

Composant TVariable

On a parfois besoin d'une variable globale dans un projet qui permet de réaliser des actions en fonction de son état. Ce composant pour C++Builder est fait pour cela. C'est une version simple qui donne 10 variables globales (bool, integer, float et AnsiString) et qui appelle une fonction que l'on définit (OnChange). Ainsi, chaque changement de valeur, la fonction est exécutée.

J'ai donc directement 10 variables de chaque type pour éviter d'avoir des dizaines d'icônes de composants non visuels générées.

Voici le code correspondant à cette 1^{ère} version simplifiée.

Le fichier <Variable.dcr> permet d'avoir une icône représentant un V dans la palette de composants.

```

: /p>{codecitation class="brush: cpp; gutter:
false;"}//-----<br /><br />#ifndef
VariableH<br />#define VariableH<br
/ />-----<br />#include <SysUtils.hpp><br
/ >#include <Classes.hpp><br />-----<br
/ >class PACKAGE TVariable : public TComponent<br />{<br />private:<br />    AnsiString
FAnsiStrVarTemp1, FAnsiStrVarTemp2, FAnsiStrVarTemp3, FAnsiStrVarTemp4,
FAnsiStrVarTemp5;<br />    AnsiString FAnsiStrVarTemp6, FAnsiStrVarTemp7,
FAnsiStrVarTemp8, FAnsiStrVarTemp9, FAnsiStrVarTemp10;<br />    int FlntVarTemp1,
FlntVarTemp2, FlntVarTemp3, FlntVarTemp4, FlntVarTemp5;<br />    int FlntVarTemp6,
FlntVarTemp7, FlntVarTemp8, FlntVarTemp9, FlntVarTemp10;<br />    float
FFloatVarTemp1, FFloatVarTemp2, FFloatVarTemp3, FFloatVarTemp4, FFloatVarTemp5;<br
/ >    float FFloatVarTemp6, FFloatVarTemp7, FFloatVarTemp8, FFloatVarTemp9,
FFloatVarTemp10;<br />    bool FBoolVarTemp1, FBoolVarTemp2, FBoolVarTemp3,
FBoolVarTemp4, FBoolVarTemp5;<br />    bool FBoolVarTemp6, FBoolVarTemp7,
FBoolVarTemp8, FBoolVarTemp9, FBoolVarTemp10;<br />    TNotifyEvent
FOnAnsiStrVarTemp1Change, FOnAnsiStrVarTemp2Change, FOnAnsiStrVarTemp3Change,
FOnAnsiStrVarTemp4Change, FOnAnsiStrVarTemp5Change;<br />    TNotifyEvent
FOnAnsiStrVarTemp6Change, FOnAnsiStrVarTemp7Change, FOnAnsiStrVarTemp8Change,
FOnAnsiStrVarTemp9Change, FOnAnsiStrVarTemp10Change;<br />    TNotifyEvent
FOnIntVarTemp1Change, FOnIntVarTemp2Change, FOnIntVarTemp3Change,
FOnIntVarTemp4Change, FOnIntVarTemp5Change;<br />    TNotifyEvent
FOnIntVarTemp6Change, FOnIntVarTemp7Change, FOnIntVarTemp8Change,
FOnIntVarTemp9Change, FOnIntVarTemp10Change;<br />    TNotifyEvent
FOnFloatVarTemp1Change, FOnFloatVarTemp2Change, FOnFloatVarTemp3Change,
FOnFloatVarTemp4Change, FOnFloatVarTemp5Change;<br />    TNotifyEvent
FOnFloatVarTemp6Change, FOnFloatVarTemp7Change, FOnFloatVarTemp8Change,
FOnFloatVarTemp9Change, FOnFloatVarTemp10Change;<br />    TNotifyEvent
FOnBoolVarTemp1Change, FOnBoolVarTemp2Change, FOnBoolVarTemp3Change,
FOnBoolVarTemp4Change, FOnBoolVarTemp5Change;<br />    TNotifyEvent
FOnBoolVarTemp6Change, FOnBoolVarTemp7Change, FOnBoolVarTemp8Change,
FOnBoolVarTemp9Change, FOnBoolVarTemp10Change;<br /><br />protected:<br />
virtual void __fastcall SetAnsiStrVarTemp1 ( AnsiString AAnsiStrVarTemp1);<br />    virtual
void __fastcall SetAnsiStrVarTemp2 ( AnsiString AAnsiStrVarTemp2);<br />    virtual void
__fastcall SetAnsiStrVarTemp3 ( AnsiString AAnsiStrVarTemp3);<br />    virtual void
__fastcall SetAnsiStrVarTemp4 ( AnsiString AAnsiStrVarTemp4);<br />    virtual void
__fastcall SetAnsiStrVarTemp5 ( AnsiString AAnsiStrVarTemp5);<br />

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__fastcall SetAnsiStrVarTemp6 ( AnsiString AAnsiStrVarTemp6);<br /> virtual void
