### What's New in DAO?

DAO 3.5 introduces a new client/server connection mode, called "<u>ODBCDirect</u>." ODBCDirect establishes a connection directly to an <u>ODBC data source</u>, without loading the <u>Microsoft Jet database engine</u> into memory, and is useful in situations where specific features of ODBC are required.

For <u>Microsoft Jet databases</u>, there are also new interfaces to expose Microsoft Jet's new partial replication feature.

**Note** You can send DAO queries to a variety of different database servers with ODBCDirect, and different servers will recognize slightly different dialects of SQL. Therefore, context-sensitive Help is no longer provided for Microsoft Jet SQL, although online Help for Microsoft Jet SQL is still included through the Help menu. Be sure to check the appropriate reference documentation for the SQL dialect of your database server when using either ODBCDirect connections or pass-through queries in Microsoft Jet-connected client/server applications.

# **New DAO 3.5 Interfaces for ODBCDirect**

- <u>Connection</u> object A connection to an <u>ODBC</u> database.
- <u>Cancel</u> method (on **Connection**, **QueryDef**, and **Recordset** objects) Cancels execution of an asynchronous operation.
- <u>NextRecordset</u> method (on **Recordset** objects) Retrieves the next set of records, if any, returned by a query that returned multiple sets of records in an **OpenRecordset**\_call, and indicates whether it successfully retrieved another set of records.
- <u>OpenConnection</u> method (on **Workspace** objects) Opens a **Connection**\_object on an <u>ODBC data source</u>.
- <u>BatchCollisionCount</u> property (on **Recordset** objects) Returns the number of records that did not complete during the last <u>batch</u> <u>update</u>.
- <u>BatchCollisions</u> property (on **Recordset** objects) Returns an array of bookmarks indicating the rows that generated <u>collisions</u> in the last batch update.
- <u>BatchSize</u> property (on **Recordset** objects) Sets or returns the number of statements sent back to the server in each batch.
- <u>Connection</u> property (on **Database** and **Recordset** objects) Returns the **Connection** object that corresponds to the **Database**,

or that owns the **Recordset**.

- <u>Database</u> property (on **Connection** objects) Returns the name of the **Database** object that corresponds to the **Connection**.
- <u>DefaultCursorDriver</u> property (on **Workspace** objects) Sets or returns the type of cursor driver used for ODBCDirect **Recordset** objects.
- <u>DefaultType</u> property (on **DBEngine** object) Indicates what type of workspace (Microsoft Jet or <u>ODBCDirect</u>) will be created by the next **CreateWorkspace** method call.
- <u>Direction</u> property (on **Parameter** objects) Indicates whether a **Parameter** object represents an input parameter, an output parameter, or both, or if the parameter is the return value from a stored procedure.
- <u>MaxRecords</u> property (on **QueryDef** objects) Sets or returns the maximum number of records to return from a query.
- <u>OriginalValue</u> property (on **Field** objects) Returns the value of a **Field** in the database that existed when the last batch update began.
- <u>Prepare</u> property (on **QueryDef** objects) Returns a value that indicates whether the query should be prepared on the server as a temporary stored procedure with the ODBC **SQLPrepare**

function prior to execution, or just executed using the ODBC **SQLExecDirect** function.

- <u>RecordStatus</u> property (on **Recordset** objects) Returns a value that indicates the update status of the current record if it is part of a batch update.
- <u>StillExecuting</u> property (on **Connection**, **QueryDef**, and **Recordset** objects) Returns a value indicating whether or not an asynchronous operation has finished executing.
- <u>UpdateOptions</u> property (on **Recordset** objects) Returns a value that indicates how the WHERE clause is constructed for each record during a batch update, and how the update should be executed.
- <u>VisibleValue</u> property (on **Recordset** objects) Returns a value currently in the database that is newer than the **OriginalValue** property as determined by a batch update conflict.

# **New Capabilities with ODBCDirect**

#### **Server Connections**

Available only in the ODBCDirect object model, the new **Connection** object contains information about a connection to an ODBC data source, such as the server name, the data source name, and so on. It is similar to a **Database** object, and will look very familiar if you've ever opened a **Database** object on an ODBC data source. In fact, a **Connection** object and a **Database** object represent different references to the same object, and new properties on each of these two object types allow you to obtain a reference to the other corresponding object, which simplifies the task of converting existing ODBC client applications that use Microsoft Jet to use ODBCDirect instead.

#### **Batch Updates**

A new batch update cursor is available for client applications that need to work with a cursor without holding locks on the server or issue update requests one record at a time. Instead, the client stores update information on many records in a local buffer (or "batch"), and then issues a batch update.

Because of the time lag between opening a **Recordset** and sending a batch of updates from that **Recordset** back to the server, other users have an opportunity to change the original data before your changes are sent to the server, so your changes "collide" with another user's changes. Several new features are available to help you determine where such collisions have occurred, following a batch update, and give you some options for resolving them.

#### **Asynchronous Method Execution**

The **Execute**, **MoveLast**, **OpenConnection**, and **OpenRecordset** methods feature the **dbRunAsync** option. This allows the client application to do other tasks (such as loading forms, and so on) while the method is executing. You can also poll to see whether the task is complete, and terminate an asynchronous task.

#### **Client Support for ODBC Cursors**

Four different **Recordset** types support the following ODBC cursor types:

Recordset type
<b>dbOpenDynamic</b> (New in DAO 3.5)
dbOpenDynaset
dbOpenForwardOnly (New in DAO
3.5)
dbOpenSnapshot

# New DAO 3.5 Interfaces for the Microsoft Jet Database Engine

- <u>PopulatePartial</u> method (on **Database** objects) Synchronizes any changes in a partial replica with the full <u>replica</u>, clears all records in the partial replica, and then repopulates the <u>partial</u> <u>replica</u> based on the current replica filters.
- <u>SetOption</u> method (on **DBEngine** object) Overrides the registry values for the <u>Microsoft Jet database engine for the duration of the current instance of DAO.</u>
- <u>FieldSize</u> property (on **Field** objects) Replaces the **FieldSize** method. Syntactically, their usage is the same, so this will not require changes to your existing code.
- <u>MaxRecords</u> property (on **QueryDef** objects) Sets or returns the maximum number of records to return from a query.
- <u>ReplicaFilter</u> property (on **TableDef** objects) Returns a value that indicates which subset of records is replicated to that table from a full replica.
- <u>PartialReplica</u> property (on **Relation** objects) Indicates which **Relation** object should be considered when populating a partial replica from a full replica.

# New Capabilities with the Microsoft Jet Database Engine

#### **Partial Replication**

Version 3.5 of the Microsoft Jet database engine allows users to replicate portions of a table instead of the whole table (only row restrictions are permitted, not columns). There are two types of filters used in a partial replica — Boolean and relationship. Boolean filters select only rows that meet a certain criteria to limit the rows in a table that are replicated. DAO represents this filter with the **ReplicaFilter** property on a **TableDef**. Relationship filters enforce a relationship between partially replicated tables to limit the rows in a table that are replicated. With DAO, you can set the **PartialReplica** property on a **Relation** which allows that **Relation** to be used in partial replication.

#### **New Recordset Type**

In DAO 3.5, **dbOpenForwardOnly** is a new *type* argument for the **OpenRecordset** method. This new **Recordset** type behaves in the same way as a DAO 3.0 snapshot-type **Recordset** opened with the **dbForwardOnly** option.

#### **Run-time Registry Override**

The new **SetOption** method allows you to override Microsoft Jet Registry settings at run time. This lets you fine tune Microsoft Jet query performance, timeout delays, and so on.

## **DAO Overview**

DAO enables you to use a programming language to access and manipulate data in local or remote databases, and to manage databases, their objects, and their structure.

# **Object Models**

DAO supports two different database environments, or "workspaces."

- <u>Microsoft Jet workspaces</u> allow you to access data in <u>Microsoft</u> <u>Jet databases</u>, <u>Microsoft Jet-connected ODBC databases</u>, and <u>installable ISAM</u> data sources in other formats, such as Paradox or Lotus 1-2-3.
- <u>ODBCDirect workspaces</u> allow you to access database servers through <u>ODBC</u>, without loading the <u>Microsoft Jet database</u> <u>engine</u>.

Use the Microsoft Jet workspace when you open a Microsoft Jet database (.mdb file) or other desktop ISAM database, or when you need to take advantage of Microsoft Jet's unique features, such as the ability to join data from different database formats.

The <u>ODBCDirect</u> workspace provides an alternative when you only need to execute queries or stored procedures against a back-end server, such as Microsoft SQL Server, or when your client application needs the specific capabilities of ODBC, such as <u>batch updates</u> or <u>asynchronous</u> <u>query</u> execution.

#### **DAO Objects**

There are 17 different DAO object types. You can declare new DAO <u>object variables</u> for any of the object types.

For example, the following Visual Basic for Applications (VBA) code creates object variables for a **Database** object, a dynaset-type **Recordset** object, and a **Field** object:

Dim dbsExample As Database Dim rstExample As Recordset Dim fldExample As Field

```
Set dbsExample = OpenDatabase("Biblio.mdb")
Set rstExample = dbsExample.OpenRecordset("Auth
Set fldExample = rstExample.Fields("Au_ID")
```

#### **DAO Collections**

Each DAO object type other than **DBEngine** also has a corresponding collection. A collection includes all the existing objects of that type. For example, the **Recordsets** collection contains all open **Recordset** objects. Each collection is "owned" by another object at the next higher level in the hierarchy. A **Database** object "owns" a **Recordsets** collection. Except for the **Connection** and **Error** objects, every DAO object has a **Properties** collection.

Most DAO objects have default collections and default properties. For example, the default collection of a **Recordset** object is the **Fields** collection and the default property of a **Field** object is the **Value** property. You can simplify your code by taking advantage of these defaults. For example, the following code sets the value of the PubID field in the current record:

#### rstExample!PubID=99

#### DBENGINE AND WORKSPACE OBJECTS

All DAO objects are derived from the **DBEngine** object. You can set the **DefaultType** property on the **DBEngine** object to determine the workspace type (Microsoft Jet or ODBCDirect) to create on subsequent **CreateWorkspace** method calls, or you can override this property with the *type* argument in the **CreateWorkspace** method itself. When your application creates a workspace, the appropriate library — the Microsoft Jet database engine or ODBC — is loaded into memory at that time.

You can open additional **Workspace** objects as needed. Each **Workspace** object has a user ID and password associated with it.

# **Using the Microsoft Jet Workspace**

#### **Opening a Database**

To open a database, you simply open an existing **Database** object, or create a new one. This object can represent a Microsoft Jet database (.mdb file), an ISAM database (for example, Paradox), or an ODBC database connected through the Microsoft Jet database engine (also known as a "Microsoft Jet-connected ODBC database").

#### **Data-Definition Language**

You can use object variables and other <u>DDL</u> features to modify your database structure. For example, you can add a new **Field** object to an existing table with the following code:

```
Dim dbs As Database, tdf As TableDef, fld As Fi
' Open a database.
Set dbs = OpenDatabase("Biblio.mdb")
' Open a TableDef.
Set tdf = dbs.TableDefs("Authors")
' Create a new field.
Set fld = tdf.CreateField("Address", dbText, 20
' Append field to the TableDef Fields collectio
tdf.Fields.Append fld
```

This code creates a new object variable for a **Field** object and adds it to a **TableDef** object with the **Append** method. Because a **TableDef** object contains the definition of a table, the table now has a field named Address for entering data. In much the same way, you can create new tables and new indexes.

#### **Data Manipulation**

DAO provides an excellent set of data manipulation tools. You can create a **Recordset** object to conveniently query a database and manipulate the

resulting set of records. The **OpenRecordset** method accepts an SQL string, or a **QueryDef** (stored query) name as a data source argument, or it can be opened from a **QueryDef** object or a **TableDef** object, using that object as its data source. The resulting **Recordset** object features an extremely rich set of properties and methods with which to browse and modify data.

The **Recordset** object is available in four different types — Table, Dynaset, Forward-Only, and Snapshot.

#### Transactions

All **Database** objects opened against a **Workspace** object share a common transaction scope. That is, when you use the **BeginTrans** method on a **Workspace** object, it applies to all open databases within that **Workspace** object. In the same way, when you use the **CommitTrans** method against the **Workspace**, it applies to all open databases in the **Workspace** object.

#### Replication

You can use <u>database replication</u> to create and maintain <u>replicas</u> of a master Microsoft Jet database, using the **Synchronize** method to periodically update all or part of the replicas, or to copy new data from one replica to another. You can also restrict the update to only selected records, using the **ReplicaFilter** property, and then synchronize those records with the **PopulatePartial** method.

#### Security

You can restrict access to one or more .mdb databases or their tables using security settings established and managed by the Microsoft Jet database engine. In your code, you can establish **Group** and **User** objects to define the scope and level of <u>permissions</u> available to individual users on an object-by-object basis. For example, you can establish permissions for a specific user to provide read-only access to one table and full access to another.

# **Using the ODBCDirect Object Model**

#### Connecting to a Database

A **Connection** object is similar to a **Database** object. In fact, a **Connection** object and a **Database** object represent different references to the same object, and properties on each of these two object types allow you to obtain a reference to the other corresponding object, which simplifies the task of converting ODBC client applications that use Microsoft Jet to use ODBCDirect instead. Use the **OpenConnection** method to connect to an <u>ODBC data source</u>. The resulting **Connection** object contains information about the connection, such as the server name, the data source name, and so on.

#### Queries

Although DAO does not support stored queres in an ODBCDirect workspace, a compiled query can be created as a **QueryDef** object and used to execute action queries, and can also be used to execute stored procedures on the server. The **Prepare** property lets you decide whether to create a private, temporary stored procedure on the server from a **QueryDef** before actually executing the query.

Parameter queries can also be passed to the server, using **Parameter** objects on the **QueryDef**. The **Direction** property lets you specify a **Parameter** as input, output, or both, or to accept a return value from a stored procedure.

#### **Data Manipulation**

Creating a **Recordset** object is a convenient way to query a database and manipulate the resulting set of records. The **OpenRecordset** method accepts an SQL string, or a **QueryDef** object (stored query) as a data source argument. The resulting **Recordset** object features an extremely rich set of properties and methods with which to browse and modify data.

The Recordset object is available in four different types — Dynamic,

Dynaset, Forward-Only, and Snapshot — corresponding to ODBC cursor types — Dynamic, Keyset, Forward-only, and Static.

A batch update cursor library is available for client applications that need to work with a cursor without holding locks on the server or without issuing update requests one record at a time. Instead, the client stores update information on many records in a local buffer (or "batch"), and then issues a batch update.

#### **Asynchronous Method Execution**

The Execute, MoveLast, OpenConnection, and OpenRecordset methods feature the dbRunAsync option. This allows your client application to do other tasks (such as loading forms, for example) while the method is executing. You can check the StillExecuting property to see whether the task is complete, and terminate an asynchronous task with the Cancel method.

# **DAO Constants**

DAO provides built-in constants that you can use with <u>methods</u> or <u>properties</u>. These constants all begin with the letters **db** and are documented with the method or property to which they apply.

#### Legend:

Read-only

Read/write

#### AllPermissions Property Constants (All Are a)

For any Container or Document object:

Constant	Description
dbSecReadDef	Allows user to read the table definition, including column and index information.
dbSecWriteDef	Allows user to modify or delete the table definition, including column and index information.
dbSecRetrieveData	Allows user to retrieve data from the <b>Document</b> object.

dbSecInsertData	Allows user to add records.
dbSecReplaceData	Allows user to modify records.
dbSecDeleteData	Allows user to delete records.

The **Databases** container or any **Document** object in a **Documents** collection may include the following:

Constant	Description
dbSecDeleteData	Allows user to delete records.
dbSecDBAdmin	Allows user to <u>replicate</u> the database and change the database password.
dbSecDBCreate	Allows user to create new databases. This setting is valid only on the Databases container in the workgroup information file (System.mdw).
dbSecDBExclusive	Allows user <u>exclusive</u> access to the database.
dbSecDBOpen	Allows user to open the database.

#### **Attributes Property** Constants

For any **Field** object, the **Attributes** property may include the following:

Constant	Description
dbFixedField	Fixed field size (default for Numeric fields)
dbVariableField	Wariable field size (Text fields only)
dbAutoIncrField	New record field value incremented to unique Long integer (in a Microsoft Jet workspace, available only on TableDef objects opened from .mdb files)
dbUpdatableField	📫 Field is updatable
dbDescending	<ul><li>Field sorted in descending order</li><li>(Microsoft Jet workspaces only)</li></ul>
dbHyperlinkField	<ul><li>The field contains hyperlink information (Memo fields in Microsoft Jet workspaces only)</li></ul>
dbSystemField	The field is a replication field (on a TableDef object in Microsoft Jet databases

For any **Relation** object, the **Attributes** property may include the following:

Constant	Description
dbRelationUnique	📽 One-to-one relationship
dbRelationDontEnforce	Relationship not enforced (no referential integrity)
dbRelationInherited	Relationship exists in the database containing the two linked tables
dbRelationUpdateCascade	📽 Updates cascade
dbRelationDeleteCascade	Deletions cascade
dbRelationLeft	Microsoft Access only. In Design view, display a LEFT JOIN as the default join type.
dbRelationRight	Microsoft Access only. In Design view, display a RIGHT JOIN as the default join type.

For any **TableDef** object, the **Attributes** property may include the following:

Constant	Description
dbAttachExclusive	Opens a <u>linked</u> Microsoft Jet database engine table for <u>exclusive</u> use.
dbAttachSavePWD	Saves user ID and password for linked remote table.
dbSystemObject	🖴 System table
dbHiddenObject	In the second
dbAttachedTable	Linked non-ODBC database table
dbAttachedODBC	📫 Linked ODBC database table

#### **<u>CollatingOrder Property</u>** Constants (All Are **a**)

Constant	Description
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dbSortChineseSimplifiedSimplified Chinese collating orderdbSortChineseTraditionalTraditional Chinese collating orderdbSortCyrillicRussian collating orderdbSortCzechCzech collating orderdbSortDutchDutch collating orderdbSortGeneralEnglish, German, French, and Portuguese collating orderdbSortGreekGreek collating orderdbSortHebrewHebrew collating orderdbSortIcelandicIcelandic collating orderdbSortJapaneseJapanese collating orderdbSortNorwNorwegian and Danish collating orderdbSortPDXIntlParadox Norwegian and Danish collating orderdbSortPDXNorParadox Swedish and Finnish collating orderdbSortPDXSwePolish collating orderdbSortSovenianSlovenian collating orderdbSortSovenianSolating orderdbSortPDXSweParadox Swedish and Finnish collating orderdbSortSovenianSlovenian collating orderdbSortSovenianSlovenian collating orderdbSortPDXSweParadox Swedish and Finnish collating orderdbSortSovenianSlovenian collating orderdbSortSovenianSpanish collating orderdbSortShapanishSpanish collating orderdbSortSuedFinSwedish and Finnish collating orderdbSortSuedFinCollating orderdbSortSuedFinSwedish and Finnish collating orderdbSortSuedFinSwedish and Finnish collating orderdbSortSuedFinSwedish and Finnish collating orderdbSortSuedFinSwedish and Finnish co	dbSortArabic	Arabic collating order
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dbSortThaiThai collating orderdbSortTurkishTurkish collating order	dbSortSpanish	Spanish collating order
dbSortTurkish   Turkish collating order	dbSortSwedFin	Swedish and Finnish collating order
-	dbSortThai	Thai collating order
dbSortUndefined Collating order undefined or unknown	dbSortTurkish	Turkish collating order
	dbSortUndefined	Collating order undefined or unknown

### DefaultCursorDriver Property (All are @)

Constant	Description
	(Default) Uses <u>server-side cursors</u> if the
dbUseDefaultCursor	server supports them; otherwise uses the ODBC Cursor Library.
	Always uses the ODBC Cursor Library. This option provides better performance for

dbUseODBCCursor	small result sets, but degrades quickly for larger result sets.
dbUseServerCursor	Always uses <u>server-side cursors</u> . For most large operations this option provides better performance, but might cause more network traffic.
dbUseClientBatchCursor	Always uses the FoxPro Cursor Library. This option is required for performing batch updates.
dbUseNoCursor	Opens all cursors (that is, <b>Recordset</b> objects) as forward-only type, read-only, with a rowset size of 1. Also known as "cursorless queries."

#### **Direction** Property Constants (All Are @)

Constant	Description
dbParamInput	(Default) Passes information to the procedure.
dbParamInputOutput	Passes information both to and from the procedure.
dbParamOutput	Returns information from the procedure as in an output parameter in SQL.
dbParamReturnValue	Passes the return value from a procedure.

#### EditMode Property Constants (All Are a)

Constant	Description
dbEditNone	No editing operation in effect.
dbEditInProgress	Edit method invoked.
dbEditAdd	AddNew method invoked.

#### **Permissions Property** Constants (All are **a**)

For any **Container** object, the **Permissions** property may include the

#### following:

Constant	Description
dbSecNoAccess	Denies user access to the object.
dbSecFullAccess	Allows user full access to the object.
dbSecDelete	Allows user to delete the object.
dbSecReadSec	Allows user to read the object's security- related information.
dbSecWriteSec	Allows user to alter access permissions.
dbSecWriteOwner	Allows user to change the <b>Owner</b> property setting.

For any database **Container**, the **Permissions** property may include any of the following (All are *a*):

Constant	Description
	Gives user permission to make a database
dbSecDBAdmin	replicable and change the database
	password.
dbSecDBCreate	Allows user to create new databases (valid
	only on the databases <b>Container</b> object in
	the system database).
dbSecDBOpen	Allows user to open the database.
dbSecDBExclusive	Allows user exclusive access.

For any tables **Container**, the **Permissions** property may include any of the following (All are **a**):

Constant	Description
dbSecCreate	Allows user to create new tables (valid only with a <b>Container</b> object that represents a table or with the databases <b>Container</b> object in the system database).
dbSecReadDef	Allows user to read the table definition, including column and index information.
dbSecWriteDef	Allows user to modify or delete the table definition, including column and index

	information.
dbSecRetrieveData	Allows user to retrieve data from the
	document.
dbSecInsertData	Allows user to add records.
dbSecReplaceData	Allows user to modify records.
dbSecDeleteData	Allows user to delete records.

For any **Document** object, the **Permissions** property may include any of the following (All are **a**):

Constant	Description
dbSecCreate	Allows user to create new tables (valid only with a <b>Container</b> object that represents a table).
dbSecDBCreate	Allows user to create new databases (valid only on the databases <b>Container</b> object in the system database).
dbSecDBOpen	Allows user to open the database.
dbSecDBExclusive	Allows user exclusive access.
dbSecDelete	Allows user to delete the object.
dbSecDeleteData	Allows user to delete records.
dbSecFullAccess	Allows user full access to the object.
dbSecInsertData	Allows user to add records.
dbSecReadDef	Allows user to read the table definition, including column and index information.
dbSecReadSec	Allows user to read the object's security- related information.
dbSecReplaceData	Allows user to modify records.
dbSecRetrieveData	Allows user to retrieve data from the document.
dbSecWriteDef	Allows user to modify or delete the table definition, including column and index information.
dbSecWriteSec	Allows user to alter access permissions.
dbSecWriteOwner	Allows user to change the <b>Owner</b> property setting.

#### **Prepare** Property Constants (All Are @)

Constant	Description
dbQPrepare	(Default) The statement is prepared (that is, the ODBC <b>SQLPrepare</b> API is called).
dbQUnprepare	The statement is not prepared (that is, the ODBC <b>SQLExecDirect</b> API is called).

#### **<u>RecordStatus</u>** Property Constants (All Are a)

Constant	Description
dbDBDeleted	The record has been deleted locally and in the database.
dbDeleted	The record has been deleted, but not yet deleted in the database.
dbRecordModified	The record has been modified and not updated in the database.
dbRecordNew	The record has been inserted with the <b>AddNew</b> method, but not yet inserted into the database.
dbRecordUnmodified	(Default) The record has not been modified or has been updated successfully.

#### **Type Property** Constants

For any **Field**, **Parameter**, or **Property** object, the **Type** property may include any of the following (All are **a**):

Constant	Description
dbBigInt	Big Integer data (ODBCDirect only)
dbBinary	Binary data
dbBoolean	Boolean (True/False) data
dbByte	Byte (8-bit) data
dbChar	Character data (ODBCDirect only)
dbCurrency	Currency data
dbDate	Date value data
dbDecimal	Decimal data (ODBCDirect only)

dbDouble	Double-precision floating-point data
dbFloat	Floating-point data (ODBCDirect only)
dbGUID	GUID data
dbInteger	Integer data
dbLong	Long Integer data
dbLongBinary	Binary data (bitmap)
dbMemo	Memo data (extended text)
dbNumeric	Numeric data (ODBCDirect only)
dbSingle	Single-precision floating-point data
dbText	Text data (variable width)
dbTime	Data in time format (ODBCDirect only)
dbTimeStamp	Data in time and date format (ODBCDirect
	only)
dbVarBinary	Variable Binary data (ODBCDirect only)

For any **QueryDef** object, the **Type** property may include any of the following (All are **m**):

Constant	Description
dbQAction	Action query
dbQAppend	Append query
dbQCompound	Compound query (ODBCDirect workspaces only)
dbQCrosstab	Crosstab query
dbQDDL	Data-definition language (DDL) query
dbQDelete	Delete query
dbQMakeTable	<u>Make-table query</u>
dbQProcedure	SQL procedure that executes a stored procedure (ODBCDirect workspaces only)
dbQSelect	Select query
dbQSetOperation	Set operation query
dbQSPTBulk	Bulk operation query
dbQSQLPassThrough	SQL pass-through query
dbQUpdate	Update query

For any **Recordset** object, the **Type** property may include any of the

following (All are **a**):

Constants	Description
dbOpenDynamic	Opens a dynaset-type <b>Recordset</b> (ODBCDirect workspaces only)
dbOpenDynaset	Opens a dynaset-type <b>Recordset</b>
dbOpenForwardOnly	Opens a forward-only type <b>Recordset</b>
dbOpenSnapshot	Opens a snapshot-type <b>Recordset</b>
dbOpenTable	Opens a table-type <b>Recordset</b> (Microsoft Jet workspaces only)

#### **<u>UpdateOptions</u>** Property Constants (All Are **a**)

Constant	Description
dbCriteriaKey	(Default) Uses just the key column(s) in the where clause.
dbCriteriaModValues	Uses the key column(s) and all updated columns in the where clause.
dbCriteriaAllCols	Uses the key column(s) and all the columns in the where clause.
dbCriteriaTimeStamp	Uses just the timestamp column if available (will generate a run-time error if no timestamp column is in the result set).
dbCriteriaDeleteInsert	Uses a pair of DELETE and INSERT statements for each modified row.
dbCriteriaUpdate	(Default) Uses an UPDATE statement for each modified row.

# CompactDatabase, CreateDatabase Methods Locale Argument Constants (All Are 🗹)

Constant	Description
dbLangGeneral	English, German, French, Portuguese,
	Italian, and Modern Spanish
dbLangArabic	Arabic
dbLangChineseSimplified	Simplified Chinese
dbLangChineseTraditional	Traditional Chinese

Russian
Czech
Dutch
Greek
Hebrew
Hungarian
Icelandic
Japanese
Korean
Nordic
Norwegian and Danish
Polish
Slovenian
Spanish
Swedish and Finnish
Thai
Turkish

#### **<u>CompactDatabase</u>** Method Options Argument Constants (All Are **a**)

Description
Decrypts database while compacting
Encrypts database
Microsoft Jet database engine version 1.0
Microsoft Jet database engine version 1.1
Microsoft Jet database engine version 2.0
Microsoft Jet database engine version 3.0

#### **<u>CreateDatabase</u>** Method Options Argument Constants (All Are **a**)

Constant	Description
dbEncrypt	Encrypts database
dbVersion10	Microsoft Jet database engine version 1.0
dbVersion11	Microsoft Jet database engine version 1.1
dbVersion20	Microsoft Jet database engine version 2.0
dbVersion30	Microsoft Jet database engine version 3.0

#### **<u>CreateWorkspace</u>** Method Type Argument Constants

For any **Workspace** object **Type** property and **DBEngine** object **DefaultType** property, use any of the following: (All Are **@**)

Constant	Description
dbUseODBC	The next workspace created will use ODBCDirect.
dbUseJet	The next workspace created will use the <u>Microsoft Jet database engine</u> .

#### **Execute** Method Options Argument Constants (All Are **ar**)

Constant	Description
dbDenyWrite	Denies write permission to other users (Microsoft Jet workspaces only).
dbInconsistent	<u>Allows inconsistent</u> updates (Microsoft Jet workspaces only).
dbConsistent	<u>Allows</u> <u>consistent</u> updates (Microsoft Jet workspaces only).
dbSQLPassThrough	An SQL <u>pass-through</u> . Causes the SQL statement to be passed to an <u>ODBC</u> database for processing (Microsoft Jet workspaces only).
dbFailOnError	Rolls back updates if an error occurs (Microsoft Jet workspaces only).
dbSeeChanges	Generates a run-time error if another user is changing data you are editing (Microsoft Jet workspaces only).
dbRunAsync	Executes the query asynchronously (ODBCDirect workspaces only).
dbExecDirect	Executes the query without first calling the SQLPrepare ODBC function (ODBCDirect workspaces only).

#### Idle Method Optional Argument Constant (This Is @)

Constant	Description
dbRefreshCache	Forces any pending writes to disk, and
ubitemesineuene	refreshes memory from current disk files.

#### **MakeReplica** Method Optional Argument Constants (All are **ar**)

Constant	Description
dbRepMakePartial	Creates a partial replica.
dbRepMakeReadOnly	Makes replicable elements of new database read-only.

# OpenConnection and OpenDatabase Methods Option Argument Constants (All Are @)

Constant	Description
dbDriverNoPrompt	The <u>driver manager</u> uses the connection string provided in <i>connect</i> . If sufficient information is not provided, a trappable error is returned.
dbDriverPrompt	The driver manager displays the ODBC Data Sources dialog box. The <u>connection</u> <u>string</u> used to establish the connection is constructed from the data source name (DSN) selected and completed by the user via the dialog boxes.
dbDriverComplete	If the connection string provided includes the DSN keyword, the driver manager uses the string as provided in connect, otherwise it behaves as it does when <b>dbDriverPrompt</b> is specified.
dbDriverCompleteRequired	(Default) Behaves like <b>dbDriverComplete</b> except the driver disables the controls for any information not required to complete the connection.

#### **OpenRecordset** Method Type Argument Constants (All Are **a**)

Constant	Description
dbOpenDynamic	Opens a dynamic-type <b>Recordset</b> ( <u>ODBCDirect workspaces</u> only)
dbOpenDynaset	Opens a dynaset-type <b>Recordset</b>
dbOpenForwardOnly	Opens a forward-only type <b>Recordset</b>
dbOpenSnapshot	Opens a snapshot-type <b>Recordset</b>
dbOpenTable	Opens a table-type <b>Recordset</b> ( <u>Microsoft Jet</u> <u>workspaces</u> only)

#### **OpenRecordset** Method LockEdits Argument Constants (All Are **ar**)

Constant	Description
dbPessimistic	Pessimistic concurrency. Cursor uses the lowest level of locking sufficient to ensure the record can be updated.
dbReadOnly	Cursor is read-only. No updates are allowed.
dbOptimistic	Optimistic concurrency based on record ID. Cursor compares record ID in old and new records to determine if changes have been made since the record was last accessed.
dbOptimisticValue	Optimistic concurrency based on record values. Cursor compares data values in old and new records to determine if changes have been made since the record was last accessed ( <u>ODBCDirect workspaces</u> only).
dbOptimisticBatch	Enables <u>batch optimistic updates</u> (ODBCDirect workspaces only).

#### **OpenRecordset** Method Options Argument Constants (All Are **ar**)

Constant	Description		
	Prevents other users from changing		
dbDenyWrite	Recordset records ( <u>Microsoft Jet</u>		
	<u>workspaces</u> only).		
	Prevents other users from reading		
dbDenyRead	<b>Recordset</b> records (table-type in Microsoft		

	Jet workspaces only).	
dbReadOnly	Opens the <b>Recordset</b> as read-only (Microsoft Jet workspaces only).	
dbAppendOnly	Allows user to add new records to the <u>dynaset</u> , but prevents user from reading existing records (dynaset-type in Microsoft Jet workspaces only).	
dbInconsistent	Applies updates to all dynaset fields, even if other records are affected (dynaset- and snapshot-type in Microsoft Jet workspaces only).	
dbConsistent	Applies updates only to those fields that will not affect other records in the dynaset (dynaset- and snapshot-type in Microsoft Jet workspaces only).	
dbSQLPassThrough	Sends an <u>SQL statement</u> to an <u>ODBC</u> database (snapshot-type in Microsoft Jet workspaces only).	
dbForwardOnly	Creates a forward-only scrolling snapshot- type <b>Recordset</b> (snapshot-type in Microsoft Jet workspaces only).	
dbSeeChanges	Generates a run-time error if another user is changing data you are editing (dynaset-type in Microsoft Jet workspaces only).	
dbRunAsync	Executes the query asynchronously (ODBCDirect workspaces only).	
dbExecDirect	Executes the query without first calling the SQLPrepare ODBC function (ODBCDirect workspaces only).	

#### **<u>SetOption</u>** Method Parameter Constants (All Are @)

Constant	Description	
dbPageTimeout	The PageTimeout key	
dbSharedAsyncDelay	The SharedAsyncDelay key	
dbExclusiveAsyncDelay	The ExclusiveAsyncDelay key	
dbLockRetry	The LockRetry key	
dbUserCommitSync	The UserCommitSync key	
dbImplicitCommitSync	The ImplicitCommitSync key	

dbMaxBufferSize	The MaxBufferSize key	
dbMaxLocksPerFile	The MaxLocksPerFile key	
dbLockDelay	The LockDelay key	
dbRecycleLVs	The RecycleLVs key	
dbFlushTransactionTimeout	The FlushTransactionTimeout key	

#### **Synchronize** Method Exchange Argument Constants (All Are **ar**)

Constant	Description
dbRepExportChanges	Sends changes from current database to target database.
dbRepImportChanges	Receives changes from target database.
dbRepImpExpChanges	Sends and receives data in a bidirectional exchange.
dbRepSyncInternet	Exchanges data between files connected via an Internet pathway.

#### **<u>Update</u>** Method Type Argument Constants (All Are **a**)

Constant	Description
dbUpdateRegular	(Default) Pending changes aren't cached and are written to disk immediately.
dbUpdateBatch	All pending changes in the update cache are written to disk.
dbUpdateCurrentRecord	Only the current record's pending changes are written to disk.

#### **<u>CancelUpdate</u>** Method Type Argument Constants (All Are **a**)

Constant	Description	
dbUpdateRegular	(Default) Pending changes aren't cached and are written to disk immediately.	
dbUpdateBatch	All pending changes in the update cache are written to disk.	

# **DAO Objects and Collections Reference**

DAO objects and collections provide a framework for using code to create and manipulate components of your database system. Objects and collections have properties that describe the characteristics of database components and methods that you use to manipulate them. Together these objects and collections form a hierarchical model of your database structure, which you can control programmatically.

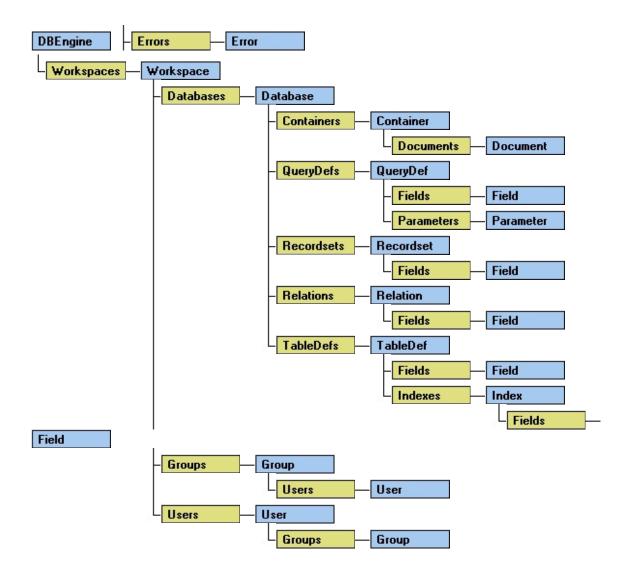
Objects and collections provide different types of containment relations: Objects contain zero or more collections, all of different types; and collections contain zero or more objects, all of the same type. Although objects and collections are similar entities, the distinction differentiates the two types of relations.

In the following table, the type of collection in the first column contains the type of object in the second column. The third column describes what each type of object represents.

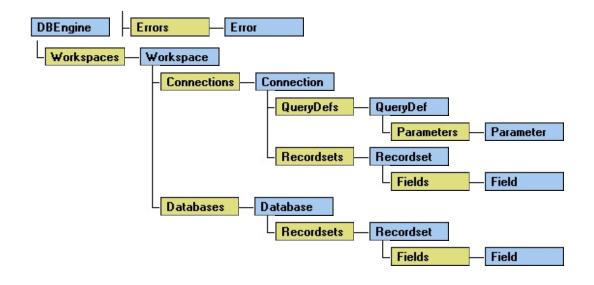
Collection	Object	Description
	<u>Connection</u>	Information about a
<u>Connections</u>		connection to an ODBC data
		source ( <u>ODBCDirect</u>
		<u>workspaces</u> only)
Containers	Container	Storage for information about
		a predefined object type
	Container	a predefined object type ( <u>Microsoft Jet workspaces</u>
		only)
<u>Databases</u>	<u>Database</u>	An open database
		The Microsoft Jet database

DBEngine	<u>engine</u>
Document	Information about a saved, predefined object (Microsoft Jet workspaces only)
Error	Information about any errors associated with this object
<u>Field</u>	A column that is part of a table, query, index, relation, or recordset
Group	A group of user accounts (Microsoft Jet workspaces only)
Index	Predefined ordering and uniqueness of values in a table (Microsoft Jet workspaces only)
<u>Parameter</u>	A parameter for a <u>parameter</u> <u>query</u>
<u>Property</u>	A built-in or user-defined property
<u>QueryDef</u>	A saved query definition
<u>Recordset</u>	The records in a <u>base table</u> or query
<u>Relation</u>	A relationship between fields in tables and queries (Microsoft Jet workspaces only)
<u>TableDef</u>	A saved table definition (Microsoft Jet workspaces only)
<u>User</u>	A <u>user account</u> (Microsoft Jet workspaces only)
Workspace	A <u>session</u> of the Microsoft Jet database engine
	Document Error Field Group Group Index Index Parameter Property QueryDef Recordset Recordset TableDef User

# **DAO Object Model for Microsoft Jet Workspaces**

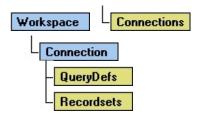


# **DAO Object Model for ODBCDirect Workspaces**



**Connection Object** 

A **Connection** object represents a connection to an <u>ODBC</u> database (<u>ODBCDirect workspaces</u> only).



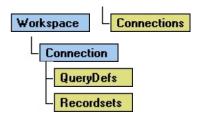
#### Remarks

A **Connection** is a non-persistent object that represents a connection to a remote database. The **Connection** object is only available in ODBCDirect workspaces (that is, a **Workspace** object created with the type option set to **dbUseODBC**).

**Note** Code written for earlier versions of DAO can continue to use the Database object for backward compatibility, but if the new features of a **Connection** are desired, you should revise code to use the **Connection** object. To help with code conversion, you can obtain a **Connection** object reference from a **Database** by reading the <u>Connection</u> property of the **Database** object. Conversely, you can obtain a **Database** object reference from the **Connection** object's <u>Database</u> property.

# **Connections Collection**

A **Connections** collection contains the current **Connection** objects of a **Workspace** object. (<u>ODBCDirect workspaces</u> only).



## Remarks

When you open a **Connection** object, it is automatically appended to the **Connections** collection of the **Workspace**. When you close a **Connection** object with the <u>Close</u> method, it is removed from the **Connections** collection. You should close all open <u>Recordset</u> objects

within the **Connection** before closing it.

At the same time you open a **Connection** object, a corresponding <u>Database</u> object is created and appended to the <u>Databases</u> collection in the same **Workspace**, and vice versa. Similarly, when you close the **Connection**, the corresponding **Database** is deleted from the **Databases** collection, and so on.

The **Name** property setting of a **Connection** is a string that specifies the path of the database file. To refer to a **Connection** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

# Connections(0)

Connections("name")

Connections![name]

**Note** You can open the same data source more than once, creating duplicate names in the **Connections** collection. You should assign **Connection** objects to <u>object variables</u> and refer to them by variable name.

# **Connection Object, Connections Collection Summary**

## **Connection Object**

The <u>Connection</u> object contains these collections, methods, and properties.

## Collections

QueryDefs (default) Recordsets

# Methods

Cancel Close CreateQueryDef Execute OpenRecordset

# **Properties**

Connect Database Name QueryTimeout RecordsAffected

<u>StillExecuting</u>	
<u>Transactions</u>	
<u>Updatable</u>	

# **Connections Collection**

A <u>Connections</u> collection is contained in each ODBCDirect <u>Workspace</u> object, and contains this method and this property:

# Method

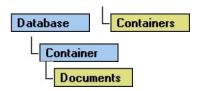
<u>Refresh</u>

# Property

<u>Count</u>

# **Containers Collection**

A **Containers** collection contains all of the **Container** objects that are defined in a database (<u>Microsoft Jet databases</u> only).

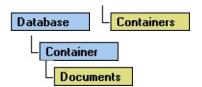


## Remarks

Each **Database** object has a **Containers** collection consisting of built-in **Container** objects. Some of these **Container** objects are defined by the <u>Microsoft Jet database engine</u> while others may be defined by other applications.

# **Container Object**

A Container object groups similar types of Document objects together.



