

# **FlagShip**



**Object Oriented  
Database  
Development System**

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

 **MULTISOFT**

**Release 7.1**

**Section**

**GEN**

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

## **Section GEN**

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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# GEN: General

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# 1. Welcome

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In recent years there has been a silent revolution going on. Revolutions are usually driven by young, new forces. This one is driven by something that is more than 20 years old:

The UNIX operating system.

Many of us might even not be aware that a revolution is going on, but there is no other word to describe today's situation when almost every known computer hardware platform can run some version of UNIX. For the first time in the history of computers we have the chance to come use a computer we have never worked on, perhaps never even heard of before, and in spite of that be able to operate its most important functions and to learn about its specific differences without a single hour of specific training.

In the years to come (especially with the trend towards further UNIX standardization) we will discover what it means when most of the computers in the world speak UNIX and when a programmer can port his application from his computer to, virtually, any type of computer (at least at the source code level).

We at multisoft strongly believe in the need for a standard, world wide operating system and in UNIX as the first such case and opportunity in history. Therefore, we have dedicated ourselves to helping UNIX come to the masses and become their operating system.

From the very first, it was clear to everyone that the speed of adopting UNIX would depend directly on the number of available tools and applications. This was the field in which we feel we could help.

Being dBASE and Clipper users from the CP/M days, we feel that these systems are an example of good, helpful tools that can influence the popularity and usability of computer hardware and software to their greatest extent. We also feel that, inspite of packages like Informix, Unify, Ingres, Progres, Oracle and MySQL, UNIX is lacking in simple and popular tools. At the same time, UNIX needs a way to port all of the successful applications written in dBASE, Fox or Clipper for MS-DOS.

Therefore, we decided to design a database tool that will be to UNIX what dBASE and Clipper were to MS-DOS, allowing applications written for dBase, Fox and Clipper to run on UNIX. In addition to, several users still needs or wish to stay with

Microsoft Windows system

and to use **the same** sources and databases as in DOS/Clipper (or FoxPro), or to create portable, multi-platform applications for Unix/Linux **and** 32bit MS-Windows systems.

This tool is now in your hands. It is called **FlagShip**. We chose this name because we want FlagShip to show the way to a new computer era. We don't want to claim that FlagShip is the best database tool, there is no such tool, but we want to claim that FlagShip is one of the best tools to start using UNIX without regretting having left MS-DOS, and also to save time and money by reusing tried and tested existing applications.

We hope that we have succeeded in reaching our goals. But you, our fellow fighters for a better tomorrow, must be aware that no software producer can make a good product without your help. You are the ones that will direct further development and help discover and exterminate all those smaller and larger bugs that no software is ever totally free of. Thus we ask you to kindly help us in our efforts in the way you know best: by using FlagShip and reporting all bugs you discover or think you've discovered and all suggestions you might have. The number of your reports will show how successful we are.

Thank you and now, off to work with you!



## 2. License Agreement & Warranty

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Last revised: 4-March-2004.

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## 3. Installation

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FlagShip is easy to install. The system is delivered either as on-line download, or on CD-ROM. The installation can be done either by rpm or via script (Unix/Linux), or is performed via the common FlagShip\*setup.exe installer in MS-Windows.

### 3.1 Hardware and Software Requirements

The requirements for FlagShip to work properly on your computer are:

- that your hardware and your version of UNIX or MS-Windows corresponds with the label on the original media and on the activation card,
- Internet access or CD-ROM drive,
- an already installed UNIX/Linux or MS-Windows operating system,
- at least 50 MB free disk capacity for the installation,
- at least 256 MB total RAM (depending on the operating system, more RAM in GUI mode is highly recommended).

To compile and link the application you will need also

- C compiler (cc, gcc, cl, bcc32) and system libraries,
- linker (ld, link).

These are usually delivered with the UNIX operating system, but sometimes you must order them separately as a "developer's package". For MS-Windows, the compiler is available separately from Microsoft or from Borland. For applications running in GUI mode, X11 on Linux (or Microsoft NT, 2000, 2008, XP, Vista, Windows-7 OS) is required.

### 3.2 Summary of distribution

The FlagShip package contains:

- FlagShip manuals (on-line and in .pdf format),
- Installation media (flagship7\*.tgz for Linux, or FlagShip7\*setup.exe for MS-Windows) or CD-ROMs with FlagShip programs and files,
- Activation Card for the required license type (Personal FlagShip, or FlagShip PRO license, or for the free Test/Eval version).

## 3.3 FlagShip Installation

FlagShip may easily be installed. Generally, the install script (or FlagShip\*setup.exe for MS-Windows) will un-pack and copy the files from the distribution media into default or into directory of your choice (noted below as <FlagShip\_dir>) and will then serialize the licensed FlagShip development package with your Activation Key.