__fastcall SetAnsiStrVarTemp7 ( AnsiString AAnsiStrVarTemp7);<br /> virtual void
__fastcall SetAnsiStrVarTemp8 ( AnsiString AAnsiStrVarTemp8);<br /> virtual void
__fastcall SetAnsiStrVarTemp9 ( AnsiString AAnsiStrVarTemp9);<br /> virtual void
__fastcall SetAnsiStrVarTemp10 ( AnsiString AAnsiStrVarTemp10);<br /> virtual void
__fastcall SetIntVarTemp1 ( int AIntVarTemp1);<br /> virtual void __fastcall
SetIntVarTemp2 ( int AIntVarTemp2);<br /> virtual void __fastcall SetIntVarTemp3 ( int
AIntVarTemp3);<br /> virtual void __fastcall SetIntVarTemp4 ( int AIntVarTemp4);<br />
virtual void __fastcall SetIntVarTemp5 ( int AIntVarTemp5);<br /> virtual void __fastcall
SetIntVarTemp6 ( int AIntVarTemp6);<br /> virtual void __fastcall SetIntVarTemp7 ( int
AIntVarTemp7);<br /> virtual void __fastcall SetIntVarTemp8 ( int AIntVarTemp8);<br />
virtual void __fastcall SetIntVarTemp9 ( int AIntVarTemp9);<br /> virtual void __fastcall
SetIntVarTemp10 ( int AIntVarTemp10);<br /> virtual void __fastcall SetFloatVarTemp1 (
float AFloatVarTemp1);<br /> virtual void __fastcall SetFloatVarTemp2 ( float
AFloatVarTemp2);<br /> virtual void __fastcall SetFloatVarTemp3 ( float
AFloatVarTemp3);<br /> virtual void __fastcall SetFloatVarTemp4 ( float
AFloatVarTemp4);<br /> virtual void __fastcall SetFloatVarTemp5 ( float
AFloatVarTemp5);<br /> virtual void __fastcall SetFloatVarTemp6 ( float
AFloatVarTemp6);<br /> virtual void __fastcall SetFloatVarTemp7 ( float
AFloatVarTemp7);<br /> virtual void __fastcall SetFloatVarTemp8 ( float
AFloatVarTemp8);<br /> virtual void __fastcall SetFloatVarTemp9 ( float
AFloatVarTemp9);<br /> virtual void __fastcall SetFloatVarTemp10 ( float
AFloatVarTemp10);<br /> virtual void __fastcall SetBoolVarTemp1 ( bool
ABoolVarTemp1);<br /> virtual void __fastcall SetBoolVarTemp2 ( bool
ABoolVarTemp2);<br /> virtual void __fastcall SetBoolVarTemp3 ( bool
ABoolVarTemp3);<br /> virtual void __fastcall SetBoolVarTemp4 ( bool
ABoolVarTemp4);<br /> virtual void __fastcall SetBoolVarTemp5 ( bool
ABoolVarTemp5);<br /> virtual void __fastcall SetBoolVarTemp6 ( bool
ABoolVarTemp6);<br /> virtual void __fastcall SetBoolVarTemp7 ( bool
ABoolVarTemp7);<br /> virtual void __fastcall SetBoolVarTemp8 ( bool
ABoolVarTemp8);<br /> virtual void __fastcall SetBoolVarTemp9 ( bool
ABoolVarTemp9);<br /> virtual void __fastcall SetBoolVarTemp10 ( bool
ABoolVarTemp10);<br /><br />public:<br /> __fastcall TVariable(TComponent*
Owner);<br />__published:<br /> __property AnsiString AnsiStrVarTemp1 =
{read=FAnsiStrVarTemp1, write=SetAnsiStrVarTemp1};<br /> __property AnsiString
AnsiStrVarTemp2 = {read=FAnsiStrVarTemp2, write=SetAnsiStrVarTemp2};<br />
__property AnsiString AnsiStrVarTemp3 = {read=FAnsiStrVarTemp3,
write=SetAnsiStrVarTemp3};<br /> __property AnsiString AnsiStrVarTemp4 =
{read=FAnsiStrVarTemp4, write=SetAnsiStrVarTemp4};<br /> __property AnsiString
AnsiStrVarTemp5 = {read=FAnsiStrVarTemp5, write=SetAnsiStrVarTemp5};<br />
__property AnsiString AnsiStrVarTemp6 = {read=FAnsiStrVarTemp6,
write=SetAnsiStrVarTemp6};<br /> __property AnsiString AnsiStrVarTemp7 =
{read=FAnsiStrVarTemp7, write=SetAnsiStrVarTemp7};<br /> __property AnsiString