## Remarks

Each **Database** object has a **Containers** collection consisting of built-in **Container** objects. Applications can define their own document types and corresponding containers (<u>Microsoft Jet databases</u> only); however, these objects may not always be supported through DAO.

Some of these Container objects are defined by the Microsoft Jet

database engine while others may be defined by other applications. The following table lists the name of each **Container** object defined by the Microsoft Jet database engine and what type of information it contains.

Container name	<b>Contains information about</b>
Databases	Saved databases
Tables	Saved tables and queries
Relations	Saved relationships

Note Don't confuse the **Container** objects listed in the preceding table with the collections of the same name. The Databases **Container** object refers to all saved database objects, but the **Databases** collection refers only to database objects that are open in a particular workspace.

Each **Container** object has a **Documents** collection containing **Document** objects that describe instances of built-in objects of the type specified by the **Container**. You typically use a **Container** object as an intermediate link to the information in the **Document** object. You can also use the **Containers** collection to set security for all **Document** objects of a given type.

With an existing Container object, you can:

- Use the **Name** property to return the predefined name of the **Container** object.
- Use the **Owner** property to set or return the owner of the **Container** object. To set the **Owner** property, you must have write <u>permission</u> for the **Container** object, and you must set the property to the name of an existing **User** or **Group** object.
- Use the **Permissions** and **UserName** properties to set access permissions for the **Container** object; any **Document** object

created in the **Documents** collection of a **Container** object inherits these access permission settings.

Because **Container** objects are built-in, you can't create new **Container** objects or delete existing ones.

To refer to a **Container** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

**Containers**(0)

**Containers**("name")

Containers![name]

# **Container Object, Containers Collection Summary**

## **Container Object**

A <u>Container</u> object contains no methods; it contains these collections and properties.

## Collections

Documents (Default)
Properties

## **Properties**

AllPermissions Inherit Name Owner Permissions UserName

## **Containers Collection**

A <u>Containers</u> collection appears in each <u>Database</u> object of a <u>Microsoft</u> <u>Jet database</u>, and contains this method and this property.

#### Method

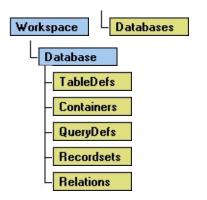
<u>Refresh</u>

# Property

Count

# **Databases Collection**

A **Databases** collection contains all open **Database** objects opened or created in a **Workspace** object.



# Remarks

When you open an existing Database object or create a new one from a

**Workspace**, it is automatically appended to the **Databases** collection. When you close a **Database** object with the <u>Close</u> method, it is removed from the **Databases** collection but not deleted from disk. You should close all open **Recordset** objects before closing a **Database** object.

In a Microsoft Jet workspace, the **Name** property setting of a database is a string that specifies the path of the database file. In an ODBCDirect workspace, the **Name** property is the name of the corresponding **Connection** object.

To refer to a **Database** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

Databases(0)

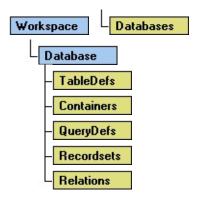
# Databases("name")

Databases![name]

**Note** You can open the same data source or database more than once, creating duplicate names in the **Databases** collection. You should assign **Database** objects to <u>object variables</u> and refer to them by variable name.

# **Database Object**

A **Database** object represents an open database.



# Remarks

You use the **Database** object and its methods and properties to manipulate an open database. In any type of database, you can:

- Use the **Execute** method to run an <u>action query</u>.
- Set the **Connect** property to establish a connection to an ODBC data source.
- Set the **QueryTimeout** property to limit the length of time to wait for a query to execute against an ODBC data source.
- Use the **RecordsAffected** property to determine how many records were changed by an action query.
- Use the **OpenRecordset** method to execute a <u>select query</u> and create a **Recordset** object.
- Use the **Version** property to determine which version of a database engine created the database.

With a Microsoft Jet database (.mdb file), you can also use other methods, properties, and collections to manipulate a **Database** object, as well as create, modify, or get information about its tables, queries, and relationships. For example, you can:

- Use the **CreateTableDef** and **CreateRelation** methods to create tables and relations, respectively.
- Use the **CreateProperty** method to define new **Database** properties.
- Use the **CreateQueryDef** method to create a <u>persistent</u> or

temporary query definition.

- Use **MakeReplica**, **Synchronize**, **and PopulatePartial** methods to create and synchronize full or partial <u>replicas</u> of your database.
- Set the **CollatingOrder** property to establish the alphabetic sorting order for character-based fields in different languages.

In an ODBCDirect workspace, you can:

• Use the **Connection** property to obtain a reference to the **Connection** object that corresponds to the **Database** object.

**Note** For a complete list of all methods, properties, and collections available on a **Database** object in either a Microsoft Jet workspace or ODBCDirect workspace, see the <u>Summary</u> topic.

You use the **CreateDatabase** method to create a <u>persistent</u> **Database** object that is automatically appended to the **Databases** collection, thereby saving it to disk.

You don't need to specify the **DBEngine** object when you use the **OpenDatabase** method.

Opening a database with <u>linked tables</u> doesn't automatically establish links to the specified external files or <u>Microsoft Jet-connected ODBC data</u> <u>sources</u>. You must either reference the table's **TableDef** or **Field** objects or open a **Recordset** object. If you can't establish links to these tables, a trappable error occurs. You may also need permission to access the database, or another user might have the database opened exclusively. In these cases, trappable errors occur.

You can also use the **OpenDatabase** method to open an external database (such as FoxPro, dBASE, and Paradox) directly instead of opening a Microsoft Jet database that has links to its tables.

**Note** Opening a **Database** object directly on a Microsoft Jetconnected ODBC data source, such as Microsoft SQL Server, is not recommended because query performance is much slower than when using linked tables. However, performance is not a problem with opening a **Database** object directly on an external ISAM database file, such as FoxPro, Paradox, and so forth.

When a procedure that declares a **Database** object has executed, local **Database** objects are closed along with any open **Recordset** objects. Any pending updates are lost and any pending transactions are rolled back, but no trappable error occurs. You should explicitly complete any pending transactions or edits and close **Recordset** objects and **Database** objects before exiting procedures that declare these object variables locally.

When you use one of the transaction methods (**BeginTrans**, **CommitTrans**, or **Rollback**) on the **Workspace** object, these <u>transactions</u> apply to all databases opened on the **Workspace** from which the **Database** object was opened. If you want to use independent transactions, you must first open an additional **Workspace** object, and then open another **Database** object in that **Workspace** object.

**Note** You can open the same data source or database more than once, creating duplicate names in the **Databases** collection. You should assign **Database** objects to <u>object variables</u> and refer to them by variable name.

# Database Object, Databases Collection Summary

# **Database Object**

A Database object contains these collections, methods, and properties.

## Legend:

-Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

# Collections

<u>Containers</u>
Properties
QueryDefs -
Recordsets (Default for DAD ODBC)
Relations
TableDefs (Default for <b>—</b> )

# Methods

Close CreateProperty --CreateQueryDef --CreateRelation --CreateTableDef --Execute 

# **Properties**

CollatingOrder 👞
Connect
Connection DAO ODBC
DesignMasterID
Name
QueryTimeout
RecordsAffected
Replicable (user-defined)
ReplicaID -
<u>Updatable</u>
V1xNullBehavior
Version

# **Databases Collection**

A <u>Databases</u> collection appears in each <u>Workspace</u> object, and contains this method and this property.

# Method

<u>Refresh</u>

# Property

<u>Count</u>

# **DBEngine Object**

The **DBEngine** object is the top level object in the <u>DAO</u> object model.

DBEngine	- Workspaces
Errors	]

## Remarks

The **DBEngine** object contains and controls all other objects in the hierarchy of DAO objects. You can't create additional **DBEngine** objects, and the **DBEngine** object isn't an element of any collection.

**Note** When you reference an <u>ODBC data source</u> directly through DAO, it is called an "<u>ODBCDirect workspace</u>." This is to distinguish it from an ODBC data source that you reference indirectly through the

Microsoft Jet database engine, using a "Microsoft Jet workspace." Each method of accessing ODBC data requires one of two types of **Workspace** object; you can set the **DefaultType** property to choose the default type of **Workspace** object that you will create from the **DBEngine** object. The **Workspace** type and associated data source determines which DAO objects, methods, and properties you can use.

With any type of database or connection, you can:

- Use the **Version** property to obtain the DAO version number.
- Use the **LoginTimeout** property to obtain or set the <u>ODBC</u> login timeout, and the **RegisterDatabase** method to provide ODBC information to the <u>Microsoft Jet database engine</u>. You can use these features the same way, regardless of whether you connect to the ODBC data source through Microsoft Jet or through an <u>ODBCDirect workspace</u>.
- Use the **DefaultType** property to set the default type of database connection that subsequently created **Workspace** objects will use either Microsoft Jet or ODBCDirect.
- Use the **DefaultPassword** and **DefaultUser** properties to set the user identification and password for the default **Workspace** object.
- Use the **CreateWorkspace** method to create a new **Workspace** object. You can use optional arguments to override the settings of the **DefaultType**, **DefaultPassword**, and **DefaultUser** properties.
- Use the **OpenDatabase** method to open a database in the default

**Workspace**, and use the **BeginTrans**, **Commit**, and **Rollback** methods to control <u>transactions</u> on the default **Workspace**.

- Use the **Workspaces** collection to reference specific **Workspace** objects.
- Use the **Errors** collection to examine data access error details.

Other properties and methods are only available when you use DAO with the Microsoft Jet database engine. You can use them to control the Microsoft Jet database engine, manipulate its properties, and perform tasks on temporary objects that aren't elements of collections. For example, you can:

- Use the **CreateDatabase** method to create a new Microsoft Jet **Database** object.
- Use the **Idle** method to enable the Microsoft Jet database engine to complete any pending tasks.
- Use the **CompactDatabase** and **RepairDatabase** methods to maintain database files.
- Use the **IniPath** and **SystemDB** properties to specify the location of Microsoft Jet Windows Registry information and the Microsoft Jet workgroup information file, respectively. The **SetOption** method allows you override windows registry settings for the Microsoft Jet database engine.

After you change the **DefaultType** and **IniPath** property settings, only subsequent **Workspace** objects will reflect these changes.

**Note** For a complete list of all methods, properties, and collections available on the **DBEngine** object, see the <u>Summary</u> topic.

To refer to a collection that belongs to the **DBEngine** object, or to refer to a method or property that applies to this object, use this syntax:

[DBEngine.][collection | method | property]

# **DBEngine Object Summary**

The <u>DBEngine</u> object contains these collections, methods, and properties.

#### Legend:

-Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

#### Collections

Errors Properties Workspaces (Default)

#### Methods

# **Properties**

DefaultPassword DefaultType DefaultUser IniPath -LoginTimeout SystemDB -Version

# **Documents Collection**

A **Documents** collection contains all of the **Document** objects for a specific type of object (<u>Microsoft Jet databases</u> only).

Container	Documents
Docume	nt

## Remarks

Each **Container** object has a **Documents** collection containing **Document** objects that describe instances of built-in objects of the type specified by the **Container**.

To refer to a **Document** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

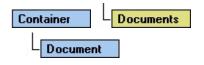
**Documents**(0)

Documents("name")

Documents![name]

# **Document Object**

A **Document** object includes information about one instance of an object. The object can be a database, saved table, query, or relationship (<u>Microsoft Jet databases</u> only).



# Remarks

Each **Container** object has a **Documents** collection containing **Document** objects that describe instances of built-in objects of the type specified by the **Container**. The following table lists the type of object each **Document** describes, the name of its **Container** object, and what type of information **Document** contains.

Document	Container	<b>Contains information about</b>
Database	Databases	Saved database
Table or query	Tables	Saved table or query
Relationship	Relations	Saved relationship

Note Don't confuse the **Container** objects listed in the preceding table with the collections of the same name. The Databases **Container** object refers to all saved database objects, but the **Databases** collection refers only to database objects that are open in a particular workspace.

With a **Document** object, you can:

- Use the **Name** property to return the name that a user or the <u>Microsoft Jet database engine</u> gave to the object when it was created.
- Use the **Container** property to return the name of the **Container** object that contains the **Document** object.
- Use the **Owner** property to set or return the owner of the object. To set the **Owner** property, you must have write <u>permission</u> for the **Document** object, and you must set the property to the name of an existing **User** or **Group** object.
- Use the UserName or Permissions properties to set or return the access permissions of a user or group for the object. To set these properties, you must have write permission for the Document object, and you must set the UserName property to the name of an existing User or Group object.

• Use the **DateCreated** and **LastUpdated** properties to return the date and time when the **Document** object was created and last modified.

Because a **Document** object corresponds to an existing object, you can't create new **Document** objects or delete existing ones. To refer to a **Document** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

**Documents**(0)

Documents("name")

Documents![name]

# **Document Object, Documents Collection Summary**

# **Document Object**

A <u>Document</u> object contains this collection, this method, and these properties.

## Collection

**Properties** 

#### Method

**CreateProperty** 

## **Properties**

AllPermissions Container DateCreated KeepLocal (user-defined) LastUpdated Name Owner Permissions Replicable (user-defined) UserName

# **Documents Collection**

A <u>Documents</u> collection appears in each <u>Container</u> object, and contains this method and this property.

# Method

<u>Refresh</u>

# Property

<u>Count</u>

# **Dynamic-Type Recordset Object**

This **Recordset** type represents a query result set from one or more base tables in which you can add, change, or delete records from a rowreturning query. Further, records that other users add, delete, or edit in the base tables also appear in your **Recordset**.

This type is only available in <u>ODBCDirect workspaces</u>, and corresponds to an <u>ODBC dynamic cursor</u>.

# **Dynaset-Type Recordset Object Summary**

The <u>dynaset-type Recordset</u> object contains these collections, methods, and properties.

## Legend:

-Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

## Collections

Fields (default)	
Properties	
Methods	Restrictions
<u>AddNew</u>	
<u>Cancel</u>	DAO> ODBC
<u>CancelUpdate</u>	
<u>Clone</u>	
<u>Close</u>	
<u>CopyQueryDef</u>	
<u>Delete</u>	
<u>Edit</u>	
<u>FillCache</u>	
<u>FindFirst</u>	
<u>FindLast</u>	
<u>FindNext</u>	
<u>FindPrevious</u>	
<u>GetRows</u>	

Move
MoveFirst
MoveLast
MoveNext
MovePrevious
NextRecordset DAD ODBC
<u>OpenRecordset</u>
Requery
Update

# **Properties**

The following table indicates whether the property setting is read/write, read-only, or only available in either Microsoft Jet or ODBCDirect workspaces.

Read-only

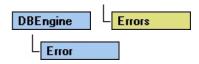
☑ Read/write

Restrictions
ef.
E 🟥 DAO> ODBC
🟥 DAO> ODBC
😭 DAO) ODBC
<u>11</u>
ef.
<u>11</u>
💅 Microsoft Jet
ODBCDirect
<b>1</b>
💕 DAO) ODBC
<u>10</u>
<u>11</u>
<b>11</b>

LastModified	<b>60</b>
LockEdits	19월 - Correction of the second secon
Name	<u>11</u>
<u>NoMatch</u>	<b>≅</b>
PercentPosition	œ
<u>RecordCount</u>	<b>11</b>
<u>RecordStatus</u>	🟥 DAO> ODBC
<u>Restartable</u>	<u>60</u>
Restartable Sort	© ≅ : <b></b>
Sort	 ≝ : <b></b>
Sort StillExecuting	EE → EE → EE DAO> ODBC
Sort StillExecuting Transactions	 ≝ ≝
Sort StillExecuting Transactions Type	
Sort StillExecuting Transactions Type Updatable	

# **Errors Collection**

An **Errors** collection contains all stored **Error** objects, each of which pertains to a single operation involving <u>DAO</u>.



## Remarks

Any operation involving DAO objects can generate one or more errors. As each error occurs, one or more **Error** objects are placed in the **Errors** collection of the **DBEngine** object. When another DAO operation generates an error, the **Errors** collection is cleared, and the new set of **Error** objects is placed in the **Errors** collection. The highest-numbered object in the **Errors** collection (DBEngine.Errors.Count - 1) corresponds to the error reported by the Microsoft Visual Basic for Applications (VBA) **Err** object.

DAO operations that don't generate an error have no effect on the **Errors** collection.

Elements of the **Errors** collection aren't appended as they typically are with other collections, so the **Errors** collection doesn't support the **Append** and **Delete** methods.

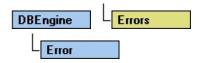
The set of **Error** objects in the **Errors** collection describes one error. The first **Error** object is the lowest level error, the second the next higher level, and so forth. For example, if an <u>ODBC</u> error occurs while trying to open a <u>Recordset</u> object, the first error object contains the lowest level ODBC error; subsequent errors contain the ODBC errors returned by the various layers of ODBC. In this case, the ODBC driver manager, and possibly the driver itself, return separate **Error** objects. The last **Error** object contains the DAO error indicating that the object couldn't be opened.

Enumerating the specific errors in the **Errors** collection enables your error-handling routines to more precisely determine the cause and origin of an error, and take appropriate steps to recover.

**Note** If you use the **New** keyword to create an object that causes an error either before or while being placed into the **Errors** collection, the collection doesn't contain error information about that object, because the new object is not associated with the **DBEngine** object. However, the error information is available in the VBA **Err** object.

# **Error Object**

An **Error** object contains details about data access errors, each of which pertains to a single operation involving <u>DAO</u>.



## Remarks

Any operation involving DAO can generate one or more errors. For example, a call to an <u>ODBC</u> server might result in an error from the database server, an error from ODBC, and a DAO error. As each such error occurs, an **Error** object is placed in the **Errors** collection of the **DBEngine** object. A single event can therefore result in several **Error** objects appearing in the **Errors** collection.

When a subsequent DAO operation generates an error, the **Errors** collection is cleared, and one or more new **Error** objects are placed in the **Errors** collection. DAO operations that don't generate an error have no effect on the **Errors** collection.

The set of **Error** objects in the **Errors** collection describes one error. The first **Error** object is the lowest level error (the originating error), the second the next higher level error, and so forth. For example, if an <u>ODBC</u> error occurs while trying to open a <u>Recordset</u> object, the first **Error** object — **Errors**(0) — contains the lowest level ODBC error; subsequent errors contain the ODBC errors returned by the various layers of ODBC. In this case, the ODBC driver manager, and possibly the driver itself, return separate **Error** objects. The last **Error** object — **Errors.Count**-1 — contains the DAO error indicating that the object couldn't be opened.

Enumerating the specific errors in the **Errors** collection enables your error-handling routines to more precisely determine the cause and origin of an error, and take appropriate steps to recover. On both <u>Microsoft Jet</u> and <u>ODBCDirect</u> workspaces, you can read the **Error** object's properties to obtain specific details about each error, including:

- The <u>Description</u> property, which contains the text of the error alert that will be displayed on the screen if the error is not trapped.
- The <u>Number</u> property, which contains the <u>Long</u> integer value of the error constant.
- The <u>Source</u> property, which identifies the object that raised the error. This is particularly useful when you have several **Error** objects in the **Errors** collection following a request to an <u>ODBC</u> <u>data source</u>.
- The **HelpFile** and **HelpContext** properties, which indicate the

appropriate Microsoft Windows Help file and Help topic, respectively, (if any exist) for the error.

**Note** When programming in Microsoft Visual Basic for Applications (VBA), if you use the **New** keyword to create an object that subsequently causes an error before that object has been appended to a collection, the **DBEngine** object's **Errors** collection won't contain an entry for that object's error, because the new object is not associated with the **DBEngine** object. However, the error information is available in the VBA **Err** object.

Your VBA error-handling code should examine the **Errors** collection whenever you anticipate a data access error. If you are writing a centralized error handler, test the VBA **Err** object to determine if the error information in the **Errors** collection is valid. If the **Number** property of the last element of the **Errors** collection (DBEngine.Errors.Count - 1) and the value of the **Err** object match, you can then use a series of **Select Case** statements to identify the particular DAO error or errors that occurred. If they do not match, use the <u>Refresh</u> method on the **Errors** collection.

# **Error Object, Errors Collection Summary**

# **Error Object**

An Error object contains no methods;no collections, and these properties:

# **Properties**

Description HelpContext HelpFile Number Source

# **Errors Collection**

An <u>Errors</u> collection appears in the <u>DBEngine</u> object, and contains this method and this property:

## Method

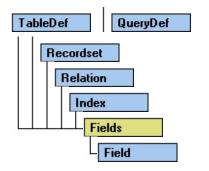
<u>Refresh</u>

## Property

<u>Count</u>

# **Fields Collection**

A Fields collection contains all stored Field objects of an Index, QueryDef (Microsoft Jet workspaces only), Recordset, Relation, or TableDef object.



# Remarks

The Fields collections of the Index, QueryDef, Relation, and TableDef

objects contain the specifications for the fields those objects represent. The **Fields** collection of a **Recordset** object represents the **Field** objects in a row of data, or in a record. You use the **Field** objects in a **Recordset** object to read and to set values for the fields in the <u>current record</u> of the **Recordset** object.

To refer to a **Field** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

Fields(0)

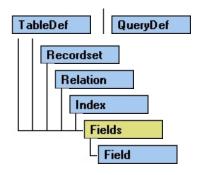
Fields("name")

Fields![name]

With the same syntax forms, you can also refer to the **Value** property of a **Field** object that you create and append to a **Fields** collection. The context of the field reference will determine whether you are referring to the **Field** object or the **Value** property of the **Field** object.

# **Field Object**

A **Field** object represents a column of data with a common <u>data type</u> and a common set of properties.



#### Remarks

The **Fields** collections of **Index**, **QueryDef**, **Relation**, and **TableDef** objects contain the specifications for the fields those objects represent.

The **Fields** collection of a **Recordset** object represents the **Field** objects in a row of data, or in a record. You use the **Field** objects in a **Recordset** object to read and set values for the fields in the <u>current record</u> of the **Recordset** object.

In both <u>Microsoft Jet</u> and <u>ODBCDirect</u> workspaces, you manipulate a field using a **Field** object and its methods and properties. For example, you can:

- Use the **OrdinalPosition** property to set or return the presentation order of the **Field** object in a **Fields** collection. (This property is read-only for ODBCDirect databases.)
- Use the **Value** property of a field in a **Recordset** object to set or return stored data.
- Use the **AppendChunk** and **GetChunk** methods and the **FieldSize** property to get or set a value in an <u>OLE Object</u> or <u>Memo</u> field of a **Recordset** object.
- Use the **Type**, **Size**, and **Attributes** properties to determine the type of data that can be stored in the field.
- Use the **SourceField** and **SourceTable** properties to determine the original source of the data.

In Microsoft Jet workspaces, you can:

• Use the **ForeignName** property to set or return information about a foreign field in a **Relation** object.

- Use the AllowZeroLength, DefaultValue, Required, ValidateOnSet, ValidationRule, or ValidationText properties to set or return validation conditions.
- Use the **DefaultValue** property of a field on a **TableDef** object to set the default value for this field when new records are added.

In ODBCDirect workspaces, you can:

• Use the **Value**, **VisibleValue**, and **OriginalValue** properties to verify successful completion of a batch update.

**Note** For a complete list of all methods, properties, and collections available on a **Field** object in any database or connection, see the <u>Summary</u> topic.

To create a new **Field** object in an **Index**, **TableDef**, or **Relation** object, use the **CreateField** method.

When you access a **Field** object as part of a **Recordset** object, data from the current record is visible in the **Field** object's **Value** property. To manipulate data in the **Recordset** object, you don't usually reference the **Fields** collection directly; instead, you indirectly reference the **Value** property of the **Field** object in the **Fields** collection of the **Recordset** object.

To refer to a **Field** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

Fields(0)

Fields("name")

Fields![name]

With the same syntax forms, you can also refer to the **Value** property of a **Field** object that you create and append to a **Fields** collection. The

context of the field reference will determine whether you are referring to the **Field** object or the **Value** property of the **Field** object.

# **Field Object, Fields Collection Summary**

# **Field Object**

A <u>Field</u> object contains this collection, these methods, and these properties.

#### Legend:

-Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

## Collection

**Properties** 

#### Methods

The following table lists all of the **Field** object methods. The type of object whose **Fields** collection contains the **Field** object determines which methods are available.

Method	Index	QueryDef	Recordset	Relation	TableDef
AppendChun	k		1		
<b>CreatePropert</b>	<u>y</u>			-	
<u>GetChunk</u>			1		

## **Properties**

The following table lists all of the **Field** object properties. The type of object whose **Fields** collection contains the **Field** object determines which properties are available. All properties are read-only for **Field** objects appended to **Fields** collections of **Index**, **Relation**, and **TableDef** objects.

#### Read-only

#### Read/write

Property	Index	QueryDef	Recordset	Relation	TableDef
AllowZeroLengt	<u>h</u>	<b>1</b>	<b>11</b>		<b>ef</b> 👞
<u>Attributes</u>	<u>60</u>	<b>6</b>	£		£
<u>CollatingOrder</u>		<b>11</b>	<b>11</b>		
<u>DataUpdatable</u>	ee E	<b>60</b>	<b>11</b>	<u>00</u>	œ
<u>DefaultValue</u>		<u> 11</u>	<u> 10</u>		<b></b>
<u>FieldSize</u>			<b>60</b>		
<u>ForeignName</u>				<u>00</u>	
<u>Name</u>	<b>B</b>	<b>60</b>	<b>11</b>	<u>89</u>	œ
OrdinalPosition		<b>6</b>	₿ <b>B</b>		ef
<u>OriginalValue</u>			🛍 DAO) ODBC *		
<u>Required</u>	<u>60</u>	<b>6</b>	₿ <b>B</b>		<u>69</u>
<u>Size</u>		<b>60</b>	<b>11</b>		<b>60</b>
SourceField		<b>60</b>	<b>11</b>		<b>60</b>
<u>SourceTable</u>		<b>6</b>	₿ <b>B</b>		69
<u>Type</u>	<b>60</b>	<b>60</b>	<b>11</b>		<b>60</b>
<u>ValidateOnSet</u>			<b>1</b>		
<u>ValidationRule</u>		<b>11</b>	<b>11</b>		œ
<u>ValidationText</u>		<b>11</b>	<b>11</b>		ef.
<u>Value</u>	œ		ef.		
<u>VisibleValue</u>			🟥 DAO) ODBC *		

\* These properties are only available in an ODBCDirect workspace whose **DefaultCursorDriver** property is set to **dbUseClientBatchCursor**.

# **Fields Collection**

A <u>Fields</u> collection appears in each of the <u>TableDef</u>, <u>QueryDef</u>, <u>Recordset</u>, <u>Relation</u>, and <u>Index</u> objects, and contains these methods and this property.

Method	Index	Query	<b>Def Recor</b>	dset Relation	TableDef
<u>Append</u>	1			1	1
<u>Delete</u>	1			1	1
<u>Refresh</u>	1	1	1	1	1

Property	y Index	QueryDef Recordset Relation		TableDef		
<u>Count</u>	1	1	-	1	1	

# **Forward-Only–Type Recordset Object**

<u>This</u> **Recordset** type is identical to a snapshot except that you can only scroll forward through its records. This improves performance in situations where you only need to make a single pass through a result set.

In an ODBCDirect workspace, this type corresponds to an <u>ODBC</u> <u>forward-only cursor</u>.

# Forward-Only–Type Recordset Object Summary

The <u>forward-only type Recordset</u> object contains these collections, methods, and properties.

## Legend:

Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

## Collections

<u>Fields</u> (default)	
Properties	
Methods	Restrictions
AddNew	DAO> ODBC
Cancel	DAO> ODBC
<u>CancelUpdate</u>	DAO> ODBC
Close	
<u>CopyQueryDef</u>	
<u>Delete</u>	DAO> ODBC
Edit	DAO> ODBC
GetRows	
<u>Move</u>	Only with forward moves that don't use a bookmark offset.
MoveNext	
<u>NextRecordset</u>	DAO> ODBC
Requery	
<u>Update</u>	DAO> ODBC

# **Properties**

The following table indicates whether each property setting is read/write, read-only, or always **False** in either Microsoft Jet or ODBCDirect workspaces.

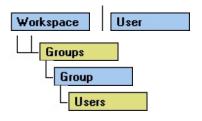
# Read-only

## ☑ Read/write

Properties	Restrictions
<b>BatchCollisionCour</b>	nt 🕋 DAO) ODBC
BatchCollisions	💼 <mark>DAO</mark> ) ODBC
BatchSize	😭 DAO) ODBC
BOF	<b>B</b>
<u>Connection</u>	😭 DAO) ODBC
EOF	<u>89</u>
<u>Filter</u>	<b>1</b>
Name	<u>89</u>
<u>RecordCount</u>	<u>ea</u>
<u>RecordStatus</u>	🟥 DAO) ODBC
<u>Restartable</u>	<u>ea</u>
<b>StillExecuting</b>	🟥 DAO) ODBC
Transactions	Always False 👞
<u>Type</u>	<u>89</u>
<u>Updatable</u>	False 👞
<u>UpdateOptions</u>	💕 <mark>DAO</mark> > ODBC
<u>ValidationRule</u>	10
<u>ValidationText</u>	10

# **Groups Collection**

A **Groups** collection contains all stored **Group** objects of a **Workspace** or <u>user account</u> (<u>Microsoft Jet workspaces</u> only).



## Remarks

You can append an existing **Group** object to the **Groups** collection in a **User** object to establish membership of a user account in that **Group** object. Alternatively, you can append a **User** object to the **Users** collection in a **Group** object to give a user account the global

permissions of that group. In either case, the existing **Group** object must already be a member of the **Groups** collection of the current **Workspace** object. If you use a **Groups** or **Users** collection other than the one to which you just appended an object, you may need to use the **Refresh** method to refresh the collection with current information from the database.

To refer to a **Group** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

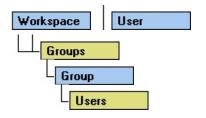
Groups(0)

Groups("name")

Groups![name]

# **Group Object**

A **Group** object represents a group of <u>user accounts</u> that have common access <u>permissions</u> when a **Workspace** object operates as a <u>secure</u> <u>workgroup</u>. (<u>Microsoft Jet workspaces</u> only).



#### Remarks

You create **Group** objects and then use their names to establish and enforce access permissions for your databases, tables, and queries using the **Document** objects that represent the **Database**, **TableDef**, and QueryDef objects with which you're working.

With the properties of a **Group** object, you can:

- Use the **Name** property of an existing **Group** object to return its name. You can't return the **PID** property setting of an existing **Group** object.
- Use the **Name** and **PID** properties of a newly created, unappended **Group** object to set the identity of that **Group** object.

You can append an existing **Group** object to the **Groups** collection in a **User** object to establish membership of a user account in that **Group** object. Alternatively, you can append a **User** object to the **Users** collection in a **Group** object to give a user account the global permissions of that group. If you use a **Groups** or **Users** collection other than the one to which you just appended an object, you may need to use the **Refresh** method to refresh the collection with current information from the database.

The <u>Microsoft Jet database engine</u> predefines three **Group** objects named Admins, Users, and Guests. To create a new **Group** object, use the **CreateGroup** method on a **User** or **Workspace** object.

To refer to a **Group** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

Groups(0)

Groups("name")

Groups![name]

# **Group Object, Groups Collection Summary**

# **Group Object**

A <u>Group</u> object contains these collections, this method, and these properties.

## Collections

Properties Users (default)

## Method

<u>CreateUser</u>

## **Properties**

<u>Name</u>
PID

## **Groups Collection**

A <u>Groups</u> collection appears in each <u>User</u> and Microsoft Jet <u>Workspace</u> object, and contains these methods and this property.

#### Methods

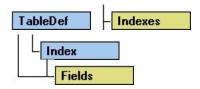
Append Delete Refresh

# Property

<u>Count</u>

# **Indexes Collection**

An **Indexes** collection contains all the stored **Index** objects of a **TableDef** object (Microsoft Jet workspaces only).



## Remarks

When you access a <u>table-type Recordset</u> object, use the object's **Index** property to specify the order of records. Set this property to the **Name** property setting of an existing **Index** object in the **Indexes** collection of the the <u>TableDef</u> object underlying the <u>Recordset</u> object.

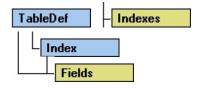
Note You can use the **Append** or **Delete** method on an **Indexes** collection only if the <u>Updatable</u> property setting of the containing **TableDef** object is **True**.

After you create a new **Index** object, you should use the **Append** method to add it to the **TableDef** object's **Indexes** collection.

**Important** Make sure your data complies with the attributes of your new index. If your index requires unique values, make sure that there are no duplicates in existing data records. If duplicates exist, the Microsoft Jet database engine can't create the index; a trappable error results when you attempt to use the **Append** method on the new index.

# **Index Object**

**Index** objects specify the order of records accessed from database tables and whether or not duplicate records are accepted, providing efficient access to data. For external databases, **Index** objects describe the indexes established for external tables (<u>Microsoft Jet workspaces</u> only).



#### Remarks

The <u>Microsoft Jet database engine</u> uses indexes when it joins tables and creates <u>Recordset</u> objects. Indexes determine the order in which <u>table-</u>

type Recordset objects return records, but they don't determine the order in which the Microsoft Jet database engine stores records in the base table or the order in which any other type of **Recordset** object returns records.

With an Index object, you can:

- Use the **Required** property to determine whether the <u>Field</u> objects in the index require values that are not <u>Null</u>, and then use the **IgnoreNulls** property to determine whether the **Null** values have index entries.
- Use the **Primary** and **Unique** properties to determine the ordering and uniqueness of the **Index** object.

The Microsoft Jet database engine maintains all <u>base table</u> indexes automatically. It updates indexes whenever you add, change, or delete records from the base table. Once you create the database, use the <u>CompactDatabase</u> method periodically to bring index statistics up-todate.

When accessing a table-type **Recordset** object, you specify the order of records using the object's **Index** property. Set this property to the **Name** property setting of an existing **Index** object in the **Indexes** collection. This collection is contained by the <u>TableDef</u> object underlying the **Recordset** object that you're populating.

**Note** You don't have to create indexes for a table, but for large, unindexed tables, accessing a specific record or processing joins can take a long time. Conversely, having too many indexes can slow down updates to the database as each of the table indexes is amended.

The <u>Attributes</u> property of each **Field** object in the index determines the order of records returned and consequently determines which access techniques to use for that index.

Each **Field** object in the **Fields** collection of an **Index** object is a component of the index. To define a new **Index** object, set its properties before you append it to a collection, making the **Index** object available for subsequent use.

Note You can modify the Name property setting of an existing Index object only if the <u>Updatable</u> property setting of the containing **TableDef** object is **True**.

When you set a <u>primary key</u> for a table, the Microsoft Jet database engine automatically defines it as the primary index. A primary index consists of one or more fields that uniquely identify all records in a table in a predefined order. Because the primary index field must be unique, the Microsoft Jet database engine automatically sets the **Unique** property of the primary **Index** object to **True**. If the primary index consists of more than one field, each field can contain duplicate values, but the combination of values from all the indexed fields must be unique. A primary index consists of a key for the table and is always made up of the same fields as the primary key.

**Important** Make sure your data complies with the attributes of your new index. If your index requires unique values, make sure that there are no duplicates in existing data records. If duplicates exist, the Microsoft Jet database engine can't create the index; a trappable error results when you attempt to use the **Append** method on the new index.

When you create a relationship that enforces <u>referential integrity</u>, the Microsoft Jet database engine automatically creates an index with the **Foreign** property, set as the <u>foreign key</u> in the referencing table. After you've established a table relationship, the Microsoft Jet database engine prevents additions or changes to the database that violate that relationship. If you set the **Attributes** property of the <u>Relation</u> object to allow <u>cascading updates</u> and <u>cascading deletes</u>, the Microsoft Jet database engine updates or deletes records in related tables automatically.

# To create a new Index object

- 1. Use the **CreateIndex** method on a **TableDef** object.
- 2. Use the **CreateField** method on the **Index** object to create a **Field** object for each field (column) to be included in the **Index** object.
- 3. Set **Index** properties as needed.
- 4. Append the **Field** object to the **Fields** collection.
- 5. Append the **Index** object to the **Indexes** collection.

**Note** The **Clustered** property is ignored for databases that use the Microsoft Jet database engine, which doesn't support clustered indexes.

# Index Object, Indexes Collection Summary

## **Index Object**

An Index object contains these collections, methods, and properties.

## Collections

Fields (default) Properties

## Methods

CreateField CreateProperty

# **Properties**

Clustered DistinctCount Foreign IgnoreNulls Name Primary Required Unique

**Indexes Collection** 

An <u>Indexes</u> collection appears in each <u>TableDef</u> object, and contains these methods and this property.

# Methods

Append Delete Refresh

# Property

<u>Count</u>

# **Parameters Collection**

A **Parameters** collection contains all the **Parameter** objects of a **QueryDef** object.

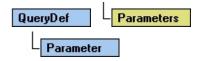
QueryDef	Parameters
Parame	ter

## Remarks

The **Parameters** collection provides information only about existing parameters. You can't append objects to or delete objects from the **Parameters** collection.

**Parameter Object** 

A **Parameter** object represents a value supplied to a query. The parameter is associated with a **QueryDef** object created from a <u>parameter query</u>.



#### Remarks

**Parameter** objects allow you to change the arguments in a frequently run **QueryDef** object without having to recompile the query.

Using the properties of a **Parameter** object, you can set a query parameter that can be changed before the query is run. You can:

- Use the **Name** property to return the name of a parameter.
- Use the **Value** property to set or return the parameter values to be used in the query.
- Use the **Type** property to return the data type of the **Parameter** object.
- Use the **Direction** property to set or return whether the parameter is an input parameter, an output parameter, or both.

In an <u>ODBCDirect workspace</u>, you can also:

- Change the setting of the **Type** property. Doing so will also clear the Value property.
- Use the **Direction** property to set or return whether the parameter is an input parameter, an output parameter, or both.

# Parameter Object, Parameters Collection Summary

# **Parameter Object**

A <u>Parameter</u> object contains no methods; it contains this collection and these properties.

#### Legend:

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

## Collection

**Properties** 

#### **Properties**

Direction DAO ODBC
<u>Name</u>
Туре
Value (Default)

#### **Parameters Collection**

A <u>Parameters</u> collection appears in each <u>QueryDef</u> object and contains this method and this property.

## Method

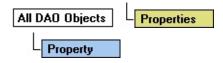
<u>Refresh</u>

### Property

<u>Count</u>

## **Properties Collection**

A **Properties** collection contains all the <u>Property</u> objects for a specific instance of an object.



### Remarks

Every DAO object except the **Connection** and **Error** objects contains a **Properties** collection, which has certain built-in **Property** objects. These **Property** objects (which are often just called properties) uniquely characterize that instance of the object.

In addition to the built-in properties, you can also create and add your

own user-defined properties. To add a user-defined property to an existing instance of an object, first define its characteristics with the **CreateProperty** method, then add it to the collection with the **Append** method. Referencing a user-defined **Property** object that has not yet been appended to a **Properties** collection will cause an error, as will appending a user-defined **Property** object to a **Properties** collection containing a **Property** object of the same name.

You can use the **Delete** method to remove user-defined properties from the **Properties** collection, but you can't remove built-in properties.

**Note** A user-defined **Property** object is associated only with the specific instance of an object. The property isn't defined for all instances of objects of the selected type.

You can use the **Properties** collection of an object to enumerate the object's built-in and user-defined properties. You don't need to know beforehand exactly which properties exist or what their characteristics (**Name** and **Type** properties) are to manipulate them. However, if you try to read a write-only property, such as the **Password** property of a **Workspace** object, or try to read or write a property in an inappropriate context, such as the **Value** property setting of a **Field** object in the **Fields** collection of a **TableDef** object, an error occurs.

To refer to a built-in **Property** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

```
object.Properties(0)
```

```
object.Properties("name")
```

```
object.Properties![name]
```

For a built-in property, you can also use this syntax:

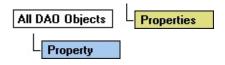
object.name

**Note** For a user-defined property, you must use the full *object*.**Properties**("*name*") syntax.

With the same syntax forms, you can also refer to the **Value** property of a **Property** object. The context of the reference will determine whether you are referring to the **Property** object itself or the **Value** property of the **Property** object.

### **Property Object**

A **Property** object represents a built-in or user-defined characteristic of a <u>DAO object</u>.



### Remarks

Every DAO object except the **Connection** and **Error** objects contains a **Properties** collection which has **Property** objects corresponding to builtin properties of that DAO object. The user can also define **Property** objects and append them to the **Properties** collection of some DAO objects. These **Property** objects (which are often just called properties) uniquely characterize that instance of the object. You can create user-defined properties for the following objects:

- Database, Index, QueryDef, and TableDef objects
- Field objects in Fields collections of QueryDef and TableDef objects

To add a user-defined property, use the **CreateProperty** method to create a **Property** object with a unique **Name** property setting. Set the **Type** and **Value** properties of the new **Property** object, and then append it to the **Properties** collection of the appropriate object. The object to which you are adding the user-defined property must already be appended to a collection. Referencing a user-defined **Property** object that has not yet been appended to a **Properties** collection will cause an error, as will appending a user-defined **Property** object to a **Properties** collection containing a **Property** object of the same name.

You can delete user-defined properties from the **Properties** collection, but you can't delete built-in properties.

**Note** A user-defined **Property** object is associated only with the specific instance of an object. The property isn't defined for all instances of objects of the selected type.

You can use the **Properties** collection of an object to enumerate the object's built-in and user-defined properties. You don't need to know beforehand exactly which properties exist or what their characteristics (**Name** and **Type** properties) are to manipulate them. However, if you try to read a write-only property, such as the **Password** property of a **Workspace** object, or try to read or write a property in an inappropriate context, such as the **Value** property setting of a **Field** object in the **Fields** collection of a **TableDef** object, an error occurs.

