is inherited from `Object`. It returns a string that represents the current object.

## **UniTransaction – Protected Instance Methods**

This section lists the protected instance methods you can use with `UniTransaction` objects.

### ***protected override void Dispose (bool disposing)***

This method is inherited from `UniRoot`. It overrides the `Dispose()` method.

### ***protected Finalize( )***

This method is inherited from `Object`. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone( )***

This method is inherited from `Object`. It creates a shallow copy of the current object.

## Example Using the UniTransaction Object

```
UniSession uSession = null;

Try
{

    uSession = UniObjects.OpenSession("localhost","xxx","yyy","demo","udcs");

    UniTransaction uvt = uSession.CreateUniTransaction();
    /* Ok, let's open up a file and first write a record outside the
    transaction */
    UniFile uFile = uSession.CreateUniFile("CUSTOMER");
    UniDynArray uvstr = uFile.Read("2");
    UniDynArray uvnewstr = new UniDynArray(uSession,"This is a test of
    Transactions 1 ");
    uFile.Write("TRANSREC", uvnewstr.StringValue);

    Console.WriteLine("Data written outside transaction... check on it ");
    Int lval = Console.Read();
    Char ch = (char)lval;
    Console.WriteLine ("Starting transaction");
    Console.WriteLine ("Current transLevel = " + uvt.GetLevel());
    Console.WriteLine ("Is it active? " + uvt.IsActive());
    uvt.Rollback();
    uvt.Begin();
    Console.WriteLine ("Transaction started: Level " + uvt.GetLevel());
    uFile.Write("TRANSCOMMITREC", uvnewstr.StringValue);
    Console.WriteLine ("Data written, but not committed... hit any key to
    continue");
    lval = Console.Read();
    ch = (char)lval;
    if (ch == 'Y')
    {
        uvt.Commit();
        Console.WriteLine ("Committed task... hit any key to continue");
        lval = Console.Read();
        ch = (char)lval;
    }
    else
    {
        uvt.Rollback();
        Console.WriteLine ("Rolledback... hit any key to continue");
        lval = Console.Read();
        ch = (char)lval;
    }
    Console.WriteLine ("Closing session");
}

Catch (Exception ex)
{
    //some error, display it
    Console.WriteLine(ex.Message);
}
finally
{
    // no error
    if(uSession!= null)
    {
```

```
        UniObjects.CloseSession(uSession);  
        uSession = null;  
    }  
}
```

---

## UniXML Class

The UniXML class represents an XML representation of UniData data. Using this class, you can create XML documents and XML Schema documents from UniQuery or UniData SQL, or directly from a data file. UniData also provides functions to generate new data, modify data, or generate XML from the UniData database using the XMAP file.

### UniXML – Public Instance Properties

This section describes the public instance properties you can use with UniXML objects.

***public int Errcode {get;}***

This property gets a UniXML error code.

***public string Errmsg {get;}***

This property gets a UniXML error message.

***public string XMLString {get; set;}***

This property gets or sets an XML document as a string type.

***public string XSDString {get; set;}***

This property gets or sets an XML schema as a string type.

### UniXML – Public Instance Methods

This section describes the public methods you can use the UniXML objects.

***public void GenerateXML(string cmd);***

This method uses the UniQuery LIST command or the UniData SQL SELECT command to get an XML document from the UniData server. If you only supply a command, UniObjects for .NET sets the option to an empty string, checks the result, and reports an error if one occurs.

***public void GenerateXML(string cmd, string options);***

This method uses the UniQuery LIST command or the UniData SELECT command to get an XML document from the UniData server. You can specify options separated by @FM, and option values separated by @VM.

***public void GenerateXMLUsingXmap(string xmapname);***

This method uses an existing XMAP file on the server to generate an XML document from UniData data. The relationship between an XML document and a UniData file is described in the XMAP file. The XML document is returned as a string.

***public DataSet GetDataSet();***

This method returns a DataSet using m\_Xmlstr and m\_Xsdstr if one exists.

***public void UpdataDataUsingXmap(string xmapname);***

This method writes to a UniData file residing on the server using an existing XMAP file and the m\_Xmlstr residing on the client. The XMAP file is stored in the UniData account in the \_XML\_ file.

***public void UpdataDataUsingXmap(string xmapname, string xmlname);***

This method writes a UniData file residing on the server using the XMAP file residing on the server and an XML document residing on the server.

## UniXML – Protected Instance Methods

This section describes the protected instance methods you can use with the UniXML object.

### ***protected override void Dispose (pool disposing)***

This method is inherited from UniRoot. It overrides the Dispose() method.

### ***protected Finalize()***

This method is inherited from UniRoot. It allows an object to attempt to free resources and perform other cleanup operations before the object is reclaimed by garbage collection.

### ***protected object MemberwiseClone()***

This method is inherited from Object. It creates a shallow copy of the current object.

---

# Getting Started with UniObjects for .NET

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This chapter contains information on the following topics:

- [Setting Up UniObjects for .NET](#)
- [Using Online Help](#)
- [Deploying .NET Applications](#)

---

## Setting Up UniObjects for .NET

This section contains information on the requirements for setting up and installing UniObjects for .NET in your environment:

- [Software Requirements](#)
- [Hardware Requirements](#)
- [Installing UniObjects for .NET](#)

### Software Requirements

This section lists the software required to support UniObjects for .NET. Both client and documentation software components are required.

#### *Client software components*

The following table lists the client software components that must be installed before you install UniObjects for .NET.

Software	Requirement
Operating system	Windows 2000 SP2 or later, or Windows XP Professional
Microsoft Data Access Components (MDAC)	Version 2.6 or later required by .NET Framework
.NET Framework	Version 1.0.3705 or later
UniData	Version 6.1 or later
UniVerse	Version 10.1 or later
Client Software Components	

### *Documentation software components*

The following table lists the documentation software components that must be installed on your computer to support UniObjects for .NET.