*Note:* the <FlagShip\_dir> is usually the directory /usr/local/FlagShip7 in Unix and Linux, or C:\Program Files\FlagShip7 in MS-Windows, but may differ according to your setup choice and MS-Windows defaults. The real, installed path is displayed by "**FlagShip -v**" or "**FlagShip -h**".

The installation is described step-by-step in the **booklet** available on the Web:

- For FlagShip/Linux ports, see <http://www.fship.com/linux.html>
- For FlagShip/Windows ports, see <http://www.fship.com/windows.html>

In all cases, you will need an Activation Key corresponding to the used media/port. For evaluation purposes, there is a free Activation Key available via [www.fship.com/eval.html](http://www.fship.com/eval.html), licensed FlagShip can be obtained from your distributor or via [www.fship.com/order.html](http://www.fship.com/order.html)

Please note, according to the License Agreement, you may install and use the FlagShip development package on one computer at a time. Additional sub-licenses are available upon request. The produced executable(s) does not have such licensing limitations.

## 3.4 De-installing FlagShip

If you want to move the FlagShip package to another computer system (of the same type, of course) perform the de-installation step on the original system and then the installation step on the new system.

If you want to update the FlagShip package with a newer release or version perform the de-installation step first and then the Installation step with the new media and the new activation card.

### 1. Uninstall FlagShip on Unix/Linux:

- a. Log into your computer system as root or super-user (su)
- b. invoke "FS7uninstall" or "FS6uninstall" or "FS5uninstall" or "FSuninstall" (depending on the installed version)
- c. leave the root or su mode by "exit"

The FS\*uninstall script removes the installed FlagShip files in the <FlagShip\_dir> directory as well as the symbolic links to /usr/bin and /usr/lib created during the installation process

### 2. Uninstall FlagShip on MS-Windows:

Simply use the un-installer in "Start->Programs->FlagShip->Uninstall", or select Uninstall via "Start->System->Software->FlagShip"

The un-installer removes the installed FlagShip files in the <FlagShip\_dir> directory as well as the few entries in registry created during the installation process.

If you are updating a new release of Flagship, you can do the new installation now, following the above instructions in GEN.3.3.

# 4. Registration, Support

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## 4.1 Registration

Please don't forget: register your FlagShip package immediately after installation. Fill in (by any editor) the registration form available in the file <FlagShip\_dir>/docu/REGCARD and forward as binary attachment to your e-mail to <support@flagship.de>. Only **registered users** are eligible to receive our **free technical support**. Please refer also to <http://www.fship.com/support.html> for current details.

## 4.2 Support

Our **free** tech support can be reached by each registered user for 6 months (country dependent, see details on <http://www.fship.com/support.html>) after receiving this package. The support includes:

- e-mail support during the installation of FlagShip,
- e-mail support for the whole FlagShip package,
- free updates or upgrades within free period,
- news about new FlagShip development,
- information about tools and libraries for FlagShip, also from third party, and more.

To help us to help you, please do the following before calling:

- Read the FlagShip documentation in this (or the printed) manual.
- Check the FAQs in <http://www.fship.com/faqsupp.html>
- Write down your serial number and FlagShip version available via "FlagShip -v" (or from the Activation Card when not installed yet),
- Note the used operating system and the i/o mode (GUI, Terminal, Basic),
- Isolate your problem to a small fragment of code (max. 200 lines) to be able to reproduce it

For technical support, please call your **local** dealer or distributor. Support direct from multisoft is only available for registered customers and for countries where distributors are not available yet.

When the free support period has run out, you may choose following support by:

- the FlagShip Support Contract for one year, including unlimited free technical support by e-mail (or phone, fax), free updates, significant discount on Upgrades, technical info and much more. See the Support Contract Form in on <http://www.fship.com/support.html>),
- or technical support on demand, charged per call, see above link.

Bugs: as with every piece of software, it may be possible that you will detect an incompatibility or a bug within the FlagShip package. We would like to ask you to help us by reporting them (and also your work-arounds) using the error-report-form from appendix or via e-mail to <bugs@flagship.de>.

Please report problems, but also let us know if you are satisfied, because this is what helps to make a developer's life easier :-)



# 5. Where To Start

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## Before you start:

- Study the section REL: Release notes, for additional information about your hardware and the operating system. Read also REL: Predefined terminals.
  - Carefully read section GEN: License agreement, then perform the installation, and mail your registration.
- > On-line quick search: REL.Release Notes, GEN.2 License, APP.Registration

## Expert programmer:

- Read the section QRF: Quick Reference, which gives you a quick over- view of FlagShip.
  - Study the section LNG, chapters: DOS differences, FlagShip extensions, GUI/Textual applications, and section SYS: System Info, Porting.
  - Read the section FSC: Compiler & Tools and section EXT: Open C system.
  - Use the other sections for reference.
- > On-line quick search: QRF.DOS/UNIX, QRF.File compatibility, FSC.1.2 invoking FlagShip, FSC.3.1 invoking application, FSC.3.3 environment, FSC.3.4 settings, FSC.6.5 fscheck, LNG.5.3 Difference between terminal and GUI, REL.Release Notes, SYS.1 Porting hints, SYS.2 Tuning Input/ Output, SYS.3 Tuning the system, SYS.1.2 Customizing application, APP.Anomaly