The **Property** object also has four built-in properties:

• The **Name** property, a <u>String</u> that uniquely identifies the property.

- The **Type** property, an <u>Integer</u> that specifies the property data type.
- The **Value** property, a <u>Variant</u> that contains the property setting.
- The **Inherited** property, a <u>Boolean</u> that indicates whether the property is inherited from another object. For example, a **Field** object in a **Fields** collection of a **Recordset** object can inherit properties from the underlying **TableDef** or **QueryDef** object.

To refer to a built-in **Property** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

```
object.Properties(0)
```

object.Properties("name")

object.Properties![name]

For a built-in property, you can also use this syntax:

object.name

**Note** For a user-defined property, you must use the full *object*.**Properties**("*name*") syntax.

With the same syntax forms, you can also refer to the **Value** property of a **Property** object. The context of the reference will determine whether you are referring to the **Property** object itself or the **Value** property of the **Property** object.

# **Property Object, Properties Collection Summary**

### **Property Object**

A <u>Property</u> object contains no methods; it contains this collection and these properties.

#### Collection

**Properties** 

#### **Properties**

Inherited (Always False in ODBCDirect databases)
Name
Type
Value

#### **Properties Collection**

A <u>Properties</u> collection appears in each of the other DAO objects except the **Connection** and **Error** objects, and contains these methods and this property.

#### Methods

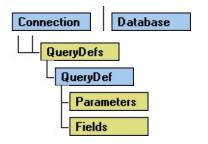
<u>Append</u>
<u>Delete</u>
Refresh

### Property

<u>Count</u>

# **QueryDefs Collection**

A **QueryDefs** collection contains all **QueryDef** objects of a **Database** object in a <u>Microsoft Jet database</u>, and all **QueryDef** objects of a **Connection** object in an <u>ODBCDirect workspace</u>.



### Remarks

To create a new **QueryDef** object, use the **CreateQueryDef** method. In a Microsoft Jet workspace, if you supply a string for the *name* argument or

if you explicitly set the **Name** property of the new **QueryDef** object to a non-<u>zero-length string</u>, you will create a permanent **QueryDef** that will automatically be appended to the **QueryDefs** collection and saved to disk. Supplying a zero-length string as the *name* argument or explicitly setting the **Name** property to a zero-length string will result in a temporary **QueryDef** object.

In an ODBCDirect workspace, a **QueryDef** is always temporary. The **QueryDefs** collection contains all open **QueryDef** objects. When a **QueryDef** is closed, it is automatically removed from the **QueryDefs** collection.

To refer to a **QueryDef** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

### QueryDefs(0)

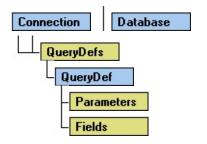
QueryDefs("name")

### QueryDefs![name]

You can refer to temporary **QueryDef** objects only by the <u>object variables</u> that you have assigned to them.

# **QueryDef Object**

A **QueryDef** object is a stored definition of a <u>query</u> in a <u>Microsoft Jet</u> database, or a temporary definition of a query in an <u>ODBCDirect</u> <u>workspace</u>.



### Remarks

You can use the **QueryDef** object to define a query. For example, you can:

- Use the **SQL** property to set or return the query definition.
- Use the **QueryDef** object's **Parameters** collection to set or return query parameters.
- Use the **Type** property to return a value indicating whether the query selects records from an existing table, makes a new table, inserts records from one table into another table, deletes records, or updates records.
- Use the **MaxRecords** property to limit the number of records returned from a query.
- Use the **ODBCTimeout** property to indicate how long to wait before the query returns records. The **ODBCTimeout** property applies to any query that accesses <u>ODBC</u> data.

In a Microsoft Jet workspace, you can also:

- Use the **ReturnsRecords** property to indicate that the query returns records. The **ReturnsRecords** property is only valid on SQL pass-through queries.
- Use the **Connect** property to make an SQL pass-through query to an ODC database.

In an ODBCDirect workspace, you can also:

• Use the **Prepare** property to determine whether to invoke the ODBC **SQLPrepare** API when the query is executed.

• Use the **CacheSize** property to cache records returned from a query.

You can also create temporary **QueryDef** objects. Unlike permanent **QueryDef** objects, temporary **QueryDef** objects are not saved to disk or appended to the **QueryDefs** collection. Temporary **QueryDef** objects are useful for queries that you must run repeatedly during run time but do not not need to save to disk, particularly if you create their <u>SQL statements</u> during run time.

You can think of a permanent **QueryDef** object in a Microsoft Jet workspaces as a compiled SQL statement. If you execute a query from a permanent **QueryDef** object, the query will run faster than if you run the equivalent SQL statement from the **OpenRecordset** method. This is because the <u>Microsoft Jet database engine</u> doesn't need to compile the query before executing it.

The preferred way to use the native SQL dialect of an external database engine accessed through the <u>Microsoft Jet database engine</u> is through **QueryDef** objects. For example, you can create a Microsoft SQL Server query and store it in a **QueryDef** object. When you need to use a non-Microsoft Jet database engine SQL query, you must provide a **Connect** property string that points to the external data source. Queries with valid **Connect** properties bypass the Microsoft Jet database engine and pass the query directly to the external database server for processing.

To create a new **QueryDef** object, use the **CreateQueryDef** method. In a Microsoft Jet workspace, if you supply a string for the *name* argument or if you explicitly set the **Name** property of the new **QueryDef** object to a non–<u>zero-length string</u>, you will create a permanent **QueryDef** that will automatically be appended to the **QueryDefs** collection and saved to disk. Supplying a zero-length string as the *name* argument or explicitly setting the **Name** property to a zero-length string will result in a temporary **QueryDef** object.

In an ODBCDirect workspace, a **QueryDef** is always temporary. The **QueryDefs** collection contains all open **QueryDef** objects. When a

**QueryDef** is closed, it is automatically removed from the **QueryDefs** collection.

To refer to a **QueryDef** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

QueryDefs(0)

QueryDefs("name")

QueryDefs![name]

You can refer to temporary **QueryDef** objects only by the <u>object variables</u> that you have assigned to them.

# QueryDef Object, QueryDefs Collection Summary

### **QueryDef Object**

A QueryDef object contains these collections, methods, and properties.

Legend:

Available only in a <u>Microsoft Jet workspace</u>.

**DAD** ODBC Available only in an <u>ODBC Direct workspace</u>.

### Collections

<u>Fields</u>
Parameters (default)
<u>Properties</u>

#### Methods

#### **Properties**

CacheSize DAD ODBC
<u>Connect</u>
DateCreated
KeepLocal 👞
LastUpdated
LogMessages
<u>MaxRecords</u>
Name
<u>ODBCTimeout</u>
Prepare DAO ODBC
<u>RecordsAffected</u>
Replicable 👞
ReturnsRecords
SQL
StillExecuting DAD ODBC
Туре
<u>Updatable</u>

### **QueryDefs Collection**

A <u>QueryDefs</u> collection appears in each <u>Connection</u> object in an ODBCDirect workspace, and each <u>Database</u> object, and contains these methods and this property.

### Methods

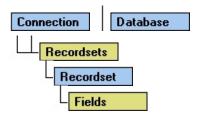
Append Delete Refresh

### Property

<u>Count</u>

# **Recordsets Collection**

A **Recordsets** collection contains all open **Recordset** objects in a **Connection** or **Database** object.



### Remarks

When you use DAO objects, you manipulate data almost entirely using **Recordset** objects.

A new Recordset object is automatically added to the Recordsets

collection when you open the **Recordset** object, and is automatically removed when you close it.

You can create as many **Recordset** <u>object variables</u> as needed. Different **Recordset** objects can access the same tables, queries, and fields without conflicting.

To refer to a **Recordset** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

### Recordsets(0)

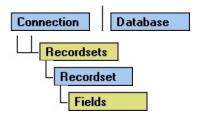
Recordsets("name")

#### Recordsets![name]

Note You can open a **Recordset** object from the same data source or database more than once, creating duplicate names in the **Recordsets** collection. You should assign **Recordset** objects to <u>object variables</u> and refer to them by variable name.

### **Recordset Object**

A **Recordset** object represents the records in a <u>base table</u> or the records that result from running a query.



### Remarks

You use **Recordset** objects to manipulate data in a database at the record level. When you use DAO objects, you manipulate data almost entirely using **Recordset** objects. All **Recordset** objects are constructed using <u>records</u> (rows) and <u>fields</u> (columns). There are five types of

Recordset objects:

- <u>Table-type Recordset</u> representation in code of a base table that you can use to add, change, or delete records from a single database table (Microsoft Jet workspaces only).
- <u>Dynaset-type Recordset</u> the result of a query that can have updatable records. A dynaset-type **Recordset** object is a dynamic set of records that you can use to add, change, or delete records from an underlying database table or tables. A dynaset-type **Recordset** object can contain fields from one or more tables in a database. This type corresponds to an <u>ODBC keyset cursor</u>.
- <u>Snapshot-type Recordset</u> a static copy of a set of records that you can use to find data or generate reports. A snapshot-type **Recordset** object can contain fields from one or more tables in a database but can't be updated. This type corresponds to an ODBC <u>static cursor</u>.
- Forward-only-type Recordset identical to a snapshot except that no cursor is provided. You can only scroll forward through records. This improves performance in situations where you only need to make a single pass through a result set. This type corresponds to an ODBC forward-only cursor.
- Dynamic-type Recordset a query result set from one or more base tables in which you can add, change, or delete records from a row-returning query. Further, records other users add, delete, or edit in the base tables also appear in your **Recordset**. This type corresponds to an ODBC <u>dynamic cursor</u> (ODBCDirect workspaces only).

You can choose the type of **Recordset** object you want to create using the *type* argument of the **OpenRecordset** method.

In a Microsoft Jet workspace, if you don't specify a *type*, DAO attempts to create the type of **Recordset** with the most functionality available, starting with table. If this type isn't available, DAO attempts a dynaset, then a snapshot, and finally a forward-only type **Recordset** object.

In an ODBCDirect workspace, if you don't specify a *type*, DAO attempts to create the type of **Recordset** with the fastest query response, starting with forward-only. If this type isn't available, DAO attempts a snapshot, then a dynaset, and finally a dynamic- type **Recordset** object.

When creating a **Recordset** object using a non-linked <u>TableDef</u> object in a Microsoft Jet workspace, table-type **Recordset** objects are created. Only dynaset-type or snapshot-type **Recordset** objects can be created with linked tables or tables in Microsoft Jet-connected ODBC databases.

A new **Recordset** object is automatically added to the **Recordsets** collection when you open the object, and is automatically removed when you close it.

Note If you use variables to represent a **Recordset** object and the **Database** object that contains the **Recordset**, make sure the variables have the same <u>scope</u>, or lifetime. For example, if you declare a public variable that represents a **Recordset** object, make sure the variable that represents the **Database** containing the **Recordset** is also public, or is declared in a **Sub** or **Function** procedure using the **Static** keyword.

You can create as many **Recordset** <u>object variables</u> as needed. Different **Recordset** objects can access the same tables, queries, and fields without conflicting.

Dynaset-, snapshot-, and forward-only–type **Recordset** objects are stored in local memory. If there isn't enough space in local memory to store the data, the Microsoft Jet database engine saves the additional data to <u>TEMP</u> disk space. If this space is exhausted, a trappable error

occurs.

The default collection of a **Recordset** object is the **Fields** collection, and the default property of a <u>Field</u> object is the <u>Value</u> property. Use these defaults to simplify your code.

When you create a **Recordset** object, the <u>current record</u> is positioned to the first record if there are any records. If there are no records, the **RecordCount** property setting is 0, and the **BOF** and **EOF** property settings are **True**.

You can use the **MoveNext**, **MovePrevious**, **MoveFirst**, and **MoveLast** methods to reposition the current record. Forward-only–type **Recordset** objects support only the **MoveNext** method. When using the Move methods to visit each record (or "walk" through the **Recordset**), you can use the **BOF** and **EOF** properties to check for the beginning or end of the **Recordset** object.

With dynaset- and snapshot-type **Recordset** objects in a Microsoft Jet workspace, you can also use the Find methods, such as **FindFirst**, to locate a specific record based on criteria. If the record isn't found, the **NoMatch** property is set to **True**. For table-type **Recordset** objects, you can scan records using the **Seek** method.

The **Type** property indicates the type of **Recordset** object created, and the **Updatable** property indicates whether you can change the object's records.

Information about the structure of a base table, such as the names and data types of each **Field** object and any **Index** objects, is stored in a **TableDef** object.

To refer to a **Recordset** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

```
Recordsets(0)
```

```
Recordsets("name")
```

Recordsets![name]

**Note** You can open a **Recordset** object from the same data source or database more than once, creating duplicate names in the **Recordsets** collection. You should assign **Recordset** objects to <u>object variables</u> and refer to them by variable name.

# **Recordset Object, Recordsets Collection** Summary

### **Recordset Object**

A <u>Recordset</u> object contains these collections, methods, and properties.

Legend:

Feature available in both Microsoft Jet and ODBCDirect workspaces.

-Feature available in Microsoft Jet workspaces only.

**DAD** ODBC Feature available in ODBCDirect workspaces only.

#### Collections

Fields (default) Properties

#### **Recordset Methods**

The following table lists all of the **Recordset** methods, and shows which **Recordset** type supports each method, and whether the method is available in either a Microsoft Jet or ODBCDirect workspace, or both.

Method	Table	Dynaset	Snapshot	Forward-O	nly Dynamic
AddNew		-	DAO>ODBC *	DAO> ODBC	DAO ODBC
<u>Cancel</u>		DAO> ODBC	DAO> ODBC	DAO> ODBC	DAO ODBC
<b>CancelUpdate</b>		~	DAO ODBC *	DAO> ODBC	DAO> ODBC

<u>Clone</u>		-		
<u>Close</u>	1	1	1	DAO) ODBC
<u>CopyQueryDef</u>				
Delete -	1	DAO>ODBC *	DAO> ODBC	DAO>ODBC
Edit 🛶	1	DAO>ODBC *	DAO> ODBC	DAO>ODBC
<u>FillCache</u>				
<u>FindFirst</u>		<u></u>		
<u>FindLast</u>				
<u>FindNext</u>	<u></u>			
<u>FindPrevious</u>	1 4 1 			
GetRows -	1	1	1	DAO) ODBC
Move -	*	*	Only with forward moves that don't use a bookmark offset	
MoveFirst -	1	~	onset	DAO> ODBC
MoveLast -	1	1		DAO> ODBC
MoveNext -	1	1	1	DAO>ODBC
MovePrevious	1			DAO>ODBC
NextRecordset	DAO>ODBC	DAO> ODBC	DAO ODBC	DAO) ODBC
<u>OpenRecordset</u>				
Requery	1		1	DAO) ODBC
Seek -				
Update -	1	DAO>ODBC *	DAO ODBC	DAO) ODBC

\* In an ODBCDirect workspace, a snapshot-type **Recordset** may be updatable, depending on the ODBC driver. The **AddNew**, **Edit**, **Delete**, **Update**, and **CancelUpdate** methods are only available on ODBCDirect snapshot-type **Recordset** objects if the ODBC driver supports updatable snapshots.

### **Recordset Properties**

The following table indicates which properties apply to each type of **Recordset** object and whether the property setting is read/write, read-only, or always **False** in either Microsoft Jet or ODBCDirect databases.

Read-only

### ■Read/write

Property	Table	Dynaset	Snapshot	Forward- Only	Dynamic
AbsolutePosition		œ	eef -		📴 <mark>DAO</mark> > ODBC
BatchCollisionCour	<u>nt</u>	🟥 <mark>DAO</mark> > ODBC	🏥 <mark>DAO&gt;</mark> ODBC	🟥 DAO) ODBC	🟥 <mark>DAO</mark> > ODBC
BatchCollisions		🟥 <mark>DAO</mark> > ODBC	🏥 <mark>DAO&gt;</mark> ODBC	🟥 DAO) ODBC	🟥 <mark>DAO</mark> > ODBC
<u>BatchSize</u>		📴 <mark>DAO</mark> > ODBC	📴 <mark>DAO</mark> >ODBC	饀 <mark>DAO</mark> > ODBC	📴 <mark>DAO</mark> > ODBC
BOF	<u>00</u>	99	<b>60</b>	<b>11</b>	🟥 <mark>DAO</mark> > ODBC
<u>Bookmark</u>	ef 👞	ee'	11 Alian Ali		😭 DAO) ODBC
<u>Bookmarkable</u>	<b>11</b>	<u>69</u>	<u>69</u>		🟥 DAO) ODBC
<u>CacheSize</u>		<ul><li>for</li><li>Microsoft Jet</li><li>workspaces</li><li>for</li></ul>	🛍 <mark>DAO</mark> > ODBC		🛍 DAO) ODBC
		ODBCDirect workspaces			
<u>CacheStart</u>		eí 🛌			
<u>Connection</u>		😰 DAO> ODBC	😰 DAO> ODBC	😰 DAO> ODBC	😰 DAO) ODBC
DateCreated	<b>11</b>				
<u>EditMode</u>	<b>11</b>	68	<u>88</u>	<u>B</u>	🛍 <mark>DAO</mark> >ODBC
EOF	<b>11</b>	68	<u>88</u>	<u>B</u>	🛍 <mark>DAO</mark> >ODBC
<u>Filter</u>		eí 👞	eí 👞	<b>11</b>	
Index	eí 👞				
<u>LastModified</u>	<u> </u>	99	🛍 <mark>DAO</mark> >ODBC *		🛍 <mark>DAO</mark> >ODBC
LastUpdated	<u> </u>				
LockEdits	<b>11</b>	<ul><li>for</li><li>Microsoft Jet</li><li>workspaces</li></ul>	<ul><li>for</li><li>Microsoft Jet</li><li>workspaces</li></ul>		🛍 DAO) ODBC
		for ODBCDirect workspaces	📫 for		
<u>Name</u>	<u> </u>	69	<b>69</b>	<u>m</u>	🟥 <mark>DAO</mark> >ODBC
<u>NoMatch</u>	<b>11</b>	<b>11</b>	<b>11</b>		
PercentPosition	eí 👞	ee'	eef		📴 <mark>DAO</mark> > ODBC
<u>RecordCount</u>	<u> </u>	69	<b>69</b>	<u>m</u>	🟥 <mark>DAO</mark> >ODBC
<u>RecordStatus</u>		🟥 <mark>DAO</mark> >ODBC	🏥 <mark>DAO</mark> ) ODBC	🟥 DAO> ODBC	🟥 <mark>DAO</mark> >ODBC
<u>Restartable</u>	False 👞	<b>11</b>	<u>₿</u>	8	🟥 <mark>DAO</mark> >ODBC

Sort		eí	ef		
StillExecuting		😭 DAO> ODBC	😰 DAO) ODBC	😰 DAO> ODBC	😰 DAO) ODBC
<u>Transactions</u>	<u> </u>	<b>⊞ </b> _	Always False	Always False	
<u>Type</u>	<b>10</b>	£	₿ <b>B</b>	<u>m</u>	🟥 DAO> ODBC
<u>Updatable</u>	<b>11</b> - <b>-</b>	62	<b>Always</b> <b>False</b> in Microsoft Jet workspaces	<b>Always False</b> in Microsoft Jet workspaces	🛍 <mark>DAO</mark> > ODBC
				in ODBCDirect workspaces *	
<b>UpdateOptions</b>		😰 DAO> ODBC	😰 DAO) ODBC	😰 DAO> ODBC	😰 DAO) ODBC
ValidationRule	<u>89</u>	<b>11</b>	<b>#</b>	<b>@</b>	
ValidationText	<u>00</u>	11	<b>1</b>	<b>1</b>	

\*In an ODBCDirect workspace, a snapshot-type **Recordset** may be updatable, depending on the ODBC driver. The **LastModified** property is available, and the **Updatable** property is **True** only on ODBCDirect snapshot-type **Recordset** objects if the ODBC driver supports updatable snapshots.

### **Recordsets Collection**

A <u>Recordsets</u> collection appears in each <u>Connection</u> and <u>Database</u> object, and contains this method and this property.

### Method

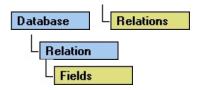
<u>Refresh</u>

### Property

<u>Count</u>

# **Relations Collection**

A **Relations** collection contains stored **Relation** objects of a **Database** object (<u>Microsoft Jet</u> databases only).



### Remarks

You can use the **Relation** object to create new relationships and examine existing relationships in your database. To add a **Relation** object to the **Relations** collection, first create it with the **CreateRelation** method, and then append it to the **Relations** collection with the **Append** method. This will save the **Relation** object when you close the **Database** object. To

remove a **Relation** object from the collection, use the **Delete** method.

To refer to a **Relation** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

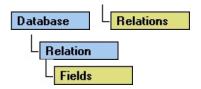
**Relations**(0)

```
Relations("name")
```

Relations![name]

# **Relation Object**

A **Relation** object represents a <u>relationship</u> between fields in tables or queries (<u>Microsoft Jet</u> databases only).



### Remarks

You can use the **Relation** object to create new relationships and examine existing relationships in your database.

Using a Relation object and its properties, you can:

- Specify an enforced relationship between fields in <u>base tables</u> (but not a relationship that involves a query or a <u>linked table</u>).
- Establish unenforced relationships between any type of table or query native or linked.
- Use the **Name** property to refer to the relationship between the fields in the referenced <u>primary table</u> and the referencing <u>foreign</u> <u>table</u>.
- Use the **Attributes** property to determine whether the relationship between fields in the table is <u>one-to-one</u> or <u>one-to-many</u> and how to enforce referential integrity.
- Use the **Attributes** property to determine whether the Microsoft Jet database engine can perform cascading update and cascading delete operations on primary and foreign tables.
- Use the **Attributes** property to determine whether the relationship between fields in the table is <u>left join</u> or <u>right join</u>.
- Use the Name property of all Field objects in the Fields collection of a Relation object to set or return the names of the fields in the primary key of the referenced table, or the ForeignName property settings of the Field objects to set or return the names of the fields in the foreign key of the referencing table.

If you make changes that violate the relationships established for the

database, a trappable error occurs. If you request <u>cascading update</u> or <u>cascading delete</u> operations, the Microsoft Jet database engine also modifies the <u>primary</u> or <u>foreign key</u> tables to enforce the relationships you establish.

For example, the Northwind database contains a relationship between an Orders table and a Customers table. The CustomerID field of the Customers table is the primary key, and the CustomerID field of the Orders table is the foreign key. For Microsoft Jet to accept a new record in the Orders table, it searches the Customers table for a match on the CustomerID field of the Orders table. If Microsoft Jet doesn't find a match, it doesn't accept the new record, and a trappable error occurs.

When you enforce referential integrity, a unique <u>index</u> must already exist for the key field of the referenced table. The Microsoft Jet database engine automatically creates an index with the **Foreign** property set to act as the foreign key in the referencing table.

To create a new **Relation** object, use the **CreateRelation** method. To refer to a **Relation** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

### **Relations**(0)

Relations("name")

Relations![name]

# **Relation Object, Relations Collection Summary**

### **Relation Object**

A <u>Relation</u> object contains these collections, this method, and these properties.

#### Collections

Fields (Default) Properties

### Method

**CreateField** 

### **Properties**

Attributes ForeignTable Name PartialReplica Table

### **Relations Collection**

A <u>Relations</u> collection is contained in each <u>Database</u> object of a <u>Microsoft</u> <u>Jet database</u>, and contains these methods and this property.

### Methods

Append Delete Refresh

### Property

<u>Count</u>

# **Snapshot-Type Recordset Object**

A snapshot-type **Recordset** object is a static set of records that you can use to examine data in an underlying table or tables. In an <u>ODBCDirect</u> database, a snapshot-type **Recordset** object corresponds to a <u>static</u> <u>cursor</u>.

#### Remarks

To create a snapshot-type **Recordset** object, use the <u>OpenRecordset</u> method on an open database, on another dynaset- or snapshot-type **Recordset** object, or on a <u>QueryDef</u> object.

A snapshot-type **Recordset** object can contain fields from one or more tables in a database. In a <u>Microsoft Jet workspace</u>, a snapshot can't be updated. In an <u>ODBCDirect workspace</u>, a snapshot may be updatable,

depending on the ODBC driver.

When you create a snapshot-type **Recordset** object, data values for all fields (except <u>Memo</u> and <u>OLE Object</u> (Long Binary) field data types in .mdb files) are brought into memory. Once loaded, changes made to <u>base table</u> data aren't reflected in the snapshot-type **Recordset** object data. To reload the snapshot-type **Recordset** object with current data, use the <u>Requery</u> method, or re-execute the **OpenRecordset** method.

The order of snapshot-type **Recordset** object data doesn't necessarily follow any specific sequence. To order your data, use an <u>SQL statement</u> with an ORDER BY clause to create the **Recordset** object. You can also use this technique to filter the records so that only certain records are added to the **Recordset** object. Using this technique instead of using the **Filter** or **Sort** properties or testing each record individually generally results in faster access to your data.

Snapshot-type **Recordset** objects are generally faster to create and access than dynaset-type **Recordset** objects because their records are either in memory or stored in <u>TEMP</u> disk space, and the <u>Microsoft Jet</u> <u>database engine</u> doesn't need to lock pages or handle multiuser issues. However, snapshot-type **Recordset** objects use more resources than <u>dynaset-type Recordset</u> objects because the entire record is downloaded to local memory.

## **Snapshot-Type Recordset Object Summary**

The <u>snapshot-type Recordset</u> object contains these collections, methods, and properties.

#### Legend:

Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

#### Collections

Fields (default)	)
Properties	-
Methods	Restrictions
<u>AddNew</u>	DAO) ODBC *
<u>Cancel</u>	DAO> ODBC
<u>CancelUpdate</u>	DAO>ODBC *
<u>Clone</u>	
<u>Close</u>	
<b>CopyQueryDef</b>	
<u>Delete</u>	DAO) ODBC *
<u>Edit</u>	DAO) ODBC *
<u>FindFirst</u>	
<u>FindLast</u>	
<u>FindNext</u>	
<b>FindPrevious</b>	
<u>GetRows</u>	
<u>Move</u>	

<u>MoveFirst</u>	
MoveLast	
MoveNext	
MovePrevious	
NextRecordset	DAO) ODBC
OpenRecordset	-
Requery	
<u>Update</u>	DAO) ODBC *

\* In an ODBCDirect workspace, a snapshot-type **Recordset** may be updatable, depending on the ODBC driver. The **AddNew**, **Edit**, **Delete**, **Update**, and **CancelUpdate** methods are only available on ODBCDirect snapshot-type **Recordset** objects if the ODBC driver supports updatable snapshots.

#### **Properties**

The following table indicates whether the property setting is read/write, read-only, or always **False** in either Microsoft Jet or ODBCDirect workspaces.

Read-only

#### ☑ Read/write

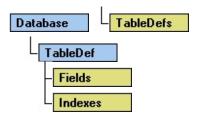
Properties	Restrictions
AbsolutePosition	ef
BatchCollisionCount	■ DAO> ODBC
BatchCollisions	■ DAO> ODBC
BatchSize	2 DAO ODBC
BOF	£
Bookmark	ef
<u>Bookmarkable</u>	£
<u>CacheSize</u>	DAO>ODBC
Connection	2 DAO ODBC
EditMode	£2
EOF	<b>B</b>
<u>Filter</u>	۲
LastModified	the second seco

LockEdits	iii
	DAO>ODBC
Name	<u>6</u>
<u>NoMatch</u>	·
PercentPosition	ef
RecordCount	<u>6</u>
<u>RecordStatus</u>	DAO ODBC
<u>Restartable</u>	<b>B</b>
Sort	۲
StillExecuting	DAO ODBC
Transactions	Always False 👞
Type	<b>B</b>
<u>Updatable</u>	Always False in Microsoft Jet workspaces;
	in ODBCDirect workspaces *
<u>UpdateOptions</u>	🕰 DAO) ODBC
ValidationRule	· · · · ·
ValidationText	·

\* In an ODBCDirect workspace, a snapshot-type **Recordset** may be updatable, depending on the ODBC driver. The **LastModified** property is available, and the **Updatable** property is **True** only on ODBCDirect snapshot-type **Recordset** objects if the ODBC driver supports updatable snapshots.

## **TableDefs Collection**

A **TableDefs** collection contains all stored **TableDef** objects in a database (<u>Microsoft Jet workspaces</u> only).



#### Remarks

You manipulate a table definition using a **TableDef** object and its methods and properties.

The default collection of a **Database** object is the **TableDefs** collection.

To refer to a **TableDef** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

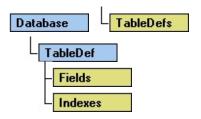
TableDefs(0)

TableDefs("name")

TableDefs![name]

# **TableDef Object**

A **TableDef** object represents the stored definition of a <u>base table</u> or a <u>linked table</u> (<u>Microsoft Jet workspaces</u> only).



#### Remarks

You manipulate a table definition using a **TableDef** object and its methods and properties. For example, you can:

• Examine the field and <u>index</u> structure of any local, linked, or

external table in a database.

- Use the **Connect** and **SourceTableName** properties to set or return information about linked tables, and use the **RefreshLink** method to update connections to linked tables.
- Use the **ValidationRule** and **ValidationText** properties to set or return validation conditions.
- Use the **OpenRecordset** method to create a table-, dynaset-, dynamic-, snapshot-, or forward-only–type **Recordset** object, based on the table definition.

For base tables, the **RecordCount** property contains the number of records in the specified database table. For linked tables, the **RecordCount** property setting is always -1.

To create a new **TableDef** object, use the <u>CreateTableDef</u> method.

## To add a field to a table

- 1. Make sure any <u>Recordset</u> objects based on the table are all closed.
- 2. Use the **CreateField** method to create a **Field** <u>object variable</u> and set its properties.
- 3. Use the **Append** method to add the **Field** object to the **Fields** collection of the **TableDef** object.

You can delete a **Field** object from a **TableDefs** collection if it doesn't have any indexes assigned to it, but you will lose the field's data.

# To create a table that is ready for new records in a database

- 4. Use the **CreateTableDef** method to create a **TableDef** object.
- 5. Set its properties.
- 6. For each field in the table, use the **CreateField** method to create a **Field** object variable and set its properties.
- 7. Use the **Append** method to add the fields to the **Fields** collection of the **TableDef** object.
- 8. Use the **Append** method to add the new **TableDef** object to the **TableDefs** collection of the **Database** object.

A linked table is connected to the database by the **SourceTableName** and **Connect** properties of the **TableDef** object.

## To link a table to a database

- 9. Use the **CreateTableDef** method to create a **TableDef** object.
- 10. Set its **Connect** and **SourceTableName** properties (and optionally, its **Attributes** property).
- 11. Use the **Append** method to add it to the **TableDefs** collection of a **Database**.

To refer to a **TableDef** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

TableDefs(0)

TableDefs("name")

TableDefs![name]

## **TableDef Object, TableDefs Collection Summary**

#### **TableDef Object**

A <u>TableDef</u> object contains these collections, methods, and properties.

#### Collections

Fields (Default) Indexes Properties

#### Methods

CreateField CreateIndex CreateProperty OpenRecordset RefreshLink

#### **Properties**

Attributes ConflictTable Connect DateCreated KeepLocal (user-defined) LastUpdated Name

<u>RecordCount</u>
Replicable (user-defined)
<u>ReplicaFilter</u>
SourceTableName
<u>Updatable</u>
ValidationRule
<u>ValidationText</u>

A **TableDef** object may also contain application-defined properties. For details on reading and setting these properties, refer to the application's online Help.

#### **TableDefs Collection**

A <u>TableDefs</u> collection is contained in each <u>Database</u> object in a Microsoft Jet database, and contains these methods and this property.

#### Methods

Append Delete Refresh

#### Property

<u>Count</u>

## **Table-Type Recordset Object**

A table-type **Recordset** object represents a <u>base table</u> you can use to add, change, or delete records from a table. Only the <u>current record</u> is loaded into memory. A predefined <u>index</u> determines the order of the records in the **Recordset** object (<u>Microsoft Jet workspaces</u> only).

#### Remarks

To create a table-type **Recordset** object, use the <u>OpenRecordset</u> method on an open **Database** object.

You can create a table-type **Recordset** object from a base table of a <u>Microsoft Jet database</u>, but not from an <u>ODBC</u> or <u>linked table</u>. You can use the table-type **Recordset** object with ISAM databases (like FoxPro, dBASE, or Paradox) when you open them directly.

Unlike dynaset- or snapshot-type **Recordset** objects, the table-type **Recordset** object can't refer to more than one base table, and you can't create it with an <u>SQL statement</u> that filters or sorts the data. Generally, when you access a table-type **Recordset** object, you specify one of the predefined indexes for the table, which orders the data returned to your application. If the table doesn't have an index, the data won't necessarily be in a particular order. If necessary, your application can create an index that returns records in a specific order. To choose a specific order for your table-type **Recordset** object, set the <u>Index</u> property to a valid index.

Also unlike dynaset- or snapshot-type **Recordset** objects, you don't need to explicitly populate table-type **Recordset** objects to obtain an accurate value for the **RecordCount** property.

To maintain data integrity, table-type **Recordset** objects are <u>locked</u> during the **Edit** and **Update** methods operations so that only one user can update a particular record at a time. When the <u>Microsoft Jet</u> <u>database engine</u> locks a record, it locks the entire 2K <u>page</u> containing the record.

Two kinds of locking are used with non-ODBC tables — <u>pessimistic</u> and <u>optimistic</u>. ODBC-accessed tables always use optimistic locking. The <u>LockEdits</u> property determines the locking conditions in effect during editing.

## **Table-Type Recordset Object Summary**

A <u>table-type Recordset</u> object contains these collections, methods, and properties. This type of **Recordset** and its methods and properties are available only in a <u>Microsoft Jet workspace</u>.

#### Collections

Fields (default) Properties

#### Methods

AddNew
CancelUpdate
Clone
Close
Delete
Edit
GetRows
Move
MoveFirst
MoveLast
MoveNext
MovePrevious
OpenRecordset
Seek
Update

## **Properties**

The following table indicates whether each property setting is read/write, read-only, or always **False**.

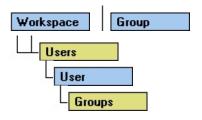
Read-only

☑ Read/write

Properties	Restrictions
BOF	<u>68</u>
<u>Bookmark</u>	el 🛛
Bookmarkable	<u>60</u>
DateCreated	<u>60</u>
<u>EditMode</u>	<b>60</b>
EOF	<u>60</u>
<u>Index</u>	ei -
LastModified	<u>60</u>
LastUpdated	<u>60</u>
<u>LockEdits</u>	ei i
<u>Name</u>	<b>60</b>
<u>NoMatch</u>	<u>60</u>
<b>PercentPosition</b>	đ
<u>RecordCount</u>	68
<u>Restartable</u>	Always False
Transactions	<u> </u>
<u>Type</u>	<b>60</b>
<u>Updatable</u>	68
ValidationRule	68
<u>ValidationText</u>	99

## **Users Collection**

A Users collection contains all stored User objects of a Workspace or Group object (<u>Microsoft Jet workspaces</u> only).



#### Remarks

You can append an existing **User** object to the **Users** collection of a **Group** object to give a <u>user account</u> the access permissions for that **Group** object. Alternatively, you can append the **Group** object to the **Groups** collection in a **User** object to establish membership of the user

account in that group. If you use a **Users** or **Groups** collection other than the one to which you just appended an object, you may need to use the **Refresh** method.

The <u>Microsoft Jet database engine</u> predefines two **User** objects named Admin and Guest. The user Admin is a member of both of the **Group** objects named Admins and Users; the user Guest is a member only of the **Group** object named Guests.

To refer to a **User** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

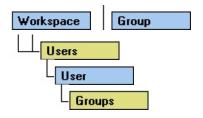
[workspace | group].**Users**(0)

[workspace | group].**Users**("name")

[workspace | group].**Users**![name]

## **User Object**

A **User** object represents a <u>user account</u> that has access <u>permissions</u> when a **Workspace** object operates as a <u>secure workgroup</u> (<u>Microsoft</u> <u>Jet workspaces</u> only).



#### Remarks

You use **User** objects to establish and enforce access permissions for the **Document** objects that represent databases, tables, and queries. Also, if you know the properties of a specific **User** object, you can create

a new **Workspace** object that has the same access permissions as the **User** object.

You can append an existing **User** object to the **Users** collection of a **Group** object to give a user account the access permissions for that **Group** object. Alternatively, you can append the **Group** object to the **Groups** collection in a **User** object to establish membership of the user account in that group. If you use a **Users** or **Groups** collection other than the one to which you just appended an object, you may need to use the **Refresh** method.

With the properties of a **User** object, you can:

- Use the **Name** property to return the name of an existing user. You can't return the **PID** and **Password** properties of an existing **User** object.
- Use the **Name**, **PID**, and **Password** properties of a newly created, unappended **User** object to establish the identity of that **User** object. If you don't set the **Password** property, it's set to a zero-length string ("").

The <u>Microsoft Jet database engine</u> predefines two **User** objects named Admin and Guest. The user Admin is a member of both of the **Group** objects named Admins and Users; the user Guest is a member only of the **Group** object named Guests.

To create a new **User** object, use the **CreateUser** method.

To refer to a **User** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

[workspace | group].**Users**(0)

[workspace | group].Users("name")

[workspace | group].**Users**![name]

## **User Object, Users Collection Summary**

#### **User Object**

A User object contains these collections, methods, and properties.

#### Collections

Groups (Default) Properties

#### Methods

CreateGroup NewPassword

#### **Properties**

Name Password PID

#### **Users Collection**

A <u>Users</u> collection is contained in each <u>Group</u> and <u>Microsoft Jet</u> <u>Workspace</u> object, and contains these methods and this property.

#### Methods

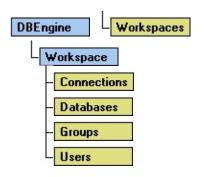
Append Delete Refresh

## Property

<u>Count</u>

## **Workspaces Collection**

A **Workspaces** collection contains all active, unhidden **Workspace** objects of the **DBEngine** object. (Hidden **Workspace** objects are not appended to the collection and referenced by the variable to which they are assigned.)





Use the **Workspace** object to manage the current <u>session</u> or to start an additional session.

When you first refer to or use a **Workspace** object, you automatically create the <u>default workspace</u>, DBEngine.Workspaces(0). The settings of the **Name** and **UserName** properties of the default workspace are "#Default Workspace#" and "Admin," respectively. If security is enabled, the **UserName** property setting is the name of the user who logged on.

You can create new **Workspace** objects with the <u>CreateWorkspace</u> method. After you create a new **Workspace** object, you must append it to the **Workspaces** collection if you need to refer to it from the **Workspaces** collection. You can, however, use a newly created **Workspace** object without appending it to the **Workspaces** collection.

To refer to a **Workspace** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

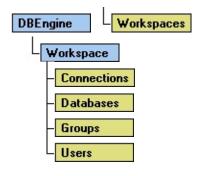
**DBEngine**.Workspaces(0)

DBEngine.Workspaces("name")

DBEngine.Workspaces![name]

**Workspace Object** 

A **Workspace** object defines a named <u>session</u> for a user. It contains open databases and provides mechanisms for simultaneous <u>transactions</u> and, in <u>Microsoft Jet</u> workspaces, <u>secure workgroup</u> support. It also controls whether you are going through the <u>Microsoft Jet database</u> engine or <u>ODBCDirect</u> to access external data.



#### Remarks

A **Workspace** is a non-<u>persistent object</u> that defines how your application interacts with data — either by using the Microsoft Jet database engine, or <u>ODBCDirect</u>. Use the **Workspace** object to manage the current session or to start an additional session. In a session, you can open multiple databases or connections, and manage transactions. For example, you can:

- Use the **Name**, **UserName**, and **Type** properties to establish a named session. The session creates a scope in which you can open multiple databases and conduct one instance of nested transactions.
- Use the **Close** method to terminate a session.
- Use the **OpenDatabase** method to open one or more existing databases on a **Workspace**.
- Use the **BeginTrans**, **CommitTrans**, and **Rollback** methods to manage nested transaction processing within a **Workspace** and use several **Workspace** objects to conduct multiple, simultaneous, and overlapping transactions.

Further, using a Microsoft Jet database, you can establish security based on user names and passwords:

- Use the **Groups** and **Users** collections to establish group and user access permissions to objects in the **Workspace**.
- Use the **IsolateODBCTrans** property to isolate multiple transactions that involve the same Microsoft Jet-connected ODBC

database.

**Note** For a complete list of all methods, properties, and collections available on a **Workspace** object in either a Microsoft Jet database or an ODBCDirect database, see the <u>Summary</u> topic.

When you first refer to or use a **Workspace** object, you automatically create the <u>default workspace</u>, DBEngine.Workspaces(0). The settings of the **Name** and **UserName** properties of the default workspace are "#Default Workspace#" and "Admin," respectively. If security is enabled, the **UserName** property setting is the name of the user who logged on.

To establish an ODBCDirect **Workspace** object, and thereby avoid loading the Microsoft Jet database engine into memory, set the **DBEngine** object's **DefaultType** property to **dbUseODBC**, or set the *type* argument of the **CreateWorkspace** method to **dbUseODBC**.

When you use transactions, all databases in the specified **Workspace** are affected — even if multiple **Database** objects are opened in the **Workspace**. For example, you use a **BeginTrans** method, update several records in a database, and then delete records in another database. If you then use the **Rollback** method, both the update and delete operations are canceled and rolled back. You can create additional **Workspace** objects to manage transactions independently across **Database** objects.

You can create **Workspace** objects with the **CreateWorkspace** method. After you create a new **Workspace** object, you must append it to the **Workspaces** collection if you need to refer to it from the **Workspaces** collection.

You can use a newly created **Workspace** object without appending it to the **Workspaces** collection. However, you must refer to it by the <u>object</u> <u>variable</u> to which you have assigned it.