Software	Requirement
Internet software	Microsoft Internet Explorer version 5.01 or later
Documentation Software Components	

## Hardware Requirements

The following table lists the hardware required to support UniObjects for .NET.

Software	Requirement
Processor	Pentium 450 megahertz (MHz) minimum; Pentium 733 MHz or greater recommended
Memory	128 megabytes (MB) RAM minimum; 256 MB RAM recommended
Hard disk space	UniObjects for .NET component: 1 MB
Hardware Requirements	

## Installing UniObjects for .NET

IBM UniData 7.1 offers several options for installing UniObjects for .NET:

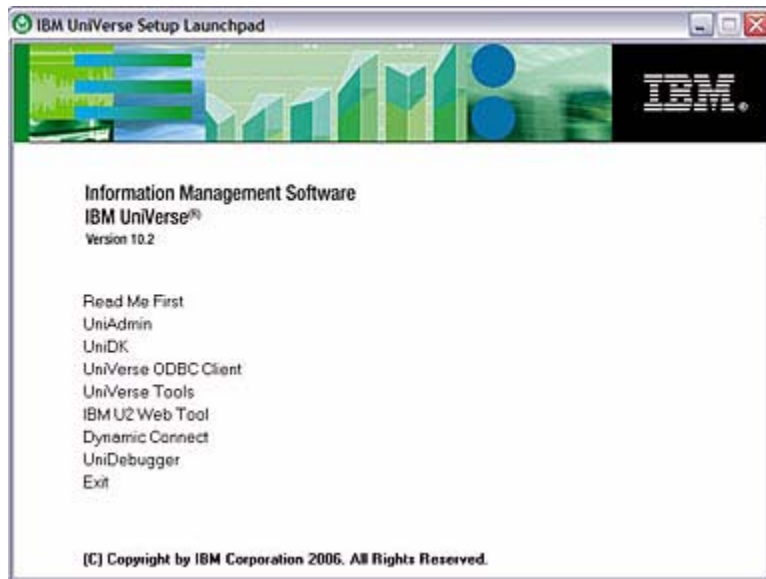
- [Installing with the InstallShield Wizard](#)
- [Installing from the Control Panel](#)

### *Installing with the InstallShield Wizard*

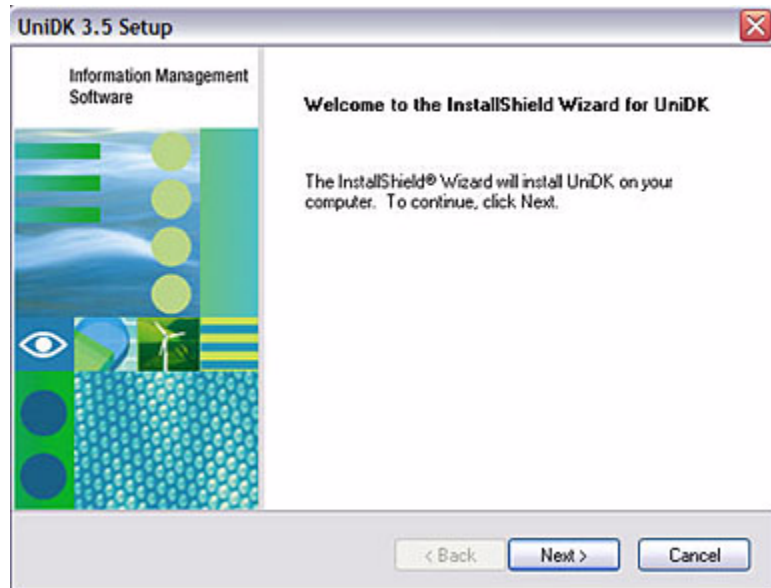
The easiest method to install UniObjects for .NET is to use the InstallShield Wizard, which walks you through the process. Complete the following steps to install program files with the InstallShield Wizard:

1. Locate the Install.exe file in the installation directory on the UniVerse 10.2 Client CD. Double-click the file to open it.

The IBM UniData installation menu appears.

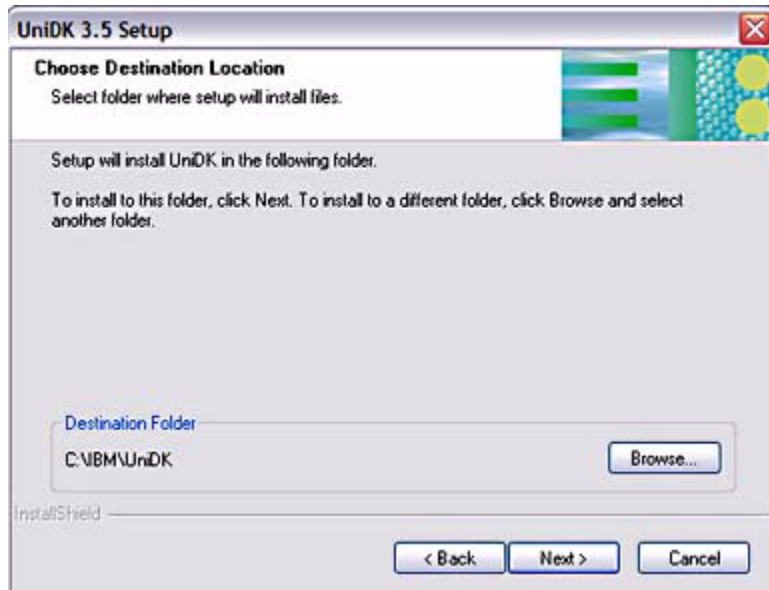


2. On the installation menu, click **UniDK** to install the Uni Development Kit. This starts the InstallShield Wizard for UniDK.