AnsiStrVarTemp8 = {read=FAnsiStrVarTemp8, write=SetAnsiStrVarTemp8};<br />
__property AnsiString AnsiStrVarTemp9 = {read=FAnsiStrVarTemp9,
write=SetAnsiStrVarTemp9};<br /> __property AnsiString AnsiStrVarTemp10 =

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{read=FAnsiStrVarTemp10, write=SetAnsiStrVarTemp10};<br />◆ __property int
IntVarTemp1 = {read=FIntVarTemp1, write=SetIntVarTemp1, default=0};<br />◆ __property
int IntVarTemp2 = {read=FIntVarTemp2, write=SetIntVarTemp2, default=0};<br />◆
__property int IntVarTemp3 = {read=FIntVarTemp3, write=SetIntVarTemp3, default=0};<br />◆
__property int IntVarTemp4 = {read=FIntVarTemp4, write=SetIntVarTemp4, default=0};<br
/>◆ __property int IntVarTemp5 = {read=FIntVarTemp5, write=SetIntVarTemp5,
default=0};<br />◆ __property int IntVarTemp6 = {read=FIntVarTemp6,
write=SetIntVarTemp6, default=0};<br />◆ __property int IntVarTemp7 =
{read=FIntVarTemp7, write=SetIntVarTemp7, default=0};<br />◆ __property int
IntVarTemp8 = {read=FIntVarTemp8, write=SetIntVarTemp8, default=0};<br />◆ __property
int IntVarTemp9 = {read=FIntVarTemp9, write=SetIntVarTemp9, default=0};<br />◆
__property int IntVarTemp10 = {read=FIntVarTemp10, write=SetIntVarTemp10, default=0};<br
/>◆ __property float FloatVarTemp1 = {read=FFloatVarTemp1, write=SetFloatVarTemp1,
default=0};<br />◆ __property float FloatVarTemp2 = {read=FFloatVarTemp2,
write=SetFloatVarTemp2, default=0};<br />◆ __property float FloatVarTemp3 =
{read=FFloatVarTemp3, write=SetFloatVarTemp3, default=0};<br />◆ __property float
FloatVarTemp4 = {read=FFloatVarTemp4, write=SetFloatVarTemp4, default=0};<br />◆
__property float FloatVarTemp5 = {read=FFloatVarTemp5, write=SetFloatVarTemp5,
default=0};<br />◆ __property float FloatVarTemp6 = {read=FFloatVarTemp6,
write=SetFloatVarTemp6, default=0};<br />◆ __property float FloatVarTemp7 =
{read=FFloatVarTemp7, write=SetFloatVarTemp7, default=0};<br />◆ __property float
FloatVarTemp8 = {read=FFloatVarTemp8, write=SetFloatVarTemp8, default=0};<br />◆
__property float FloatVarTemp9 = {read=FFloatVarTemp9, write=SetFloatVarTemp9,
default=0};<br />◆ __property float FloatVarTemp10 = {read=FFloatVarTemp10,
write=SetFloatVarTemp10, default=0};<br />◆ __property bool BoolVarTemp1 =
{read=FBoolVarTemp1, write=SetBoolVarTemp1, default=false};<br />◆ __property bool
BoolVarTemp2 = {read=FBoolVarTemp2, write=SetBoolVarTemp2, default=false};<br />◆
__property bool BoolVarTemp3 = {read=FBoolVarTemp3, write=SetBoolVarTemp3,
default=false};<br />◆ __property bool BoolVarTemp4 = {read=FBoolVarTemp4,
write=SetBoolVarTemp4, default=false};<br />◆ __property bool BoolVarTemp5 =
{read=FBoolVarTemp5, write=SetBoolVarTemp5, default=false};<br />◆ __property bool
BoolVarTemp6 = {read=FBoolVarTemp6, write=SetBoolVarTemp6, default=false};<br />◆
__property bool BoolVarTemp7 = {read=FBoolVarTemp7, write=SetBoolVarTemp7,
default=false};<br />◆ __property bool BoolVarTemp8 = {read=FBoolVarTemp8,
write=SetBoolVarTemp8, default=false};<br />◆ __property bool BoolVarTemp9 =
{read=FBoolVarTemp9, write=SetBoolVarTemp9, default=false};<br />◆ __property bool
BoolVarTemp10 = {read=FBoolVarTemp10, write=SetBoolVarTemp10, default=false};<br />◆
__property TNotifyEvent OnAnsiStrVarTemp1Change = {read=FOnAnsiStrVarTemp1Change,
write=FOnAnsiStrVarTemp1Change};<br />◆ __property TNotifyEvent