To refer to a **Workspace** object in a collection by its ordinal number or by its **Name** property setting, use any of the following syntax forms:

**DBEngine**.Workspaces(0)

DBEngine.Workspaces("name")

DBEngine.Workspaces![name]

# Workspace Object, Workspaces Collection Summary

#### **Workspace Object**

A Workspace object contains these collections, methods, and properties.

#### Legend:

-Feature available in <u>Microsoft Jet workspaces</u> only.

**DAD** ODBC Feature available in <u>ODBCDirect workspaces</u> only.

#### Collections

Connections DAO ODBC
Databases (default)
Groups
<u>Properties</u>
Users

#### Methods

<u>BeginTrans</u>
<u>Close</u>
<u>CommitTrans</u>
<u>CreateDatabase</u>
CreateGroup
<u>CreateUser</u>
OpenConnection DAD ODBC

<u>OpenDatabase</u>	
Rollback	

### **Properties**

DefaultCursorDriver DAD ODBC
<u>IsolateODBCTrans</u> <b>→</b>
LoginTimeout DAD ODBC
Name
Туре
<u>UserName</u>

### **Workspaces Collection**

A <u>Workspaces</u> collection is contained in the <u>DBEngine</u> object, and contains these methods and this property.

#### Methods

Append Delete Refresh

#### Property

<u>Count</u>

## **DAO Methods by Object**

This reference groups all DAO methods by object. To see whether a particular method is available for Microsoft Jet or ODBC workspaces, check the Help topic for that method.

**Connection** 

Container — no methods

Parameter — no methods

Property — no methods

**Database** 

<u>QueryDef</u>

#### **DBEngine**

#### **Recordset**

**Document** 

**Relation** 

Error — no methods

<u>Field</u>

<u>Group</u>

TableDef

<u>User</u>

Index

<u>Workspace</u>

## **DAO Methods for Microsoft Jet Workspaces**

This reference lists alphabetically all DAO methods available for Microsoft Jet workspaces (ISAM database files).

# A-C

AddNew	<u>CreateDatabase</u>
<u>Append</u>	<u>CreateField</u>
<u>AppendChunk</u>	<u>CreateGroup</u>
<u>BeginTrans</u>	<u>CreateIndex</u>
CancelUpdate	<b>CreateProperty</b>
<u>Clone</u>	<u>CreateQueryDef</u>
<u>Close</u>	<b>CreateRelation</b>
<u>CommitTrans</u>	CreateTableDef
CompactDatabase	<u>CreateUser</u>
<u>CopyQueryDef</u>	<u>CreateWorkspace</u>

# D-M

<u>Delete</u>	
Edit	<u>GetRows</u>
	Idle
<u>Execute</u>	<u>MakeReplica</u>
<u>FillCache</u>	Move
<u>FindFirst</u>	MoveFirst
<u>FindLast</u>	
<u>FindNext</u>	<u>MoveLast</u>
FindPrevious	<u>MoveNext</u>
	<u>MovePrevious</u>
<u>GetChunk</u>	

# N-Z

<u>NewPassword</u>	<u>RepairDatabase</u>	
<u>OpenDatabase</u>	Requery	
<u>OpenRecordset</u>	Rollback	
PopulatePartialdamthPopulatePartial>langref Seek		
Refresh	SetOption	
RefreshLink	Synchronize	
<u>RegisterDatabase</u>	<u>Update</u>	

# **DAO Methods for ODBCDirect Workspaces**

This reference alphabetically lists all DAO methods available for <u>ODBCDirect</u> workspaces.

# A-C

AddNew	
Append	<u>Clone</u>
Append	<u>Close</u>
AppendChunk	
BeginTrans	<u>CommitTrans</u>
Canaal	<u>CreateQueryDef</u>
Cancel	CreateWorkspace
<u>CancelUpdate</u>	· · ·

# D-M

<u>Delete</u>	Move
<u>Edit</u>	<u>MoveFirst</u>
Execute	<u>MoveLast</u>
<u>GetChunk</u>	<u>MoveNext</u>
<u>GetRows</u>	<u>MovePrevious</u>

# N-Z

NextRecordsetRegisterDatabaseOpenConnectionRequeryOpenDatabaseRollbackOpenRecordsetUpdateRefreshLong

## **AddNew Method**

Creates a new record for an updatable <u>Recordset</u> object.

#### Syntax

#### recordset.AddNew

The *recordset* placeholder is an <u>object variable</u> that represents an updatable **Recordset** object to which you want to add a new record.

#### Remarks

Use the **AddNew** method to create and add a new record in the **Recordset** object named by *recordset*. This method sets the fields to default values, and if no default values are specified, it sets the fields to <u>Null</u> (the default values specified for a table-type **Recordset**).

After you modify the new record, use the <u>Update</u> method to save the changes and add the record to the **Recordset**. No changes occur in the database until you use the **Update** method.

Caution If you issue an AddNew and then perform any operation that

moves to another record, but without using **Update**, your changes are lost without warning. In addition, if you close the **Recordset** or end the procedure that declares the **Recordset** or its <u>Database</u> object, the new record is discarded without warning.

**Note** When you use **AddNew** in a <u>Microsoft Jet workspace</u> and the <u>database engine</u> has to create a new <u>page</u> to hold the <u>current record</u>, page locking is <u>pessimistic</u>. If the new record fits in an existing page, page locking is <u>optimistic</u>.

If you haven't moved to the last record of your **Recordset**, records added to base tables by other processes may be included if they are positioned beyond the current record. If you add a record to your own **Recordset**, however, the record is visible in the **Recordset** and included in the underlying table where it becomes visible to any new **Recordset** objects.

The position of the new record depends on the type of **Recordset**:

- In a dynaset-type **Recordset** object, records are inserted at the end of the **Recordset**, regardless of any sorting or ordering rules that were in effect when the **Recordset** was opened.
- In a table-type **Recordset** object whose <u>Index</u> property has been set, records are returned in their proper place in the <u>sort order</u>. If you haven't set the **Index** property, new records are returned at the end of the **Recordset**.

The record that was current before you used **AddNew** remains current. If you want to make the new record current, you can set the <u>Bookmark</u> property to the <u>bookmark</u> identified by the <u>LastModified</u> property setting.

**Note** To add, edit, or delete a record, there must be a unique index on the record in the underlying data source. If not, a "Permission denied" error will occur on the **AddNew**, **Delete**, or **Edit** method call in a <u>Microsoft Jet workspace</u>, or an "Invalid argument" error will occur on the **Update** call in an <u>ODBCDirect workspace</u>.

## **Append Method**

Adds a new <u>DAO object</u> to a <u>collection</u>.

#### Syntax

collection.Append object

The **Append** method syntax has these parts.

Part	Description
collection An <u>object variable</u> that represents any collection that can	
Confection	new objects (for limitations, see the table at the end of this topic).
object	An object variable that represents the object being appended,
	which must be of the same type as the elements of <i>collection</i> .

#### Remarks

You can use the **Append** method to add a new table to a database, add a field to a table, and add a field to an index.

The appended object becomes a <u>persistent object</u>, stored on disk, until you delete it by using the <u>Delete</u> method. If *collection* is a <u>Workspaces</u> collection (which is stored only in memory), the object is active until you

remove it by using the <u>Close</u> method.

The addition of a new object occurs immediately, but you should use the <u>Refresh</u> method on any other collections that may be affected by changes to the database structure.

If the object you're appending isn't complete (such as when you haven't appended any **Field** objects to a **Fields** collection of an **Index** object before it's appended to an **Indexes** collection) or if the properties set in one or more subordinate objects are incorrect, using the **Append** method causes an error. For example, if you haven't specified a field type and then try to append the **Field** object to the **Fields** collection in a **TableDef** object, using the **Append** method triggers a run-time error.

The following table lists some limitations of the **Append** method. The object in the first column is an object containing the collection in the second column. The third column indicates whether you can append an object to that collection (for example, you can never append a **Container** object to the **Containers** collection of a **Database** object).

Object		Collection	Can you append new objects?
DBEngine	<b>Workspaces</b>	Yes	
DBEngine	Errors	No. New Error appended whe	r objects are automatically n they occur.
Workspace	<b>Connections</b>	0	OpenConnection method appends new objects.
Workspace	<u>Databases</u>	0	OpenDatabase method appends new objects.
Workspace	<u>Groups</u>	Yes	
Workspace	<u>Users</u>	Yes	
Connection	QueryDefs	0	<u>CreateQueryDef</u> method appends new objects.
Connection	<u>Recordsets</u>	6	OpenRecordset method appends new objects.
Database	<u>Containers</u>	No	
Database	QueryDefs	unappended of	e <b>QueryDef</b> object is a new, oject created with no name. See the <b>Def</b> method for details.

Database	Recordsets	No. Using the <b>OpenRecordset</b> method automatically appends new objects.
Database	<u>Relations</u>	Yes
Database	TableDefs	Yes
Group	Users	Yes
User	Groups	Yes
Container	<u>Documents</u>	No
QueryDef	<u>Fields</u>	No
QueryDef	Parameters	No
Recordset	Fields	No
Relation	Fields	Yes
TableDef	Fields	Only when the <u>Updatable</u> property of the <u>TableDef</u> object is set to <b>True,</b> or when the <b>TableDef</b> object is unappended.
TableDef	Indexes	Only when the <b>Updatable</b> property of the <b>TableDef</b> is set to <b>True,</b> or when the <b>TableDef</b> object is unappended.
Index	Fields	Only when the <b>Index</b> object is a new, unappended object.
Database, Field, Index, QueryDef, TableDef	, <u>Properties</u>	Only when the <b>Database</b> , <b>Field</b> , <b>Index</b> , <b>QueryDef</b> , or <b>TableDef</b> object is in a <u>Microsoft</u> <u>Jet</u> workspace.
DBEngine, Parameter, Recordset, Workspace	Properties	No

# **AppendChunk Method**

Appends data from a <u>string expression</u> to a <u>Memo</u> or <u>Long Binary Field</u> object in a <u>Recordset</u>.

#### Syntax

#### recordset ! field.AppendChunk source

The **AppendChunk** method syntax has these parts.

Part	Description
recordset	An <u>object variable</u> that represents the <b>Recordset</b> object containing
	the <b>Fields</b> collection.
	An object variable that represents the name of a <b>Field</b> object
field	whose <u>Type</u> property is set to <b>dbMemo</b> (Memo), <b>dbLongBinary</b>
	(Long Binary), or the equivalent.
	A <u>Variant</u> ( <u>String</u> subtype) expression or variable containing the
source	data you want to append to the <b>Field</b> object specified by <i>field</i> .

#### Remarks

You can use the **AppendChunk** and <u>GetChunk</u> methods to access subsets of data in a Memo or Long Binary field.

You can also use these methods to conserve string space when you work with Memo and Long Binary fields. Certain operations (copying, for example) involve temporary strings. If string space is limited, you may need to work with chunks of a field instead of the entire field.

If there is no <u>current record</u> when you use **AppendChunk**, an error occurs.

### Notes

- The initial **AppendChunk** operation (after an <u>Edit</u> or <u>AddNew</u> call) will simply place the data in the field, overwriting any existing data. Subsequent **AppendChunk** calls within the same **Edit** or **AddNew** session will then add to the existing data.
- In an <u>ODBCDirect workspace</u>, unless you first edit another field in the current record, using **AppendChunk** will fail (though no error occurs) while you are in **Edit** mode.
- In an ODBCDirect workspace, after you use **AppendChunk** on a field, you cannot read or write that field in an assignment statement until you move off the current record and then return to it. You can do this by using the <u>MoveNext</u> and <u>MovePrevious</u> methods.

## **BeginTrans, CommitTrans, Rollback Methods**

The transaction methods manage <u>transaction</u> processing during a <u>session</u> defined by a <u>Workspace</u> object as follows:

- **BeginTrans** begins a new transaction.
- **CommitTrans** ends the <u>current transaction</u> and saves the changes.
- **Rollback** ends the current transaction and restores the databases in the **Workspace** object to the state they were in when the current transaction began.

#### Syntax

workspace.BeginTrans | CommitTrans [dbForceOSFlush] | Rollback

The *workspace* placeholder is an <u>object variable</u> that represents the **Workspace** containing the databases that will use transactions.

#### Remarks

You use these methods with a **Workspace** object when you want to treat a series of changes made to the databases in a session as one unit.

Typically, you use transactions to maintain the integrity of your data when you must both <u>update</u> records in two or more tables and ensure changes are completed (committed) in all tables or none at all (rolled back). For example, if you transfer money from one account to another, you might subtract an amount from one and add the amount to another. If either update fails, the accounts no longer balance. Use the **BeginTrans** method before updating the first record, and then, if any subsequent update fails, you can use the **Rollback** method to undo all of the updates. Use the **CommitTrans** method after you successfully update the last record.

In a Microsoft Jet workspace, you can include the **dbFlushOSCacheWrites** constant with **CommitTrans**, This forces the database engine to immediately flush all updates to disk, instead of caching them temporarily. Without using this option, a user could get control back immediately after the application program calls **CommitTrans**, turn the computer off, and not have the data written to disk. While using this option may affect your application's performance, it is useful in situations where the computer could be shut off before cached updates are saved to disk.

**Caution** Within one **Workspace** object, transactions are always global to the **Workspace** and aren't limited to only one <u>Connection</u> or <u>Database</u> object. If you perform operations on more than one connection or database within a **Workspace** transaction, resolving the transaction (that is, using the **CommitTrans** or **Rollback** method) affects all operations on all connections and databases within that workspace.

After you use **CommitTrans**, you can't undo changes made during that transaction unless the transaction is nested within another transaction that is itself rolled back. If you nest transactions, you must resolve the current transaction before you can resolve a transaction at a higher level

of nesting.

If you want to have simultaneous transactions with overlapping, nonnested scopes, you can create additional **Workspace** objects to contain the concurrent transactions.

If you close a **Workspace** object without resolving any pending transactions, the transactions are automatically rolled back.

If you use the **CommitTrans** or **Rollback** method without first using the **BeginTrans** method, an error occurs.

Some ISAM databases used in a <u>Microsoft Jet workspace</u> may not support transactions, in which case the <u>Transactions</u> property of the **Database** object or <u>Recordset</u> object is **False**. To make sure the database supports transactions, check the value of the **Transactions** property of the **Database** object before using the **BeginTrans** method. If you are using a **Recordset** object based on more than one database, check the **Transactions** property of the **Recordset** object. If a **Recordset** is based entirely on <u>Microsoft Jet</u> tables, you can always use transactions. **Recordset** objects based on tables created by other database products, however, may not support transactions. For example, you can't use transactions in a **Recordset** based on a Paradox table. In this case, the **Transactions** property is **False**. If the **Database** or **Recordset** doesn't support transactions, the methods are ignored and no error occurs.

You can't nest transactions if you are accessing <u>ODBC data sources</u> through the Microsoft Jet database engine.

#### Notes

• You can often improve the performance of your application by breaking operations that require disk access into transaction blocks. This buffers your operations and may significantly reduce the number of times a disk is accessed.

- In a Microsoft Jet workspace, transactions are logged in a file kept in the directory specified by the TEMP environment variable on the workstation. If the transaction log file exhausts the available storage on your TEMP drive, the database engine triggers a run-time error. At this point, if you use **CommitTrans**, an indeterminate number of operations are committed, but the remaining uncompleted operations are lost, and the operation has to be restarted. Using a **Rollback** method releases the transaction log and rolls back all operations in the transaction.
- Closing a clone **Recordset** within a pending transaction will cause an implicit **Rollback** operation.

## **Cancel Method**

Cancels execution of a pending asynchronous method call (<u>ODBCDirect</u> <u>workspaces</u> only).

#### Syntax

#### object.Cancel

The **Cancel** method syntax has these parts.

Part	Description
object	A <u>string expression</u> that evaluates to one of
	the objects in the "Applies To" list.

#### Remarks

Use the **Cancel** method to terminate execution of an asynchronous **Execute**, **MoveLast**, **OpenConnection**, or **OpenRecordset** method call (that is, the method was invoked with the **dbRunAsync** option). **Cancel** will return a run-time error if **dbRunAsync** was not used in the method you're trying to terminate.

The following table shows what task is terminated when you use the

**Cancel** method on a particular type of object.

If object is a	This asynchronous method is terminated
Connection	Execute or OpenConnection
QueryDef	Execute
Recordset	MoveLast or OpenRecordset

An error will occur if, following a **Cancel** method call, you try to reference the object that would have been created by an asynchronous **OpenConnection** or **OpenRecordset** call (that is, the **Connection** or **Recordset** object from which you called the **Cancel** method).

## **CancelUpdate Method**

Cancels any pending updates for a <u>Recordset</u> object.

#### Syntax

## recordset.CancelUpdate type

The **CancelUpdate** method syntax has these parts.

Part	Description
recordset An <u>object variable</u> that represents the <b>Recordset</b> object for	
recorusei	you are canceling pending updates.
type	Optional. A constant indicating the type of update, as specified in Settings.

#### Settings

You can use the following values for the *type* argument only if <u>batch</u> <u>updating</u> is enabled.

Constant	Description
dbUpdateRegular	Default. Cancels pending changes that aren't
	cached.

#### Remarks

You can use the **CancelUpdate** method to cancel any pending updates resulting from an <u>Edit</u> or <u>AddNew</u> operation. For example, if a user invokes the **Edit** or **AddNew** method and hasn't yet invoked the **Update** method, **CancelUpdate** cancels any changes made after **Edit** or **AddNew** was invoked.

Check the <u>EditMode</u> property of the **Recordset** to determine if there is a pending operation that can be canceled.

**Note** Using the **CancelUpdate** method has the same effect as moving to another record without using the <u>Update</u> method, except that the <u>current record</u> doesn't change, and various properties, such as <u>BOF</u> and <u>EOF</u>, aren't updated.

## **Clone Method**

Creates a duplicate <u>Recordset</u> object that refers to the original **Recordset** object.

#### Syntax

**Set** *duplicate* = *original***.Clone** 

The **Clone** method syntax has these parts.

Part	Description	
duplicate	An <u>object variable</u> identifying the duplicate <b>Recordset</b> object you're creating.	
original	An object variable identifying the <b>Recordset</b> object you want to duplicate.	

#### Remarks

Use the **Clone** method to create multiple, duplicate **Recordset** objects. Each **Recordset** can have its own <u>current record</u>. Using **Clone** by itself doesn't change the data in the objects or in their underlying structures. When you use the **Clone** method, you can share bookmarks between two or more **Recordset** objects because their <u>bookmarks</u> are interchangeable.

You can use the **Clone** method when you want to perform an operation on a **Recordset** that requires multiple current records. This is faster and more efficient than opening a second **Recordset**. When you create a **Recordset** with the **Clone** method, it initially lacks a current record. To make a record current before you use the **Recordset** clone, you must set the <u>Bookmark</u> property or use one of the <u>Move</u> methods, one of the <u>Find</u> methods, or the <u>Seek</u> method.

Using the <u>Close</u> method on either the original or duplicate object doesn't affect the other object. For example, using **Close** on the original **Recordset** doesn't close the clone.

### Notes

- Closing a clone **Recordset** within a pending transaction will cause an implicit **Rollback** operation.
- When you clone a table-type **Recordset** object in a <u>Microsoft Jet</u> <u>workspace</u>, the <u>Index</u> property setting is not cloned on the new copy of the **Recordset**. You must copy the **Index** property setting manually.
- You can use the **Clone** method with <u>forward-only-type Recordset</u> <u>objects</u> only in an <u>ODBCDirect workspace</u>.

## **Close Method**

Closes an open **DAO object**.

#### Syntax

#### object.Close

The *object* placeholder is an <u>object variable</u> that represents an open <u>Connection</u>, <u>Database</u>, <u>Recordset</u>, or <u>Workspace</u> object.

#### Remarks

Closing an open object removes it from the collection to which it's appended. Any attempt to close the <u>default workspace</u> is ignored.

If the **Connection**, **Database**, **Recordset**, or **Workspace** object named by *object* is already closed when you use **Close**, a run-time error occurs.

**Caution** If you exit a procedure that declares **Connection**, **Database**, or **Recordset** objects, those objects are closed, all pending transactions are rolled back, and any pending edits to your data are lost.

If you try to close a **Connection** or **Database** object while it has any open **Recordset** objects, the **Recordset** objects will be closed and any pending updates or edits will be canceled. Similarly, if you try to close a **Workspace** object while it has any open **Connection** or **Database** objects, those **Connection** and **Database** objects will be closed, which will close their **Recordset** objects.

Using the **Close** method on either an original or cloned **Recordset** object doesn't affect the other **Recordset** object.

To remove objects from updatable collections other than the **Connections**, **Databases**, **Recordsets**, and **Workspaces** collections, use the <u>Delete</u> method on those collections. You can't add a new member to the **Containers**, **Documents**, and **Errors** collections.

An alternative to the **Close** method is to set the value of an object variable to **Nothing** (Set dbsTemp = Nothing).

## **CompactDatabase Method**

Copies and compacts a closed database, and gives you the option of changing its version, collating order, and encryption. (<u>Microsoft Jet</u> <u>workspaces</u> only).

#### Syntax

DBEngine.CompactDatabase olddb, newdb, locale, options, password

The **CompactDatabase** method syntax has these parts.

Part	Description
olddb	A <u>String</u> that identifies an existing, closed database. It can be a full path and file name, such as "C:\db1.mdb". If the file name has an extension, you must specify it. If your network supports it, you can also specify a network path, such as "\\serverl\sharel\dirl\db1.mdb".
newdb	A <b>String</b> that is the file name (and path) of the compacted database that you're creating. You can also specify a network path. You can't use the <i>newdb</i> argument to specify the same database file as <i>olddb</i> .
locale	Optional. A <u>Variant</u> that is a <u>string expression</u> that specifies a collating order for creating <i>newdb</i> , as specified in Settings. If you omit this argument, the locale of <i>newdb</i> is the same as <i>olddb</i> .

You can also create a password for <i>newdb</i> by concatenating the	
password string (starting with "; $pwd=$ ") with a constant in the	
<i>locale</i> argument, like this:	
dbLangSpanish & ";pwd=NewPassword"	
If you want to use the same <i>locale</i> as <i>olddb</i> (the default value), but specify a new password, simply enter a password string for <i>locale</i> :	
"; pwd=NewPassword"	
Optional. A constant or combination of constants that indicates one or more options, as specified in Settings. You can combine options by summing the corresponding constants.	
Optional. A <b>Variant</b> that is a string expression containing a password, if the database is password protected. The string ";pwd=" must precede the actual password. If you include a password setting in <i>locale</i> , this setting is ignored.	
<b>Note</b> Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.	

## Settings

You can use one of the following constants for the *locale* argument to specify the <u>CollatingOrder</u> property for string comparisons of text.

Constant	Collating order
dbLangGeneral	English, German, French, Portuguese, Italian, and Modern Spanish
dbLangArabic	Arabic
dbLangChineseSimplified	Simplified Chinese
dbLangChineseTraditional	Traditional Chinese
dbLangCyrillic	Russian
dbLangCzech	Czech
dbLangDutch	Dutch
dbLangGreek	Greek
dbLangHebrew	Hebrew
dbLangHungarian	Hungarian
dbLangIcelandic	Icelandic

dbLangJapanese	Japanese
dbLangKorean	Korean
dbLangNordic	Nordic languages (Microsoft Jet database engine version 1.0 only)
bLangNorwDan Norwegian and Danish	
dbLangPolish	Polish
dbLangSlovenian	Slovenian
dbLangSpanish	Traditional Spanish
dbLangSwedFin	Swedish and Finnish
dbLangThai	Thai
dbLangTurkish	Turkish

You can use one of the following constants in the *options* argument to specify whether to encrypt or to decrypt the database while it's compacted.

Constant	Description	
dbEncrypt	Encrypt the database while compacting.	
dbDecrypt	Decrypt the database while compacting.	

If you omit an encryption constant or if you include both **dbDecrypt** and **dbEncrypt**, *newdb* will have the same encryption as *olddb*.

You can use one of the following constants in the *options* argument to specify the version of the data format for the compacted database. This constant affects only the version of the data format of *newdb* and doesn't affect the version of any Microsoft Access-defined objects, such as forms and reports.

Constant	Description	
dbVersion10	<b>Ersion10</b> Creates a database that uses the <u>Microsoft Jet database engine</u> version 1.0 file format while compacting.	
dbVersion11	ersion11Creates a database that uses the Microsoft Jet database engine version 1.1 file format while compacting.	
dbVersion20	Creates a database that uses the Microsoft Jet database engine version 2.0 file format while compacting.	

dbVersion30	Creates a database that uses the Microsoft Jet database engine
ad version 50	version 3.0 file format (compatible with version 3.5) while
	compacting.

You can specify only one version constant. If you omit a version constant, *newdb* will have the same version as *olddb*. You can compact *newdb* only to a version that is the same or later than that of *olddb*.

#### Remarks

As you change data in a database, the database file can become fragmented and use more disk space than is necessary. Periodically, you can use the **CompactDatabase** method to compact your database to defragment the database file. The compacted database is usually smaller and often runs faster. You can also change the collating order, the encryption, or the version of the data format while you copy and compact the database.

You must close *olddb* before you compact it. In a multiuser environment, other users can't have *olddb* open while you're compacting it. If *olddb* isn't closed or isn't available for <u>exclusive</u> use, an error occurs.

Because **CompactDatabase** creates a copy of the database, you must have enough disk space for both the original and the duplicate databases. The compact operation fails if there isn't enough disk space available. The *newdb* duplicate database doesn't have to be on the same disk as *olddb*. After successfully compacting a database, you can delete the *olddb* file and rename the compacted *newdb* file to the original file name.

The **CompactDatabase** method copies all the data and the security <u>permission</u> settings from the database specified by *olddb* to the database specified by *newdb*.

If you use **CompactDatabase** to convert a version 1.x database to version 2.5 or 3.x, only applications using version Microsoft Jet 2.5 or 3.x can open the converted database.

**Note** In an <u>ODBCDirect workspace</u>, using the **CompactDatabase** method doesn't return an error, but instead loads the Microsoft Jet database engine into memory.

**Caution** Because the **CompactDatabase** method doesn't convert Microsoft Access objects, you shouldn't use **CompactDatabase** to convert a database containing such objects. To convert a database containing Microsoft Access objects, on the **Tools** menu, point to **Database Utilities**, and then click **Convert Database**.

# **CopyQueryDef Method**

Returns a <u>QueryDef</u> object that is a copy of the **QueryDef** used to create the <u>Recordset</u> object represented by the *recordset* placeholder (<u>Microsoft</u> <u>Jet workspaces</u> only).

#### Syntax

**Set** *querydef* = *recordset*.**CopyQueryDef** 

The **CopyQueryDef** method syntax has these parts.

Part	Description	
querydef	An <u>object variable</u> that represents the copy of a <b>QueryDef</b> object	
queryuej	you want to create.	
recordset	An object variable that represents the <b>Recordset</b> object created	
	with the original <b>QueryDef</b> object.	

#### Remarks

You can use the **CopyQueryDef** method to create a new **QueryDef** that is a duplicate of the **QueryDef** used to create the **Recordset**.

If a QueryDef wasn't used to create this Recordset, an error occurs. You

must first open a **Recordset** with the **OpenRecordset** method before using the **CopyQueryDef** method.

This method is useful when you create a **Recordset** object from a **QueryDef**, and pass the **Recordset** to a function, and the function must re-create the SQL equivalent of the query, for example, to modify it in some way.

## **CreateDatabase Method**

Creates a new <u>Database</u> object, saves the database to disk, and returns an opened **Database** object (<u>Microsoft Jet workspaces</u> only).

#### Syntax

**Set** database = workspace.**CreateDatabase** (name, locale, options)

The **CreateDatabase** method syntax has these parts.

Part	Description
database	An object variable that represents the <b>Database</b> object you want to
	create.
	An object variable that represents the existing Workspace object
workspace	that will contain the database. If you omit <i>workspace</i> ,
	CreateDatabase uses the default Workspace.
name	A <u>String</u> up to 255 characters long that is the name of the database file that you're creating. It can be the full path and file name, such as "C:\db1.mdb". If you don't supply a file name extension, .mdb is appended. If your network supports it, you can also specify a network path, such as "\\server1\share1\dir1\db1". You can only create .mdb database files with this method.
	A <u>string expression</u> that specifies a collating order for creating the

locale	database, as specified in Settings. You must supply this argument or an error occurs.
	You can also create a password for the new <b>Database</b> object by concatenating the password string (starting with "; pwd=") with a constant in the <i>locale</i> argument, like this:
	dbLangSpanish & ";pwd=NewPassword"
	<b>Note</b> Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.
	If you want to use the default <i>locale</i> , but specify a password, simply enter a password string for the <i>locale</i> argument: ";pwd=NewPassword"
	<b>Note</b> Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.
options	Optional. A constant or combination of constants that indicates one or more options, as specified in Settings. You can combine options by summing the corresponding constants.

## Settings

You can use one of the following constants for the *locale* argument to specify the <u>CollatingOrder</u> property of text for string comparisons.

Constant	Collating order
dbLangGeneral	English, German, French, Portuguese, Italian, and Modern Spanish
dbLangArabic	Arabic
dbLangChineseSimplified	Simplified Chinese
dbLangChineseTraditional	Traditional Chinese
dbLangCyrillic	Russian
dbLangCzech	Czech

dbLangDutch	Dutch
dbLangGreek	Greek
dbLangHebrew	Hebrew
dbLangHungarian	Hungarian
dbLangIcelandic	Icelandic
dbLangJapanese	Japanese
dbLangKorean	Korean
dbLangNordic	Nordic languages (Microsoft Jet database
	engine version 1.0 only)
dbLangNorwDan	Norwegian and Danish
dbLangPolish	Polish
dbLangSlovenian	Slovenian
dbLangSpanish	Traditional Spanish
dbLangSwedFin	Swedish and Finnish
dbLangThai	Thai
dbLangTurkish	Turkish

You can use one or more of the following constants in the *options* argument to specify which version the data format should have and whether or not to encrypt the database.

Constant	Description
dbEncrypt	Creates an encrypted database.
dbVersion10	Creates a database that uses the <u>Microsoft Jet database engine</u> version 1.0 file format.
dbVersion11	Creates a database that uses the Microsoft Jet database engine version 1.1 file format.
dbVersion20	Creates a database that uses the Microsoft Jet database engine version 2.0 file format.
dbVersion30	(Default) Creates a database that uses the Microsoft Jet database engine version 3.0 file format (compatible with version 3.5).

If you omit the encryption constant, **CreateDatabase** creates an unencrypted database. You can specify only one version constant. If you omit a version constant, **CreateDatabase** creates a database that uses the Microsoft Jet database engine version 3.0 file format.

#### Remarks

Use the **CreateDatabase** method to create and open a new, empty database, and return the **Database** object. You must complete its structure and content by using additional <u>DAO objects</u>. If you want to make a partial or complete copy of an existing database, you can use the <u>CompactDatabase</u> method to make a copy that you can customize.

# **CreateField Method**

Creates a new Field object (Microsoft Jet workspaces only).

#### Syntax

Set field = object.CreateField (name, type, size)

The **CreateField** method syntax has these parts.

Part	Description
field	An <u>object variable</u> that represents the <b>Field</b> object you want to
field	create.
object	An object variable that represents the <u>Index</u> , <u>Relation</u> , or <u>TableDef</u>
Object	object for which you want to create the new <b>Field</b> object.
-	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new
name	<b>Field</b> object. See the <u>Name</u> property for details on valid <b>Field</b>
	names.
tune	Optional. A constant that determines the data type of the new <b>Field</b>
type	object. See the <u>Type</u> property for valid data types.
	Optional. A Variant (Integer subtype) that indicates the maximum
size	size, in bytes, of a <b>Field</b> object that contains text. See the <u>Size</u>
	property for valid <i>size</i> values. This argument is ignored for
	numeric and fixed-width fields.

## Remarks

You can use the **CreateField** method to create a new field, as well as specify the name, data type, and size of the field. If you omit one or more of the optional parts when you use **CreateField**, you can use an appropriate assignment statement to set or reset the corresponding property before you append the new object to a collection. After you append the new object, you can alter some but not all of its property settings. See the individual property topics for more details.

The *type* and *size* arguments apply only to **Field** objects in a **TableDef** object. These arguments are ignored when a **Field** object is associated with an **Index** or **Relation** object.

If *name* refers to an object that is already a member of the collection, a run-time error occurs when you use the <u>Append</u> method.

To remove a **Field** object from a **Fields** collection, use the <u>Delete</u> method on the collection. You can't delete a **Field** object from a **TableDef** object's **Fields** collection after you create an <u>index</u> that references the field.

# **CreateGroup Method**

Creates a new Group object (Microsoft Jet workspaces only).

# Syntax

Set group = object.CreateGroup (name, pid)

The **CreateGroup** method syntax has these parts.

Part	Description
group	An <u>object variable</u> that represents the <b>Group</b> you want to create.
object	An object variable that represents the <u>User</u> or <u>Workspace</u> object for which you want to create the new <b>Group</b> object.
name	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new <b>Group</b> object. See the <u>Name</u> property for details on valid <b>Group</b> names.
pid	Optional. A <b>Variant</b> ( <b>String</b> subtype) containing the <u>PID</u> of a <u>group account</u> . The identifier must contain from 4 to 20 alphanumeric characters. See the <u>PID</u> property for more information on valid personal identifiers.

#### Remarks

You can use the **CreateGroup** method to create a new **Group** object for a **User** or **Workspace**. If you omit one or both of the optional parts when you use **CreateGroup**, you can use an appropriate assignment statement to set or reset the corresponding property before you append the new object to a collection. After you append the object, you can alter some but not all of its property settings. See the individual property topics for more details.

If *name* refers to an object that is already a member of the collection, a run-time error occurs when you use the <u>Append</u> method.

To remove a **Group** object from a collection, use the <u>Delete</u> method on the **Groups** collection.

# **CreateIndex Method**

Creates a new Index object (Microsoft Jet workspaces only).

#### Syntax

Set index = tabledef.CreateIndex (name)

The **CreateIndex** method syntax has these parts.

Part	Description
index	An <u>object variable</u> that represents the index you want to create.
tabledef	An object variable that represents the <u>TableDef</u> object you want to use to create the new <b>Index</b> object.
name	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new <b>Index</b> object. See the <u>Name</u> property for details on valid <b>Index</b> names.

#### Remarks

You can use the **CreateIndex** method to create a new **Index** object for a **TableDef** object. If you omit the optional *name* part when you use **CreateIndex**, you can use an appropriate assignment statement to set or reset the **Name** property before you append the new object to a

collection. After you append the object, you may or may not be able to set its **Name** property, depending on the type of object that contains the **Indexes** collection. See the **Name** property topic for more details.

If *name* refers to an object that is already a member of the collection, a run-time error occurs when you use the <u>Append</u> method.

To remove an **Index** object from a collection, use the <u>Delete</u> method on the collection.

# **CreateProperty Method**

Creates a new user-defined <u>Property</u> object (<u>Microsoft Jet workspaces</u> only).

#### Syntax

**Set** property = object.**CreateProperty (**name, type, value, DDL)

The **CreateProperty** method syntax has these parts.

Part	Description
property	An object variable that represents the <b>Property</b> object you want to
property	create.
	An object variable that represents the <u>Database</u> , <u>Field</u> , <u>Index</u> ,
object	<u>QueryDef</u> , <u>Document</u> , or <u>TableDef</u> object you want to use to create
	the new <b>Property</b> object.
	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new
name	<b>Property</b> object. See the <u>Name</u> property for details on valid
	Property names.
type	Optional. A constant that defines the data type of the new <b>Property</b>
	object. See the <u>Type</u> property for valid data types.
value	Optional. A <b>Variant</b> containing the initial property value. See the
	<u>Value</u> property for details.

DDL	Optional. A <b>Variant</b> ( <u>Boolean</u> subtype) that indicates whether or not
	the <b>Property</b> is a <u>DDL</u> object. The default is <b>False</b> . If <i>DDL</i> is <b>True</b> ,
	users can't change or delete this <b>Property</b> object unless they have
	dbSecWriteDef permission.

#### Remarks

You can create a user-defined **Property** object only in the <u>Properties</u> collection of an object that is <u>persistent</u>.

If you omit one or more of the optional parts when you use **CreateProperty**, you can use an appropriate assignment statement to set or reset the corresponding property before you append the new object to a collection. After you append the object, you can alter some but not all of its property settings. See the **Name**, **Type**, and **Value** property topics for more details.

If *name* refers to an object that is already a member of the collection, a run-time error occurs when you use the <u>Append</u> method.

To remove a user-defined **Property** object from the collection, use the <u>Delete</u> method on the <u>Properties</u> collection. You can't delete built-in properties.

**Note** If you omit the *DDL* argument, it defaults to **False** (non-<u>DDL</u>). Because no corresponding DDL property is exposed, you must delete and re-create a **Property** object you want to change from DDL to non-DDL.

# **CreateQueryDef Method**

Creates a new <u>QueryDef</u> object in a specified <u>Connection</u> or <u>Database</u> object.

#### Syntax

Set querydef = object.CreateQueryDef (name, sqltext)

The **CreateQueryDef** method syntax has these parts.

Part	Description
auamidaf	An <u>object variable</u> that represents the <b>QueryDef</b> object you want to
querydef	create.
object	An object variable that represents an open <u>Connection</u> or <u>Database</u> object that will contain the new <b>QueryDef</b> .
name	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new <b>QueryDef</b> .
sqltext	Optional. A <b>Variant</b> ( <b>String</b> subtype) that is an <u>SQL statement</u> defining the <b>QueryDef</b> . If you omit this argument, you can define the <b>QueryDef</b> by setting its <u>SQL</u> property before or after you append it to a collection.

# Remarks

In a <u>Microsoft Jet workspace</u>, if you provide anything other than a <u>zero-</u><u>length string</u> for the name when you create a **QueryDef**, the resulting **QueryDef** object is automatically appended to the <u>QueryDefs</u> collection. In an <u>ODBCDirect workspace</u>, **QueryDef** objects are always temporary.

In an ODBCDirect workspace, the *sqltext* argument can specify an SQL statement or a Microsoft SQL Server stored procedure and its parameters.

If the object specified by *name* is already a member of the **QueryDefs** collection, a run-time error occurs. You can create a temporary **QueryDef** by using a zero-length string for the *name* argument when you execute the **CreateQueryDef** method. You can also accomplish this by setting the Name property of a newly created **QueryDef** to a zero-length string (""). Temporary **QueryDef** objects are useful if you want to repeatedly use dynamic SQL statements without having to create any new permanent objects in the **QueryDefs** collection. You can't append a temporary **QueryDef** to any collection because a zero-length string isn't a valid name for a permanent **QueryDef** object. You can always set the **Name** and **SQL** properties of the newly created **QueryDef** object and subsequently append the **QueryDef** to the **QueryDefs** collection.

To run the SQL statement in a **QueryDef** object, use the <u>Execute</u> or <u>OpenRecordset</u> method.

Using a **QueryDef** object is the preferred way to perform SQL passthrough queries with <u>ODBC</u> databases.

To remove a **QueryDef** object from a **QueryDefs** collection in a <u>Microsoft</u> <u>Jet database</u>, use the <u>Delete</u> method on the collection. For an <u>ODBCDirect</u> database, use the <u>Close</u> method on the **QueryDef** object.

# **CreateRelation Method**

Creates a new <u>Relation</u> object (<u>Microsoft Jet workspaces</u> only).

#### Syntax

**Set** relation = database.**CreateRelation (***name*, *table*, *foreigntable*, *attributes*)

Part	Description
relation	An object variable that represents the <b>Relation</b> object you want to
relation	create.
database	An object variable that represents the <u>Database</u> object for which you
uulubuse	want to create the new <b>Relation</b> object.
	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new
name	<b>Relation</b> object. See the <u>Name</u> property for details on valid <b>Relation</b>
	names.
	Optional. A <b>Variant (String</b> subtype) that names the <u>primary table</u> in
table	the relation. If the table doesn't exist before you append the <b>Relation</b>
	object, a run-time error occurs.
	Optional. A <b>Variant (String</b> subtype) that names the <u>foreign table</u> in
foreigntable	the relation. If the table doesn't exist before you append the <b>Relation</b>

The **CreateRelation** method syntax uses these parts.

	object, a run-time error occurs.
attributes	Optional. A constant or combination of constants that contains information about the relationship type. See the <u>Attributes</u> property for details.

## Remarks

The **Relation** object provides information to the <u>Microsoft Jet database</u> <u>engine</u> about the relationship between fields in two <u>TableDef</u> or <u>QueryDef</u> objects. You can implement <u>referential integrity</u> by using the **Attributes** property.

If you omit one or more of the optional parts when you use the **CreateRelation** method, you can use an appropriate assignment statement to set or reset the corresponding property before you append the new object to a collection. After you append the object, you can't alter any of its property settings. See the individual property topics for more details.

Before you can use the <u>Append</u> method on a **Relation** object, you must append the appropriate <u>Field</u> objects to define the <u>primary</u> and <u>foreign</u> key relationship tables.

If *name* refers to an object that is already a member of the collection or if the **Field** object names provided in the subordinate **Fields** collection are invalid, a run-time error occurs when you use the **Append** method.

You can't establish or maintain a relationship between a <u>replicated</u> table and a <u>local</u> table.

To remove a **Relation** object from the <u>Relations</u> collection, use the <u>Delete</u> method on the collection.

# **CreateTableDef Method**

Creates a new <u>TableDef</u> object (<u>Microsoft Jet workspaces</u> only).

#### Syntax

**Set** tabledef = database.**CreateTableDef (***name*, *attributes*, *source*, *connect***)** 

The **CreateTableDef** method syntax has these parts.