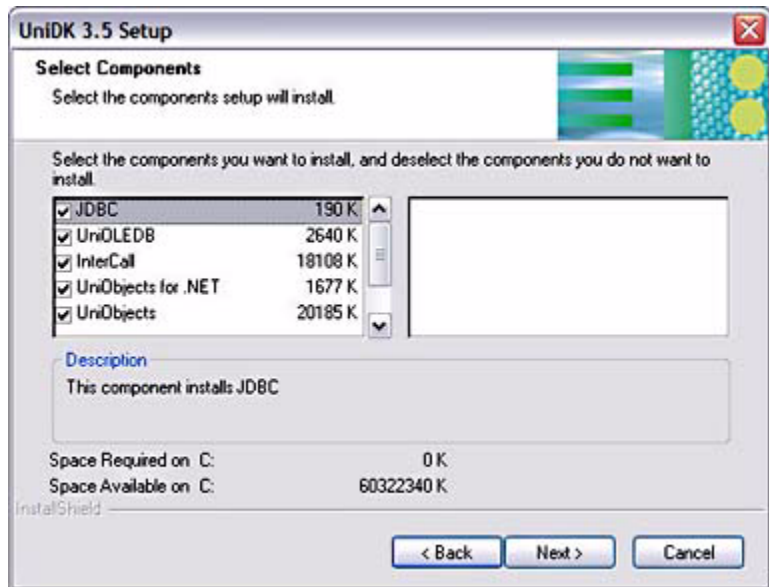
3. To continue the installation, click **Next**.

The Choose Destination Location dialog box appears.



4. To install UniObjects for .NET to the default destination folder, click **Next**. Otherwise, to install to a different folder, click **Browse** to locate a folder and then click **Next**.

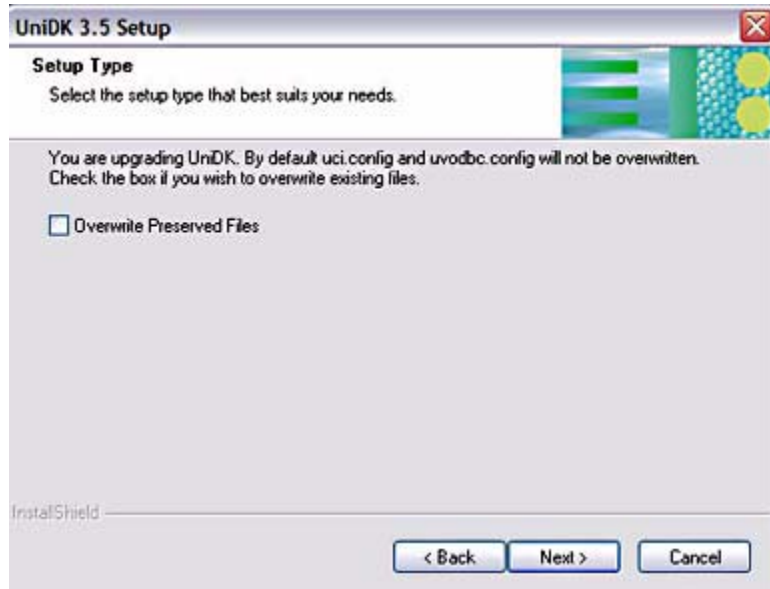
The Select Components dialog box appears.



5. The **UniObjects for .NET** check box is selected by default. Clear the check box for any other components you do not want to install.

6. Click **Next**.

The **Setup Type** dialog box appears.



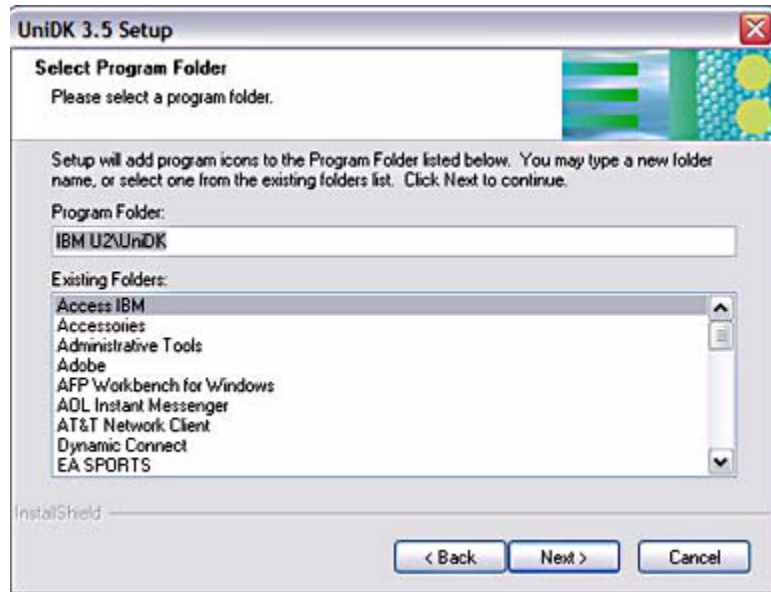
7. By default, the installation program does not overwrite the uci.config and uvodbc.config files from a previous installation of UniDK.

If you want to overwrite existing files from a previous version of UniDK, select the **Overwrite Preserved Files** check box.



8. Click **Next**.

The Select Program Folder dialog box appears.

