

# ActiveX Scripting Components

Version 1.07 - 12<sup>th</sup> April 2002

## Introduction

The ActiveX Script Components is a small collection of native Delphi VCL components that are designed to make adding scripting to your programs as easy as possible. The components are compatible with Delphi 3, Delphi 4, Delphi 5, and Delphi 6 (I don't have Delphi 2, so I have no idea if they do work or not).

The latest version of these components is always available on my web site, along with the necessary scripting control and script engines from Microsoft. The address is <http://www.somethingmore.net/scripting/> <http://www.btinternet.com/~awingrove/scripting/>.

## License

I have released this set of components as Open Source under the Mozilla Public License Version 1.1. What this basically means is that you are free to use the code in your own programs without restriction, but any modifications to the source must be made available to anybody. Please see the license for full details though. I have included a copy of the Mozilla Public License, or you can go to <http://www.mozilla.org/MPL/> where they have a more readable, annotated version.

## Modifications / Suggestions

If you do make modifications, please send them to me so I can update the source and make the changes available to all. Even if you just have an idea for a change, let me know and I'll see what I can do. You can email me at [scripting@somethingmore.net](mailto:scripting@somethingmore.net).

## Files

/  
Contains this Readme file and a copy of the Mozilla Public License.

/d3/  
This directory contains the source code and package for Delphi 3.

/d3\_example/  
In here is an example program for Delphi 3.

/d4/  
Contains the same files as the d3/ directory, but for Delphi 4.

/d4\_example/  
The same example as in d3\_example, but written for Delphi 4.

/d5/  
Contains the same files as the d3/ directory, but for Delphi 5.

/d5\_example/  
The same example as in d3\_example, but written for Delphi 5.

/d6/  
Contains the same files as the d3/ directory, but for Delphi 6.

/d6\_example/

The same example as in d3\_example, but written for Delphi 6.

/docu/

This contains the html documentation for installing and using the ActiveX Scripting Components.

## Installation

Full documentation for installing and using the components is in the docs/docu.html file.

## Version History

1.07, 12<sup>th</sup> April 2002

- Added Delphi 6 support.
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1.05 full, 28<sup>th</sup> November 1999

- If the control fails to create, it now displays the error from the exception which caused the create to fail.

1.05 pre, 10<sup>th</sup> October 1999

- Added Delphi 5 support.
- Made sure the ActiveX control is freed to try and prevent AVs on exit.

1.04, 27<sup>th</sup> August 1999

- Added OnCallFunction event. Triggered whenever CallFunction is run.
- Added ActiveXScriptControl run-time property. Gives direct access to the underlying Active X Script Control object.
- Added Clear procedure. Clears the Code and AutoObjects properties.
- CallFunction now returns an OleVariant, instead of a string.
- UpdateAutoObjects protected procedure is now virtual.
- The Script Error dialog now displays the error number when showing a script error.
- The example program has been updated to allow changing of the language in the script editor properly. See the EditButtonClick code for the changes.

1.03, 26<sup>th</sup> July 1999

- Forgot to call inherited from the overridden Loaded procedure.

1.02, 22<sup>nd</sup> July 1999

- References to TAutoObject have now been changed to IDispatch in TawScriptControl.
- The component loading has been fixed to work when the Code property is filled in and the language is set to something other than 'JScript'.

1.01, 17<sup>th</sup> June 1999

- TawScriptControl.Create now handles the Microsoft ActiveX Script Control not being installed, and raises an EOleCtrlError exception.

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