Part	Description
tabledef	An <u>object variable</u> that represents the <b>TableDef</b> object you want to
lubledej	create.
database	An object variable that represents the <u>Database</u> object you want to
uulubuse	use to create the new <b>TableDef</b> object.
	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new
name	<b>TableDef</b> object. See the <u>Name</u> property for details on valid
	TableDef names.
	Optional. A constant or combination of constants that indicates one
attributes	or more characteristics of the new <b>TableDef</b> object. See the
	Attributes property for more information.
	Optional. A <b>Variant</b> ( <b>String</b> subtype) containing the name of a
source	table in an external database that is the original source of the data.

	The <i>source</i> string becomes the <u>SourceTableName</u> property setting	
	of the new <b>TableDef</b> object.	
	Optional. A Variant (String subtype) containing information about	
connact	the source of an open database, a database used in a <u>pass-through</u>	
connect	<u>query</u> , or a <u>linked table</u> . See the <u>Connect</u> property for more	
	information about valid <u>connection strings</u> .	

## Remarks

If you omit one or more of the optional parts when you use the **CreateTableDef** method, you can use an appropriate assignment statement to set or reset the corresponding property before you append the new object to a collection. After you append the object, you can alter some but not all of its properties. See the individual property topics for more details.

If *name* refers to an object that is already a member of the collection, or you specify an invalid property in the **TableDef** or <u>Field</u> object you're appending, a run-time error occurs when you use the <u>Append</u> method. Also, you can't append a **TableDef** object to the **TableDefs** collection until you define at least one **Field** for the **TableDef** object.

To remove a **TableDef** object from the <u>TableDefs</u> collection, use the <u>Delete</u> method on the collection.

# **CreateUser Method**

Creates a new <u>User</u> object (<u>Microsoft Jet workspaces</u> only).

#### Syntax

Set user = object.CreateUser (name, pid, password)

The **CreateUser** method syntax has these parts.

Part	Description	
user	An object variable that represents the User object you want to create.	
object	An object variable that represents the <u>Group</u> or <u>Workspace</u> object for which you want to create the new <b>User</b> object.	
name	Optional. A <u>Variant</u> ( <u>String</u> subtype) that uniquely names the new User object. See the <u>Name</u> property for details on valid User names.	
pid	Optional. A <b>Variant</b> ( <b>String</b> subtype) containing the <u>PID</u> of a <u>user</u> <u>account</u> . The identifier must contain from 4 to 20 alphanumeric characters. See the <u>PID</u> property for more information on valid personal identifiers.	
	Optional. A <b>Variant</b> ( <b>String</b> subtype) containing the password for the new <b>User</b> object. The password can be up to 14 characters long and can include any characters except the <u>ASCII</u> character 0 (null). See the <u>Password</u> property for more information on valid passwords.	

**Note** Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.

## Remarks

If you omit one or more of the optional parts when you use the **CreateUser** method, you can use an appropriate assignment statement to set or reset the corresponding property before you append the new object to a collection. After you append the object, you can alter some but not all of its property settings. See the **PID**, **Name**, and **Password** property topics for more details.

If *name* refers to an object that is already a member of the collection, a run-time error occurs when you use the <u>Append</u> method.

To remove a **User** object from the <u>Users</u> collection, use the <u>Delete</u> method on the collection.

# **CreateWorkspace Method**

Creates a new Workspace object.

#### Syntax

**Set** *workspace* = **CreateWorkspace**(*name*, *user*, *password*, *type*)

The **CreateWorkspace** method syntax has these parts.

Part	Description
workspace	An object variable that represents the Workspace object you
workspuce	want to create.
name	A <u>String</u> that uniquely names the new <b>Workspace</b> object. See
	the <u>Name</u> property for details on valid <b>Workspace</b> names.
user	A <b>String</b> that identifies the owner of the new <b>Workspace</b>
	object. See the <u>UserName</u> property for more information.
	A <b>String</b> containing the password for the new <b>Workspace</b> object. The password can be up to 14 characters long and can include any characters except <u>ASCII</u> character 0 (null). See the <u>Password</u> property for more information on valid passwords.
password	Note Use strong passwords that combine upper- and

lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.

type	Optional. A constant that indicates the type of workspace, as
	described in Settings.

#### Settings

You can use the following constants for *type*.

Constant	Description	
dbUseJet	Creates a <u>Microsoft Jet workspace</u> .	
dbUseODBC	Creates an <u>ODBCDirect</u> <u>workspace</u> .	

#### Remarks

Once you use the **CreateWorkspace** method to create a new **Workspace** object, a **Workspace** <u>session</u> is started, and you can refer to the **Workspace** object in your application.

**Workspace** objects aren't permanent, and you can't save them to disk. Once you create a **Workspace** object, you can't alter any of its property settings, except for the **Name** property, which you can modify before appending the **Workspace** object to the <u>Workspaces</u> collection.

You don't have to append the new **Workspace** object to a collection before you can use it. You append a newly created **Workspace** object only if you need to refer to it through the **Workspaces** collection.

The *type* option determines whether the new **Workspace** is a Microsoft Jet or ODBCDirect workspace. If you set *type* to **dbUseODBC** and you haven't already created any Microsoft Jet workspaces, then the Microsoft Jet database engine will not be loaded into memory, and all activity will occur with the ODBC data source subsequently identified in a <u>Connection</u>

object. If you omit *type*, the <u>DefaultType</u> property of <u>DBEngine</u> will determine which type of data source the **Workspace** is connected to. You can have both Microsoft Jet and ODBCDirect workspaces open at the same time.

To remove a **Workspace** object from the **Workspaces** collection, close all open databases and connections and then use the <u>Close</u> method on the **Workspace** object.

# **Delete Method**

- <u>Recordset</u> objects deletes the <u>current record</u> in an updatable **Recordset** object. For <u>ODBCDirect workspaces</u>, the type of driver determines whether **Recordset** objects are updatable and therefore support the **Delete** method.
- Collections deletes a <u>persistent object</u> from a <u>collection</u>.

#### Syntax

## recordset.Delete

#### collection.Delete objectname

The **Delete** method syntax has these parts.

Part	Description	
recordset	An <u>object variable</u> that represents an updatable <b>Recordset</b> object containing the record you want to delete.	
collection	An object variable that represents a collection from which you are deleting <i>objectname</i> .	

## Remarks

You can use the **Delete** method to delete a current record from a **Recordset** or a member from a collection, such as a stored table from a database, a stored field from a table, or a stored index from a table.

# Recordsets

A **Recordset** must contain a current record before you use **Delete**; otherwise, a run-time error occurs.

In an updatable **Recordset** object, **Delete** removes the current record and makes it inaccessible. Although you can't edit or use the deleted record, it remains current. Once you move to another record, however, you can't make the deleted record current again. Subsequent references to a deleted record in a **Recordset** are invalid and produce an error.

You can undo a record deletion if you use <u>transactions</u> and the <u>Rollback</u> method.

If the <u>base table</u> is the <u>primary table</u> in a <u>cascading delete</u> relationship, deleting the current record may also delete one or more records in a <u>foreign table</u>.

**Note** To add, edit, or delete a record, there must be a unique index on the record in the underlying data source. If not, a "Permission denied" error will occur on the AddNew, **Delete**, or Edit method call in a Microsoft Jet workspace, or an "Invalid argument" error will occur on the Update method call in an ODBCDirect workspace.

## Collections

You can use the **Delete** method to delete a persistent object. However, if the collection is a <u>Databases</u>, <u>Recordsets</u>, or <u>Workspaces</u> collection (each of which is stored only in memory), you can remove an open or

active object only by closing that object with the <u>Close</u> method.

The deletion of a stored object occurs immediately, but you should use the <u>Refresh</u> method on any other collections that may be affected by changes to the database structure.

When you delete a <u>TableDef</u> object from the <u>TableDefs</u> collection, you delete the table definition and the data in the table.

The following table lists some limitations of the **Delete** method. The object in the first column contains the collection in the second column. The third column indicates if you can delete an object from that collection (for example, you can never delete a <u>Container</u> object from the **Containers** collection of a **Database** object).

Object	Collection	Can you use the Delete method?
DBEngine	<u>Workspaces</u>	No. Closing the objects deletes them.
DBEngine	<u>Errors</u>	No
Workspace	<b>Connections</b>	No. Closing the objects deletes them.
Workspace	Databases	No. Closing the objects deletes them.
Workspace	<u>Groups</u>	Yes
Workspace	<u>Users</u>	Yes
Connection	<u>QueryDefs</u>	No
Connection	<u>Recordsets</u>	No. Closing the objects deletes them.
Database	<u>Containers</u>	No
Database	QueryDefs	Yes
Database	Recordsets	No. Closing the objects deletes them.
Database	<b>Relations</b>	Yes
Database	TableDefs	Yes
Group	Users	Yes
User	Groups	Yes
Container	<b>Documents</b>	No
QueryDef	<u>Fields</u>	No

QueryDef	Parameters	No
Recordset	Fields	No
Relation	Fields	Only when the <b>Relation</b> object is a new, unappended object.
TableDef	Fields	Only when the <b>TableDef</b> object is new and hasn't been appended to the database, or when the <u>Updatable</u> property of the <b>TableDef</b> is set to <b>True</b> .
TableDef	<u>Indexes</u>	Only when the <b>TableDef</b> object is new and hasn't been appended to the database, or when the <b>Updatable</b> property of the <b>TableDef</b> is set to <b>True</b> .
Index	Fields	Only when the <u>Index</u> object is new and hasn't been appended to the database.
Database, Field, Index, QueryDef, TableDef	<b>Properties</b>	Only when the property is user- defined.
DBEngine, Parameter, Recordset, Workspace	Properties	No

# **Edit Method**

Copies the <u>current record</u> from an updatable <u>Recordset</u> object to the <u>copy buffer</u> for subsequent editing.

#### Syntax

#### recordset.Edit

The *recordset* placeholder represents an open, updatable **Recordset** object that contains the record you want to edit.

#### Remarks

Once you use the **Edit** method, changes made to the current record's fields are copied to the copy buffer. After you make the desired changes to the record, use the <u>Update</u> method to save your changes.

The current record remains current after you use Edit.

**Caution** If you edit a record and then perform any operation that moves to another record, but without first using **Update**, your changes are lost without warning. In addition, if you close *recordset* or end the

procedure which declares the **Recordset** or the parent <u>Database</u> or <u>Connection</u> object, your edited record is discarded without warning.

Using Edit produces an error if:

- There is no current record.
- The **Connection**, **Database**, or **Recordset** object was opened as read-only.
- No fields in the record are updatable.
- The **Database** or **Recordset** was opened for exclusive use by another user (<u>Microsoft Jet workspace</u>).
- Another user has locked the page containing your record (Microsoft Jet workspace).

In a Microsoft Jet workspace, when the **Recordset** object's <u>LockEdits</u> property setting is **True** (<u>pessimistically</u> locked) in a multiuser environment, the record remains locked from the time **Edit** is used until the update is complete. If the **LockEdits** property setting is **False** (<u>optimistically</u> locked), the record is locked and compared with the preedited record just before it's updated in the database. If the record has changed since you used the **Edit** method, the **Update** operation fails with a run-time error if you use **OpenRecordset** without specifying **dbSeeChanges**. By default, Microsoft Jet-connected <u>ODBC</u> and <u>installable ISAM</u> databases always use optimistic locking.

In an <u>ODBCDirect workspace</u>, once you edit (and use **Update** to update) a record's <u>primary key</u> field, you can no longer edit fields in that record until you close the **Recordset**, and then retrieve the record again in a subsequent query.

**Note** To add, edit, or delete a record, there must be a unique index on the record in the underlying data source. If not, a "Permission denied" error will occur on the <u>AddNew</u>, <u>Delete</u>, or **Edit** method call in a Microsoft Jet workspace, or an "Invalid argument" error will occur on the **Update** call in an ODBCDirect workspace.

# **Execute Method**

Runs an <u>action query</u> or executes an <u>SQL statement</u> on a specified <u>Connection</u> or <u>Database</u> object.

#### Syntax

#### object.Execute source, options

#### querydef.Execute options

The **Execute** method syntax has these parts.

Description
A <b>Connection</b> or <b>Database</b> object variable on which the query
will run.
An object variable that represents the <u>QueryDef</u> object whose <u>SQL</u>
property setting specifies the SQL statement to execute.
A <u>String</u> that is an SQL statement or the <u>Name</u> property value of a
QueryDef object.
Optional. A constant or combination of constants that determines
the data integrity characteristics of the query, as specified in
Settings.

## Settings

You can use the following constants for options.

Constant	Description	
dbDenyWrite	Denies write permission to other users ( <u>Microsoft Jet</u> <u>workspaces</u> only).	
dbInconsistent	(Default) Executes <u>inconsistent</u> updates (Microsoft Jet workspaces only).	
dbConsistent	Executes <u>consistent</u> updates (Microsoft Jet workspaces only).	
dbSQLPassThrough	Executes an SQL pass-through query. Setting this option passes the SQL statement to an <u>ODBC</u> database for processing (Microsoft Jet workspaces only).	
dbFailOnError	Rolls back updates if an error occurs (Microsoft Jet workspaces only).	
dbSeeChanges	Generates a run-time error if another user is changing data you are editing (Microsoft Jet workspaces only).	
dbRunAsync	Executes the query <u>asynchronously</u> ( <u>ODBCDirect</u> <b>Connection</b> and <b>QueryDef</b> objects only).	
dbExecDirect	Executes the statement without first calling SQLPreparedxecDirectODBC API function (ODBCDirect Connection and QueryDef objects only).	

Note The constants **dbConsistent** and **dbInconsistent** are mutually exclusive. You can use one or the other, but not both in a given instance of **OpenRecordset**. Using both **dbConsistent** and **dbInconsistent** causes an error.

## Remarks

The **Execute** method is valid only for action queries. If you use **Execute** with another type of query, an error occurs. Because an action query doesn't return any records, **Execute** doesn't return a <u>Recordset</u>. (Executing an SQL pass-through query in an ODBCDirect workspace will not return an error if a **Recordset** isn't returned.)

Use the RecordsAffected property of the Connection, Database, or

**QueryDef** object to determine the number of records affected by the most recent **Execute** method. For example, **RecordsAffected** contains the number of records deleted, updated, or inserted when executing an action query. When you use the **Execute** method to run a query, the **RecordsAffected** property of the **QueryDef** object is set to the number of records affected.

In a Microsoft Jet workspace, if you provide a syntactically correct SQL statement and have the appropriate permissions, the **Execute** method won't fail — even if not a single row can be modified or deleted. Therefore, always use the **dbFailOnError** option when using the **Execute** method to run an update or delete query. This option generates a run-time error and rolls back all successful changes if any of the records affected are locked and can't be updated or deleted.

In earlier versions of the Microsoft Jet Database Engine, SQL statements were automatically embedded in implicit transactions. If part of a statement executed with **dbFailOnError** failed, the entire statement would be rolled back. To improve performance, these implicit transactions were removed starting with version 3.5. If you are updating older DAO code, be sure to consider using explicit transactions around **Execute** statements.

For best performance in a Microsoft Jet workspace, especially in a multiuser environment, nest the **Execute** method inside a <u>transaction</u>. Use the <u>BeginTrans</u> method on the current <u>Workspace</u> object, then use the **Execute** method, and complete the transaction by using the <u>CommitTrans</u> method on the **Workspace**. This saves changes on disk and frees any locks placed while the query is running.

In an <u>ODBCDirect workspace</u>, if you include the optional **dbRunAsync** constant, the query runs asynchronously. To determine whether an asynchronous query is still executing, check the value of the <u>StillExecuting</u> property on the object from which the **Execute** method was called. To terminate execution of an asynchronous **Execute** method call, use the <u>Cancel</u> method.

For ODBCDirect, use single quotes to signify strings or an error will be

returned.

# **FillCache Method**

Fills all or a part of a local cache for a <u>Recordset</u> object that contains data from a <u>Microsoft Jet-connected ODBC data source</u> (Microsoft Jet-connected ODBC databases only).

## Syntax

recordset.FillCache rows, startbookmark

The **FillCache** method syntax has these parts.

Part	Description
	An object variable that represents a <b>Recordset</b> object created from
recordset	an <u>ODBC data source</u> , such as a <u>TableDef</u> representing a <u>linked</u>
	<u>table</u> or a <u>QueryDef</u> object derived from such a <b>TableDef</b> .
	Optional. A <u>Variant</u> ( <u>Integer</u> subtype) that specifies the number of
rows	rows to store in the cache. If you omit this argument, the value is
	determined by the <u>CacheSize</u> property setting.
	Optional. A <b>Variant</b> ( <u>String</u> subtype) that specifies a <u>bookmark</u> .
startbookmark	The cache is filled starting from the record indicated by this
	bookmark. If you omit this argument, the cache is filled starting
	from the record indicated by the <u>CacheStart</u> property.

# Remarks

Caching improves the performance of an application that retrieves data from a remote server. A cache is space in local memory that holds the data most recently retrieved from the server; this assumes that the data will probably be requested again while the application is running. When a user requests data, the <u>Microsoft Jet database engine</u> checks the cache for the data first rather than retrieving it from the server, which takes more time. The cache doesn't save data that doesn't come from an ODBC data source.

Rather than waiting for the cache to be filled with records as they are retrieved, you can use the **FillCache** method to explicitly fill the cache at any time. This is a faster way to fill the cache because **FillCache** retrieves several records at once instead of one at a time. For example, while you view each screenful of records, your application uses **FillCache** to retrieve the next screenful of records for viewing.

Any Microsoft Jet-connected ODBC data source that you access with **Recordset** objects can have a local cache. To create the cache, open a **Recordset** object from the remote data source, and then set the **CacheSize** and **CacheStart** properties of the **Recordset**.

If *rows* and *startbookmark* create a range of records that is partially or entirely outside the range of records specified by the **CacheSize** and **CacheStart** properties, the portion of the *recordset* outside this range is ignored and will not be loaded into the cache.

If **FillCache** requests more records than the number remaining in the remote data source, Microsoft Jet retrieves only the remaining records, and no error occurs.

# Notes

• Records retrieved from the cache don't reflect concurrent changes that other users made to the source data.

• **FillCache** only retrieves records not already cached. To force an update of all the cached data, set the **CacheSize** property of the **Recordset** to 0, reset it to the size of the cache you originally requested, and then use **FillCache**.

# FindFirst, FindLast, FindNext, FindPrevious Methods

Locates the first, last, next, or previous record in a dynaset- or snapshottype <u>Recordset</u> object that satisfies the specified criteria and makes that record the <u>current record</u> (<u>Microsoft Jet workspaces</u> only).

## Syntax

# recordset.{FindFirst | FindLast | FindNext | FindPrevious} criteria

The **Find** methods have these parts.

Part	Description
recordset	An object variable that represents an existing dynaset- or snapshot-
recordset	type <b>Recordset</b> object.
criteria	A <u>String</u> used to locate the record. It is like the <u>WHERE clause</u> in
	an <u>SQL statement</u> , but without the word WHERE.

## Remarks

If you want to include all the records in your search — not just those that meet a specific condition — use the <u>Move</u> methods to move from record

to record. To locate a record in a table-type **Recordset**, use the <u>Seek</u> method.

If a record matching the criteria isn't located, the current record pointer is unknown, and the <u>NoMatch</u> property is set to **True**. If *recordset* contains more than one record that satisfies the criteria, **FindFirst** locates the first occurrence, **FindNext** locates the next occurrence, and so on.

Each of the **Find** methods begins its search from the location and in the direction specified in the following table.

Find method	Begins searching at	Search direction
FindFirst	Beginning of recordset End of recordset	
FindLast	End of recordset	Beginning of recordset
FindNext	Current record	End of recordset
FindPrevious	Current record	Beginning of recordset

When you use the **FindLast** method, the <u>Microsoft Jet database engine</u> fully populates your **Recordset** before beginning the search, if this hasn't already happened.

Using one of the **Find** methods isn't the same as using a **Move** method, however, which simply makes the first, last, next, or previous record current without specifying a condition. You can follow a Find operation with a Move operation.

Always check the value of the **NoMatch** property to determine whether the Find operation has succeeded. If the search succeeds, **NoMatch** is **False**. If it fails, **NoMatch** is **True** and the current record isn't defined. In this case, you must position the current record pointer back to a valid record.

Using the **Find** methods with <u>Microsoft Jet-connected ODBC</u>-accessed recordsets can be inefficient. You may find that rephrasing your *criteria* to locate a specific record is faster, especially when working with large

recordsets.

In an <u>ODBCDirect workspace</u>, the **Find** and **Seek** methods are not available on any type of **Recordset** object, because executing a **Find** or **Seek** through an ODBC connection is not very efficient over the network. Instead, you should design the query (that is, using the *source* argument to the <u>OpenRecordset</u> method) with an appropriate WHERE clause that restricts the returned records to only those that meet the criteria you would otherwise use in a **Find** or **Seek** method.

When working with Microsoft Jet-connected ODBC databases and large dynaset-type **Recordset** objects, you might discover that using the **Find** methods or using the <u>Sort</u> or <u>Filter</u> property is slow. To improve performance, use SQL queries with customized ORDER BY or WHERE clauses, <u>parameter queries</u>, or <u>QueryDef</u> objects that retrieve specific indexed records.

You should use the U.S. date format (month-day-year) when you search for fields containing dates, even if you're not using the U.S. version of the Microsoft Jet database engine; otherwise, the data may not be found. Use the Visual Basic **Format** function to convert the date. For example:

```
rstEmployees.FindFirst "HireDate > #"
   & Format(mydate, 'm-d-yy' ) & "#"
```

If *criteria* is composed of a string concatenated with a non-integer value, and the system parameters specify a non-U.S. decimal character such as a comma (for example, strSQL = "PRICE > " & lngPrice, and lngPrice = 125,50), an error occurs when you try to call the method. This is because during concatenation, the number will be converted to a string using your system's default decimal character, and Microsoft Jet SQL only accepts U.S. decimal characters.

# Notes

• For best performance, the *criteria* should be in either the form "*field* = *value*" where *field* is an indexed field in the underlying

base table, or "*field* LIKE *prefix*" where *field* is an indexed field in the underlying base table and *prefix* is a prefix search string (for example, "ART\*").

• <u>In general, for equivalent types of searches, the</u> **Seek** method provides <u>better performance than the</u> **Find** methods. This assumes that table-type **Recordset** objects alone can satisfy your needs.

## **GetChunk Method**

Returns all or a portion of the contents of a <u>Memo</u> or <u>Long Binary Field</u> object in the <u>Fields</u> collection of a <u>Recordset</u> object.

#### Syntax

Set variable = recordset ! field.GetChunk (offset, numbytes)

The **GetChunk** method syntax has these parts.

Part	Description
variable	A <u>Variant</u> ( <u>String</u> subtype) that receives the data from the <b>Field</b> object named by <i>field</i> .
recordset	An <u>object variable</u> that represents the <b>Recordset</b> object containing the <b>Fields</b> collection.
field	An object variable that represents a <b>Field</b> object whose <u>Type</u> property is set to <b>dbMemo</b> (Memo) or <b>dbLongBinary</b> (Long Binary).
offset	A <u>Long</u> value equal to the number of bytes to skip before copying begins.
numbytes	A <b>Long</b> value equal to the number of bytes you want to return.

#### Remarks

The bytes returned by **GetChunk** are assigned to *variable*. Use **GetChunk** to return a portion of the total data value at a time. You can use the <u>AppendChunk</u> method to reassemble the pieces.

If offset is 0, GetChunk begins copying from the first byte of the field.

If *numbytes* is greater than the number of bytes in the field, **GetChunk** returns the actual number of remaining bytes in the field.

**Caution Use** a Memo field for text, and put binary data only in Long Binary fields. Doing otherwise will cause undesirable results.

## **GetRows Method**

Retrieves multiple rows from a <u>Recordset</u> object.

#### Syntax

Set varArray = recordset.GetRows (numrows)

The **GetRows** method syntax has the following parts.

Part	Description	
varArray	A <u>Variant</u> that stores the returned data.	
recordset	An object variable that represents a <b>Recordset</b> object.	
numrows	A <b>Variant</b> that is equal to the number of rows to retrieve.	

#### Remarks

Use the **GetRows** method to copy records from a **Recordset**. **GetRows** returns a two-dimensional <u>array</u>. The first subscript identifies the field and the second identifies the row number. For example, intField represents the field, and intRecord identifies the row number:

## avarRecords(intField, intRecord)

To get the first field value in the second row returned, use code like the following:

```
field1 = avarRecords(0,1)
```

To get the second field value in the first row, use code like the following:

```
field2 = avarRecords(1,0)
```

The avarRecords variable automatically becomes a two-dimensional array when **GetRows** returns data.

If you request more rows than are available, then **GetRows** returns only the number of available rows. You can use the Visual Basic for Applications **UBound** function to determine how many rows **GetRows** actually retrieved, because the array is sized to fit the number of returned rows. For example, if you returned the results into a **Variant** called varA, you could use the following code to determine how many rows were actually returned:

#### numReturned = UBound(varA,2) + 1

You need to use "+ 1" because the first row returned is in the 0 element of the array. The number of rows that you can retrieve is constrained by the amount of available memory. You shouldn't use **GetRows** to retrieve an entire table into an array if it is large.

Because **GetRows** returns all fields of the **Recordset** into the array, including Memo and Long Binary fields, you might want to use a query that restricts the fields returned.

After you call **GetRows**, the current record is positioned at the next unread row. That is, **GetRows** has the same effect on the current record as **Move** *numrows*.

If you are trying to retrieve all the rows by using multiple GetRows calls,

use the EOF property to be sure that you're at the end of the **Recordset**. **GetRows** returns less than the number requested if it's at the end of the **Recordset**, or if it can't retrieve a row in the range requested. For example, if you're trying to retrieve 10 records, but you can't retrieve the fifth record, **GetRows** returns four records and makes the fifth record the current record. This will not generate a <u>run-time error</u>. This might occur if another user deletes a record in a dynaset-type **Recordset**. See the example for a demonstration of how to handle this.

## **Idle Method**

Suspends data processing, enabling the <u>Microsoft Jet database engine</u> to complete any pending tasks, such as memory optimization or <u>page</u> timeouts (<u>Microsoft Jet workspaces</u> only).

#### Syntax

#### DBEngine.Idle [dbRefreshCache]

#### Remarks

The **Idle** method allows the Microsoft Jet database engine to perform background tasks that may not be up-to-date because of intense data processing. This is often true in multiuser, multitasking environments that don't have enough background processing time to keep all records in a <u>Recordset</u> current.

Usually, read locks are removed and data in local dynaset-type **Recordset** objects are updated only when no other actions (including mouse movements) occur. If you periodically use the **Idle** method, Microsoft Jet can catch up on background processing tasks by releasing unneeded read locks. Specifying the optional **dbRefreshCache** argument refreshes memory with only the most current data from the .mdb file. The **dbForceOSFlush** argument forces pending writes to .mdb files as part of the CommitTrans method.

You don't need to use this method in single-user environments unless multiple instances of an application are running. The **Idle** method may increase performance in a multiuser environment because it forces the database engine to write data to disk, releasing locks on memory.

**Note** You can also release read locks by making operations part of a <u>transaction</u>.

## **MakeReplica Method**

Makes a new <u>replica</u> from another database replica (<u>Microsoft Jet</u> <u>workspaces</u> only).

#### Syntax

#### database.MakeReplica replica, description, options

The **MakeReplica** method syntax has the following parts.

Part	Description	
database	An <u>object variable</u> that represents an existing <u>Database</u> that is a replica.	
replica	A <u>String</u> that is the path and file name of the new replica. If <i>replica</i> is an existing file name, then an error occurs.	
description	A <b>String</b> that describes the replica that you are creating.	
options	Optional. A constant or combination of constants that specifies characteristics of the replica you are creating, as specified in Settings.	

#### Settings

You can use one or more of the following constants in the options

argument.

Constant	Description	
dbRepMakePartial	Creates a <u>partial replica</u> .	
dbRepMakeReadOnly	Prevents users from modifying the replicable objects of the new replica; however, when you synchronize the new replica with another member of the <u>replica set</u> , design and data changes will be propagated to the new replica.	

#### Remarks

A newly created partial replica will have all <u>ReplicaFilter</u> properties set to **False**, meaning that no data will be in the tables.

## **Move Method**

Moves the position of the <u>current record</u> in a <u>Recordset</u> object.

#### Syntax

recordset. Move rows, start

The **Move** method syntax has these parts.

Part	Description	
recordset	An <u>object variable</u> that represents the <b>Recordset</b> object whose	
	current record position is being moved.	
rows	A signed Long value specifying the number of rows the position will move. If <i>rows</i> is greater than 0, the position is moved forwar (toward the end of the file). If <i>rows</i> is less than 0, the position is moved backward (toward the beginning of the file).	
startbookmark	Optional. A <u>Variant</u> ( <u>String</u> subtype) value identifying a <u>bookmark</u> If you specify <i>startbookmark</i> , the move begins relative to this bookmark. Otherwise, <b>Move</b> begins from the current record.	

#### Remarks

If you use Move to position the current record pointer before the first

record, the current record pointer moves to the beginning of the file. If the **Recordset** contains no records and its <u>BOF</u> property is **True**, using this method to move backward causes an error.

If you use **Move** to position the current record pointer after the last record, the current record pointer position moves to the end of the file. If the **Recordset** contains no records and its <u>EOF</u> property is **True**, then using this method to move forward causes an error.

If either the **BOF** or **EOF** property is **True** and you attempt to use the **Move** method without a valid bookmark, a run-time error occurs.

#### Notes

- When you use **Move** on a <u>forward-only-type</u> **Recordset** object, the *rows* argument must be a positive integer and bookmarks aren't allowed. This means you can only move forward.
- To make the first, last, next, or previous record in a **Recordset** the current record, use either the <u>MoveFirst, MoveLast, MoveNext</u>, <u>or MovePrevious</u> method.
- Using **Move** with *rows* equal to 0 is an easy way to retrieve the underlying data for the current record. This is useful if you want to make sure that the current record has the most recent data from the base tables. It will also cancel any pending <u>Edit</u> or <u>AddNew</u> calls.

# MoveFirst, MoveLast, MoveNext, MovePrevious Methods

Move to the first, last, next, or previous record in a specified <u>Recordset</u> object and make that record the <u>current record</u>.

#### Syntax

## recordset.{MoveFirst | MoveLast [dbRunAsync] | MoveNext | MovePrevious}

The *recordset* placeholder is an <u>object variable</u> that represents an open **Recordset** object.

#### Remarks

Use the **Move** methods to move from record to record without applying a condition.

**Caution** If you edit the current record, be sure you use the <u>Update</u> method to save the changes before you move to another record. If you move to another record without updating, your changes are lost without warning.

When you open a **Recordset**, the first record is current and the **BOF** property is **False**. If the **Recordset** contains no records, the **BOF** property is **True**, and there is no current record.

If the first or last record is already current when you use **MoveFirst** or **MoveLast**, the current record doesn't change.

If you use **MovePrevious** when the first record is current, the **BOF** property is **True**, and there is no current record. If you use **MovePrevious** again, an error occurs, and **BOF** remains **True**.

If you use **MoveNext** when the last record is current, the **EOF** property is **True**, and there is no current record. If you use **MoveNext** again, an error occurs, and **EOF** remains **True**.

If *recordset* refers to a table-type **Recordset** (Microsoft Jet workspaces only), movement follows the <u>current index</u>. You can set the current index by using the <u>Index</u> property. If you don't set the current index, the order of returned records is undefined.

**Important** You can use the **MoveLast** method to fully populate a dynaset- or snapshot-type **Recordset** to provide the current number of records in the **Recordset**. However, if you use **MoveLast** in this way, you can slow down your application's performance. You should only use **MoveLast** to get a record count if it is absolutely necessary to obtain an accurate record count on a newly opened **Recordset**. If you use the **dbRunAsync** constant with **MoveLast**, the method call is asynchronous. You can use the **StillExecuting** property to determine when the **Recordset** is fully populated, and you can use the **Cancel** method to terminate execution of the asynchronous **MoveLast** method call.

You can't use the **MoveFirst**, **MoveLast**, and **MovePrevious** methods on a <u>forward-only-type</u> **Recordset** object.

To move the position of the current record in a **Recordset** object a specific number of records forward or backward, use the <u>Move</u> method.

## **NewPassword Method**

Changes the password of an existing <u>user account</u> or <u>Microsoft Jet</u> <u>database</u> (<u>Microsoft Jet workspaces</u> only).

**Note** Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.

#### Syntax

object.NewPassword oldpassword, newpassword

The **NewPassword** method syntax has these parts.

Part	Description
	An <u>object variable</u> that represents the <u>User</u> object or a Microsoft
object	Jet 3.x <u>Database</u> object whose <u>Password</u> property you want to
	change.
	A <u>String</u> that is the current setting of the <b>Password</b> property of the
oldpassword	User or Jet 3.x Database object.
	A <b>String</b> that is the new setting of the <b>Password</b> property of the
	<b>User</b> or Jet 3. <i>x</i> <b>Database</b> object.

newpassword	<b>Note</b> Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak
	password: House27. Use a strong password that you can remember so that you don't have to write it down.

#### Remarks

The *oldpassword* and *newpassword* strings can be up to 14 characters long and can include any characters except the <u>ASCII</u> character 0 (null). To clear the password, use a zero-length string ("") for *newpassword*.

Passwords are <u>case-sensitive</u>.

If *object* refers to a **User** object that is not yet appended to a **Users** collection, an error occurs. To set a new password, you must either log on as the user whose account you're changing, or you must be a member of the Admins group. The **Password** property of a **User** object is write-only — users can't read the current value.

If *object* refers to a Microsoft Jet version 3.0 or later **Database** object, this method offers some security by means of password protection. When you create or open a Microsoft Jet 3.x .mdb file, part of the <u>Connect</u> <u>connection string</u> can describe the password.

If a database has no password, Microsoft Jet will automatically create one by passing a zero-length string ("") for the old password.

**Caution** If you lose your password, you can never open the database again.

## **NextRecordset Method**

Gets the next set of records, if any, returned by a multi-part select query in an <u>OpenRecordset</u> call, and returns a <u>Boolean</u> value indicating whether one or more additional records are pending (<u>ODBCDirect</u> <u>workspaces</u> only).

#### Syntax

boolean = recordset.NextRecordset

The NextRecordset method syntax has these parts:

Part	Description
boolean	A <b>Boolean</b> variable. <b>True</b> indicates the next set of records is available in <i>recordset</i> ; <b>False</b> indicates that no more records are pending and <i>recordset</i> is now empty.
recordset	An existing <b>Recordset</b> variable to which you want to return pending records.

#### Remarks

In an ODBCDirect workspace, you can open a Recordset containing

more than one <u>select query</u> in the **source** argument of **OpenRecordset**, or the <u>SQL</u> property of a select query <u>QueryDef</u> object, as in the following example.

```
SELECT LastName, FirstName FROM Authors
WHERE LastName = 'Smith';
SELECT Title, ISBN FROM Titles
WHERE Pub ID = 9999
```

The returned **Recordset** will open with the results of the first query. To obtain the result sets of records from subsequent queries, use the **NextRecordset** method.

If more records are available (that is, there was another select query in the **OpenRecordset** call or in the **SQL** property), the records returned from the next query will be loaded into the **Recordset**, and **NextRecordset** will return **True**, indicating that the records are available. When no more records are available (that is, results of the last select query have been loaded into the **Recordset**), then **NextRecordset** will return **False**, and the **Recordset** will be empty.

You can also use the <u>Cancel</u> method to flush the contents of a **Recordset**. However, **Cancel** also flushes any additional records not yet loaded.

## **OpenConnection Method**

Opens a <u>Connection</u> object on an <u>ODBC data source</u> (<u>ODBCDirect</u> <u>workspaces</u> only).

#### Syntax

**Set** connection = workspace.**OpenConnection (**name, options, readonly, connect**)** 

The **OpenConnection** method syntax has these parts.

Part	Description
connection	A <b>Connection</b> <u>object variable to which the</u>
	new connection will be assigned.
	Optional. A variable of a <u>Workspace</u> object
workspace	data type that references the existing
workspuce	Workspace object that will contain the new
	connection.
name	A <u>string expression</u> . See the discussion
nume	under Remarks.
	Optional. A <u>Variant</u> that sets various options
	for the connection, as specified in Settings.
options	Based on this value, the ODBC driver

	manager prompts the user for connection
	information such as data source name
	(DSN), user name, and password.
	Optional. A <u>Boolean</u> value that is <b>True</b> if the
readonly	connection is to be opened for read-only
	access and <b>False</b> if the connection is to be
	opened for read/write access (default).
	Optional. An ODBC connect string. See the
	<u>Connect</u> property for the specific elements
connect	and syntax of this string. A prepended
	"ODBC;" is required. If <i>connect</i> is omitted,
	the UID and/or PWD will be taken from the
	<u>UserName</u> and <u>Password</u> properties of the
	Workspace.

#### Settings

The *options* argument determines if and when to prompt the user to establish the connection, and whether or not to open the connection asynchronously. You can use one of the following constants.

Constant	Description
dbDriverNoPrompt	The <u>ODBC Driver Manager</u> uses the <u>connection</u> <u>string</u> provided in <i>dbname</i> and <i>connect</i> . If you don't provide sufficient information, a run-time error occurs.
dbDriverPrompt	The ODBC Driver Manager displays the <b>ODBC</b> <b>Data Sources</b> dialog box, which displays any relevant information supplied in <i>dbname</i> or <i>connect</i> . The connection string is made up of the DSN that the user selects via the dialog boxes, or, if the user doesn't specify a DSN, the default DSN is used.
dbDriverComplete	Default. If the <i>connect</i> argument includes all the necessary information to complete a connection, the ODBC Driver Manager uses the string in <i>connect</i> . Otherwise it behaves as it does when you specify <b>dbDriverPrompt</b> .
dbDriverCompleteRequired	This option behaves like <b>dbDriverComplete</b> except the <u>ODBC driver</u> disables the prompts for any information not required to complete the

_	connection.
	Execute the method asynchronously. This
dbRunAsync	constant may be used with any of the other
	options constants.

#### Remarks

Use the **OpenConnection** method to establish a connection to an ODBC data source from an ODBCDirect workspace. The **OpenConnection** method is similar but not equivalent to **OpenDatabase**. The main difference is that **OpenConnection** is available only in an ODBCDirect workspace.

If you specify a registered ODBC data source name (DSN) in the *connect* argument, then the *name* argument can be any valid string, and will also provide the **Name** property for the **Connection** object. If a valid DSN is not included in the *connect* argument, then *name* must refer to a valid ODBC DSN, which will also be the **Name** property. If neither *name* nor *connect* contains a valid DSN, the ODBC driver manager can be set (via the *options* argument) to prompt the user for the required connection information. The DSN supplied through the prompt then provides the **Name** property.

**OpenConnection** returns a **Connection** object which contains information about the connection. The **Connection** object is similar to a <u>Database</u> object. The principal difference is that a **Database** object usually represents a database, although it can be used to represent a connection to an ODBC data source from a <u>Microsoft Jet workspace</u>.

## **OpenDatabase Method**

Opens a specified database in a <u>Workspace</u> object and returns a reference to the <u>Database</u> object that represents it.

#### Syntax

**Set** database = workspace.**OpenDatabase** (dbname, options, read-only, connect)

Part	Description
database	An <u>object variable</u> that represents the <b>Database</b> object that you
	want to open.
workspace	Optional. An object variable that represents the existing
	Workspace object that will contain the database. If you don't
	include a value for <i>workspace</i> , <b>OpenDatabase</b> uses the default
	workspace.
dbname	A <u>String</u> that is the name of an existing <u>Microsoft Jet database</u> file,
	or the data source name (DSN) of an <u>ODBC data source</u> . See the
	Name property for more information about setting this value.
options	Optional. A <u>Variant</u> that sets various options for the database, as
	specified in Settings.

The **OpenDatabase** method syntax has these parts.

read-only	Optional. A <b>Variant</b> ( <u>Boolean</u> subtype) value that is <b>True</b> if you
	want to open the database with read-only access, or <b>False</b> (default)
	if you want to open the database with read/write access.
connect	Optional. A Variant (String subtype) that specifies various
	connection information, including passwords.

#### Settings

For <u>Microsoft Jet workspaces</u>, you can use the following values for the *options* argument.

Setting	Description
True	Opens the database in <u>exclusive</u> mode.
False	(Default) Opens the database in shared mode.

For <u>ODBCDirect workspaces</u>, the *options* argument determines if and when to prompt the user to establish the connection. You can use one of the following constants.

Constant	Description
dbDriverNoPrompt	The ODBC Driver Manager uses the connection string provided in <i>dbname</i> and <i>connect</i> . If you don't provide sufficient information, a run-time error occurs.
dbDriverPrompt	The ODBC Driver Manager displays the <b>ODBC</b> <b>Data Sources</b> dialog box, which displays any relevant information supplied in <i>dbname</i> or <i>connect</i> . The connection string is made up of the DSN that the user selects via the dialog boxes, or, if the user doesn't specify a DSN, the default DSN is used.
dbDriverComplete	(Default) If the <i>connect</i> and <i>dbname</i> arguments include all the necessary information to complete a connection, the ODBC Driver Manager uses the string in <i>connect</i> . Otherwise it behaves as it does when you specify <b>dbDriverPrompt</b> .
	This option behaves like <b>dbDriverComplete</b>

#### Remarks

When you open a database, it is automatically added to the **Databases** collection. Further, in an <u>ODBCDirect workspace</u>, the <u>Connection</u> object corresponding to the new **Database** object is also created and appended to the **Connections** collection of the same **Workspace** object.

Some considerations apply when you use *dbname*:

- If it refers to a database that is already open for <u>exclusive</u> access by another user, an error occurs.
- If it doesn't refer to an existing database or valid ODBC data source name, an error occurs.
- If it's a <u>zero-length string</u> ("") and *connect* is "**ODBC**; ", a dialog box listing all registered ODBC data source names is displayed so the user can select a database.
- If you're opening a database through an <u>ODBCDirect workspace</u> and you provide the DSN in *connect*, you can set *dbname* to a string of your choice that you can use to reference this database in subsequent code.