OnAnsiStrVarTemp2Change = {read=FOnAnsiStrVarTemp2Change,
write=FOnAnsiStrVarTemp2Change};<br />◆ __property TNotifyEvent
OnAnsiStrVarTemp3Change = {read=FOnAnsiStrVarTemp3Change,
write=FOnAnsiStrVarTemp3Change};<br />◆ __property TNotifyEvent
OnAnsiStrVarTemp4Change = {read=FOnAnsiStrVarTemp4Change,
write=FOnAnsiStrVarTemp4Change};<br />◆ __property TNotifyEvent
OnAnsiStrVarTemp5Change = {read=FOnAnsiStrVarTemp5Change,
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write=FOnAnsiStrVarTemp5Change};<br />◆    __property TNotifyEvent
OnAnsiStrVarTemp6Change = {read=FOnAnsiStrVarTemp6Change,
write=FOnAnsiStrVarTemp6Change};<br />◆    __property TNotifyEvent
OnAnsiStrVarTemp7Change = {read=FOnAnsiStrVarTemp7Change,
write=FOnAnsiStrVarTemp7Change};<br />◆    __property TNotifyEvent
OnAnsiStrVarTemp8Change = {read=FOnAnsiStrVarTemp8Change,
write=FOnAnsiStrVarTemp8Change};<br />◆    __property TNotifyEvent
OnAnsiStrVarTemp9Change = {read=FOnAnsiStrVarTemp9Change,
write=FOnAnsiStrVarTemp9Change};<br />◆    __property TNotifyEvent
OnAnsiStrVarTemp10Change = {read=FOnAnsiStrVarTemp10Change,
write=FOnAnsiStrVarTemp10Change};<br />◆    __property TNotifyEvent
OnIntVarTemp1Change = {read=FOnIntVarTemp1Change, write=FOnIntVarTemp1Change};<br
/>◆    __property TNotifyEvent OnIntVarTemp2Change = {read=FOnIntVarTemp2Change,
write=FOnIntVarTemp2Change};<br />◆    __property TNotifyEvent OnIntVarTemp3Change =
{read=FOnIntVarTemp3Change, write=FOnIntVarTemp3Change};<br />◆    __property
TNotifyEvent OnIntVarTemp4Change = {read=FOnIntVarTemp4Change,
write=FOnIntVarTemp4Change};<br />◆    __property TNotifyEvent OnIntVarTemp5Change =
{read=FOnIntVarTemp5Change, write=FOnIntVarTemp5Change};<br />◆    __property
TNotifyEvent OnIntVarTemp6Change = {read=FOnIntVarTemp6Change,
write=FOnIntVarTemp6Change};<br />◆    __property TNotifyEvent OnIntVarTemp7Change =
{read=FOnIntVarTemp7Change, write=FOnIntVarTemp7Change};<br />◆    __property
TNotifyEvent OnIntVarTemp8Change = {read=FOnIntVarTemp8Change,
write=FOnIntVarTemp8Change};<br />◆    __property TNotifyEvent OnIntVarTemp9Change =
{read=FOnIntVarTemp9Change, write=FOnIntVarTemp9Change};<br />◆    __property
TNotifyEvent OnIntVarTemp10Change = {read=FOnIntVarTemp10Change,
write=FOnIntVarTemp10Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp1Change = {read=FOnFloatVarTemp1Change,
write=FOnFloatVarTemp1Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp2Change = {read=FOnFloatVarTemp2Change,
write=FOnFloatVarTemp2Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp3Change = {read=FOnFloatVarTemp3Change,
write=FOnFloatVarTemp3Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp4Change = {read=FOnFloatVarTemp4Change,
write=FOnFloatVarTemp4Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp5Change = {read=FOnFloatVarTemp5Change,
write=FOnFloatVarTemp5Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp6Change = {read=FOnFloatVarTemp6Change,
write=FOnFloatVarTemp6Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp7Change = {read=FOnFloatVarTemp7Change,
write=FOnFloatVarTemp7Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp8Change = {read=FOnFloatVarTemp8Change,
write=FOnFloatVarTemp8Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp9Change = {read=FOnFloatVarTemp9Change,