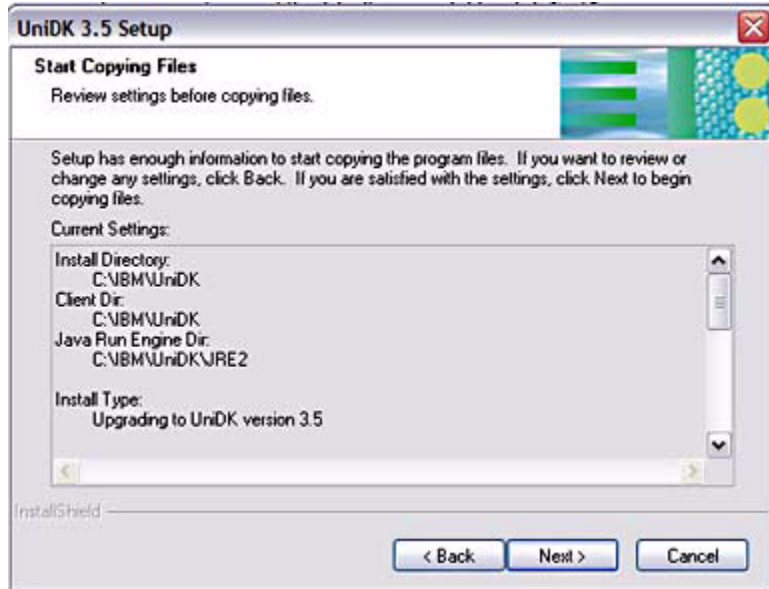


9. Select the program folder to which Setup will add the UniObjects for .NET program icon.

To accept the default program folder, click **Next**.

Otherwise, type a new folder name or select one from the **Existing Folders** list, and then click **Next**.

The Start Copying Files dialog box appears.

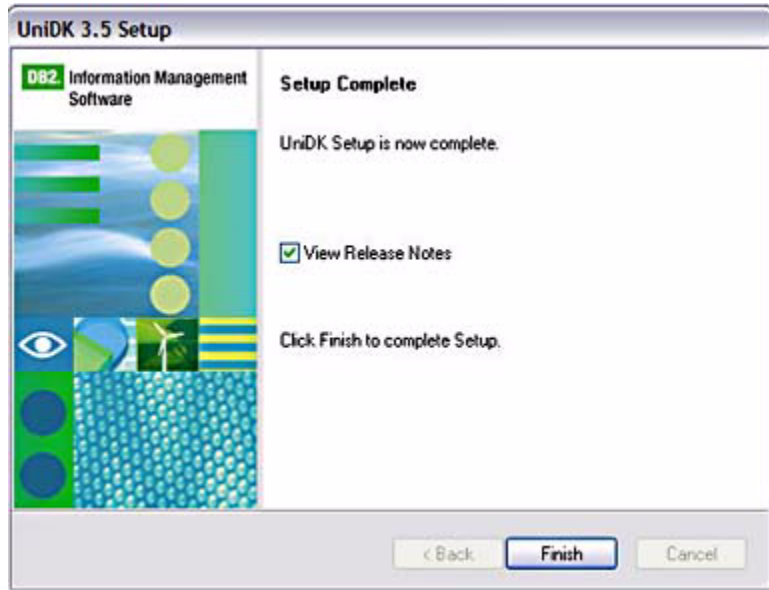


10. If the current settings are satisfactory, click **Next** to start copying the program files.

Otherwise, if you need to change a setting, click the **Back** button to return to the dialog box in which you want to make a change.

The Setup Status dialog box appears, showing the percentage of files copied.

When all files are copied, the Setup Complete dialog box appears.

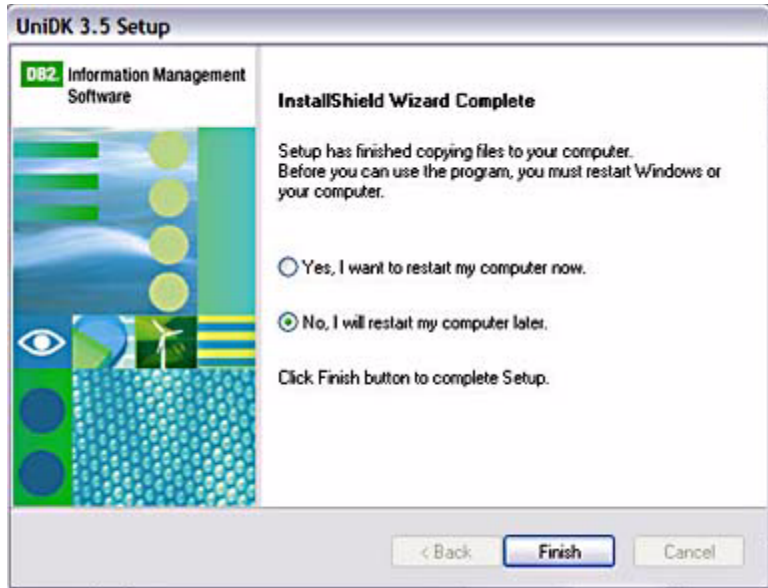


11. The **View Release Notes** check box is selected by default. If you do not want to view release notes, clear the check box.

12. Click **Finish**.

If the **View Release Notes** check box was cleared, the InstallShield Wizard Complete dialog box appears.

If the View Release notes check box was selected, the release notes file opens. After reading the release notes, close the file. The InstallShield Wizard Complete dialog box appears.