The *connect* argument is expressed in two parts: the database type, followed by a semicolon (;) and the optional arguments. You must first provide the database type, such as "ODBC;" or "FoxPro 2.5;". The optional arguments follow in no particular order, separated by semicolons. One of the parameters may be the password (if one is

assigned). For example:

### "FoxPro 2.5; pwd=mypassword"

Using the <u>NewPassword</u> method on a **Database** object other than an ODBCDirect database changes the password parameter that appears in the "; pwd=..." part of this argument. You must supply the *options* and *read-only* arguments to supply a source string. See the <u>Connect</u> property for syntax.

To close a database, and thus remove the **Database** object from the **Databases** collection, use the <u>Close</u> method on the object.

**Note** When you access a <u>Microsoft Jet-connected ODBC data</u> <u>source</u>, you can improve your application's performance by opening a **Database** object connected to the ODBC data source, rather than by <u>linking</u> individual <u>TableDef</u> objects to specific tables in the ODBC data source.

## **OpenRecordset Method**

Creates a new <u>Recordset</u> object and appends it to the **Recordsets** collection.

#### Syntax

For <u>Connection</u> and <u>Database</u> objects:

Set recordset = object.OpenRecordset (source, type, options, lockedits)

For <u>QueryDef</u>, <u>Recordset</u>, and <u>TableDef</u> objects:

**Set** recordset = object.**OpenRecordset (**type, options, lockedits)

The **OpenRecordset** method syntax has these parts.

Part	Description
recordset	An <u>object variable</u> that represents the <b>Recordset</b> object you want
	to open.
object	An object variable that represents an existing object from which
	you want to create the new <b>Recordset</b> .
A <u>String</u> specifying the source of the records for the new	
	<b>Recordset</b> . The source can be a table name, a query name, or an

source	<u>SQL statement</u> that returns records. For table-type <b>Recordset</b> objects in <u>Microsoft Jet databases</u> , the source can only be a table name.	
type	Optional. A constant that indicates the type of <b>Recordset</b> to open, as specified in Settings.	
options	Optional. A combination of constants that specify characteristics of the new <b>Recordset</b> , as listed in Settings.	
lockedits	Optional. A constant that determines the locking for the <b>Recordset</b> , as specified in Settings.	

#### Settings

You can use one of the following constants for the *type* argument.

Constant	Description	
dbOpenTable	Opens a table-type <b>Recordset</b> object ( <u>Microsoft</u> <u>Jet workspaces</u> only).	
dbOpenDynamic	Opens a dynamic-type <b>Recordset</b> object, which is similar to an <u>ODBC dynamic cursor</u> . ( <u>ODBCDirect workspaces</u> only)	
dbOpenDynaset	Opens a dynaset-type <b>Recordset</b> object, which is similar to an ODBC keyset cursor.	
dbOpenSnapshot	Opens a snapshot-type <b>Recordset</b> object, which is similar to an ODBC <u>static cursor</u> .	
dbOpenForwardOnly	Opens a forward-only-type <b>Recordset</b> object.	

Note If you open a **Recordset** in a Microsoft Jet workspace and you don't specify a type, **OpenRecordset** creates a table-type **Recordset**, if possible. If you specify a <u>linked table</u> or query, **OpenRecordset** creates a dynaset-type **Recordset**. In an ODBCDirect workspace, the default setting is **dbOpenForwardOnly**.

You can use a combination of the following constants for the *options* argument.

Constant	Description
	Allows users to append new records to the
dbAppendOnly	Recordset, but prevents them from editing or
uoAppendOmy	deleting existing records (Microsoft Jet dynaset-type

	<b>Recordset</b> only).
dbSQLPassThrough	Passes an <u>SQL statement</u> to a <u>Microsoft Jet-</u> <u>connected ODBC data source</u> for processing (Microsoft Jet snapshot-type <b>Recordset</b> only).
dbSeeChanges	Generates a <u>run-time error</u> if one user is changing data that another user is editing (Microsoft Jet dynaset-type <b>Recordset</b> only). This is useful in applications where multiple users have simultaneous read/write access to the same data.
dbDenyWrite	Prevents other users from modifying or adding records (Microsoft Jet <b>Recordset</b> objects only).
dbDenyRead	Prevents other users from reading data in a table (Microsoft Jet table-type <b>Recordset</b> only).
dbForwardOnly	Creates a forward-only <b>Recordset</b> (Microsoft Jet snapshot-type <b>Recordset</b> only). It is provided only for backward compatibility, and you should use the <b>dbOpenForwardOnly</b> constant in the <i>type</i> argument instead of using this option.
dbReadOnly	Prevents users from making changes to the <b>Recordset</b> (Microsoft Jet only). The <b>dbReadOnly</b> constant in the <i>lockedits</i> argument replaces this option, which is provided only for backward compatibility.
dbRunAsync	Runs an <u>asynchronous query</u> (ODBCDirect workspaces only).
dbExecDirect	Runs a query by skipping <b>SQLPrepare</b> and directly calling <b>SQLExecDirect</b> (ODBCDirect workspaces only). Use this option only when you're not opening a <b>Recordset</b> based on a <u>parameter query</u> . For more information, see the "Microsoft ODBC 3.0 Programmer's Reference."
dbInconsistent	Allows <u>inconsistent</u> updates (Microsoft Jet dynaset- type and snapshot-type <b>Recordset</b> objects only).
dbConsistent	Allows only <u>consistent</u> updates (Microsoft Jet dynaset-type and snapshot-type <b>Recordset</b> objects only).

**Note** The constants **dbConsistent** and **dbInconsistent** are mutually exclusive, and using both causes an error. Supplying a *lockedits* 

argument when *options* uses the **dbReadOnly** constant also causes an error.

You can use the following constants for the *lockedits* argument.

Constant	Description
dbReadOnly	Prevents users from making changes to the <b>Recordset</b> (default for ODBCDirect workspaces). You can use <b>dbReadOnly</b> in either the <i>options</i> argument or the <i>lockedits</i> argument, but not both. If you use it for both arguments, a run-time error occurs.
dbPessimistic	Uses pessimistic locking to determine how changes are made to the <b>Recordset</b> in a multiuser environment. The <u>page</u> containing the record you're editing is locked as soon as you use the <u>Edit</u> method (default for Microsoft Jet workspaces).
dbOptimistic	Uses <u>optimistic</u> locking to determine how changes are made to the <b>Recordset</b> in a multiuser environment. The page containing the record is not locked until the <u>Update</u> method is executed.
dbOptimisticValue	Uses optimistic concurrency based on row values (ODBCDirect workspaces only).
dbOptimisticBatch	Enables <u>batch optimistic updating</u> (ODBCDirect workspaces only).

#### Remarks

In a Microsoft Jet workspace, if *object* refers to a **QueryDef** object, or a dynaset- or snapshot-type **Recordset**, or if *source* refers to an SQL statement or a **TableDef** that represents a <u>linked table</u>, you can't use **dbOpenTable** for the *type* argument; if you do, a run-time error occurs. If you want to use an SQL pass-through query on a linked table in a <u>Microsoft Jet-connected ODBC data source</u>, you must first set the **Connect** property of the linked table's database to a valid ODBC connection string. If you only need to make a single pass through a **Recordset** opened from a Microsoft Jet-connected ODBC data source, you can improve performance by using **dbOpenForwardOnly** for the

type argument.

If *object* refers to a dynaset- or snapshot-type **Recordset**, the new **Recordset** is of the same type *object*. If *object* refers to a table-type **Recordset** object, the type of the new object is a dynaset-type **Recordset**. You can't open new **Recordset objects** from forward-only–type or <u>ODBCDirect</u> **Recordset** objects.

In an ODBCDirect workspace, you can open a **Recordset** containing more than one <u>select query</u> in the *source* argument, such as

```
"SELECT LastName, FirstName FROM Authors
WHERE LastName = 'Smith';
SELECT Title, ISBN FROM Titles
WHERE ISBN Like '1-55615-*'"
```

The returned **Recordset** will open with the results of the first query. To obtain the result sets of records from subsequent queries, use the <u>NextRecordset</u> method.

**Note** You can send DAO queries to a variety of different database servers with ODBCDirect, and different servers will recognize slightly different dialects of SQL. Therefore, context-sensitive Help is no longer provided for Microsoft Jet SQL, although online Help for Microsoft Jet SQL is still included through the Help menu. Be sure to check the appropriate reference documentation for the SQL dialect of your database server when using either ODBCDirect connections or pass-through queries in Microsoft Jet-connected client/server applications.

Use the **dbSeeChanges** constant in a Microsoft Jet workspace if you want to trap changes while two or more users are editing or deleting the same record. For example, if two users start editing the same record, the first user to execute the **Update** method succeeds. When the second user invokes the **Update** method, a run-time error occurs. Similarly, if the second user tries to use the **Delete** method to delete the record, and the first user has already changed it, a run-time error occurs.

Typically, if the user gets this error while updating a record, your code should refresh the contents of the fields and retrieve the newly modified values. If the error occurs while deleting a record, your code could display the new record data to the user and a message indicating that the data has recently changed. At this point, your code can request a confirmation that the user still wants to delete the record.

You should also use the **dbSeeChanges** constant if you open a **Recordset** in a Microsoft Jet-connected ODBC workspace against a Microsoft SQL Server 6.0 (or later) table that has an IDENTITY column, otherwise an error may result.

In an ODBCDirect workspace, you can execute asynchronous queries by setting the **dbRunAsync** constant in the *options* argument. This allows your application to continue processing other statements while the query runs in the background. But, you cannot access the **Recordset** data until the query has completed. To determine whether the query has finished executing, check the <u>StillExecuting</u> property of the new **Recordset**. If the query takes longer to complete than you anticipated, you can terminate execution of the query with the <u>Cancel</u> method.

Opening more than one **Recordset** on an ODBC data source may fail because the connection is busy with a prior **OpenRecordset** call. One way around this is to use a <u>server-side cursor</u> and ODBCDirect, if the server supports this. Another solution is to fully populate the **Recordset** by using the **MoveLast** method as soon as the **Recordset** is opened.

If you open a **Connection** object with **DefaultCursorDriver** set to **dbUseClientBatchCursor**, you can open a **Recordset** to cache changes to the data (known as <u>batch updating</u>) in an <u>ODBCDirect</u> workspace. Include **dbOptimisticBatch** in the *lockedits* argument to enable update caching. See the <u>Update</u> method topic for details about how to write changes to disk immediately, or to cache changes and write them to disk as a batch.

Closing a **Recordset** with the <u>Close</u> method automatically deletes it from the **Recordsets** collection.

**Note** If *source* refers to an SQL statement composed of a string concatenated with a non-integer value, and the system parameters specify a non-U.S. decimal character such as a comma (for example, strSQL = "PRICE > " & lngPrice, and lngPrice = 125,50), an error occurs when you try to open the **Recordset**. This is because during concatenation, the number will be converted to a string using your system's default decimal character, and SQL only accepts U.S. decimal characters.

## **PopulatePartial Method**

Synchronizes any changes in a partial replica with the full replica, clears all records in the partial replica, and then repopulates the <u>partial replica</u> based on the current replica filters. (<u>Microsoft Jet databases</u> only.)

#### Syntax

database.PopulatePartial dbname

The **PopulatePartial** method syntax has the following parts.

Part	Description
database	An <u>object variable</u> that references the partial replica <b>Database</b> object that you want to populate.
dbname	A <u>string</u> specifying the path and name of the full replica from which to populate records.

#### Remarks

When you synchronize a partial replica with a full replica, it is possible to create "orphaned" records in the partial replica. For example, suppose you have a Customers table with its <u>ReplicaFilter</u> set to "Region =

'CA'". If a user changes a customer's region from CA to NY in the partial replica, and then a synchronization occurs via the <u>Synchronize</u> method, the change is propagated to the full replica but the record containing NY in the partial replica is orphaned because it now doesn't meet the replica filter criteria.

To solve the problem of orphaned records, you can use the **PopulatePartial** method. The **PopulatePartial** method is similar to the **Synchronize** method, but it synchronizes any changes with the full replica, removes all records in the partial replica, and then repopulates the partial replica based on the current replica filters. Even if your replica filters have not changed, **PopulatePartial** will always clear all records in the partial replica and repopulate it based on the current filters.

Generally, you should use the **PopulatePartial** method when you create a partial replica and whenever you change your replica filters. If your application changes replica filters, you should follow these steps:

- 1. Synchronize your full replica with the partial replica in which the filters are being changed.
- 2. Use the **ReplicaFilter** and <u>PartialReplica</u> properties to make the desired changes to the replica filter.
- 3. Call the **PopulatePartial** method to remove all records from the partial replica and transfer all records from the full replica that meet the new replica filter criteria.

If a replica filter has changed, and the **Synchronize** method is invoked without first invoking **PopulatePartial**, a trappable error occurs.

The **PopulatePartial** method can only be invoked on a partial replica that has been opened for exclusive access. Furthermore, you can't call the **PopulatePartial** method from code running within the partial replica itself. Instead, open the partial replica exclusively from the full replica or another database, then call **PopulatePartial**.

**Note** Although **PopulatePartial** performs a one-way synchronization before clearing and repopulating the partial replica, it is still a good idea to call **Synchronize** before calling **PopulatePartial**. This is because if the call to **Synchronize** fails, a trappable error occurs. You can use this error to decide whether or not to proceed with the **PopulatePartial** method (which removes all records in the partial replica). If **PopulatePartial** is called by itself and an error occurs while records are being synchronized, records in the partial replica will still be cleared, which may not be the desired result.

## **Refresh Method**

Updates the objects in a <u>collection</u> to reflect the current database's schema.

#### Syntax

#### collection.Refresh

The *collection* placeholder is an <u>object variable</u> that represents a <u>persistent</u> collection.

#### Remarks

You can't use the **Refresh** method with collections that aren't persistent, such as <u>Connections</u>, <u>Databases</u>, <u>Recordsets</u>, <u>Workspaces</u>, or the <u>QueryDefs</u> collection of a <u>Connection</u> object.

To determine the position that the <u>Microsoft Jet database engine</u> uses for <u>Field</u> objects in the <u>Fields</u> collection of a <u>QueryDef</u>, <u>Recordset</u>, or <u>TableDef</u> object, use the <u>OrdinalPosition</u> property of each **Field** object. Changing the **OrdinalPosition** property of a **Field** object may not change the order of the **Field** objects in the collection until you use the **Refresh**  method.

Use the **Refresh** method in multiuser environments in which other users may change the database. You may also need to use it on any collections that are indirectly affected by changes to the database. For example, if you change a <u>Users</u> collection, you may need to refresh a <u>Groups</u> collection before using the **Groups** collection.

A collection is filled with objects the first time it's referred to and won't automatically reflect subsequent changes other users make. If it's likely that another user has changed a collection, use the **Refresh** method on the collection immediately before carrying out any task in your application that assumes the presence or absence of a particular object in the collection. This will ensure that the collection is as up-to-date as possible. On the other hand, using **Refresh** can unnecessarily slow performance.

## **RefreshLink Method**

Updates the connection information for a <u>linked table</u> (<u>Microsoft Jet</u> <u>workspaces</u> only).

### Syntax

### tabledef.RefreshLink

The *tabledef* placeholder specifies the <u>TableDef</u> object representing the linked table whose connection information you want to update.

### Remarks

To change the connection information for a linked table, reset the <u>Connect</u> property of the corresponding **TableDef** object and then use the **RefreshLink** method to update the information. Using **RefreshLink** method doesn't change the linked table's properties and <u>Relation</u> objects.

For this connection information to exist in all collections associated with the **TableDef** object that represents the linked table, you must use the <u>Refresh</u> method on each collection.

## **RegisterDatabase Method**

Enters connection information for an <u>ODBC data source</u> in the Windows Registry. The <u>ODBC driver</u> needs connection information when the ODBC data source is opened during a <u>session</u>.

### Syntax

### DBEngine.RegisterDatabase dbname, driver, silent, attributes

The **RegisterDatabase** method syntax has these parts.

Part	Description	
	A <u>String</u> that is the name used in the <u>OpenDatabase</u> method. It	
dbname	refers to a block of descriptive information about the data source.	
ubhume	For example, if the data source is an <u>ODBC</u> remote database, it	
	could be the name of the server.	
	A <u>String</u> that is the name of the <u>ODBC driver</u> . This isn't the name	
driver	of the ODBC driver <u>DLL</u> file. For example, SQL Server is a driver	
	name, but SQLSRVR.dll is the name of a DLL file. You must have	
	ODBC and the appropriate driver already installed.	
	A <u>Boolean</u> that is <b>True</b> if you don't want to display the ODBC	
	driver dialog boxes that prompt for driver-specific information; or	
silent	False if you want to display the ODBC driver dialog boxes. If	

	silent is <b>True</b> , attributes must contain all the necessary driver-	
	specific information or the dialog boxes are displayed anyway.	
attributes	A <u>String</u> that is a list of keywords to be added to the Windows	
	Registry. The keywords are in a carriage-return–delimited string.	

### Remarks

If the database is already registered (connection information is already entered) in the Windows Registry when you use the **RegisterDatabase** method, the connection information is updated.

If the **RegisterDatabase** method fails for any reason, no changes are made to the Windows Registry, and an error occurs.

For more information about ODBC drivers such as SQL Server, see the Help file provided with the driver.

You should use the **ODBC Data Sources** dialog box in the Control Panel to add new data sources, or to make changes to existing entries. However, if you use the **RegisterDatabase** method, you should set the *silent* option to **True**.

## **RepairDatabase Method**

**Note** The **RepairDatabase** function is no longer available. Use the <u>CompactDatabase</u> method instead.

Attempts to repair a corrupted <u>Microsoft Jet database</u> (<u>Microsoft Jet</u> <u>databases</u> only).

### Syntax

### DBEngine.RepairDatabase dbname

The *dbname* argument is a <u>String</u> that is the path and file name for an existing Microsoft Jet database file. If you omit the path, only the current directory is searched. If your system supports the uniform naming convention (UNC), you can also specify a network path, such as "\\serverl\sharel\dir1\db1.mdb".

### Remarks

You must close the database specified by *dbname* before you repair it. In a multiuser environment, other users can't have *dbname* open while you're repairing it. If *dbname* isn't closed or isn't available for <u>exclusive</u>

use, an error occurs.

This method attempts to repair a database that was marked as possibly corrupt by an incomplete write operation. This can occur if an application using the Microsoft Jet database engine is closed unexpectedly because of a power outage or computer hardware problem. The database won't be marked as possibly corrupt if you use the <u>Close</u> method or if you quit your application in a usual way.

The **RepairDatabase** method also attempts to validate all system tables and all indexes. Any data that can't be repaired is discarded. If the database can't be repaired, a run-time error occurs.

When you attempt to open or compact a corrupted database, a run-time error usually occurs. In some situations, however, a corrupted database may not be detected, and no error occurs. It's a good idea to provide your users with a way to use the **RepairDatabase** method in your application if their database behaves unpredictably.

Some types of databases can become corrupted if a user ends an application without closing **Database** or **Recordset** objects and the Microsoft Jet database engine; Microsoft Windows doesn't have a chance to write data caches to disk. To avoid corrupt databases, establish procedures for closing applications and shutting down systems that ensure that all cached pages are saved to the database. In some cases, power supplies that can't be interrupted may be necessary to prevent accidental data loss during power fluctuations.

**Note** After repairing a database, it's also a good idea to compact it using the <u>CompactDatabase</u> method to defragment the file and to recover disk space.

## **Requery Method**

Updates the data in a <u>Recordset</u> object by re-executing the query on which the object is based.

### Syntax

### recordset.Requery newquerydef

The **Requery** method syntax has the following parts.

Part	Description	
	An <u>object variable</u> that represents an existing <u>Microsoft Jet</u>	
recordset	dynaset-, snapshot-, or forward-only–type <b>Recordset</b> object, or an	
	ODBCDirect Recordset object.	
newquerydef	Optional. A <u>Variant</u> that represents the <b>Name</b> property value of a	
	QueryDef object (Microsoft Jet workspaces only).	

### Remarks

Use this method to make sure that a **Recordset** contains the most recent data. This method re-populates the current **Recordset** by using either the current query parameters or (in a Microsoft Jet workspace) the new ones supplied by the *newquerydef* argument.

In an <u>ODBCDirect workspace</u>, if the original query was <u>asynchronous</u>, then **Requery** will also execute an asynchronous query.

If you don't specify a *newquerydef* argument, the **Recordset** is repopulated based on the same query definition and parameters used to originally populate the **Recordset**. Any changes to the underlying data will be reflected during this re-population. If you didn't use a **QueryDef** to create the **Recordset**, the **Recordset** is re-created from scratch.

If you specify the original **QueryDef** in the *newquerydef* argument, then the **Recordset** is requeried using the parameters specified by the **QueryDef**. Any changes to the underlying data will be reflected during this re-population. To reflect any changes to the query parameter values in the **Recordset**, you must supply the *newquerydef* argument.

If you specify a different **QueryDef** than what was originally used to create the **Recordset**, the **Recordset** is re-created from scratch.

When you use **Requery**, the first record in the **Recordset** becomes the <u>current record</u>.

You can't use the **Requery** method on dynaset- or snapshot-type **Recordset** objects whose <u>Restartable</u> property is set to **False**. However, if you supply the optional *newquerydef* argument, the **Restartable** property is ignored.

If both the <u>BOF</u> and <u>EOF</u> property settings of the **Recordset** object are **True** after you use the **Requery** method, the query didn't return any records and the **Recordset** contains no data.

## **Seek Method**

Locates the record in an indexed table-type <u>Recordset</u> object that satisfies the specified criteria for the <u>current index</u> and makes that record the <u>current record</u> (<u>Microsoft Jet workspaces</u> only).

### Syntax

recordset.Seek comparison, key1, key2...key13

The **Seek** method syntax has the following parts.

Part	Description	
recordset	An <u>object variable</u> that represents an existing table-type <b>Recordset</b> object that has a defined index as specified by the <b>Recordset</b> object's <u>Index</u> property.	
comparison	One of the following <u>string expressions</u> : <, <=, =, >=, or >.	
key1, key2key13	One or more values corresponding to fields in the <b>Recordset</b>	

### Remarks

You must set the current index with the Index property before you use

**Seek**. If the index identifies a nonunique key field, **Seek** locates the first record that satisfies the criteria.

The **Seek** method searches through the specified key fields and locates the first record that satisfies the criteria specified by *comparison* and *key1*. Once found, it makes that record current and sets the <u>NoMatch</u> property to **False**. If the **Seek** method fails to locate a match, the **NoMatch** property is set to **True**, and the current record is undefined.

If *comparison* is equal (=), greater than or equal (>=), or greater than (>), **Seek** starts at the beginning of the index and searches forward.

If *comparison* is less than (<) or less than or equal (<=), **Seek** starts at the end of the index and searches backward. However, if there are duplicate index entries at the end of the index, **Seek** starts at an arbitrary entry among the duplicates and then searches backward.

You must specify values for all fields defined in the index. If you use **Seek** with a multiple-column index, and you don't specify a comparison value for every field in the index, then you cannot use the equal (=) operator in the comparison. That's because some of the criteria fields (*key2*, *key3*, and so on) will default to Null, which will probably not match. Therefore, the equal operator will work correctly only if you have a record which is all **Null** except the key you're looking for. It's recommended that you use the greater than or equal (>=) operator instead.

The *key1* argument must be of the same <u>field data type</u> as the corresponding field in the current index. For example, if the current index refers to a number field (such as Employee ID), *key1* must be numeric. Similarly, if the current index refers to a Text field (such as Last Name), *key1* must be a string.

There doesn't have to be a current record when you use **Seek**.

You can use the <u>Indexes</u> collection to enumerate the existing indexes.

To locate a record in a dynaset- or snapshot-type **Recordset** that satisfies a specific condition that is not covered by existing indexes, use

the <u>Find</u> methods. To include all records, not just those that satisfy a specific condition, use the <u>Move</u> methods to move from record to record.

You can't use the **Seek** method on a <u>linked table</u> because you can't open linked tables as table-type **Recordset** objects. However, if you use the <u>OpenDatabase</u> method to directly open an <u>installable ISAM</u> (non-ODBC) database, you can use **Seek** on tables in that database.

In an <u>ODBCDirect workspace</u>, the **Find** and **Seek** methods are not available on any type of **Recordset** object, because executing a **Find** or **Seek** through an ODBC connection is not very efficient over the network. Instead, you should design the query (that is, using the *source* argument to the <u>OpenRecordset</u> method) with an appropriate WHERE clause that restricts the returned records to only those that meet the criteria you would otherwise use in a **Find** or **Seek**.

## **SetOption Method**

Temporarily overrides values for the <u>Microsoft Jet database engine</u> keys in the Windows Registry (<u>Microsoft Jet workspaces</u> only).

### Syntax

### DBEngine.SetOption parameter, newvalue

The **SetOption** method syntax has these parts.

Part	Description
parameter	A Long constant as described in Settings.
newvalue	A <u>Variant</u> value that you want to set <i>parameter</i> to.

### Settings

Each constant refers to the corresponding registry key in the path Jet\3.5\Engines\Jet 3.5\ (that is, **dbSharedAsyncDelay** corresponds to the key Jet\3.5\Engines\Jet 3.5\SharedAsyncDelay, and so on.).

Constant	Description
dbPageTimeout	The PageTimeout key

dbSharedAsyncDelay	The SharedAsyncDelay key	
dbExclusiveAsyncDelay	The ExclusiveAsyncDelay key	
dbLockRetry	The LockRetry key	
dbUserCommitSync The UserCommitSync key		
dbImplicitCommitSync	The ImplicitCommitSync key	
dbMaxBufferSize	The MaxBufferSize key	
dbMaxLocksPerFile	The MaxLocksPerFile key	
dbLockDelay	The LockDelay key	
dbRecycleLVs	The RecycleLVs key	
dbFlushTransactionTimeout The FlushTransactionTimeout key		

### Remarks

Use the **SetOption** method to override registry values at run-time. New values established with the **SetOption** method remain in effect until changed again by another **SetOption** call, or until the **DBEngine** object is closed.

For further details on what the registry keys do, and appropriate values to set them to, see <u>Initializing the Microsoft Jet 3.5 Database Engine</u>.

## **Synchronize Method**

Synchronizes two replicas. (Microsoft Jet databases only).

#### Syntax

database. Synchronize pathname, exchange

The **Synchronize** method syntax has the following parts.

Part	Description	
database	An <u>object variable</u> that represents a <b>Database</b> object that is a	
	<u>replica</u> .	
pathname	A <u>String</u> that contains the path to the target replica with which	
	database will be synchronized. The .mdb file name extension is	
	optional.	
exchange	Optional. A constant indicating which direction to synchronize	
	changes between the two databases, as specified in Settings.	

### Settings

You can use the following constants in the *exchange* argument. You can use one of the first three constants with or without the fourth constant.

Constant	Description	
dbRepExportChanges	Sends changes from <i>database</i> to <i>pathname</i> .	
dbRepImportChanges	Sends changes from <i>pathname</i> to <i>database</i> .	
dbRepImpExpChanges	(Default) Sends changes from <i>database</i> to <i>pathname</i> , and vice-versa, also known as bidirectional exchange.	
dbRepSyncInternet	Exchanges data between files connected by an <u>Internet</u> pathway.	

### Remarks

You use **Synchronize** to exchange data and design changes between two databases. Design changes always happen first. Both databases must be at the same design level before they can exchange data. For example, an exchange of type **dbRepExportChanges** might cause design changes at a replica even though data changes flow only from the *database* to *pathname*.

The replica identified in *pathname* must be part of the same <u>replica set</u>. If both replicas have the same **ReplicalD** property setting or are <u>Design</u> <u>Masters</u> for two different replica sets, the <u>synchronization</u> fails.

When you synchronize two replicas over the Internet, you must use the **dbRepSyncInternet** constant. In this case, you specify a Uniform Resource Locator (URL) address for the *pathname* argument instead of specifying a local area network path.

**Note** You can't synchronize <u>partial replicas</u> with other partial replicas. See the <u>PopulatePartial</u> method for more information.

Synchronization over the Internet requires the Replication Manager, which is only available in the Microsoft Office 97, Developer Edition.

## **Update Method**

Saves the contents of the <u>copy buffer</u> to an updatable <u>Recordset</u> object.

## Syntax

## recordset.Update (type, force )

The **Update** method syntax has the following parts.

Part	Description
recordset	An <u>object variable</u> that represents an open, updatable <b>Recordset</b>
recoruset	object.
tuno	Optional. A constant indicating the type of update, as specified in
type	Settings ( <u>ODBCDirect workspaces</u> only).
	Optional. A <u>Boolean</u> value indicating whether or not to force the
force	changes into the database, regardless of whether the underlying
	data has been changed by another user since the <u>AddNew</u> , <u>Delete</u> ,
	or <u>Edit</u> call. If <b>True</b> , the changes are forced and changes made by
	other users are simply overwritten. If <b>False</b> (default), changes
	made by another user while the update is pending will cause the
	update to fail for those changes that are in conflict. No error
	occurs, but the <u>BatchCollisionCount</u> and <u>BatchCollisions</u>
	properties will indicate the number of conflicts and the rows

## Settings

You can use the following values for the *type* argument. You can use the non-default values only if <u>batch updating</u> is enabled.

Constant	Description	
<b>dbUpdateRegular</b> Default. Pending changes aren't cached and ar to disk immediately.		
dbUpdateBatch	All pending changes in the update cache are written to disk.	
dbUpdateCurrentRecord	Only the current record's pending changes are written to disk.	

### Remarks

Use **Update** to save the <u>current record</u> and any changes you've made to it.

**Caution** Changes to the current record are lost if:

- You use the **Edit** or **AddNew** method, and then move to another record without first using **Update**.
- You use **Edit** or **AddNew**, and then use **Edit** or **AddNew** again without first using **Update**.
- You set the <u>Bookmark</u> property to another record.
- You close *recordset* without first using **Update**.
- You cancel the **Edit** operation by using <u>CancelUpdate</u>.

To edit a record, use the **Edit** method to copy the contents of the current record to the <u>copy buffer</u>. If you don't use **Edit** first, an error occurs when you use **Update** or attempt to change a field's value.

In an <u>ODBCDirect workspace</u>, you can do batch updates, provided the cursor library supports batch updates, and the **Recordset** was opened with the optimistic batch locking option.

In a Microsoft Jet workspace, when the **Recordset** object's **LockEdits** property setting is **True** (pessimistically locked) in a multiuser environment, the record remains locked from the time **Edit** is used until the **Update** method is executed or the edit is canceled. If the **LockEdits** property setting is **False** (optimistically locked), the record is locked and compared with the pre-edited record just before it is updated in the database. If the record has changed since you used the **Edit** method, the **Update** operation fails. Microsoft Jet-connected ODBC and installable ISAM databases always use optimistic locking. To continue the **Update** operation with your changes, use the **Update** method again. To revert to the record as the other user changed it, refresh the current record by using Move 0.

**Note** To add, edit, or delete a record, there must be a unique index on the record in the underlying data source. If not, a "Permission denied" error will occur on the **AddNew**, **Delete**, or **Edit** method call in a Microsoft Jet workspace, or an "Invalid argument" error will occur on the **Update** call in an ODBCDirect workspace.

## **DAO Properties by Object**

This reference groups all DAO properties by object or collection. To determine whether a particular property is available to Microsoft Jet or ODBC databases, check the Help topic for that property.

**Connection** 

**Parameter** 

**Container** 

**Property** 

**Database** 

## **DBEngine**

## <u>QueryDef</u>

**Document** 

## **Recordset**

Error

## **Relation**

**Field** 

TableDef

<u>Group</u>

<u>User</u>

<u>Index</u>

<u>Workspace</u>

## **DAO Properties for Microsoft Jet Workspaces**

This reference lists alphabetically all DAO properties available to Microsoft Jet workspaces.

# A-C

AbsolutePosition	
AllowZeroLength	<u>CacheStart</u>
· ·	Clustered
AllPermissions	<u>CollatingOrder</u>
<u>Attributes</u>	ConflictTable
BOF	
Bookmark	<u>Connect</u>
	<u>Container</u>
<u>Bookmarkable</u>	Count
<u>CacheSize</u>	

# D-H

<u>DataUpdatable</u>	
DateCreated	EOF
DaleClealeu	<u>FieldSize</u>
<u>DefaultUser</u>	
DefaultPassword	<u>Filter</u>
	<u>Foreign</u>
<u>DefaultValue</u>	ForeignName
Description	roreignivame
	<u>ForeignTable</u>
DesignMasterID	<u>HelpContext</u>
<b>DistinctCount</b>	
EditMode	<u>HelpFile</u>
Lutivioue	

# I-O

<u>IgnoreNulls</u>	T. 1 (77)
Index	<u>LoginTimeout</u>
Inherit	<u>LogMessages</u>
	MaxRecords
Inherited	<u>Name</u>
<u>IniPath</u>	NoMatch
<b>IsolateODBCTrans</b>	
KeepLocal	<u>Number</u>
LastModified	<u>ODBCTimeout</u>
LastUpdated	<u>OrdinalPosition</u>
	<u>Owner</u>
<u>LockEdits</u>	

## P-R

PartialReplicadaproPartialReplica>langrefRecordsAffected

Password	<u>Replicable</u>
PercentPosition	<b>ReplicableBool</b>
Permissions	<u>ReplicaFilter</u>
PID	<u>ReplicaID</u>
Primary	<u>Required</u>
QueryTimeout	<u>Restartable</u>
RecordCount	ReturnsRecords

# S-Z

<u>Size</u>	<u>Type</u>
<u>Sort</u>	<u>Unique</u>
<u>Source</u>	<u>Updatable</u>
SourceField	<u>UserName</u>
SourceTable	<u>V1xNullBehavior</u>
SourceTableName	ValidateOnSet
<u>SQL</u>	<u>ValidationRule</u>
<u>SystemDB</u>	ValidationText
Table	<u>Value</u>
Transactions	Version

## **DAO Properties for ODBCDirect Workspaces**

This reference lists alphabetically all DAO properties available to ODBCDirect workspaces.

# A-D

<u>AbsolutePosition</u>	<u>Connect</u>
<u>Attributes</u>	<u>Connection</u>
BatchCollisionCount Count	
<b>BatchCollisions</b>	<u>Database</u>
<u>BatchSize</u>	DataUpdatable
BOF	DefaultCursorDriver
<u>Bookmark</u>	<u>DefaultType</u>
<u>Bookmarkable</u>	Description
<u>CacheSize</u>	Direction

# E-Q

<u>EditMode</u>	<u>MaxRecordsdaproMaxRecords&gt;langref</u>
EOF	Name
<u>FieldSize</u>	Number
<u>HelpContext</u>	<u>ODBCTimeout</u>
<u>HelpFile</u>	<u>OrdinalPosition</u>
LastModified	<u>OriginalValue</u>
LockEdits	PercentPosition
LoginTimeout	<u>Prepare</u>
LogMessages	QueryTimeout
HelpContext HelpFile LastModified LockEdits LoginTimeout	ODBCTimeout OrdinalPosition OriginalValue PercentPosition Prepare

# R-Z

RecordCount	<b>StillExecuting</b>
RecordsAffected Transactions	
<u>RecordStatus</u>	<u>Type</u>
<u>Restartable</u>	<u>Updatable</u>
<u>Size</u>	<u>UpdateOptions</u>
<u>Source</u>	<u>UserName</u>
SourceField	<u>Value</u>
SourceTable	Version
<u>SQL</u>	<u>VisibleValue</u>

## **AbsolutePosition Property**

Sets or returns the relative record number of a <u>Recordset</u> object's <u>current</u> <u>record</u>.

### **Settings and Return Values**

The setting or return value is a Long integer from 0 to one less than the number of records in the **Recordset** object. It corresponds to the ordinal position of the current record in the **Recordset** object specified by the object.

### Remarks

You can use the **AbsolutePosition** property to position the current record pointer to a specific record based on its ordinal position in a dynaset- or snapshot-type **Recordset** object. You can also determine the current record number by checking the **AbsolutePosition** property setting.

Because the **AbsolutePosition** property value is zero-based (that is, a setting of 0 refers to the first record in the **Recordset** object), you cannot set it to a value greater than or equal to the number of populated records;

doing so causes a trappable error. You can determine the number of populated records in the **Recordset** object by checking the **RecordCount** property setting. The maximum allowable setting for the **AbsolutePosition** property is the value of the **RecordCount** property minus 1.

If there is no current record, as when there are no records in the **Recordset** object, **AbsolutePosition** returns –1. If the current record is deleted, the **AbsolutePosition** property value isn't defined, and a trappable error occurs if it's referenced. New records are added to the end of the sequence.

You shouldn't use this property as a surrogate record number. <u>Bookmarks</u> are still the recommended way of retaining and returning to a given position and are the only way to position the current record across all types of **Recordset** objects. In particular, the position of a record changes when one or more records preceding it are deleted. There is also no assurance that a record will have the same absolute position if the **Recordset** object is re-created again because the order of individual records within a **Recordset** object isn't guaranteed unless it's created with an <u>SQL statement</u> by using an ORDER BY clause.

### Notes

- Setting the AbsolutePosition property to a value greater than zero on a newly opened but unpopulated Recordset object causes a trappable error. Populate the Recordset object first with the MoveLast method.
- The **AbsolutePosition** property isn't available on <u>forward-only–</u> <u>type</u> **Recordset** objects, or on **Recordset** objects opened from <u>pass-through queries</u> against Microsoft Jet-connected ODBC databases.

## **AllowZeroLength Property**

Sets or returns a value that indicates whether a <u>zero-length string</u> ("") is a valid setting for the <u>Value</u> property of the <u>Field</u> object with a <u>Text</u> or <u>Memo</u> data type (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> data type that indicates if a value is valid. The value is **True** if the **Field** object accepts a zero-length string as its **Value** property; the default value is **False**.

### Remarks

For an object not yet appended to the **Fields** collection, this property is read/write.

Once appended to a **Fields** collection, the availability of the **AllowZeroLength** property depends on the object that contains the **Fields** collection, as shown in the following table.

If the Fields collection belongs to an	Then AllowZeroLength is
--	----------------------------

Index object	Not supported
QueryDef object	Read-only
Recordset object	Read-only
Relation object	Not supported
TableDef object	Read/write

You can use this property along with the <u>Required</u>, <u>ValidateOnSet</u>, or <u>ValidationRule</u> property to validate a value in a field.

## **AllPermissions Property**

Returns all the permissions that apply to the current <u>UserName</u> property of the <u>Container</u> or <u>Document</u> object, including <u>permissions</u> that are specific to the user as well as the permissions a user inherits from memberships in <u>groups</u> (<u>Microsoft Jet workspaces</u> only).

#### **Return Values**

For any **Container** or **Document** object, the return value is a <u>Long</u> value or constant(s) that may include the following.

Constant	Description
dbSecReadDef	The user can read the table definition, including column and index information.
dbSecWriteDef	The user can modify or delete the table definition, including column and index information.
dbSecRetrieveData	The user can retrieve data from the <b>Document</b> object.
dbSecInsertData	The user can add records.
dbSecReplaceData	The user can modify records.
dbSecDeleteData	The user can delete records.

In addition, the Databases container or any **Document** object in a **Documents** collection may include the following.

Constant	Description
dbSecDeleteData	The user can delete records.
dbSecDBAdmin	The user can <u>replicate</u> the database and change the database password.
dbSecDBCreate	The user can create new databases. This setting is valid only on the Databases container in the workgroup information file (System.mdw).
dbSecDBExclusive	The user has <u>exclusive</u> access to the database.
dbSecDBOpen	The user can open the database.

# Remarks

This property contrasts with the <u>Permissions</u> property, which returns only the permissions that are specific to the user and doesn't include any permissions that the user may also have as a member of groups. If the current value of the **UserName** property is a group, then the **AllPermissions** property returns the same values as the **Permissions** property.

# **Attributes Property**

Sets or returns a value that indicates one or more characteristics of a <u>Field</u>, <u>Relation</u>, or <u>TableDef</u> object.

### **Settings and Return Values**

The setting or return value is Long data type, and the default value is 0.

For a **Field** object, the value specifies characteristics of the field represented by the **Field** object and can be a combination of these constants.

Constant	Description
dbAutoIncrField	The field value for new records is automatically incremented to a unique <b>Long</b> integer that can't be changed (in a <u>Microsoft</u> <u>Jet workspace</u> , supported only for <u>Microsoft</u> <u>Jet database(.mdb)</u> tables).
dbDescending	The field is sorted in descending (Z to A or 100 to 0) order; this option applies only to a <b>Field</b> object in a <b>Fields</b> collection of an <b>Index</b> object. If you omit this constant, the field is sorted in ascending (A to Z or 0 to

	100) order. This is the default value for <b>Index</b> and <b>TableDef</b> fields (Microsoft Jet workspaces only).
dbFixedField	The field size is fixed (default for Numeric fields).
dbHyperlinkField	The field contains hyperlink information (Memo fields only).
dbSystemField	The field stores replication information for <u>replicas</u> ; you can't delete this type of field (Microsoft Jet workspaces only).
dbUpdatableField	The field value can be changed.
dbVariableField	The field size is variable (Text fields only).

For a **Relation** object, the value specifies characteristics of the relationship represented by the **Relation** object and can be a combination of these constants.

Constant	Description
dbRelationUnique	The relationship is <u>one-to-one</u> .
dbRelationDontEnforce	The relationship isn't enforced (no referential integrity).
dbRelationInherited	The relationship exists in a non- <u>current</u> <u>database</u> that contains the two linked tables.
dbRelationUpdateCascade	Updates will cascade.
dbRelationDeleteCascade	Deletions will cascade.
dbRelationLeft	Microsoft Access only. In Design view, display a LEFT JOIN as the default join type.
dbRelationRight	Microsoft Access only. In Design view, display a RIGHT JOIN as the default join type.