write=FOnFloatVarTemp9Change};<br />◆    __property TNotifyEvent
OnFloatVarTemp10Change = {read=FOnFloatVarTemp10Change,
write=FOnFloatVarTemp10Change};<br />◆    __property TNotifyEvent
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OnBoolVarTemp1Change = {read=FOnBoolVarTemp1Change,
write=FOnBoolVarTemp1Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp2Change = {read=FOnBoolVarTemp2Change,
write=FOnBoolVarTemp2Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp3Change = {read=FOnBoolVarTemp3Change,
write=FOnBoolVarTemp3Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp4Change = {read=FOnBoolVarTemp4Change,
write=FOnBoolVarTemp4Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp5Change = {read=FOnBoolVarTemp5Change,
write=FOnBoolVarTemp5Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp6Change = {read=FOnBoolVarTemp6Change,
write=FOnBoolVarTemp6Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp7Change = {read=FOnBoolVarTemp7Change,
write=FOnBoolVarTemp7Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp8Change = {read=FOnBoolVarTemp8Change,
write=FOnBoolVarTemp8Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp9Change = {read=FOnBoolVarTemp9Change,
write=FOnBoolVarTemp9Change};<br />◆    __property TNotifyEvent
OnBoolVarTemp10Change = {read=FOnBoolVarTemp10Change,
write=FOnBoolVarTemp10Change};<br />};<br
/><br />-----<br />#endif<br
/></codecitation><p>Variable.cpp</p>{codecitation class="brush: cpp; gutter: false;"}
//-----<br /><br />#include <basepch.h><br
/><br />#pragma hdrstop<br /><br />#include "Variable.h"<br />#pragma
package(smart_init)<br />-----<br />
ValidCtrCheck est utilis◆pour v◆ifier que les composants cr◆s n'ont<br />// aucune fonction
virtuelle pure.<br />//<br />static inline void ValidCtrCheck(TVariable *)<br />{<br />◆
new TVariable(NULL);<br />}<br />-----<br
/>>__fastcall TVariable::TVariable(TComponent* Owner)<br />◆    : TComponent(Owner)<br
/>>{<br />}<br />-----<br />namespace
Variable<br />{<br />◆    void __fastcall PACKAGE Register()<br />◆    {<br />◆
TComponentClass classes[1] = {__classid(TVariable)};<br />◆
RegisterComponents("Flyonsoft", classes, 0);<br />◆    }<br />}<br
/>-----<br />void __fastcall
TVariable::SetAnsiStrVarTemp1(AnsiString AAnsiStrVarTemp1)<br />{<br />FAnsiStrVarTemp1
= AAnsiStrVarTemp1;<br />if (FOnAnsiStrVarTemp1Change)
FOnAnsiStrVarTemp1Change(this);<br />}<br
/>-----<br />void __fastcall
TVariable::SetAnsiStrVarTemp2(AnsiString AAnsiStrVarTemp2)<br />{<br />FAnsiStrVarTemp2
= AAnsiStrVarTemp2;<br />if (FOnAnsiStrVarTemp2Change)
FOnAnsiStrVarTemp2Change(this);<br />}<br
/>-----<br />void __fastcall
TVariable::SetAnsiStrVarTemp3(AnsiString AAnsiStrVarTemp3)<br />{<br />FAnsiStrVarTemp3
= AAnsiStrVarTemp3;<br />if (FOnAnsiStrVarTemp3Change)
FOnAnsiStrVarTemp3Change(this);<br />}<br
/>-----<br />void __fastcall

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Composant TVariable

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TVariable::SetAnsiStrVarTemp4(AnsiString AAnsiStrVarTemp4)<br />{<br />FAnsiStrVarTemp4
= AAnsiStrVarTemp4;<br />if (FOnAnsiStrVarTemp4Change)
FOnAnsiStrVarTemp4Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetAnsiStrVarTemp5(AnsiString AAnsiStrVarTemp5)<br />{<br />FAnsiStrVarTemp5
= AAnsiStrVarTemp5;<br />if (FOnAnsiStrVarTemp5Change)