13. Select the **Yes** option to restart your computer now or the **No** option to restart later.
14. Click **Finish**.

### *Installing from the Control Panel*

Complete the following steps to install UniObjects for .NET from the Control Panel:

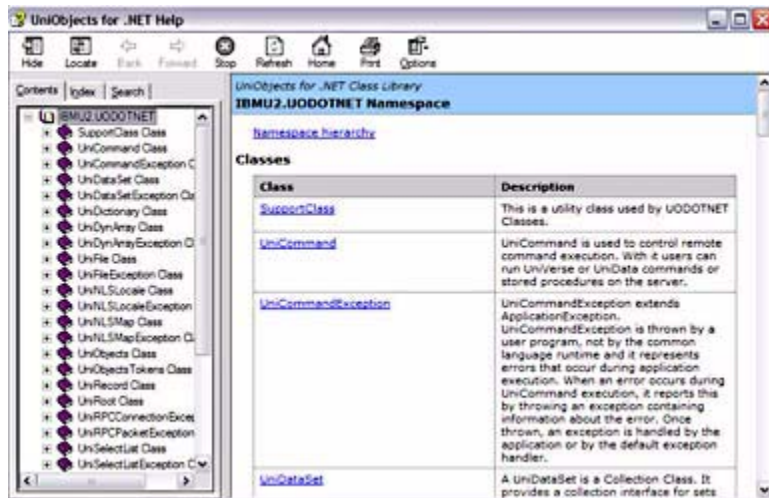
1. Select **Start > Settings > Control Panel > Add/Remove Programs**.
2. Click **Add New Programs**.
3. Click the **CD or Floppy** button.
4. Insert the UniVerse 10.2 Product CD in your CD drive.
5. Click **Next**.
6. Click the **Browse** button to locate the uosetup.msi file in the installation directory on the product CD.

## Using Online Help

This section describes how you can use online help to get information UniObjects for .NET.

Online help for UniObjects for .NET is available in the **uodotnet.chm** file. This file is found in the installation directory (generally the UONET\DOC directory). To view the online help, double-click the **uodotnet.chm** file to open it.

The online help is modeled after MDSN Web help, so it has the same look and feel. A sample of the help window is shown below:



---

## Deploying .NET Applications

After creating a software application or Web service using the UniObjects for .NET API, the next step is to deploy the product to users. Developers who use the UniObjects for .NET component in their applications can include the **UOMergeModule.msm** merge module in their .msi files to ensure that the UniObjects for .NET component is installed correctly along with the other application files. This file is provided in the UONET\UOMergeModule directory on the UniData product CD.

Merge modules are a feature of Windows Installer that provides a standard method for delivering components, ensuring that the correct version of a component is installed. A merge module contains a component such as a .dll along with any related files, resources, registry entries, and setup logic.

Merge modules cannot be installed directly, but rather are merged into an installer for each application that uses the component. This ensures that the component is installed consistently for all applications, eliminating problems such as version conflicts, missing registry entries, and improperly installed files.

You can ensure that an assembly name is globally unique by signing it with a strong name. The UniObjects for .NET assembly is signed with a strong name using the key file **uodotnet.snk**. This file is provided in the UONET\BIN directory on the UniData product CD.

Strong names offer:

- Guarantee that the name is unique by relying on unique key pairs. No one can generate the same assembly name that you can, because an assembly generated with one private key has a different name than an assembly generated with another private key.
- Protect the version lineage of an assembly. A strong name can ensure that no one can produce a subsequent version of your assembly. Users can be sure that a version of the assembly they are loading comes from the same publisher that created the version the application was built with.
- Provide a strong integrity check. Passing the .NET Framework security checks guarantees that the contents of the assembly have not been changed since it was built. Note, however, that strong names in and of themselves do not imply a level of trust like that is provided by a digital signature and supporting certificate, for example.

---

# Using Code Samples

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Quick Guide . . . . .	5-3
Code Samples on the Product CD . . . . .	5-4



This chapter contains information on using code samples to get up to speed quickly on UniObjects for .NET.

---

## Code Samples for UniObjects for .NET

One of the best ways to get a basic understanding of how to write code in the UniObjects for .NET interface is to review code samples for simple software applications. This section provides information on two code sources:

- [Quick Guide](#)
- [Code Samples on the Product CD](#)

### Quick Guide

The following code sample written in C# provides a quick guide for software developers working in UniObjects for .NET.

```
using System;
using IBMU2.UODOTNET;
UniSession us1=null
try
{

    us1=UniObjects.OpenSession("DENVER\\asmith","xxxi","localhost",
    "DEMO","UDCS");

    //open customer file
    UniFile fl=us1.CreateUniFile("customer");

    //use UniDataSet
    string[] sArray={"2","3", "4"};
    UniDataSet uSet=fl.ReadRecords(sArray);
    UniRecord q2=uSet["2"];
    string sq2=q2.ToString();
    UniRecord q3=uSet["3"];
    string sq3=q3.ToString();
    UniRecord q4=uSet["4"]
    string sq4=q4.ToString();

    //use UniCommand
    UniCommand cmd=us1.CreateUniCommand();
    cmd.Command="List VOC SAMPLE 10";
    cmd.Execute();
    string response_str=cmd.Response;
    Console.WriteLine("Response from UniCommand:",response_str);
```

```

        //test UniDynArray
        UniDynArray pArray=us1.CreateUniDynArray("a");
        pArray.Insert(1,"b");
        pArray.Insert(1,"c");
        pArray.Insert(1,"d");
        Console.WriteLine("Result from UniDynArray is:
        ",pArray.ToString());
        UniDynArray ur = pArray.Extract(2);
        Console.WriteLine("Result from UniDynArray Extract is:
        ",ur.ToString());
        ur=pArray.Extract(3);
        Console.WriteLine("Result from UniDynArray Extract is:
        ",ur.ToString());

    }
    catch(Exception ex)
    {
        if(us1 !=null && us1.isActive)
        {
            UniObjects.CloseSession(us1);
            us1=null
        }
        MessageBox.Show(ex.Message);
    }
    finally
    {
        if(us1 !=null && us1.IsActive)
        {
            UniObjects.CloseSession(us1);
        }
    }
}

```

## Code Samples on the Product CD

Several more UniObjects for .NET code samples are available in the installation directory on the UniVerse product CD. These samples are intended to show software developers how to create software applications, Web applications, and Web services using UniObjects for .NET:

- [Creating a simple Windows form application](#)
- [Creating a simple ASP.NET Web application](#)
- [Creating an XML Web service](#)

### *Creating a simple Windows form application*

The Walkthrough\_WindowsAppl project shows the basic steps required to access the UniData database in a simple Windows form application. This sample file is found in the \Samples\Walkthrough\_WindowsAppl installation directory on the UniData product CD. The readme.txt file contains step-by-step instructions for running and debugging the program.