**Note** If you set the **Relation** object's **Attributes** property to activate cascading operations, the <u>Microsoft Jet database engine</u> automatically updates or deletes records in one or more other tables when changes occur in related <u>primary tables</u>.

For example, suppose you establish a cascading delete relationship

between a Customers table and an Orders table. When you delete records from the Customers table, records in the Orders table related to that customer are also deleted. In addition, if you establish cascading delete relationships between the Orders table and other tables, records from those tables are automatically deleted when you delete records from the Customers table.

For a **TableDef** object, the value specifies characteristics of the table represented by the **TableDef** object and can be a combination of these **Long** constants.

Constant	Description	
dbAttachExclusive	For databases that use the Microsoft Jet database engine, the table is a <u>linked table</u> opened for exclusive use. You can set this constant on an appended <b>TableDef</b> object for a local table, but not on a remote table.	
dbAttachSavePWD	For databases that use the Microsoft Jet database engine, the user ID and password for the remotely linked table are saved with the connection information. You can set this constant on an appended <b>TableDef</b> object for a remote table, but not on a local table.	
dbSystemObject	The table is a system table provided by the Microsoft Jet database engine. You can set this constant on an appended <b>TableDef</b> object.	
dbHiddenObject	The table is a hidden table provided by the Microsoft Jet database engine. You can set this constant on an appended <b>TableDef</b> object.	
dbAttachedTable	The table is a linked table from a non- ODBC data source such as a Microsoft Jet or Paradox database (read-only).	
dbAttachedODBC	The table is a linked table from an ODBC data source, such as Microsoft SQL Server (read-only).	

Remarks

For an object not yet appended to a collection, this property is read/write.

For an appended **Field** object, the availability of the **Attributes** property depends on the object that contains the **Fields** collection.

If the Field object belongs to an	Then Attributes is
	Read/write until the <b>TableDef</b> object that
Index object	the <b>Index</b> object is appended to is appended
Index object	to a <b>Database</b> object; then the property is
	read-only.
QueryDef object	Read-only
Recordset object	Read-only
Relation object	Not supported
TableDef object	Read/write

For an appended **Relation** object, the **Attributes** property setting is readonly.

For an appended **TableDef** object, the property is read/write, although you can't set all of the constants if the object is appended, as noted in Settings and Return Values.

When you set multiple attributes, you can combine them by summing the appropriate constants. Any invalid values are ignored without producing an error.

# **BatchCollisionCount Property**

Returns the number of records that did not complete the last <u>batch</u> <u>update</u> (<u>ODBCDirect workspaces</u> only).

### **Return Value**

The return value is a <u>Long</u> that indicates the number of failing records, or 0 if all records were successfully updated.

# Remarks

This property indicates how many records encountered <u>collisions</u> or otherwise failed to update during the last batch update attempt. The value of this property corresponds to the number of bookmarks in the <u>BatchCollisions</u> property.

If you set the working <u>Recordset</u> object's <u>Bookmark</u> property to bookmark values in the **BatchCollisions** array, you can move to each record that failed to complete the most recent **batch** <u>Update</u> operation.

After the collision records are corrected, a batch-mode **Update** method can be called again. At this point DAO attempts another batch update,

and the **BatchCollisions** property again reflects the set of records that failed the second attempt. Any records that succeeded in the previous attempt are not sent in the current attempt, because they now have a <u>RecordStatus</u> property of **dbRecordUnmodified**. This process can continue as long as collisions occur, or until you abandon the updates and close the result set.

# **BatchCollisions Property**

Returns an array of bookmarks indicating the rows that generated <u>collisions</u> in the last <u>batch update</u> operation (<u>ODBCDirect workspaces</u> only).

### **Return Value**

The return value is a <u>variant</u> expression containing an array of bookmarks.

### Remarks

This property contains an array of bookmarks to rows that encountered a collision during the last attempted batch <u>Update</u> call. The <u>BatchCollisionCount</u> property indicates the number of elements in the array.

If you set the working <u>Recordset</u> object's <u>Bookmark</u> property to bookmark values in the **BatchCollisions** array, you can move to each record that failed to complete the most recent **batch-mode Update** operation.

After the collision records are corrected, you can call the batch mode

**Update** method again. At this point DAO attempts another batch update, and the **BatchCollisions** property again reflects the set of records that failed the second attempt. Any records that succeeded in the previous attempt are not sent in the current attempt, as they now have a **RecordStatus** property of **dbRecordUnmodified**. This process can continue as long as collisions occur, or until you abandon the updates and close the result set.

This array is re-created each time you execute a batch-mode **Update** method.

# **BatchSize Property**

Sets or returns the number of statements sent back to the server in each batch (<u>ODBCDirect workspaces</u> only).

# **Settings And Return Values**

The setting or return value is a <u>Long</u> that indicates the number of batched statements sent the server in a single <u>batch update</u>. The default value is 15.

### Remarks

The **BatchSize** property determines the batch size used when sending statements to the server in a batch update. The value of the property determines the number of statements sent to the server in one command buffer. By default, 15 statements are sent to the server in each batch. This property can be changed at any time. If a database server doesn't support statement batching, you can set this property to 1, causing each statement to be sent separately.

# **BOF, EOF Properties**

- **BOF** ? returns a value that indicates whether the <u>current record</u> position is before the first record in a **Recordset** object.
- **EOF** ? returns a value that indicates whether the current record position is after the last record in a **Recordset** object.

### **Return Values**

The return values for the **BOF** and **EOF** properties are **Boolean** values.

The **BOF** property returns **True** if the current record position is before the first record, and **False** if the current record position is on or after the first record.

The **EOF** property returns **True** if the current record position is after the last record, and **False** if the current record position is on or before the last record.

#### Remarks

You can use the **BOF** and **EOF** properties to determine whether a **Recordset** object contains records or whether you've gone beyond the limits of a **Recordset** object when you move from record to record.

The location of the current record pointer determines the **BOF** and **EOF** return values.

If either the **BOF** or **EOF** property is **True**, there is no current record.

If you open a **Recordset** object containing no records, the **BOF** and **EOF** properties are set to **True**, and the **Recordset** object's <u>RecordCount</u> property setting is 0. When you open a **Recordset** object that contains at least one record, the first record is the current record and the **BOF** and **EOF** properties are **False**; they remain **False** until you move beyond the beginning or end of the **Recordset** object by using the <u>MovePrevious</u> or <u>MoveNext</u> method, respectively. When you move beyond the beginning or end of the **Recordset**, there is no current record or no record exists.

If you delete the last remaining record in the **Recordset** object, the **BOF** and **EOF** properties may remain **False** until you attempt to reposition the current record.

If you use the <u>MoveLast</u> method on a **Recordset** object containing records, the last record becomes the current record; if you then use the **MoveNext** method, the current record becomes invalid and the **EOF** property is set to **True**. Conversely, if you use the <u>MoveFirst</u> method on a **Recordset** object containing records, the first record becomes the current record; if you then use the **MovePrevious** method, there is no current record and the **BOF** property is set to **True**.

Typically, when you work with all the records in a **Recordset** object, your code will loop through the records by using the **MoveNext** method until the **EOF** property is set to **True**.

If you use the **MoveNext** method while the **EOF** property is set to **True** or the **MovePrevious** method while the **BOF** property is set to **True**, an error occurs.

This table shows which Move methods are allowed with different combinations of the **BOF** and **EOF** properties.

	MoveFirst,	First, MovePrevious,		MoveNext,
	MoveLast	Move < 0	Move 0	<b>Move</b> > <b>0</b>
BOF=True, EOF=False	Allowed	Error	Error	Allowed
BOF=False, EOF=True	Allowed	Allowed	Error	Error
Both <b>True</b>	Error	Error	Error	Error
Both <b>False</b>	Allowed	Allowed	Allowed	Allowed

Allowing a Move method doesn't mean that the method will successfully locate a record. It merely indicates that an attempt to perform the specified Move method is allowed and won't generate an error. The state of the **BOF** and **EOF** properties may change as a result of the attempted Move.

An **OpenRecordset** method internally invokes a **MoveFirst** method. Therefore, using an **OpenRecordset** method on an empty set of records sets the **BOF** and **EOF** properties to **True**. (See the following table for the behavior of a failed **MoveFirst** method.)

All Move methods that successfully locate a record will set both **BOF** and **EOF** to **False**.

In a <u>Microsoft Jet workspace</u>, if you add a record to an empty **Recordset**, **BOF** will become **False**, but **EOF** will remain **True**, indicating that the current position is at the end of **Recordset**. In an <u>ODBCDirect</u> <u>workspace</u>, both **BOF** and **EOF** will become **False**, indicating that the current position is on the new record.

Any **Delete** method, even if it removes the only remaining record from a **Recordset**, won't change the setting of the **BOF** or **EOF** property.

The following table shows how Move methods that don't locate a record affect the **BOF** and **EOF** property settings.

	BOF	EOF	
MoveFirst, MoveLast	True	True	
Move 0	No change	No change	
MovePrevious, Move < 0 True		No change	
<b>MoveNext</b> , <b>Move</b> > 0	No change	True	

# **Bookmark Property**

Sets or returns a <u>bookmark</u> that uniquely identifies the <u>current record</u> in a <u>Recordset</u> object.

### **Settings and Return Values**

The setting or return value is a <u>string expression</u> or <u>variant expression</u> that evaluates to a valid bookmark. The data type is a <u>Variant</u> array of <u>Byte</u> data.

### Remarks

For a **Recordset** object based entirely on <u>Microsoft Jet</u> tables, the value of the **Bookmarkable** property is **True**, and you can use the **Bookmark** property with that **Recordset**. Other database products may not support bookmarks, however. For example, you can't use bookmarks in any **Recordset** object based on a linked Paradox table that has no <u>primary</u> <u>key</u>.

When you create or open a **Recordset** object, each of its records already has a unique bookmark. You can save the bookmark for the current record by assigning the value of the **Bookmark** property to a variable. To

quickly return to that record at any time after moving to a different record, set the **Recordset** object's **Bookmark** property to the value of that variable.

There is no limit to the number of bookmarks you can establish. To create a bookmark for a record other than the current record, move to the desired record and assign the value of the **Bookmark** property to a **String** variable that identifies the record.

To make sure the **Recordset** object supports bookmarks, check the value of its <u>Bookmarkable</u> property before you use the **Bookmark** property. If the **Bookmarkable** property is **False**, the **Recordset** object doesn't support bookmarks, and using the **Bookmark** property results in a trappable error.

If you use the <u>Clone</u> method to create a copy of a **Recordset** object, the **Bookmark** property settings for the original and the duplicate **Recordset** objects are identical and can be used interchangeably. However, you can't use bookmarks from different **Recordset** objects interchangeably, even if they were created by using the same object or the same <u>SQL</u> <u>statement</u>.

If you set the **Bookmark** property to a value that represents a deleted record, a trappable error occurs.

The value of the **Bookmark** property isn't the same as a record number.

# **Bookmarkable Property**

Returns a value that indicates whether a **Recordset** object supports <u>bookmarks</u>, which you can set by using the <u>Bookmark</u> property.

#### **Return Values**

The return value is a <u>Boolean</u> data type that returns **True** if the object supports bookmarks.

#### Remarks

Check the **Bookmarkable** property setting of a **Recordset** object before you attempt to set or check the **Bookmark** property.

For **Recordset** objects based entirely on <u>Microsoft Jet</u> tables, the value of the **Bookmarkable** property is **True**, and you can use bookmarks. Other database products may not support bookmarks, however. For example, you can't use bookmarks in any **Recordset** object based on a <u>linked</u> Paradox table that has no <u>primary key</u>.

# **CacheSize Property**

Sets or returns the number of records retrieved from an <u>ODBC data</u> <u>source</u> that will be cached locally.

### **Settings and Return Values**

The setting or return value is a <u>Long</u> value and must be between 5 and 1200, but not greater than available memory will allow. A typical value is 100. A setting of 0 turns off caching.

### Remarks

Data caching improves performance if you use **Recordset** objects to retrieve data from a remote server. A cache is a space in local memory that holds the data most recently retrieved from the server; this is useful if users request the data again while the application is running. When users request data, the <u>Microsoft Jet database engine</u> checks the cache for the requested data first rather than retrieving it from the server, which takes more time. The cache only saves data that comes from an <u>ODBC data</u> <u>Source</u>.

Any Microsoft Jet-connected ODBC data source, such as a linked table,

can have a local cache. To create the cache, open a **Recordset** object from the remote data source, set the **CacheSize** and <u>CacheStart</u> properties, and then use the <u>FillCache</u> method, or step through the records by using the Move methods.

An <u>ODBCDirect</u> workspace can use a local cache. To create the cache, set the **CacheSize** property on a **QueryDef** object. On a **Relation** object, **CacheSize** is read-only and depends on the value of the **QueryDef** object's **CacheSize** property. You can't use the **CacheStart** property on **FillCache** method in an ODBCDirect workspace. In a Microsoft Jet workspace, the **CacheSize** property is not available on a **QueryDef** object.

You can base the **CacheSize** property setting on the number of records your application can handle at one time. For example, if you're using a **Recordset** object as the source of the data to be displayed on screen, you could set its **CacheSize** property to 20 to display 20 records at one time.

The Microsoft Jet database engine requests records within the cache range from the cache, and it requests records outside the cache range from the server.

Records retrieved from the cache don't reflect concurrent changes that other users made to the source data.

To force an update of all the cached data, set the **CacheSize** property of the **Recordset** object to 0, re-set it to the size of the cache you originally requested, and then use the **FillCache** method.

# **CacheStart Property**

Sets or returns a value that specifies the <u>bookmark</u> of the first record in a <u>dynaset-type Recordset</u> object containing data to be locally cached from an <u>ODBC data source</u> (<u>Microsoft Jet workspaces</u> only).

### **Settings And Return Values**

The setting or return value is a <u>String</u> that specifies a bookmark.

# Remarks

Data caching improves the performance of an application that retrieves data from a remote server through dynaset-type **Recordset** objects. A cache is a space in local memory that holds the data most recently retrieved from the server in the event that the data will be requested again while the application is running. When data is requested, the <u>Microsoft Jet database engine</u> checks the cache for the requested data first rather than retrieving it from the server, which takes more time. Only data from an ODBC data source can be saved in the cache.

Any Microsoft Jet-connected ODBC data source, such as a <u>linked table</u>, can have a local cache. To create the cache, open a **Recordset** object

from the remote data source, set the <u>CacheSize</u> and **CacheStart** properties, and then use the <u>FillCache</u> method or step through the records using the Move methods.

The **CacheStart** property setting is the bookmark of the first record in the **Recordset** object to be cached. You can use the bookmark of any record to set the **CacheStart** property. Make the record you want to start the cache the <u>current record</u>, and set the **CacheStart** property equal to the <u>Bookmark</u> property.

The Microsoft Jet database engine requests records within the cache range from the cache, and it requests records outside the cache range from the server.

Records retrieved from the cache don't reflect changes made concurrently to the source data by other users.

To force an update of all the cached data, set the **CacheSize** property of the **Recordset** object to 0, set it to the size of the cache you originally requested, and then use the **FillCache** method.

# **Clustered Property**

Sets or returns a value that indicates whether an **Index** object represents a <u>clustered index</u> for a table (<u>Microsoft Jet workspaces</u> only).

# **Settings and Return Values**

The setting or return value is a <u>Boolean</u> data type that is **True** if the **Index** object represents a clustered index.

### Remarks

Some <u>IISAM</u> desktop database formats use clustered indexes. A clustered index consists of one or more nonkey fields that, taken together, arrange all records in a table in a predefined order. A clustered index provides efficient access to records in a table in which the index values may not be unique.

The **Clustered** property is read/write for a new **Index** object not yet appended to a collection and read-only for an existing **Index** object in an **Indexes** collection.

Notes

- <u>Microsoft Jet databases</u> ignore the **Clustered** property because the Microsoft Jet database engine doesn't support clustered indexes.
- For <u>ODBC data sources</u> the **Clustered** property always returns **False**; it does not detect whether or not the ODBC data source has a clustered index.

# **CollatingOrder Property**

Returns a value that specifies the sequence of the <u>sort order</u> in <u>text</u> for <u>string comparison</u> or sorting (<u>Microsoft Jet workspaces</u> only).

#### **Return Values**

The return value is a <u>Long</u> value or constant that can be one of the following values.

Constant	Sort order
dbSortGeneralGeneral (English, French, German Portuguese, Italian, and Modern S	
dbSortArabic	Arabic
dbSortChineseSimplified	Simplified Chinese
dbSortChineseTraditional	Traditional Chinese
dbSortCyrillic	Russian
dbSortCzech	Czech
dbSortDutch	Dutch
dbSortGreek	Greek
dbSortHebrew	Hebrew
dbSortHungarian	Hungarian
dbSortIcelandic	Icelandic

dbSortJapanese	Japanese	
dbSortKorean	Korean	
dbSortNeutral	Neutral	
dbSortNorwDan	Norwegian or Danish	
dbSortPDXIntl	Paradox International	
dbSortPDXNor	Paradox Norwegian or Danish	
dbSortPDXSwe	Paradox Swedish or Finnish	
dbSortPolish	Polish	
dbSortSlovenian	Slovenian	
dbSortSpanish	Spanish	
dbSortSwedFin	Swedish or Finnish	
dbSortThai	Thai	
dbSortTurkish	Turkish	
dbSortUndefined	Undefined or unknown	

### Remarks

The availability of the **CollatingOrder** property depends on the object that contains the **Fields** collection, as shown in the following table.

If the I felds concetion bei	in the richts concerton belongs to un riten containgorder is	
Index object	Not supported	
QueryDef object	Read-only	
Recordset object	Read-only	
Relation object	Not supported	
TableDef object	Read-only	

If the Fields collection belongs to an Then CollatingOrder is

The **CollatingOrder** property setting corresponds to the *locale* argument of the <u>CreateDatabase</u> method when the database was created or the <u>CompactDatabase</u> method when the database was most recently compacted.

Check the **CollatingOrder** property setting of a **Database** or **Field** object to determine the string comparison method for the database or field. You can set the **CollatingOrder** property of a new, unappended **Field** object if you want the setting of the **Field** object to differ from that of the **Database** object that contains it. The **CollatingOrder** and <u>Attributes</u> property settings of a **Field** object in a **Fields** collection of an **Index** object together determine the sequence and direction of the sort order in an index. However, you can't set a collating order for an individual index—you can only set it for an entire table.

# **ConflictTable Property**

Returns the name of a <u>conflict table</u> containing the database records that conflicted during the <u>synchronization</u> of two <u>replicas</u> (<u>Microsoft Jet</u> <u>workspaces</u> only).

### **Return Values**

The return value is a <u>String</u> data type that is a <u>zero-length string</u> if there is no conflict table or the database isn't a replica.

### Remarks

If two users at two separate replicas each make a change to the same record in the database, the changes made by one user will fail to be applied to the other replica. Consequently, the user with the failed change must resolve the conflicts.

Conflicts occur at the record level, not between fields. For example, if one user changes the Address field and another updates the Phone field in the same record, then one change is rejected. Because conflicts occur at the record level, the rejection occurs even though the successful change and the rejected change are unlikely to result in a true conflict of information.

The synchronization mechanism handles the record conflicts by creating conflict tables, which contain the information that would have been placed in the table, if the change had been successful. You can examine these conflict tables and work through them row by row, fixing whatever is appropriate.

All conflict tables are named *table*\_conflict, where *table* is the original name of the table, truncated to the maximum table name length.

# **Connect Property**

Sets or returns a value that provides information about the source of an open connection, an open database, a database used in a <u>pass-through</u> <u>query</u>, or a <u>linked table</u>. For <u>Database</u> objects, new <u>Connection</u> objects, linked tables, and <u>TableDef</u> objects not yet appended to a collection, this property setting is read/write. For <u>QueryDef</u> objects and <u>base tables</u>, this property is read-only.

### Syntax

object.Connect = databasetype;parameters;

Part	Description
object	An object expression that evaluates to an object in the
object	Applies To list.
	Optional. A <u>String</u> that specifies a database type. For
databasetype	Microsoft Jet databases, exclude this argument; if you
	specify <i>parameters</i> , use a semicolon (;) as a placeholder.
	Optional. A <b>String</b> that specifies additional parameters to
parameters	pass to <u>ODBC</u> or <u>installable ISAM</u> drivers. Use
	semicolons to separate parameters.

The **Connect** property syntax has these parts.

# Settings

The **Connect** property setting is a **String** composed of a database type specifier and zero or more parameters separated by semicolons. The **Connect** property passes additional information to ODBC and certain ISAM drivers as needed.

To perform an SQL pass-through query on a table linked to your Microsoft Jet database (.mdb) file, you must first set the **Connect** property of the linked table's database to a valid ODBC <u>connection string</u>.

For a **TableDef** object that represents a linked table, the **Connect** property setting consists of one or two parts (a database type specifier and a path to the database), each of which ends with a semicolon.

The path as shown in the following table is the full path for the directory containing the database files and must be preceded by the identifier DATABASE=. In some cases (as with Microsoft Excel and Microsoft Jet databases), you should include a specific file name in the database path argument.

The following table shows possible database types and their corresponding database specifiers and paths for the **Connect** property setting. In an ODBCDirect workspace, only the "ODBC" specifier can be used.

Database type	Specifier	Example
Microsoft Jet Database	e [database];	drive:\path\filename.mdb
dBASE III	dBASE III;	drive:\path
dBASE IV	dBASE IV;	drive:\path
dBASE 5	dBASE 5.0;	drive:\path
Paradox 3.x	Paradox 3.x;	drive:\path
Paradox 4.x	Paradox 4.x;	drive:\path
Paradox 5.x	Paradox 5.x;	drive:\path
Microsoft FoxPro 2.0	FoxPro 2.0;	drive:\path
Microsoft FoxPro 2.5	FoxPro 2.5;	drive:\path
Microsoft FoxPro 2.6	FoxPro 2.6;	drive:\path
Microsoft Visual		

FoxPro 3.0	FoxPro 3.0;	drive:\path
Microsoft Excel 3.0	Excel 3.0;	drive:\path\filename.xls
Microsoft Excel 4.0	Excel 4.0;	drive:\path\filename.xls
Microsoft Excel 5.0 or Microsoft Excel 95	Excel 5.0;	drive:\path\filename.xls
Microsoft Excel 97	Excel 8.0;	drive:\path\filename.xls
Lotus 1-2-3 WKS and WK1	Lotus WK1;	drive:\path\filename.wk1
Lotus 1-2-3 WK3	Lotus WK3;	drive:\path\filename.wk3
Lotus 1-2-3 WK4	Lotus WK4;	drive:\path\filename.wk4
HTML Import	HTML Import;	drive:\path\filename
HTML Export	HTML Export;	drive:\path
Text	Text;	drive:\path
ODBC	ODBC; DATABASE=database; UID=user; PWD=password; DSN= datasourcename; [LOGINTIMEOUT=seconds;]	None
Microsoft Exchange	Exchange 4.0; MAPILEVEL=folderpath; [TABLETYPE={ 0   1 }]; [PROFILE=profile;] [PWD=password;] [DATABASE=database;]	drive:\path\filename.mdb

# Remarks

If the specifier is only "ODBC;", the <u>ODBC driver</u> displays a dialog box listing all registered <u>ODBC data source</u> names so that the user can select a database.

If a password is required but not provided in the **Connect** property setting, a login dialog box is displayed the first time a table is accessed by the ODBC driver and again if the connection is closed and reopened.

For data in Microsoft Exchange, the required MAPILEVEL key should be

set to a fully-resolved folder path (for example, "Mailbox - Pat SmithIAlpha/Today"). The path does not include the name of the folder that will be opened as a table; that folder's name should instead be specified as the *name* argument to the **CreateTable** method. The TABLETYPE key should be set to "0" to open a folder (default) or "1" to open an address book. The PROFILE key defaults to the profile currently in use.

For base tables in a Micorosoft Jet database (.mdb), the **Connect** property setting is a <u>zero-length string</u> ("").

You can set the **Connect** property for a **Database** object by providing a *source* argument to the <u>OpenDatabase</u> method. You can check the setting to determine the type, path, user ID, password, or ODBC data source of the database.

On a **QueryDef** object in a <u>Microsoft Jet workspace</u>, you can use the **Connect** property with the <u>ReturnsRecords</u> property to create an ODBC SQL pass-through query. The *databasetype* of the connection string is "ODBC;", and the remainder of the string contains information specific to the ODBC driver used to access the remote data. For more information, see the documentation for the specific driver.

# Notes

- You must set the **Connect** property before you set the **ReturnsRecords** property.
- You must have access permissions to the computer that contains the database server you're trying to access.

# **Connection Property**

On a **Database** object, returns the <u>Connection</u> object that corresponds to the database (<u>ODBCDirect workspaces</u> only).

On a **Recordset** object, returns the **Connection** object that owns the <u>Recordset</u> (ODBCDirect workspaces only).

### **Settings And Return Values**

The return value is an <u>object variable</u> that represents the **Connection**. On a **Database** object, the **Connection** property is read-only, while on a **Recordset** object the property is read-write.

### Remarks

On a **Database** object, use the **Connection** property to obtain a reference to a **Connection** object that corresponds to the **Database**. In DAO, a **Connection** object and its corresponding **Database** object are simply two different object variable references to the same object. The **Database** property of a **Connection** object and the **Connection** property of a **Database** object make it easier to change connections to an <u>ODBC</u> data source through the Microsoft Jet database engine to use

**ODBCDirect**.

**Container Property** 

Returns the name of the <u>Container</u> object to which a **Document** object belongs (<u>Microsoft Jet workspaces</u> only).

# **Return Values**

The return value is a <u>String</u> data type.

# **Count Property**

Returns the number of objects in a <u>collection</u>.

### **Return Value**

The return value is an <u>Integer</u> data type.

### Remarks

Because members of a collection begin with 0, you should always code loops starting with the 0 member and ending with the value of the **Count** property minus 1. If you want to loop through the members of a collection without checking the **Count** property, you can use a **For Each...Next** command.

The **Count** property setting is never <u>Null</u>. If its value is 0, there are no objects in the collection.

## **Database Property**

Returns the <u>Database</u> object that corresponds to this connection (<u>ODBCDirect workspaces</u> only).

### **Return Values**

The return value is an object variable that represents a Database object.

### Remarks

On a <u>Connection</u> object, use the **Database** property to obtain a reference to a **Database** object that corresponds to the **Connection**. In DAO, a **Connection** object and its corresponding **Database** object are simply two different object variable references to the same object. The **Database** property of a **Connection** object and the <u>Connection</u> property of a **Database** object make it easier to change connections to an <u>ODBC</u> <u>data source</u> through the <u>Microsoft Jet database</u> engine to use <u>ODBCDirect</u>.

# **DataUpdatable Property**

Returns a value that indicates whether the data in the field represented by a <u>Field</u> object is updatable.

### **Return Values**

The return value is a <u>Boolean</u> data type that returns **True** if the data in the field is updatable.

### Remarks

Use this property to determine whether you can change the <u>Value</u> property setting of a **Field** object. This property is always **False** on a **Field** object whose <u>Attributes</u> property is **dbAutoIncrField**.

You can use the **DataUpdatable** property on **Field** objects that are appended to the <u>Fields</u> collection of <u>QueryDef</u>, <u>Recordset</u>, and <u>Relation</u> objects, but not the **Fields** collection of <u>Index</u> or <u>TableDef</u> objects.

# **DateCreated, LastUpdated Properties**

- **DateCreated** ? returns the date and time that an object was created, or the date and time a <u>base table</u> was created if the object is a table-type <u>Recordset</u> object (<u>Microsoft Jet workspaces</u> only).
- LastUpdated ? returns the date and time of the most recent change made to an object, or to a base table if the object is a table-type **Recordset** object (Microsoft Jet workspaces only).

### **Return Values**

The return value is a <u>Variant</u> (**Date/Time** subtype).

### Remarks

For table-type **Recordset** objects, the date and time settings are derived from the computer on which the base table was created or last updated. For other objects, **DateCreated** and **LastUpdated** return the date and time that the object was created or last updated. In a multiuser environment, users should get these settings directly from the file server to avoid discrepancies in the **DateCreated** and **LastUpdated** property settings.

# **DefaultCursorDriver Property**

Sets or returns the type of cursor driver used on the connection created by the <u>OpenConnection</u> or <u>OpenDatabase</u> methods (<u>ODBCDirect</u> <u>workspaces</u> only).

### **Settings And Return Values**

The setting or return value is a <u>Long</u> that can be set to one of the following constants:

Constant	Description	
dbUseDefaultCursor	(Default) Uses <u>server-side cursors</u> if the server supports them; otherwise use the	
dbUseODBCCursor	ODBC Cursor Library. Always uses the ODBC Cursor Library. This option provides better performance for small result sets, but degrades quickly for larger result sets.	
dbUseServerCursor	Always uses server-side cursors. For most large operations this option provides better performance, but might cause more network traffic.	
dbUseClientBatchCursor	Always uses the client batch cursor library.	

	This option is required for <u>batch updates</u> .
dbUseNoCursor	Opens all cursors (that is, <b>Recordset</b> objects) as forward-only type, read-only, with a rowset size of 1. Also known as "cursorless queries."

### Remarks

This property setting only affects connections established after the property has been set. Changing the **DefaultCursorDriver** property has no effect on existing connections.

# **DefaultType Property**

Sets or returns a value that indicates what type of workspace (Microsoft Jet or <u>ODBCDirect</u>) will be used by the next <u>Workspace</u> object created.

### **Settings And Return Values**

The setting or return value is a <u>Long</u> that can be set to either of the following constants:

Constant	Description	
dbUseJet	Creates Workspace objects connected to the	
	<u>Microsoft Jet database engine</u>	
dhuanoppe	Creates <b>Workspace</b> objects connected to an	
dbUseODBC	ODBC data source	

#### Remarks

The setting can be overridden for a single **Workspace** by setting the *type* argument to the <u>CreateWorkspace</u> method.

# **DefaultUser, DefaultPassword Properties**

- **DefaultUser** ? sets the user name used to create the default <u>Workspace</u> when it is initialized.
- **DefaultPassword** ? sets the password used to create the default **Workspace** when it is initialized.

### Settings

The setting for **DefaultUser** is a <u>String</u> data type. It can be 1–20 characters long in <u>Microsoft Jet workspaces</u> and any length in <u>ODBCDirect workspaces</u>, and it can include alphabetic characters, accented characters, numbers, spaces, and symbols except for: " (quotation marks), / (forward slash), \ (backslash), [] (brackets), : (colon), | (pipe), < (less-than sign), > (greater-than sign), + (plus sign), = (equal sign), ; (semicolon), , ( comma), ? (question mark), \* (asterisk), leading spaces, and control characters (ASCII 00 to ASCII 31).

The setting for **DefaultPassword** is a <u>String</u> data type that can be up to 14 characters long in Microsoft Jet databases and any length in

ODBCDirect connections. It can contain any character except ASCII 0.

**Note** Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.

By default, the **DefaultUser** property is set to "admin" and the **DefaultPassword** property is set to a <u>zero-length string</u> ("").

### Remarks

User names aren't usually <u>case-sensitive</u>; however, if you're re-creating a <u>user account</u> that was deleted or created in a different workgroup, the user name must be an exact case-sensitive match of the original name. Passwords are case-sensitive.

Typically, you use the <u>CreateWorkspace</u> method to create a **Workspace** object with a given user name and password. However, for backward compatibility with earlier versions and for convenience when you don't implement a secured database, the <u>Microsoft Jet database engine</u> automatically creates a default **Workspace** object when needed if one isn't already open. In this case, the **DefaultUser** and **DefaultPassword** property values define the user and password for the default **Workspace** object.

For this property to take effect, you should set it before calling any DAO methods.

## **DefaultValue Property**

Sets or returns the default value of a <u>Field</u> object. For a **Field** object not yet appended to the <u>Fields</u> collection, this property is read/write (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> data type that can contain a maximum of 255 characters. It can be either text or an <u>expression</u>. If the property setting is an expression, it can't contain user-defined functions, <u>Microsoft Jet database engine</u> SQL <u>aggregate functions</u>, or references to queries, forms, or other **Field** objects.

**Note** You can also set the **DefaultValue** property of a **Field** object on a <u>TableDef</u> object to a special value called "GenUniqueID()". This causes a random number to be assigned to this field whenever a new record is added or created, thereby giving each record a unique identifier. The field's <u>Type</u> property must be <u>Long</u>.

#### Remarks

The availability of the **DefaultValue** property depends on the object that

contains the **Fields** collection, as shown in the following table.

If the Fields concertoir belongs to an Field Delaute value is		
Index object	Not supported	
QueryDef object	Read-only	
Recordset object	Read-only	
Relation object	Not supported	
TableDef object	Read/write	

#### If the Fields collection belongs to an Then DefaultValue is

When a new record is created, the **DefaultValue** property setting is automatically entered as the value for the field. You can change the field value by setting its <u>Value</u> property.

The **DefaultValue** property doesn't apply to <u>AutoNumber</u> and <u>Long</u> <u>Binary</u> fields.

# **Description Property**

Returns a descriptive string associated with an error. This is the default property for the **Error** object.

### **Return Values**

The return value is a <u>String</u> data type that describes the error.

#### Remarks

The **Description** property comprises a short description of the error. Use this property to alert the user about an error that you cannot or do not want to handle.

# **DesignMasterID Property**

Sets or returns a 16-byte value that uniquely identifies the <u>Design Master</u> in a <u>replica set</u> (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a  $\underline{\text{GUID}}$  that uniquely identifies the Design Master.

### Remarks

You should set the **DesignMasterID** property only if you need to move the current Design Master. Setting this property makes a specific <u>replica</u> in the replica set the Design Master.

**Caution** Never create a second Design Master in a replica set. The existence of a second Design Master can result in the loss of data.

Under extreme circumstances — for example, if the Design Master is erased or corrupted — you can set this property at the current replica. However, setting this property at a replica when there is already another Design Master in the set might partition your replica set into two irreconcilable sets and prevent any further synchronization of data.

If you decide to make a replica the new Design Master for the set, synchronize it with all the replicas in the replica set before setting the **DesignMasterID** property in the replica. The replica must be open in exclusive mode in order to make it the Design Master.

If you make a replica that is designated read-only into the Design Master, the target replica is made read/write; the old Design Master also remains read/write.

The **DesignMasterID** property setting is stored in the MSysRepInfo system table.

## **Direction Property**

Sets or returns a value that indicates whether a <u>Parameter</u> object represents an input parameter, an output parameter, both, or the return value from the procedure (<u>ODBCDirect workspaces</u> only).

### **Settings And Return Values**

The setting or return value is a <u>Long</u> that can be set to one of the following constants:

Description	
(Default) Passes information to the	
procedure.	
Passes information both to and from the	
procedure.	
Returns information from the procedure as	
in an output parameter in SQL.	
Passes the return value from a procedure.	

### Remarks

Use the **Direction** property to determine whether the parameter is an

input parameter, output parameter, both, or the return value from the procedure. Some ODBC drivers do not provide information on the direction of parameters to a SELECT statement or procedure call. In these cases, it is necessary to set the direction prior to executing the query.

For example, the following procedure returns a value from a stored procedure named "get\_employees":

## {? = call get\_employees}

This call produces one parameter — the return value. You need to set the direction of this parameter to **dbParamOutput** or **dbParamReturnValue** before executing the <u>QueryDef</u>.

You need to set all parameter directions except **dbParamInput** before accessing or setting the values of the parameters and before executing the **QueryDef**.

You should use **dbParamReturnValue** for return values, but in cases where that option is not supported by the driver or the server, you can use **dbParamOutput** instead.

**Note** The Microsoft SQL Server 6.0 driver automatically sets the **Direction** property for all procedure parameters. Not all ODBC drivers can determine the direction of a query parameter. In these cases, it is necessary to set the direction prior to executing the query.

# **DistinctCount Property**

Returns a value that indicates the number of unique values for the <u>Index</u> object that are included in the associated table (<u>Microsoft Jet workspaces</u> only).

### **Return Values**

The return value is a Long data type.

#### Remarks

Check the **DistinctCount** property to determine the number of unique values, or keys, in an <u>index</u>. Any key is counted only once, even though there may be multiple occurrences of that value if the index permits duplicate values. This information is useful in applications that attempt to optimize data access by evaluating index information. The number of unique values is also known as the *cardinality* of an **Index** object.

The **DistinctCount** property won't always reflect the actual number of keys at a particular time. For example, a change caused by a rolled back <u>transaction</u> won't be reflected immediately in the **DistinctCount** property. The **DistinctCount** property value also may not reflect the deletion of

records with unique keys. The number will be accurate immediately after you use the <u>CreateIndex</u> method.

## **EditMode Property**

Returns a value that indicates the state of editing for the <u>current record</u>.

#### **Return Values**

The return value is a <u>Long</u> that indicates the state of editing, as listed in the following table.

Constant	Description	
dbEditNone	No editing operation is in progress.	
DbEditInProgress	The <u>Edit</u> method has been invoked, and the current record is in the <u>copy buffer</u> .	
dbEditAdd	The <u>AddNew</u> method has been invoked, and the current record in the copy buffer is a new record that hasn't been saved in the database.	

#### Remarks

The **EditMode** property is useful when an editing process is interrupted, for example, by an error during validation. You can use the value of the **EditMode** property to determine whether you should use the <u>Update</u> or <u>CancelUpdate</u> method.

You can also check to see if the <u>LockEdits</u> property setting is **True** and the **EditMode** property setting is **dbEditInProgress** to determine whether the current <u>page</u> is locked.

# **FieldSize Property**

Returns the number of bytes used in the database (rather than in memory) of a <u>Memo</u> or <u>Long Binary Field</u> object in the <u>Fields</u> collection of a <u>Recordset</u> object.

### **Return Values**

The return value is a Long that indicates the number of characters (for a Memo field) or the number of bytes (for a Long Binary field).

#### Remarks

You can use **FieldSize** with the <u>AppendChunk</u> and <u>GetChunk</u> methods to manipulate large fields.

Because the size of a Long Binary or Memo field can exceed 64K, you should assign the value returned by **FieldSize** to a variable large enough to store a **Long** variable.

To determine the size of a **Field** object other than Memo and Long Binary types, use the <u>Size</u> property.

**Note** In an <u>ODBCDirect workspace</u>, the **FieldSize** property is not available in the following situations:

- If the database server or ODBC driver does not support <u>server</u><u>side cursors</u>.
- If you are using the ODBC cursor library (that is, the **DefaultCursorDriver** property is set to **dbUseODBC**, or to **dbUseDefault** when the server does not support server-side cursors).
- If you are using a cursorless query (that is, the **DefaultCursorDriver** property is set to **dbUseNoCursor**).

For example, Microsoft SQL Server version 4.21 does not support server-side cursors, so the **FieldSize** property is not available.

The **FieldSize** property and the VBA **Len()** or **LenB()** functions may return different values as the length of the same string. Strings are stored in a Microsoft Jet database in multi-byte character set (MBCS) form, but exposed through VBA in Unicode format. As a result, the **Len()** function will always return the number of characters, **LenB** will always return the number of characters X 2 (Unicode uses two bytes for each character), but **FieldSize** will return some value in between if the string has any MBCS characters. For example, given a string consisting of three normal characters and two MBCS characters, **Len()** will return 5, **LenB()** will return 10, and **FieldSize** will return 7, the sum of 1 for each normal character and 2 for each MBCS character.

# **Filter Property**

Sets or returns a value that determines the records included in a subsequently opened <u>Recordset</u> object (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> data type that contains the WHERE clause of an <u>SQL statement</u> without the reserved word WHERE.

### Remarks

Use the **Filter** property to apply a <u>filter</u> to a dynaset-, snapshot-, or forward-only-type **Recordset** object.

You can use the **Filter** property to restrict the records returned from an existing object when a new **Recordset** object is opened based on an existing **Recordset** object.

In many cases, it's faster to open a new **Recordset** object by using an SQL statement that includes a WHERE clause.

Use the U.S. date format (month-day-year) when you filter fields

containing dates, even if you're not using the U.S. version of the <u>Microsoft Jet database engine</u> (in which case you must assemble any dates by concatenating strings, for example, strMonth & "-" & strDay & "-" & strYear). Otherwise, the data may not be filtered as you expect.

If you set the property to a string concatenated with a non-integer value, and the system parameters specify a non-U.S. decimal character such as a comma (for example, strFilter = "PRICE > " & lngPrice, and lngPrice = 125,50), an error occurs when you try to open the next **Recordset**. This is because during concatenation, the number will be converted to a string using your system's default decimal character, and Microsoft Jet SQL only accepts U.S. decimal characters.

# **Foreign Property**

Returns a value that indicates whether an <u>Index</u> object represents a <u>foreign key</u> in a table (<u>Microsoft Jet workspaces</u> only).

### **Return Values**

The return value is a <u>Boolean</u> data type that returns **True** if the **Index** object represents a foreign key.

### Remarks

A foreign key consists of one or more fields in a <u>foreign table</u> that uniquely identify all rows in a <u>primary table</u>.

The <u>Microsoft Jet database engine</u> creates an **Index** object for the foreign table and sets the **Foreign** property when you create a relationship that enforces <u>referential integrity</u>.

# **ForeignName Property**

Sets or returns a value that specifies the name of the <u>Field</u> object in a <u>foreign table</u> that corresponds to a field in a <u>primary table</u> for a <u>relationship</u> (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> data type that evaluates to the name of a **Field** in the associated <u>TableDef</u> object's <u>Fields</u> collection.

If the <u>Relation</u> object isn't appended to the <u>Database</u>, but the **Field** is appended to the **Relation** object, the **ForeignName** property is read/write. Once the **Relation** object is appended to the database, the **ForeignName** property is read-only.