## Intermediate programmer:

- Study the section QRF: Quick Reference.
  - Read the whole section LNG: The FlagShip Language.
  - Read carefully the section SYS: System Info, Porting.
  - Read the section FSC: Compiler & Tools.
  - Use the other sections for reference.
- > On-line quick search: QRF.DOS/UNIX, QRF.File compatibility, FSC.7 file transfer, FSC.1 FlagShip compiler, FSC.3 executing application, FSC.3.3 environment, FSC.3.4 settings, FSC.6.5 fscheck, REL.Release Notes, FSC.6.6 fsaddress, LNG.1 Introduction, LNG.5.3 Difference betw. terminal and GUI, SYS.1 Porting hints, SYS.2 Tuning Input/Output, SYS.3 Tuning the system, SYS.1.2 Customizing application, APP.Anomaly, APP.Selected examples

## **Beginners:**

- Study the whole of section LNG: The FlagShip Language.
  - Read sections CMD: Commands & Statements; FUN: Standard Functions; OBJ: Objects. Study all the examples carefully.
  - Read the section SYS: System Info, Porting and the section FSC: Compiler & Tools.
- > On-line quick search: LNG.1 Introduction, QRF.DOS/UNIX, APP.Selected examples, QRF.File compatibility, REL.Release Notes, FSC.7 file transfer, FSC.6.1 FSload, FSC.1 FlagShip compiler, F SC.3 executing application, FSC.3.3 environment, FSC.3.4 settings, FSC.6.5 fscheck, FSC.6.6 fsadress, SYS.1 Porting hints, SYS.2 Tuning the Input/Output, SYS.1.2 Customizing application

## **Upgrading from textual FlagShip 4.48 to GUI based Visual FlagShip:**

You usually will only need to re-compile the application and re-index the databases. More details are given in this manual:

- An overview is given in section REL: New in FlagShip 6 and 7
- Differences and add-ons are in LNG.1.2, LNG.5.3 and LNG.5.4, as well as in FSC.1.3.2 describing the different i/o modes used. In LNG.9 you will find Program compatibility hints.
- The section FSC.1.3, FSC.1.4.2, FSC.3.1 describes the compiler and run- time switches.
- The GUI oriented source-code debugger is described in section FSC.5.1
- User modifiable start-up source is available in <FlagShip\_dir>/system/ initio.prg and initomenu.prg
- All commands (CMD), functions (FUN) and object (OBJ) reference reports add-ons and/or differences in the "Compatibility" paragraph.

## **Note:**

The manual pages that are included with your release of the FlagShip on-line manual may include entries that have been corrected and updated since your FlagShip manual was printed. If there is a discrepancy between an online manual page and the printed manual, you should assume that the on-line manual page is correct.

# 6. Manual Notation

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## KEYWORDS

FlagShip keywords, commands and standard functions are given in uppercase. In the user program, upper and/or lowercase letters may be used (except for the extend system).

### **<item>**

the text within the angle brackets informs you which type of information you should specify; not the item itself. Do not enter the brackets themselves.

### **item1 | item2**

if more then one syntax is allowed, the different syntax or keywords are separated with the | sign. The items are mutually exclusive, you may use only one of them. Do not type the | sign itself.

### **item [item ...]**

multiple entry of the item is possible. Do not type the [ ] brackets themselves.

### **[option]**

the input is optional, you may either specify it or not. Do not type the [ ] brackets themselves.

### **[option1 [,option2]]**

the entry of option1 and option2 are optional, you may either specify them or not. If you wish to enter option 2, you must enter option1 as well as the "," separator. You may however enter option1 w/o option 2. Do not type the [ ] brackets themselves.

### **expC, expN, expD, expL**

constant, variable or expression of type Character, Numeric, Date or Logical.

### **expS**

Variable of type screen.

### **on|OFF|(expL)**

different flags (on/off) or logical constant, variable or expression within brackets. The flag given in uppercase is the default setting.

### **Example**

example programs or usage

### **\$ input**

user input from the standard UNIX shell

### **# input**

user input from the standard UNIX shell being superuser

### **C:> input**

user input from the standard DOS/Windows console

### **<FlagShip\_dir>**

specifies the directory path where FlagShip was installed:

- On **Unix/Linux**, the default VFS 7.x installation, and hence the <FlagShip\_dir> is the /usr/local/FlagShip7 directory
- In **MS-Windows**, the default installation of <FlagShip\_dir> is <win\_drive>:\Program Files\FlagShip7 - but the directory name may depend on the current system localization and Windows setting.

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