### *Creating a simple ASP.NET Web application*

The Walkthrough\_WebAppl project shows the basic steps required to access the UniData database in a simple ASP.NET Web application. This sample file is found in the \Samples\Walkthrough\_WebAppl installation directory. The `readme.txt` file contains step-by-step instructions for running and debugging the program.

Before opening and running the sample file, you must complete the following steps to create a virtual folder named Walkthrough\_WebAppl in the \Samples\Walkthrough\_WebAppl installation directory:

1. Run Internet Service Manager (IIS).
2. Right-click **Default Web Site** and select the **New/Virtual Directory** option. The **Virtual Directory Wizard** starts.
3. Click **Next**.
4. In the **Alias** text box, enter the alias name **Walkthrough\_WebAppl**.
5. Click **Next**.
6. Enter the full path of the \Samples\Walkthrough\_WebAppl installation directory.
7. Click **Next**.
8. Select the default and click **OK**.

### *Creating an XML Web service*

The Walkthrough\_WebService project demonstrates how to create an XML Web service that retrieves data from the UniData database. This sample file is found in the \Samples\WebService\Walkthrough\_WebService installation directory. The `readme.txt` file contains step-by-step instructions for running and debugging the program.

Before opening and running the sample file, you must complete the following steps to create a virtual folder named Walkthrough\_WebService in the \Samples\Walkthrough\_WebService installation directory:

1. Run Internet Service Manager (IIS).
2. Right-click **Default Web Site** and select the **New/Virtual Directory** option. The **Virtual Directory Wizard** starts.
3. Click **Next**.
4. In the **Alias** text box, enter the alias name **Walkthrough\_WebService**.
5. Click **Next**.
6. Enter the full path of the \Samples\Walkthrough\_WebService installation directory.
7. Click **Next**.
8. Select the **Default** button and click **OK**.

### *Using an XML Web service*

The Walkthrough\_Test\_WebService project demonstrates how to use an XML Web service that retrieves data from the UniData database. This sample file is found in the \Samples\WebService\Walkthrough\_Test\_WebService installation directory. The `readme.txt` file contains step-by-step instructions for running and debugging the program.

### *Adding the service description*

You can use either of the following methods to specify the location of the service description, which is an XML document that uses the Web Services Description Language (WSDL):

- Add a service description via the command line.
- Add a service description via the Add Web Reference option on the Project menu in Visual Studio .NET.

### To add a service description from the command line:

1. At the command line, type the following on one line:

```
wsdl.exe/namespace:UODOTNET http://localhost/  
Walkthrough_WebService/Service1.asmx?wsdl
```

This command creates a C# (Service1.cs) file that contains the proxy code to access the public methods exposed by the XML Web service.

2. Compile this C# file by using the **csc** **exe** command.
3. Compile the C# program into a DLL that will be used by the ASP.NET application, as follows:

At the command line, type the following on one line:

```
csc /t:library /r:System.Web.Services.dll/out:bin/  
u2xmlservice.dll Service1.cs
```

This command creates a proxy DLL. The application locates the DLL in the bin directory and loads the library automatically.

### To add a service description from the Add Web Reference option:

1. Start Visual Studio .NET.
2. On the **Project** menu, click the **Add Web Reference** option.  
The **Add Web Reference** dialog box appears.
3. In the **URL** text box, type **http://localhost/Walkthrough\_WebService/Service1.asmx** and then click the **Go** button to retrieve information about the XML Web service.
4. In the Web reference name box, rename the Web reference to **UODOTNET**, which is the namespace you will use for this Web reference.
5. Click **Add Reference** to add a Web reference for the target XML Web service.

Visual Studio .NET downloads the service description and generates a proxy class to interface between this application and the XML Web service.

---

# Error Codes and Replace Tokens

UniObjects for .NET provides information on replace tokens for error codes and global constants that may be useful in your application. They are contained in the file whose path is C:\IBM\UniClient\UNIDK\INCLUDE\UVOAIF.TXT. You can add this file to an application through the **Add File** option of the File menu.



***Note:** UVOAIF.TXT is a generic file used by client programs accessing the database. This appendix describes only those tokens that are relevant to UniObjects for .NET.*

---

## Error Codes

These are the error codes that can be returned to a UniObjects for .NET application, together with their replace tokens. Each token should be used with the `UniObject-sTokens` prefix—for example, `UniObjectsTokens.UVE_NOERROR`.

Code	Token	Description
0	UVE_NOERROR	No error
14002	UVE_ENOENT	No such file or directory
14005	UVE_EIO	I/O error
14009	UVE_EBADF	Bad file number
14012	UVE_ENOMEM	No memory available
14013	UVE_EACCES	Permission denied
14022	UVE_EINVAL	Invalid argument
14023	UVE_ENFILE	File table overflow
14024	UVE_EMFILE	Too many open files
14028	UVE_ENOSPC	No space left on device
14551	UVE_NETUNREACH	Network is unreachable
22001	UVE_BFN	Bad Field Number
22002	UVE_BTS	Buffer size too small
20003	UVE_IID	Illegal record ID
22004	UVE_LRR	The last record in the select list has been read
22005	UVE_NFI	Not a file identifier
30001	UVE_RNF	Record not found
30002	UVE_LCK	This file or record is locked by another user

