

FlagShip



**Object Oriented
Database
Development System**

**Cross-Compatible to Unix,
Linux and MS-Windows**

 **MULTISOFT**

Release 7.1

Section

REL

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***Object Oriented Database Development System,
Cross-Compatible to UNIX, Linux and MS-Windows***

Section REL

Manual release: 7.1

For the current program release see label on distribution disk and
your Activation Card, or check on-line by issuing *FlagShip -version*

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System Specific Release Notes

Please refer to the on-line manual "fsman" section REL, or the ASCII file <FlagShip_dir>/manual/relnotes.asc for specific notes regarding FlagShip for your currently used operating system.

FlagShip 7 release (Visual FlagShip)

General Compatibility Issues

This FlagShip 7 (Visual FlagShip VFS7) is backward **compatible** to:

- all source files (*.prg and *.c written in Extend-C and Open-C API) of all previous FlagShip releases
- all #include *.fh files except std.fh - many *.fh files of VFS7 includes additional options, so it is highly recommended to use the new ones
- all used binary files (.dbf, .dbt, .idx, .mem, .lbl, .frm, .txt etc)
- all by FlagShip 4.x and 5.x produced executables
- databases (.dbf, .dbt) are backward compatible to FS4, VFS5 and VFS6
- database variable fields (.dbv) are backward compatible to FS6
- indices (.idx) are backward compatible to VFS5 and VFS6

Incompatible to FlagShip 7 (VFS7) are:

- the by the former FS release **produced** .c and .o files
- the former FlagShip library (and the most of 3rd party or user libs)
- the former FlagShip patches (addendum's)
- the former FS2 Toolbox
- indices created by FS4, Clipper, Foxbase, Foxpro or dBase
- 16bit object files and libraries from DOS

New in VFS7 = (Visual FlagShip 7)

The main highlight in Visual FlagShip 7 is a true graphical printing and graphical output to screen and printer. All sources and data are backward compatible to VFS5 and VFS6, see above. The manual and documentation was extended correspondingly. You may differentiate the VFS7 features and extensions by using the `#ifdef FlagShip7 ... #endif` preprocessor directives declared automatically. **Highlights** of Visual FlagShip release 7:

- creates native, freely distributable .EXE file for Windows from common .prg sources
- fully backward compatible to previous FlagShip versions (4, 5 and 6)
- supports fully Clipper ('87 to 5.3) source and the most of dBase, Foxbase and FoxPro
- uses dBase compatible databases with automatic integrity check
- supports large files up to tera or penta-bytes of size
- featured source-code debugger for comfortable development
- hybrid mode for GUI and/or text oriented look-and-feel application, created from the same source code
- all your sources and data remains cross-compatible FlagShip for Linux and Unix
- integrated Web and network support
- many additional features
- **new:** images, lines, circles, ellipses, pies and polygons are drawn on desktop and/or printer by simple `@..DRAW` command
- **new:** redirection of the desktop output (preview) to selected printer
- **new:** supports all Windows printers, also USB and network based
- **new:** coordinates in row/col (default), pixel, cm, mm, inch
- **new:** multi-column printout
- **new:** automatic resolution of 1:n:n relations
- **new:** tool for semi-automatic creation of make-files

For additional details and improvements, see the CHANGES.LOG and CHANGES.TXT files in the <FlagShip_dir> directory.

New in VFS6 = (Visual FlagShip 6)

Compared to FlagShip 5, many commands and functions have extended functionality - but are of course fully backwards compatible. There are also many new commands, functions and classes.

The .dbf structure was extended (but backwards compatible), containing also variable and auto-compressed character and binary/blob fields. See the DbCreate() function for details.

Ports and compatibility for Linux and MS-Windows were added. You may differentiate the FS6.x features and extensions by using the `#ifdef FlagShip6 ... #endif` preprocessor directives, where the `#define FlagShip6` is declared automatically. The `#define FlagShip` is set in FS6config, so with `#ifdef FlagShip ... #endif` you may decide between code from other xBase systems like Clipper, and FlagShip.

The manual and additional documentation was partially reworked and includes also description or hints notable for using it in MS-Windows environment.

For additional details and improvements, see the CHANGES.LOG and CHANGES.TXT files in the <FlagShip_dir> directory.

New in VFS5 = (Visual FlagShip 5)

Compared to previous release 4.48, FlagShip was heavily extended. However, the FS4.4x sources and databases remain backward compatible, so you simply re-compile previous sources with VFS5 (or later) preferably using the `-io=t` switch, to get look-and-feel of FS4. You only will need to re-index your databases, since the index structure changes.

The main highlights of VFS5 are:

The compiler and library handles now THREE different i/o modes:

- GUI : graphical oriented i/o, requires X11 or Windows32
- Terminal: text/curses oriented i/o e.g. for console or remote terminals, same behavior as FlagShip 4.48. Available for Unix & Linux only.
- Basic : basic/stream i/o e.g. for Web, CGI, background processing etc. The screen oriented i/o is roughly simulated for source compatibility purposes.

The i/o mode is either set at compile-time, or determined at run-time from the currently used environment. The compile-time solution is recommended when the target environment is known, it produces faster and smaller executables.

See more in section LNG.1.2, LNG.1.3.3, LNG.5.3 and FSC. The extension of commands and functions are described in the reference part (sections CMD, FUN, OBJ and FS2) in each "Compatibility" part.

For additional details and improvements, see the CHANGES.LOG and CHANGES.TXT files in the <FlagShip_dir> directory.

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