FOnAnsiStrVarTemp5Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetAnsiStrVarTemp6(AnsiString AAnsiStrVarTemp6)<br />{<br />FAnsiStrVarTemp6
= AAnsiStrVarTemp6;<br />if (FOnAnsiStrVarTemp6Change)
FOnAnsiStrVarTemp6Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetAnsiStrVarTemp7(AnsiString AAnsiStrVarTemp7)<br />{<br />FAnsiStrVarTemp7
= AAnsiStrVarTemp7;<br />if (FOnAnsiStrVarTemp7Change)
FOnAnsiStrVarTemp7Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetAnsiStrVarTemp8(AnsiString AAnsiStrVarTemp8)<br />{<br />FAnsiStrVarTemp8
= AAnsiStrVarTemp8;<br />if (FOnAnsiStrVarTemp8Change)
FOnAnsiStrVarTemp8Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetAnsiStrVarTemp9(AnsiString AAnsiStrVarTemp9)<br />{<br />FAnsiStrVarTemp9
= AAnsiStrVarTemp9;<br />if (FOnAnsiStrVarTemp9Change)
FOnAnsiStrVarTemp9Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetAnsiStrVarTemp10(AnsiString AAnsiStrVarTemp10)<br />{<br />
/>FAnsiStrVarTemp10 = AAnsiStrVarTemp10;<br />if (FOnAnsiStrVarTemp10Change)
FOnAnsiStrVarTemp10Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetIntVarTemp1(int AIntVarTemp1)<br />{<br />FIntVarTemp1 = AIntVarTemp1;<br />
/>if (FOnIntVarTemp1Change) FOnIntVarTemp1Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetIntVarTemp2(int AIntVarTemp2)<br />{<br />FIntVarTemp2 = AIntVarTemp2;<br />
/>if (FOnIntVarTemp2Change) FOnIntVarTemp2Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetIntVarTemp3(int AIntVarTemp3)<br />{<br />FIntVarTemp3 = AIntVarTemp3;<br />
/>if (FOnIntVarTemp3Change) FOnIntVarTemp3Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetIntVarTemp4(int AIntVarTemp4)<br />{<br />FIntVarTemp4 = AIntVarTemp4;<br />
/>if (FOnIntVarTemp4Change) FOnIntVarTemp4Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetIntVarTemp5(int AIntVarTemp5)<br />{<br />FIntVarTemp5 = AIntVarTemp5;<br />
/>if (FOnIntVarTemp5Change) FOnIntVarTemp5Change(this);<br />}<br
/>!-------<br />void __fastcall
TVariable::SetIntVarTemp6(int AIntVarTemp6)<br />{<br />FIntVarTemp6 = AIntVarTemp6;<br />
/>if (FOnIntVarTemp6Change) FOnIntVarTemp6Change(this);<br />}<br
/>!-------<br />void __fastcall
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TVariable::SetIntVarTemp7(int AIntVarTemp7)<br />{<br />FIntVarTemp7 = AIntVarTemp7;<br />}<br />if (FOnIntVarTemp7Change) FOnIntVarTemp7Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetIntVarTemp8(int AIntVarTemp8)<br />{<br />FIntVarTemp8 = AIntVarTemp8;<br />}<br />if (FOnIntVarTemp8Change) FOnIntVarTemp8Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetIntVarTemp9(int AIntVarTemp9)<br />{<br />FIntVarTemp9 = AIntVarTemp9;<br />}<br />if (FOnIntVarTemp9Change) FOnIntVarTemp9Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetIntVarTemp10(int AIntVarTemp10)<br />{<br />FIntVarTemp10 =
AIntVarTemp10;<br />}<br />if (FOnIntVarTemp10Change) FOnIntVarTemp10Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp1(float AFloatVarTemp1)<br />{<br />FFloatVarTemp1 =
AFloatVarTemp1;<br />}<br />if (FOnFloatVarTemp1Change) FOnFloatVarTemp1Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp2(float AFloatVarTemp2)<br />{<br />FFloatVarTemp2 =
AFloatVarTemp2;<br />}<br />if (FOnFloatVarTemp2Change) FOnFloatVarTemp2Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp3(float AFloatVarTemp3)<br />{<br />FFloatVarTemp3 =