---

### Error Codes



Code	Token	Description
30095	UVE_FIFS	The file ID is incorrect for the current session
30097	UVE_SELFFAIL	The select operation failed
30098	UVE_LOCKINVALID	The task lock number specified is invalid
30099	UVE_SEQOPENED	The file was opened for sequential access and you have attempted hashed access
30100	UVE_HASHOPENED	The file was opened for hashed access and you have attempted sequential access
30101	UVE_SEEKFAILED	The operation using FileSeek ( ) failed
30103	UVE_INVALIDATKEY	The key used to set or retrieve an @variable is invalid
30105	UVE_UNABLETOLOADSUB	Unable to load the subroutine on the server
30106	UVE_BADNUMARGS	Too few or too many arguments supplied to the subroutine
30107	UVE_SUBERROR	The subroutine failed to complete successfully
30108	UVE_ITYPEFTC	The I-type operation failed to complete correctly
30109	UVE_ITYPEFAILEDTOLOAD	The I-type failed to load
30110	UVE_ITYPENOTCOMPILED	The I-type has not been compiled
30111	UVE_BADITYPE	This is not an I-type, or the I-type is corrupt
30112	UVE_INVALIDFILENAME	Must specify a filename
30113	UVE_WEOFFAILED	WEOFSEQ failed

**Error Codes (Continued)**

Code	Token	Description
30114	UVE_EXECUTEISACTIVE	An EXECUTE is currently active on the server
30115	UVE_EXECUTENOTACTIVE	No EXECUTE is currently active on the server
30124	UVE_TX_ACTIVE	Cannot perform this operation while a transaction is active
30125	UVE_CANT_ACCESS_PF	Cannot access part files
30126	UVE_FAIL_TO_CANCEL	Failed to cancel an execute
30127	UVE_INVALID_INFO_KEY	Bad key for the host type
30128	UVE_CREATE_FAILED	The creation of a sequential file failed
30129	UVE_DUPHANDLE_FAILED	Failed to duplicate a pipe handle
31000	UVE_NVR	No VOC record
31001	UVE_NPN	No pathname in VOC record
39101	UVE_NODATA	The server is not responding
39119	UVE_AT_INPUT	The server is waiting for input to a command
39120	UVE_SESSION_NOT_OPEN	The session is not open
39121	UVE_UVEXPIRED	The database license has expired
39122	UVE_CSVERSION	The client and the server are not running at the same release level
39123	UVE_COMMSVERSION	The client or server is not running at the same release level as the communications support
39124	UVE_BADSIG	You are trying to communicate with the wrong client or server
39125	UVE_BADDIR	The directory does not exist or is not a database account
39127	UVE_BAD_UVHOME	Cannot find the UV account directory

**Error Codes (Continued)**

Code	Token	Description
39128	UVE_INVALIDPATH	An invalid pathname was found in the UV.ACCOUNT file
39129	UVE_INVALIDACCOUNT	The account name supplied is not an account
39130	UVE_BAD_UVACCOUNT_FILE	The UV.ACCOUNT file could not be found or opened
39131	UVE_FTA_NEW_ACCOUNT	Failed to attach to the specified account
39134	UVE_ULR	The user limit has been reached on the server
39135	UVE_NO_NLS	NLS is not available
39136	UVE_MAP_NOT_FOUND	NLS map not found
39137	UVE_NO_LOCALE	NLS locale support not available
39138	UVE_LOCALE_NOT_FOUND	NLS locale not found
39139	UVE_CATEGORY_NOT_FOUND	NLS locale category not found
39201	UVE_SR SOCK_CON_FAIL	The server failed to connect to the socket
39210	UVE_SR_SELECT_FAIL	The server failed to select on input channel. When you see this error, you must quit and reopen the session.
39211	UVE_SR_SELECT_TIMEOUT	The select has timed out
40001	UVE_INVALIDFIELD	Pointer error in a sequential file operation
40002	UVE_SESSIONEXISTS	The session is already open
40003	UVE_BADPARAM	An invalid parameter was passed to a subroutine
40004	UVE_BADOBJECT	An incorrect object was passed
40005	UVE_NOMORE	The nextBlock ( ) method was used but there are no more blocks to pass.

---

**Error Codes (Continued)**

Code	Token	Description
40006	UVE_NOTATINPUT	The <code>reply ( )</code> method can be used only when the <code>response ( )</code> method returns <code>UVS_REPLY</code>
40007	UVE_INVALID_DATAFIELD	The dictionary entry does not have a valid <code>TYPE</code> field
40008	UVE_BAD_DICTIONARY_ENTRY	The dictionary entry is invalid
40009	UVE_BAD_CONVERSION_DATA	Unable to convert the data in the field
45000	UVE_FILE_NOT_OPEN	File has been closed, must reopen before performing an operation
45001	UVE_OPENSESSION_ERR	Maximum number of sessions already open
45002	UVE_NONNULL_RECORDID	Cannot perform operation on a nonnull record ID
80011	UVE_BAD_LOGINNAME	The user name or login name provided is incorrect
80019	UVE_BAD_PASSWORD	The password has expired
80144	UVE_ACCOUNT_EXPIRED	The account has expired
80147	UVE_RUN_REMOTE_FAILED	Unable to run as the given user
80148	UVE_UPDATE_USER_FAILED	Unable to update user details
81001	UVE_RPC_BAD_CONNECTION	The connection is bad and may be passing corrupt data.
81002	UVE_RPC_NO_CONNECTION	The connection is broken
81005	UVE_RPC_WRONG_VERSION	The version of the UniRPC on the server is different from the version on the client.
81007	UVE_RPC_NO_MORE_CONNECTIONS	No more connections available

