

Forum:[Hack Forums](#)

Thread: [Firemonkey Unix API And Windows API](#)

codecaine - October 6, 2011, 1:27 pm

I will be writing some example of using Mac API and Windows API in firemonkey. I was wondering if anybody is interested more in one than the other OS. I think I should tackle Unix API more because windows API is the same as regular Delphi except the units are different. It is Winapi.Windows and Winapi.ShellAPI then can do the standard SendMessage BitBlt etc...

I finish laying out components. I am about to head to the gym. I should be done writing code sometime tonight. Here is what it looks like so far.

[img]<http://img508.imageshack.us/img508/3708/exampleb.png>[/img]

codecaine - October 7, 2011, 4:56 pm

Attached on my site is the source code and binary if anybody is interested. Firemonkey is still a buggy product as I work with it.

<http://www.freelancecode.net/community/viewtopic.php?f=35&t=256&p=379#p379>

PHP Code

```
<?php  
unit Unit1;
```

interface

uses

```
System.SysUtils, System.Types, System.UITypes, System.Classes, System.Variants,  
FMX.Types, FMX.Controls, FMX.Forms, FMX.Dialogs, FMX.Objects, FMX.ListBox,  
FMX.Layouts, FMX.Memo, FMX.Edit, Posix.Stdlib, Posix.UniStd;
```

type

```
TMainForm = class(TForm)  
    SystemGroupBox: TGroupBox;  
    SpeechEdit: TEdit;  
    SpeakBn: TButton;  
    POpenGroupBox: TGroupBox;  
    PipeMemo: TMemo;  
    CmdEdit: TEdit;  
    ExecuteBn: TButton;  
    CmdGroupBox: TGroupBox;  
    bCmdList: TListBox;  
    OpenGroupBox: TGroupBox;  
    FileCmdGroupBox: TGroupBox;  
    OpenFileGroupBox: TGroupBox;  
    OpenEdit: TEdit;  
    OpenBn: TButton;  
    AuthorLabel: TLabel;  
    siteLabel: TLabel;  
    fCmdList: TListBox;  
    procedure SpeakBnClick(Sender: TObject);
```

```

    procedure SpeechEditKeyDown(Sender: TObject; var Key: Word;
var KeyChar: Char; Shift: TShiftState);
    procedure bCmdListChange(Sender: TObject);
    procedure fCmdListChange(Sender: TObject);
    procedure OpenBnClick(Sender: TObject);
    procedure ExecuteBnClick(Sender: TObject);
private
    { Private declarations }
public
    { Public declarations }
end;

var
    MainForm: TMainForm;

implementation

{$R *.fmx}

procedure TMainForm.bCmdListChange(Sender: TObject);
begin
    //if an item is selected on change the command edit to the selected text
    if bCmdList.ItemIndex <> -1 then
        cmdEdit.Text := bCmdList.Items.Strings[bCmdList.ItemIndex];
    end;

procedure TMainForm.ExecuteBnClick(Sender: TObject);
begin
    ShowMessage(
'This is not implemented yet. I am trying to find a header that has piping without bugs.');
```

```

end;

procedure TMainForm.fCmdListChange(Sender: TObject);
begin
    //if an item is selected on change the open edit text is change to selected text
    if fCmdList.ItemIndex <> -1 then
        begin
            OpenEdit.Text := fCmdList.items.Strings[fCmdList.ItemIndex];
        end;
    end;

procedure TMainForm.OpenBnClick(Sender: TObject);
begin
    //open a program on the system
    if Trim(OpenEdit.Text) <> '' then
        Posix.Stdlib._system(PAnsiChar( 'open ' + AnsiString(OpenEdit.Text)));
    end;

procedure TMainForm.SpeakBnClick(Sender: TObject);
begin
    //if speechedit is not empty continue
    if Trim(SpeechEdit.Text) <> '' then
        begin
```

```
    Posix.Stdlib._system(PAnsiChar( 'say ' + AnsiString(SpeechEdit.Text)));  
//execute system api call and say program on mac  
    SpeechEdit.Text := ''; //clear text  
end;  
end;  
  
procedure TMainForm.SpeechEditKeyDown(Sender: TObject; var Key: Word;  
    var KeyChar: Char; Shift: TShiftState);  
begin  
    //if key equals return  
    if KeyChar = #0 then  
        SpeakBnClick(nil); //execute click event on SpeakBn  
    end;  
  
end.
```

DrSponge - *October 8, 2011, 5:31 am*

Nice share here, I am going to start programming in Delphi again as I have caught up with work.