AFloatVarTemp3;<br />}<br />if (FOnFloatVarTemp3Change) FOnFloatVarTemp3Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp4(float AFloatVarTemp4)<br />{<br />FFloatVarTemp4 =
AFloatVarTemp4;<br />}<br />if (FOnFloatVarTemp4Change) FOnFloatVarTemp4Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp5(float AFloatVarTemp5)<br />{<br />FFloatVarTemp5 =
AFloatVarTemp5;<br />}<br />if (FOnFloatVarTemp5Change) FOnFloatVarTemp5Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp6(float AFloatVarTemp6)<br />{<br />FFloatVarTemp6 =
AFloatVarTemp6;<br />}<br />if (FOnFloatVarTemp6Change) FOnFloatVarTemp6Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp7(float AFloatVarTemp7)<br />{<br />FFloatVarTemp7 =
AFloatVarTemp7;<br />}<br />if (FOnFloatVarTemp7Change) FOnFloatVarTemp7Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp8(float AFloatVarTemp8)<br />{<br />FFloatVarTemp8 =
AFloatVarTemp8;<br />}<br />if (FOnFloatVarTemp8Change) FOnFloatVarTemp8Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp9(float AFloatVarTemp9)<br />{<br />FFloatVarTemp9 =
AFloatVarTemp9;<br />}<br />if (FOnFloatVarTemp9Change) FOnFloatVarTemp9Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetFloatVarTemp10(float AFloatVarTemp10)<br />{<br />FFloatVarTemp10 =
AFloatVarTemp10;<br />}<br />if (FOnFloatVarTemp10Change)
FOnFloatVarTemp10Change(this);<br />}<br /><br />-----<br />void __fastcall
TVariable::SetBoolVarTemp1(bool ABoolVarTemp1)<br />{<br />FBoolVarTemp1 =
ABoolVarTemp1;<br />}<br />if (FOnBoolVarTemp1Change) FOnBoolVarTemp1Change(this);<br />}<br /><br />-----<br />void __fastcall
```

```
TVariable::SetBoolVarTemp2(bool ABoolVarTemp2)<br />{<br />FBoolVarTemp2 =  
ABoolVarTemp2;<br />if (FOnBoolVarTemp2Change) FOnBoolVarTemp2Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp3(bool ABoolVarTemp3)<br />{<br />FBoolVarTemp3 =  
ABoolVarTemp3;<br />if (FOnBoolVarTemp3Change) FOnBoolVarTemp3Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp4(bool ABoolVarTemp4)<br />{<br />FBoolVarTemp4 =  
ABoolVarTemp4;<br />if (FOnBoolVarTemp4Change) FOnBoolVarTemp4Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp5(bool ABoolVarTemp5)<br />{<br />FBoolVarTemp5 =  
ABoolVarTemp5;<br />if (FOnBoolVarTemp5Change) FOnBoolVarTemp5Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp6(bool ABoolVarTemp6)<br />{<br />FBoolVarTemp6 =  
ABoolVarTemp6;<br />if (FOnBoolVarTemp6Change) FOnBoolVarTemp6Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp7(bool ABoolVarTemp7)<br />{<br />FBoolVarTemp7 =  
ABoolVarTemp7;<br />if (FOnBoolVarTemp7Change) FOnBoolVarTemp7Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp8(bool ABoolVarTemp8)<br />{<br />FBoolVarTemp8 =  
ABoolVarTemp8;<br />if (FOnBoolVarTemp8Change) FOnBoolVarTemp8Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp9(bool ABoolVarTemp9)<br />{<br />FBoolVarTemp9 =  
ABoolVarTemp9;<br />if (FOnBoolVarTemp9Change) FOnBoolVarTemp9Change(this);<br  
</pre><br />-----<br />void __fastcall  
TVariable::SetBoolVarTemp10(bool ABoolVarTemp10)<br />{<br />FBoolVarTemp10 =  
ABoolVarTemp10;<br />if (FOnBoolVarTemp10Change) FOnBoolVarTemp10Change(this);<br  
</pre><br />-----<br />{/codecitation}<p>A  
venir : Mise ♦jour du composant pour l'ajout des propri♦♦ OnBeforeChange et  
OnAfterChange.♦</p>
```