---

**Error Codes (Continued)**

---

Code	Token	Description
81009	UVE_RPC_FAILED	The UniRPC failed
81011	UVE_RPC_UNKNOWN_HOST	The host name specified is not valid, or the host is not responding
81014	UVE_RPC_CANT_FIND_SERVICE	Cannot find the service in the <i>unirpc-services</i> file
81015	UVE_RPC_TIMEOUT	The connection has timed out
81016	UVE_RPC_REFUSED	The connection was refused as the UniRPC daemon is not running
81017	UVE_RPC_SOCKET_INIT_FAILED	Failed to initialize the network interface
81018	UVE_RPC_SERVICE_PAUSED	The UniRPC service has been paused
81019	UVE_RPC_BAD_TRANSPORT	An invalid transport type has been used
81020	UVE_RPC_BAD_PIPE	Invalid pipe handle
81021	UVE_RPC_PIPE_WRITE_ERROR	Error writing to pipe
81022	UVE_RPC_PIPE_READ_ERROR	Error reading from pipe

**Error Codes (Continued)**

---

# @Variables

The following tokens represent BASIC @variables:

Value	Token	BASIC @Variable
1	AT_LOGNAME	@LOGNAME
2	AT_PATH	@PATH
3	AT_USERNO	@USERNO
4	AT_WHO	@WHO
5	AT_TRANSACTION	@TRANSACTION
6	AT_DATA_PENDING	@DATA.PENDING
7	AT_USER_RETURN_CODE	@USER.RETURN.CODE
8	AT_SYSTEM_RETURN_CODE	@SYSTEM.RETURN.CODE
9	AT_NULL_STR	@NULL.STR
10	AT_SCHEMA (UniVerse only)	@SCHEMA

**BASIC @variables**

---

## Blocking Strategy Values

The following tokens set the blocking strategy:

Value	Token	Meaning
1	UVT_WAIT_LOCKED	If the record is locked, wait until it is released.
2	UVT_RETURN_LOCKED	Return a value to indicate the state of the lock. This is the default. The values that can be returned are shown in <a href="#">“Lock Status Values”</a> on page 12.

---

---

## Command Status Values

The following tokens represent possible database command status values:

Value	Token	Meaning
0	UVS_COMPLETE	Execution of the command is complete.
1	UVS_REPLY	The command is waiting for a reply.
2	UVS_MORE	More output to come from the command; the command is waiting for a <code>nextBlock()</code> method.

---

### Command Status Values



---

## Host Type Values

The following tokens represent possible host type values:

Value	Token	Meaning
0	UVT_NONE	The host cannot be determined or is not yet connected.
1	UVT_UNIX	The host is a UNIX system.
2	UVT_NT	The host is a Windows NT system.

---

### Host Type Values

---

# Lock Status Values

The following tokens represent the values returned by the `status()` method to indicate the state of a lock:

Value	Token	Meaning
0	LOCK_NO_LOCK	The record is not locked.
1	LOCK_MY_READL	This user holds the READL lock.
2	LOCK_MY_READU	This user holds the READU lock.
3	LOCK_MY_FILELOCK	This user holds an exclusive file lock.
4	<i>no token</i>	This user holds a shared file lock.
-1	LOCK_OTHER_READL	Another user holds the READL lock.
-2	LOCK_OTHER_READU	Another user holds the READU lock.
-3	LOCK_OTHER_FILELOCK	Another user holds an exclusive file lock.
-4	<i>no token</i>	Another user holds a shared file lock.
PID	<i>no token</i>	Another user holds a shared file lock. The status value will be the process ID (PID) of the user holding the lock.

---

Lock Status Values

---

## Locking Strategy Values

The following tokens set the locking strategy:

Value	Token	Meaning
0	UVT_NO_LOCKS	No locking. This is the default.
1	UVT_EXCLUSIVE_READ	Sets a READU lock.
2	UVT_SHARED_READ	Sets a READL lock.

---

**Locking Strategy Values**

---

## FileSeek() Pointer Values

The following tokens indicate the relative position parameter values used with the `FileSeek()` method of the `UniSequentialFile` object:

Value	Token	Meaning
0	UVT_START	Start of file
1	UVT_CURR	Current position
2	UVT_END	End of file

---

**FileSeek() Pointer Values**

---

## NLS Locale Values (UniVerse Only)

NLS locale values apply only to UniVerse systems. The following tokens represent the five NLS locale categories:

Value	Token	Category
1	UVT_NLS_TIME	Time
2	UVT_NLS_NUMERIC	Numeric
3	UVT_NLS_MONETARY	Monetary
4	UVT_NLS_CTYPE	Ctype
5	UVT_NLS_COLLATE	Collate

**NLS Locale Values**

---

## Release Strategy Values

The following tokens set the release strategy:

Value	Token	Meaning
1	UVT_WRITE_RELEASE	Releases the lock when the record is written.
2	UVT_READ_RELEASE	Releases the lock when the record is read.
4	UVT_EXPLICIT_RELEASE	Maintains locks as specified by the lock strategy. Releases the locks only with the <code>unlockRecord()</code> method.
8	UVT_CHANGE_RELEASE	Releases the lock when a new record ID is set. This value is additive and can be combined with any of the other values.

---

### Release Strategy Values

---

## System Delimiters

The following tokens represent database system delimiters:

Value	Token	Character Value	Meaning
1	TM_CHAR	251	Text mark
2	SM_CHAR	252	Subvalue mark
3	VM_CHAR	253	Value mark
4	FM_CHAR	254	Field mark
5	IM_CHAR	255	Item mark

---

**System Delimiters**

---

## Encryption Values

The following tokens set the encryption values:

Value	Token	Meaning
0	NO_ENCRYPTION	Do not encrypt data.
1	UV_ENCRYPT	Encrypt data using internal database encryption.

---

### Encryption Values



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