### Remarks

Only a **Field** object that belongs to the **Fields** collection of a **Relation** object can support the **ForeignName** property.

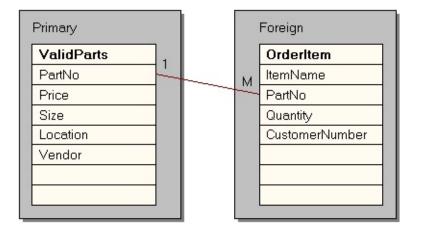
The <u>Name</u> and **ForeignName** property settings for a **Field** object specify the names of the corresponding fields in the primary and foreign tables of

a relationship. The <u>Table</u> and <u>ForeignTable</u> property settings for a **Relation** object determine the primary and foreign tables of a relationship.

For example, if you had a list of valid part codes (in a field named PartNo) stored in a ValidParts table, you could establish a relationship with an OrderItem table such that if a part code were entered into the OrderItem table, it would have to already exist in the ValidParts table. If the part code didn't exist in the ValidParts table and you had not set the Attributes property of the **Relation** object to **dbRelationDontEnforce**, a trappable error would occur.

In this case, the ValidParts table is the <u>foreign table</u>, so the **ForeignTable** property of the **Relation** object would be set to ValidParts and the **Table** property of the **Relation** object would be set to OrderItem. The **Name** and **ForeignName** properties of the **Field** object in the **Relation** object's **Fields** collection would be set to PartNo.

The following illustration depicts the relation described above.



# **ForeignTable Property**

Sets or returns the name of the <u>foreign table</u> in a <u>relationship</u> (<u>Microsoft</u> <u>Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> data type that evaluates to the name of a table in the <u>Database</u> object's <u>TableDefs</u> collection. This property is read/write for a new <u>Relation</u> object not yet appended to a collection and read-only for an existing **Relation** object in the <u>Relations</u> collection.

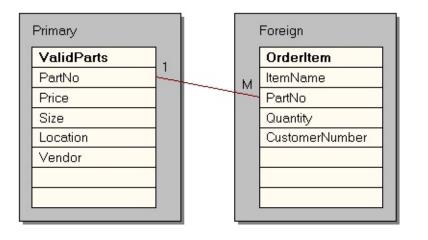
### Remarks

The **ForeignTable** property setting of a **Relation** object is the <u>Name</u> property setting of the <u>TableDef</u> or <u>QueryDef</u> object that represents the foreign table or query; the <u>Table</u> property setting is the **Name** property setting of the **TableDef** or **QueryDef** object that represents the <u>primary</u> <u>table</u> or query.

For example, if you had a list of valid part codes (in a field named PartNo) stored in a ValidParts table, you could establish a relationship

with an OrderItem table such that if a part code were entered into the OrderItem table, it would have to already be in the ValidParts table. If the part code didn't exist in the ValidParts table and you had not set the <u>Attributes</u> property of the **Relation** object to **dbRelationDontEnforce**, a trappable error would occur.

In this case, the ValidParts table is the <u>primary table</u>, so the **Table** property of the **Relation** object would be set to ValidParts and the **ForeignTable** property of the **Relation** object would be set to OrderItem. The **Name** and **ForeignName** properties of the **Field** object in the **Relation** object's **Fields** collection would be set to PartNo.



The following illustration depicts the relation described above.

## **IgnoreNulls Property**

Sets or returns a value that indicates whether records that have <u>Null</u> values in their index fields have <u>index</u> entries (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** if the fields with **Null** values don't have an index entry. This property is read/write for a new <u>Index</u> object not yet appended to a collection and read-only for an existing **Index** object in an <u>Indexes</u> collection.

### Remarks

To speed up the process of searching for records, you can define an index for a field. If you allow **Null** entries in an indexed field and expect many of the entries to be **Null**, you can set the **IgnoreNulls** property for the **Index** object to **True** to reduce the amount of storage space that the index uses.

The **IgnoreNulls** property setting and the <u>Required</u> property setting together determine whether a record with a **Null** index value has an index

entry.

If IgnoreNulls is	And Required is	Then
True	False	A <b>Null</b> value is allowed in the index field; no index entry added.
False	False	A <b>Null</b> value is allowed in the index field; index entry added.
True or False	True	A <b>Null</b> value isn't allowed in the index field; no index entry added.

## **Index Property**

Sets or returns a value that indicates the name of the current <u>Index</u> object in a table-type <u>Recordset</u> object (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> data type that evaluates to the name of an **Index** object in the <u>Indexes</u> collection of the **Tabledef** or table-type **Recordset** object's <u>TableDef</u> object.

### Remarks

Records in <u>base tables</u> aren't stored in any particular order. Setting the **Index** property changes the order of records returned from the database; it doesn't affect the order in which the records are stored.

The specified **Index** object must already be defined. If you set the **Index** property to an **Index** object that doesn't exist or if the **Index** property isn't set when you use the <u>Seek</u> method, a trappable error occurs.

Examine the **Indexes** collection of a **TableDef** object to determine what **Index** objects are available to table-type **Recordset** objects created from

### that TableDef object.

You can create a new index for the table by creating a new **Index** object, setting its properties, appending it to the **Indexes** collection of the underlying **TableDef** object, and then reopening the **Recordset** object.

Records returned from a table-type **Recordset** object can be ordered only by the indexes defined for the underlying **TableDef** object. To sort records in some other order, you can open a dynaset-, snapshot-, or forward-only–type **Recordset** object by using an <u>SQL statement</u> with an ORDER BY clause.

### Notes

- You don't have to create indexes for tables. With large, unindexed tables, accessing a specific record or creating a **Recordset** object can take a long time. On the other hand, creating too many indexes slows down update, append, and delete operations because all indexes are automatically updated.
- Records read from tables without indexes are returned in no particular sequence.
- The <u>Attributes</u> property of each <u>Field</u> object in the **Index** object determines the order of records and consequently determines the access techniques to use for that index.
- A unique index helps optimize finding records.
- Indexes don't affect the physical order of a <u>base table</u> ? indexes affect only how the records are accessed by the table-type **Recordset** object when a particular index is chosen or when

**Recordset** is opened.

# **Inherit Property**

Sets or returns a value that indicates whether new <u>Document</u> objects will inherit a default <u>Permissions</u> property setting (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> data type. If you set the property to **True**, **Document** objects inherit a default **Permissions** property setting.

### Remarks

Use the **Inherit** property in conjunction with the **Permissions** property to define what permissions new documents will automatically have when they're created. If you set the **Inherit** property to **True**, and then set a permission on a container, then whenever a new document is created in that container, that permission will be set on the new document. This is a very convenient way of presetting permissions on an object.

Setting the **Inherit** property will not affect existing documents in the container ? you can't modify all the permissions on all existing documents

in a container by setting the **Inherit** property and a new permission. It will affect only new documents that are created after the **Inherit** property is set.

## **Inherited Property**

Returns a value that indicates whether a <u>Property</u> object is inherited from an underlying object.

#### **Return Values**

The return value is a <u>Boolean</u> data type that is **True** if the **Property** object is inherited. For built-in **Property** objects that represent predefined properties, the only possible return value is **False**. This property is always **False** in an <u>ODBCDirect workspace</u>.

### Remarks

You can use the **Inherited** property to determine whether a user-defined **Property** was created for the object it applies to, or whether the **Property** was inherited from another object. For example, suppose you create a new **Property** for a <u>QueryDef</u> object and then open a <u>Recordset</u> object from the **QueryDef** object. This new **Property** will be part of the **Recordset** object's <u>Properties</u> collection, and its **Inherited** property will be set to **True** because the property was created for the **QueryDef** object, not the **Recordset** object.

## **IniPath Property**

Sets or returns information about the Windows Registry key that contains values for the <u>Microsoft Jet database engine</u> (<u>Microsoft Jet workspaces</u> only).

#### **Settings and Return Values**

The setting or return value is a <u>String</u> data type that points to a usersupplied portion of the Windows Registry key containing Microsoft Jet database engine settings or parameters needed for <u>installable ISAM</u> databases.

#### Remarks

You can configure the Microsoft Jet engine with the Windows Registry. You can use the Registry to set options, such as installable ISAM <u>DLLs</u>.

For this option to have any effect, you must set the **IniPath** property before your application invokes any other DAO code. The scope of this setting is limited to your application and can't be changed without restarting your application.

You also use the Registry to provide initialization parameters for some installable ISAM database drivers. For example, to use Paradox version 4.0, set the **IniPath** property to a part of the Registry containing the appropriate parameters.

This property recognizes either HKEY\_LOCAL\_MACHINE or HKEY\_LOCAL\_USER. If no root key is supplied, the default is HKEY\_LOCAL\_MACHINE.

Microsoft Jet versions 2.5 or earlier kept initialization information in .ini files.

# **IsolateODBCTrans Property**

Sets or returns a value that indicates whether multiple <u>transactions</u> that involve the same <u>Microsoft Jet-connected ODBC data source</u> are isolated (<u>Microsoft Jet workspaces</u> only).

#### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> data type that is **True** if you want to isolate transactions involving the same <u>ODBC (Open Database</u> <u>Connectivity)</u> connection. **False** (the default) will allow multiple transactions involving the same ODBC connection.

### Remarks

In some situations, you need to have multiple simultaneous transactions pending on the same ODBC connection. To do this, you need to open a separate <u>Workspace</u> for each transaction. Although each **Workspace** can have its own ODBC connection to the database, this slows system performance. Because transaction isolation isn't usually required, ODBC connections from multiple **Workspace** objects opened by the same user are shared by default.

Some ODBC servers, such as Microsoft SQL Server, don't allow simultaneous transactions on a single connection. If you need to have more than one transaction at a time pending against such a database, set the **IsolateODBCTrans** property to **True** on each **Workspace** as soon as you open it. This forces a separate ODBC connection for each **Workspace**.

## **KeepLocal Property**

Sets or returns a value on a table, query, form, report, macro, or module that you do not want to replicate when the database is replicated (<u>Microsoft Jet workspaces</u> only).

**Note** Before getting or setting the **KeepLocal** property on a <u>TableDef</u>, or <u>QueryDef</u> object, you must create it by using the <u>CreateProperty</u> method and append it to the <u>Properties</u> collection for the object.

#### **Settings and Return Values**

The setting or return value is a <u>Text</u> data type. If you set this property to "T", the object will remain local when the database is replicated. You can't use the **KeepLocal** property on objects after they have been replicated.

### Remarks

Once you set the **KeepLocal** property, it will appear in the **Properties** collection for the <u>Document</u> object representing the host object.

Before setting the KeepLocal property, you should check the value of the

### Replicable property.

After you make a database replicable, all new objects created within the <u>Design Master</u>, or in any other <u>replicas</u> in the set, are <u>local objects</u>. Local objects remain in the replica in which they're created and aren't copied throughout the <u>replica set</u>. Each time you make a new replica in the set, the new replica contains all the replicable objects from the source replica, but none of the local objects from the source replica.

If you create a new object in a replica and want to change it from local to replicable so that all users can use it, you can either create the object in or import it into the Design Master. Be sure to delete the local object from any replicas; otherwise, you will encounter a design error. After the object is part of the Design Master, set the object's **Replicable** property to **True**.

The object on which you are setting the **KeepLocal** property might have already inherited that property from another object. However, the value set by the other object has no effect on the behavior of the object you want to keep local. You must explicitly set the property for each object.

# **LastModified Property**

Returns a <u>bookmark</u> indicating the most recently added or changed record.

#### **Return Values**

The return value is a <u>Variant</u> array of <u>Byte</u> data.

#### Remarks

You can use the **LastModified** property to move to the most recently added or updated record. Use the **LastModified** property with table- and dynaset-type **Recordset** objects. A record must be added or modified in the **Recordset** object itself in order for the **LastModified** property to have a value.

# **LockEdits Property**

Sets or returns a value indicating the type of <u>locking</u> that is in effect while editing.

#### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that indicates the type of locking, as specified in the following table.

Value	Description
True	Default. <u>Pessimistic</u> locking is in effect. The 2K <u>page</u> containing the record you're editing is locked as soon as you call the <u>Edit</u> method.
False	Optimistic locking is in effect for editing. The 2K page containing the record is not locked until the <u>Update</u> method is executed.

### Remarks

You can use the **LockEdits** property with updatable **<u>Recordset</u>** objects.

If a page is locked, no other user can edit records on the same page. If

you set **LockEdits** to **True** and another user already has the page locked, an error occurs when you use the **Edit** method. Other users can read data from locked pages.

If you set the **LockEdits** property to **False** and later use the **Update** method while another user has the page locked, an error occurs. To see the changes made to your record by another user, use the <u>Move</u> method with 0 as the argument; however, if you do this, you will lose your changes.

When working with <u>Microsoft Jet-connected ODBC data sources</u>, the **LockEdits** property is always set to **False**, or optimistic locking. The <u>Microsoft Jet database engine</u> has no control over the locking mechanisms used in external database servers.

**Note** You can preset the value of **LockEdits** when you first open the **Recordset** by setting the *lockedits* argument of the <u>OpenRecordset</u> method. Setting the *lockedits* argument to **dbPessimistic** will set the **LockEdits** property to **True**, and setting *lockedits* to any other value will set the **LockEdits** property to **False**.

# **LoginTimeout Property**

Sets or returns the number of seconds before an error occurs when you attempt to log on to an <u>ODBC</u> database.

#### **Settings and Return Values**

The setting or return value is an <u>Integer</u> representing the number of seconds before a login timeout error occurs. The default **LoginTimeout** property setting is 20 seconds. When the **LoginTimeout** property is set to 0, no timeout occurs.

#### Remarks

When you're attempting to log on to an ODBC database, such as Microsoft SQL Server, the connection can fail as a result of network errors or because the server isn't running. Rather than waiting for the default 20 seconds to connect, you can specify how long to wait before raising an error. Logging on to the server happens implicitly as part of a number of different events, such as running a query on an external server database.

You can use LoginTimeout on the DBEngine object in both Microsoft Jet

and <u>ODBCDirect</u> workspaces. You can use **LoginTimeout** on the <u>Workspace</u> object only in ODBCDirect workspaces. Setting the property to -1 on a **Workspace** will default to the current setting of **DBEngine.LoginTimeout**. You can change this property in a **Workspace** at any time, and the new setting will take effect with the next <u>Connection</u> or <u>Database</u> object opened.

The default value is determined by the ODBC driver. In a Microsoft Jet workspace, you can override the driver's default value by creating a new "ODBC" key in the Registry path

\HKEY\_LOCAL\_MACHINE\SOFTWARE\Jet\3.5\, creating a LoginTimeout parameter in this key, and setting the value as desired.

## **LogMessages Property**

Sets or returns a value that specifies if the messages returned from a <u>Microsoft Jet-connected ODBC data source</u> are recorded (<u>Microsoft Jet</u> <u>workspaces</u> only).

**Note** Before you can set or get the value of the **LogMessages** property, you must create the **LogMessages** property with the <u>CreateProperty</u> method, and append it to the <u>Properties</u> collection of a <u>QueryDef</u> object.

#### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** if ODBC-generated messages are recorded.

#### Remarks

Some <u>pass-through queries</u> can return messages in addition to data. If you set the **LogMessages** property to **True**, the <u>Microsoft Jet database</u> <u>engine</u> creates a table that contains returned messages. The table name is the user name concatenated with a hyphen (-) and a sequential number starting at 00. For example, because the default user name is Admin, the tables returned would be named Admin-00, Admin-01, and so on.

If you expect the query to return messages, create and append a userdefined **LogMessages** property for the **QueryDef** object, and set its type to **Boolean** and its value to **True**.

Once you've processed the results from these tables, you may want to delete them from the database along with the temporary query used to create them.

## **MaxRecords Property**

Sets or returns the maximum number of records to return from a query against an ODBC data source.

#### **Settings And Return Values**

The setting or return value is a <u>Long</u> that represents the number of records to be returned. The default value is 0, indicating no limit on the number of records returned.

#### Remarks

Once the number of rows specified by **MaxRecords** is returned to your application in a <u>Recordset</u>, the query processor will stop returning additional records even if more records would qualify for inclusion in the **Recordset**. This property is useful in situations where limited client resources prohibit management of large numbers of records.

Note The MaxRecords property can only be used with an ODBC data source, connected through either a Microsoft Jet or ODBCDirect workspace.

## **Name Property**

Sets or returns a user-defined name for a <u>DAO object</u>. For an object not appended to a <u>collection</u>, this property is read/write.

#### **Settings and Return Values**

The setting or return value is a <u>String</u> that specifies a name. The name must start with a letter. The maximum number of characters depends on the type of object **Name** applies to, as shown in Remarks. It can include numbers and underscore characters (\_) but can't include punctuation or spaces.

#### Remarks

<u>TableDef</u>, <u>QueryDef</u>, <u>Field</u>, <u>Index</u>, <u>User</u>, and <u>Group</u> objects can't share the same name with any object in the same collection.

The **Name** property of a <u>Recordset</u> object opened by using an <u>SQL</u> <u>statement</u> is the first 256 characters of the SQL statement.

You can use an object's **Name** property with the Visual Basic for Applications **Dim** statement in code to create other <u>instances</u> of the

object.

**Note** For many of the DAO objects, the **Name** property reflects the name as known to the <u>Database</u> object, as in the name of a **TableDef**, **Field**, or **QueryDef** object. There is no direct link between the name of the DAO object and the object variable used to reference it.

The read/write usage of the **Name** property depends on the type of object it applies to, and whether or not the object has been appended to a collection. In an <u>ODBCDirect workspace</u>, the **Name** property of an appended object is always read-only. The following table indicates whether the **Name** property in a <u>Microsoft Jet workspace</u> is read/write or read-only for an object that is appended to a collection (unless otherwise noted), and also indicates its maximum length in cases where it is read/write.

Object	Usage	Maximum length
Container	Read-only	
Connection	Read-only	
Database	Read-only	
Document	Read-only	
Field		
Unappended	Read/write	64
Appended to Index	Read-only	
Appended to <b>QueryDef</b>	Read-only	
Appended to <b>Recordset</b>	Read-only	
Appended to TableDef (native)	Read/write	64
Appended to TableDef (linked)	Read-only	
Appended to <b>Relation</b>	Read-only	
Group		
Unappended	Read/write	20
Appended	Read-only	
Index		
Unappended	Read/write	64
Appended	Read-only	
Parameter	Read-only	
Property		

The same and a d		64
Unappended	Read/write	64
Appended	Read-only	
Built-in	Read-only	
QueryDef		
Unappended	Read/write	64
Temporary	Read-only	
Appended	Read/write	64
Recordset	Read-only	
Relation		
Unappended	Read/write	64
Appended	Read-only	
TableDef	Read/write	64
User		
Unappended	Read/write	20
Appended	Read-only	
Workspace		
Unappended	Read/write	20
Appended	Read-only	

## **NoMatch Property**

Indicates whether a particular record was found by using the <u>Seek</u> method or one of the <u>Find</u> methods (<u>Microsoft Jet workspaces</u> only).

#### **Return Values**

The return value is a <u>Boolean</u> that is **True** if the desired record was not found. When you open or create a <u>Recordset</u> object, its **NoMatch** property is set to **False**.

#### Remarks

To locate a record, use the **Seek** method on a table-type **Recordset** object or one of the **Find** methods on a dynaset- or snapshot-type **Recordset** object. Check the **NoMatch** property setting to see whether the record was found.

If the **Seek** or **Find** method is unsuccessful and the **NoMatch** property is **True**, the <u>current record</u> will no longer be valid. Be sure to obtain the current record's <u>bookmark</u> before using the **Seek** method or a **Find** method if you'll need to return to that record.

**Note** Using any of the <u>Move</u> methods on a **Recordset** object won't affect its **NoMatch** property setting.

## **Number Property**

Returns a numeric value specifying an error.

#### **Return Values**

The return value is a Long data type that represents an error number.

#### Remarks

Use the **Number** property to determine the error that occurred. The value of the property corresponds to a unique trap number that corresponds to an error condition. For a complete list of all trap numbers and error conditions, see <u>Trappable Microsoft Jet and DAO Errors</u>.

# **ODBCTimeout Property**

Indicates the number of seconds to wait before a timeout error occurs when a <u>QueryDef</u> is executed on an <u>ODBC</u> database.

#### **Settings and Return Values**

The setting or return value is an <u>Integer</u> representing the number of seconds to wait before a timeout error occurs.

When the **ODBCTimeout** property is set to -1, the timeout defaults to the current setting of the <u>QueryTimeout</u> property of the <u>Connection</u> or <u>Database</u> object that contains the **QueryDef**. When the **ODBCTimeout** property is set to 0, no timeout error occurs.

#### Remarks

When you're using an ODBC database, such as Microsoft SQL Server, delays can occur because of network traffic or heavy use of the ODBC server. Rather than waiting indefinitely, you can specify how long to wait before returning an error.

Setting the **ODBCTimeout** property of a **QueryDef** object overrides the

value specified by the **QueryTimeout** property of the **Connection** or **Database** object containing the **QueryDef**, but only for that **QueryDef** object.

**Note** In an ODBCDirect workspace, after setting **ODBCTimeout** to an explicit value you can reset it back to the default (i.e., -1) only once during the life of the **QueryDef** object. Otherwise, an error will occur.

# **OrdinalPosition Property**

Sets or returns the relative position of a <u>Field</u> object within a <u>Fields</u> collection. For an object not yet appended to the **Fields** collection, this property is read/write.

#### **Settings and Return Values**

The setting or return value is an <u>Integer</u> that specifies the numeric order of fields. The default is 0.

#### Remarks

The availability of the **OrdinalPosition** property depends on the object that contains the **Fields** collection, as shown in the following table.

Index object	Not supported
QueryDef object	Read-only
Recordset object	Read-only
Relation object	Not supported
TableDef object	Read/write

If the Fields collection belongs to a Then OrdinalPosition is

Generally, the ordinal position of an object that you append to a collection depends on the order in which you append the object. The first appended object is in the first position (0), the second appended object is in the second position (1), and so on. The last appended object is in ordinal position *count* – 1, where *count* is the number of objects in the collection as specified by the <u>Count</u> property setting.

You can use the **OrdinalPosition** property to specify an ordinal position for new **Field** objects that differs from the order in which you append those objects to a collection. This enables you to specify a field order for your tables, queries, and recordsets when you use them in an application. For example, the order in which fields are returned in a SELECT \* query is determined by the current **OrdinalPosition** property values.

You can permanently reset the order in which fields are returned in recordsets by setting the **OrdinalPosition** property to any positive integer.

Two or more **Field** objects in the same collection can have the same **OrdinalPosition** property value, in which case they will be ordered alphabetically. For example, if you have a field named Age set to 4 and you set a second field named Weight to 4, Weight is returned after Age.

You can specify a number that is greater than the number of fields minus 1. The field will be returned in an order relative to the largest number. For example, if you set a field's **OrdinalPosition** property to 20 (and there are only 5 fields) and you've set the **OrdinalPosition** property for two other fields to 10 and 30, respectively, the field set to 20 is returned between the fields set to 10 and 30.

Note Even if the Fields collection of a <u>TableDef</u> has not been refreshed, the field order in a <u>Recordset</u> opened from the **TableDef** will reflect the **OrdinalPosition** data of the **TableDef** object. A tabletype **Recordset** will have the same **OrdinalPosition** data as the underlying table, but any other type of **Recordset** will have new **OrdinalPosition** data (starting with 0) that follow the order determined by the **OrdinalPosition** data of the **TableDef**.

# **OriginalValue Property**

Returns the value of a **Field** in the database that existed when the last <u>batch update</u> began (<u>ODBCDirect workspaces</u> only).

#### **Return Values**

The return value is a variant expression.

#### Remarks

During an optimistic batch update, a <u>collision</u> may occur where a second client modifies the same field and record in between the time the first client retrieves the data and the first client's update attempt. The **OriginalValue** property contains the value of the field at the time the last batch <u>Update</u> began. If this value does not match the value actually in the database when the batch **Update** attempts to write to the database, a collision occurs. When this happens, the new value in the database will be accessible through the <u>VisibleValue</u> property.

## **Owner Property**

Sets or returns a value that specifies the owner of the object (<u>Microsoft</u> <u>Jet workspaces</u> only).

#### **Settings and Return Values**

The setting or return value is a <u>String</u> that evaluates to either the name of a <u>User</u> object in the <u>Users</u> collection or the name of a <u>Group</u> object in the <u>Groups</u> collection.

#### Remarks

The owner of an object has certain access privileges denied to other users. Any individual <u>user account</u> (represented by a **User** object) or group of user accounts (represented by a **Group** object) can change the **Owner** property setting at any time if it has the appropriate <u>permissions</u>.

## **PartialReplica Property**

Sets or returns a value on a <u>Relation</u> object indicating whether that relation should be considered when populating a partial replica from a full replica. (<u>Microsoft Jet databases</u> only.)

#### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> data type that is **True** when the relation should be enforced during synchronization.

#### Remarks

This property enables you to replicate data from the full replica to the partial replica based on relationships between tables. You can use the **PartialReplica** property when setting the <u>ReplicaFilter</u> property alone can't adequately specify what data should be replicated to the partial. For example, suppose you have a database in which the Customers table has a <u>one-to-many relationship</u> with the Orders table, and you want to configure a partial replica that only replicates orders from customers in the California region (instead of all orders). It is not possible to set the **ReplicaFilter** property on the Orders table to Region = 'CA' because the Region field is in the Customers table, not the Orders table.

To replicate all orders from the California region, you must indicate that the relation between the Orders and Customers tables will be active during replication. Once you've created a partial replica, the following steps will populate it with all orders from the California region:

- Set the **ReplicaFilter** property on the Customers <u>TableDef</u> object to "Region = 'CA'".
- 2. Set the value of the **PartialReplica** property to **True** on the **Relation** object corresponding to the relationship between Orders and Customers.
- 3. Invoke the <u>PopulatePartial</u> method.

**Caution** When you set a replica filter or replica relation, be aware that records in the partial replica that don't satisfy the restriction criteria will be removed from the partial replica, but not from the full replica. For example, suppose you set the **ReplicaFilter** property on the Customers **TableDef** in the partial replica to "Region = 'CA'" and you then repopulate the database. This will insert or update all records for California-based customers. If you then reset the **ReplicaFilter** property to "Region = 'FL'" and repopulate the database, all California region records in the partial replica will be removed, and all records from Florida-based customers will be inserted from the full replica. No records in the full replica will be deleted.

Before setting either the **ReplicaFilter** or **PartialReplica** property, it's a good idea to synchronize the partial replica in which you are setting these properties with the full replica. This will ensure that pending changes in the partial replica will be merged into the full replica before any records are removed in the partial replica.

### **Password Property**

Sets the password for a <u>user account</u> (<u>Microsoft Jet workspaces</u> only).

**Note** Use strong passwords that combine upper- and lowercase letters, numbers, and symbols. Weak passwords don't mix these elements. Strong password: Y6dh!et5. Weak password: House27. Use a strong password that you can remember so that you don't have to write it down.

#### Settings

The setting is a <u>String</u> that can be up to 14 characters long and can include any characters except the <u>ASCII</u> character 0 (null). This property setting is write-only for new objects not yet appended to a collection, and is not available for existing objects.

#### Remarks

Set the **Password** property along with the <u>PID</u> property when you create a new <u>User</u> object.

Use the <u>NewPassword</u> method to change the **Password** property setting for an existing **User** object. To clear a password, set the *newpassword* 

argument of the **NewPassword** method to a <u>zero-length string</u> ("").

Passwords are <u>case-sensitive</u>.

**Note** If you don't have access permission, you can't change the password of any other user.

## **PercentPosition Property**

Sets or returns a value indicating the approximate location of the <u>current</u> record in the <u>Recordset</u> object based on a percentage of the records in the **Recordset**.

#### **Settings and Return Values**

The setting or return value is a <u>Single</u> that is a number between 0.0 and 100.00.

#### Remarks

To indicate or change the approximate position of the current record in a **Recordset** object, you can check or set the **PercentPosition** property. When working with a dynaset- or snapshot-type **Recordset** object opened directly from a <u>base table</u>, first populate the **Recordset** object by moving to the last record before you set or check the **PercentPosition** property. If you use the **PercentPosition** property before fully populating the **Recordset** object, the amount of movement is relative to the number of records accessed as indicated by the <u>RecordCount</u> property setting. You can move to the last record by using the <u>MoveLast</u> method.

**Note** Using the **PercentPosition** property to move the current record to a specific record in a **Recordset** object isn't recommended?the <u>Bookmark</u> property is better suited for this task.

Once you set the **PercentPosition** property to a value, the record at the approximate position corresponding to that value becomes current, and the **PercentPosition** property is reset to a value that reflects the approximate position of the current record. For example, if your **Recordset** object contains only five records, and you set its **PercentPosition** property value to 77, the value returned from the **PercentPosition** property may be 80, not 77.

The **PercentPosition** property applies to all types of **Recordset** objects except for forward-only–type **Recordset** objects or **Recordset** objects opened from <u>pass-through queries</u> against remote databases.

You can use the **PercentPosition** property with a scroll bar on a form or text box to indicate the location of the current record in a **Recordset** object.

## **Permissions Property**

Sets or returns a value that establishes the <u>permissions</u> for the user or group identified by the <u>UserName</u> property of a <u>Container</u> or <u>Document</u> object (<u>Microsoft Jet workspaces</u> only).

#### **Settings and Return Values**

The setting or return value is a <u>Long</u> constant that establishes permissions. The following tables list the valid constants for the **Permissions** property of various DAO objects. Unless otherwise noted, all constants shown in all tables are valid for **Document** objects.

The following table lists possible values for **Container** objects other than Tables and Databases containers.

Constant	Description
dbSecNoAccess	The user doesn't have access to the object (not valid for <b>Document</b> objects).
dbSecFullAccess	The user has full access to the object.
dbSecDelete	The user can delete the object.
dbSecReadSec	The user can read the object's security- related information.

dbSecWriteSec	The user can alter access permissions.
dbSecWriteOwner	The user can change the <u>Owner</u> property setting.

The following tables lists the possible settings and return values for the Tables container.

Constant	Description
dbSecCreate	The user can create new documents (not
	valid for <b>Document</b> objects).
dbSecReadDef	The user can read the table definition,
	including column and index information.
dbSecWriteDef	The user can modify or delete the table
	definition, including column and index
	information.
dbSecRetrieveData	The user can retrieve data from the
	Document object.
dbSecInsertData	The user can add records.
dbSecReplaceData	The user can modify records.
dbSecDeleteData	The user can delete records.

The following tables lists the possible settings and return values for the Databases container.

Constant	Description
	The user can replicate a database and
dbSecDBAdmin	change the database password (not valid for
	<b>Document</b> objects).
dbSecDBCreate	The user can create new databases. This
	option is valid only on the Databases
	container in the workgroup information file
	(Systen.mdw). This constant isn't valid for
	<b>Document</b> objects.
dbSecDBExclusive	The user has <u>exclusive</u> access to the
	database.
dbSecDBOpen	The user can open the database.
ubbeebbopen	The user can open the database.

### Remarks

Use this property to establish or determine the type of read/write permissions the user has for a **Container** or **Document** object.

A **Document** object inherits the permissions for users from its **Container** object, provided the <u>Inherit</u> property of the **Container** object is set for those users or for a group to which the users belong. By setting a **Document** object's **Permissions** and **UserName** properties later, you can further refine the access control behavior of your object.

If you want to set or return permissions for a user that includes permissions inherited from any groups to which the user belongs, use the <u>AllPermissions</u> property.

# **PID Property**

Sets the <u>personal identifier</u> (PID) for either a <u>group</u> or a <u>user account</u> (<u>Microsoft Jet workspaces</u> only).

### Settings

The setting is a <u>String</u> containing 4-20 alphanumeric characters. This property setting is write-only for new objects not yet appended to a collection, and is not available for existing objects.

#### Remarks

Set the **PID** property along with the <u>Name</u> property when you create a new <u>Group</u> object. Set the **PID** property along with the **Name** and <u>Password</u> properties when you create a new <u>User</u> object.

### **Prepare Property**

Sets or returns a value that indicates whether the query should be prepared on the server as a temporary stored procedure, using the ODBC **SQLPrepare** API function, prior to execution, or just executed using the ODBC **SQLExecDirect** API function (ODBCDirect workspaces only).

### **Settings and Return Values**

The setting or return value is a <u>Long</u> value that can be one of the following constants:

Constant	Description
dbQPrepare	(Default) The statement is prepared (that is, the ODBC <b>SQLPrepare</b> API is called).
dbQUnprepare	The statement is not prepared (that is, the ODBC <b>SQLExecDirect</b> API is called).

#### Remarks

You can use the **Prepare** property to either have the server create a temporary stored procedure from your query and then execute it, or just

have the query executed directly. By default the **Prepare** property is set to **dbQPrepare**. However, you can set this property to **dbQUnprepare** to prohibit preparing of the query. In this case, the query is executed using the **SQLExecDirect** API.

Creating a stored procedure can slow down the initial operation, but increases performance of all subsequent references to the query. However, some queries cannot be executed in the form of stored procedures. In these cases, you must set the **Prepare** property to **dbQUnprepare**.

If **Prepare** is set to **dbQPrepare**, this can be overridden when the query is executed by setting the <u>Execute</u> method's **options** argument to **dbExecDirect**.

**Note** The ODBC **SQLPrepare** API is called as soon as the DAO <u>SQL</u> property is set. Therefore, if you want to improve performance using the **dbQUnprepare** option, you must set the **Prepare** property before setting the **SQL** property.

## **Primary Property**

Sets or returns a value that indicates whether an <u>Index</u> object represents a primary key index for a table (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** if the **Index** object represents a primary key index.

The **Primary** property setting is read/write for a new **Index** object not yet appended to a collection and read-only for an existing **Index** object in an <u>Indexes</u> collection. If the **Index** object is appended to the <u>TableDef</u> object but the **TableDef** object isn't appended to the <u>TableDefs</u> collection, the **Index** property is read/write.

### Remarks

A primary key index consists of one or more fields that uniquely identify all records in a table in a predefined order. Because the index field must be unique, the <u>Unique</u> property of the **Index** object is set to **True**. If the primary key index consists of more than one field, each field can contain duplicate values, but each combination of values from all the indexed fields must be unique. A primary key index consists of a key for the table and usually contains the same fields as the <u>primary key</u>.

**Note** You don't have to create indexes for tables, but in large, unindexed tables, accessing a specific record can take a long time. The <u>Attributes</u> property of each <u>Field</u> object in the **Index** object determines the order of records and consequently determines the access techniques to use for that index. When you create a new table in your database, it's a good idea to create an index on one or more fields that uniquely identify each record, and then set the **Primary** property of the **Index** object to **True**.

When you set a primary key for a table, the primary key is automatically defined as the primary key index for the table.

## **QueryTimeout Property**

Sets or returns a value that specifies the number of seconds to wait before a timeout error occurs when a query is executed on an <u>ODBC</u> <u>data source</u>.

### **Settings and Return Values**

The setting or return value is an <u>Integer</u> representing the number of seconds to wait. The default value is 60.

### Remarks

When you're using an ODBC database, such as Microsoft SQL Server, there may be delays due to network traffic or heavy use of the ODBC server. Rather than waiting indefinitely, you can specify how long to wait.

When you use **QueryTimeout** with a <u>Connection</u> or <u>Database</u> object, it specifies a global value for all queries associated with the database. You can override this value for a specific query by setting the **ODBCTimeout** property of the particular <u>QueryDef</u> object.

In a Microsoft Jet workspace, you can override the default value by

creating a new "ODBC" key in the Registry path \HKEY\_LOCAL\_MACHINE\SOFTWARE\Jet\3.5\, creating a QueryTimeout parameter in this key, and setting the value as desired.

# **RecordCount Property**

Returns the number of records accessed in a <u>Recordset</u> object, or the total number of records in a table-type **Recordset** or <u>TableDef</u> object.

### **Return Values**

The return value is a Long data type.

### Remarks

Use the **RecordCount** property to find out how many records in a **Recordset** or **TableDef** object have been accessed. The **RecordCount** property doesn't indicate how many records are contained in a dynaset-, snapshot-, or forward-only–type **Recordset** object until all records have been accessed. Once the last record has been accessed, the **RecordCount** property indicates the total number of undeleted records in the **Recordset** or **TableDef** object. To force the last record to be accessed, use the <u>MoveLast</u> method on the **Recordset** object. You can also use an SQL **Count** function to determine the approximate number of records your query will return.

Note Using the MoveLast method to populate a newly opened

**Recordset** negatively impacts performance. Unless it is necessary to have an accurate **RecordCount** as soon as you open a **Recordset**, it's better to wait until you populate the **Recordset** with other portions of code before checking the **RecordCount** property.

As your application deletes records in a dynaset-type **Recordset** object, the value of the **RecordCount** property decreases. However, records deleted by other users aren't reflected by the **RecordCount** property until the <u>current record</u> is positioned to a deleted record. If you execute a transaction that affects the **RecordCount** property setting and you subsequently roll back the transaction, the **RecordCount** property won't reflect the actual number of remaining records.

The **RecordCount** property of a snapshot- or forward-only–type **Recordset** object isn't affected by changes in the underlying tables.

A **Recordset** or **TableDef** object with no records has a **RecordCount** property setting of 0.

When you work with <u>linked</u> **TableDef** objects, the **RecordCount** property setting is always –1.

Using the <u>Requery</u> method on a **Recordset** object resets the **RecordCount** property just as if the query were re-executed.

## **RecordsAffected Property**

Returns the number of records affected by the most recently invoked <u>Execute</u> method.

### **Return Values**

The return value is a Long from 0 to the number of records affected by the most recently invoked **Execute** method on either a <u>Database</u> or <u>QueryDef</u> object.

#### Remarks

When you use the **Execute** method to run an <u>action query</u> from a **QueryDef** object, the **RecordsAffected** property will contain the number of records deleted, updated, or inserted.

When you use **RecordsAffected** in an <u>ODBCDirect workspace</u>, it will not return a useful value from an SQL DROP TABLE action query.

# **RecordStatus Property**

Returns a value indicating the update status of the current record if it is part of a <u>batch update</u> (<u>ODBCDirect workspaces</u> only).

#### **Return Values**

The return value is a Long that can be any of the following constants:

Description
(Default) The record has not been modified or has been updated successfully.
The record has been modified and not updated in the database.
The record has been inserted with the <b>AddNew</b> method, but not yet inserted into the database.
The record has been deleted, but not yet deleted in the database.
The record has been deleted locally <i>and</i> in the database.

### Remarks

The value of the **RecordStatus** property indicates whether and how the current record will be involved in the next optimistic batch update.

When a user changes a record, the **RecordStatus** for that record automatically changes to **dbRecordModified**. Similarly, if a record is added or deleted, **RecordStatus** reflects the appropriate constant. When you then use a **batch-mode** <u>Update</u> method, DAO will submit an appropriate operation to the remote server for each record, based on the record's **RecordStatus** property.

### **Replicable Property**

Sets or returns a value that determines whether a database or object in a database can be replicated (<u>Microsoft Jet workspaces</u> only).

**Note** Before getting or setting the **Replicable** property on a <u>Database</u>, <u>TableDef</u>, or <u>QueryDef</u> object, you must create it by using the <u>CreateProperty</u> method and append it to the <u>Properties</u> collection for the object.

### **Setting and Return Values**

The setting or return value is a <u>Text</u> data type.

On a **Database** object, setting this property to "T" makes the database replicable. Once you set the property to "T", you can't change it; setting the property to "F" (or any value other than "T") causes an error.

On an object in a database, setting this property to "T" replicates the object (and subsequent changes to the object) at all <u>replicas</u> in the <u>replica set</u>. You can also set this property in the object's property sheet in Microsoft Access.

**Note** Microsoft Jet 3.5 also supports the <u>Boolean</u> **ReplicableBool** property. Its functionality is identical to the **Replicable** property, except that it takes a **Boolean** value. Setting **ReplicableBool** to **True** makes the object replicable.

### Remarks

Before setting the **Replicable** property on a database, make a backup copy of the database. If setting the **Replicable** property fails, you should delete the partially replicated database, make a new copy from the backup, and try again.

When you set this property on a **Database** object, Microsoft Jet adds fields, tables, and properties to objects within the database. Microsoft Jet uses these fields, tables, and properties to synchronize database objects. For example, all existing tables have three new fields added to them that help identify which records have changed. The addition of these fields and other objects increase the size of your database.

On forms, reports, macros, and modules defined by a host application (such as Microsoft Access), you set this property on the host-defined object through the host user interface. Once set, the **Replicable** property will appear in the **Properties** collection for the <u>Document</u> object representing the host object.

If the **Replicable** property has already been set on an object using the **Replicated** check box in the property sheet for the object, you cannot set the **Replicable** property in code.

When you create a new table, query, form, report, macro, or module at a replica, the object is considered local and is stored only at that replica. If you want users at other replicas to be able to use the object, you must change it from local to replicable. Either create the object at or import it into the <u>Design Master</u> and then set the **Replicable** property to "T".

The object on which you are setting the **Replicable** property might have already inherited that property from another object. However, the value set by the other object has no effect on the behavior of the object you want to make replicable. You must explicitly set the property for each object.

# **ReplicaFilter Property**

Sets or returns a value on a <u>TableDef</u> object within a partial replica that indicates which subset of records is replicated to that table from a full replica. (<u>Microsoft Jet databases</u> only.)

### **Settings And Return Values**

The setting or return value is a <u>String</u> or <u>Boolean</u> that indicates which subset of records is replicated, as specified in the following table:

Value	Description
A string	A criteria that a record in the partial replica table must satisfy in order to be replicated from the full replica.
True	Replicates all records.
False	(Default) Doesn't replicate any records.

### Remarks

This property is similar to an SQL WHERE clause (without the word WHERE), but you cannot specify subqueries, aggregate functions (such as **Count**), or user-defined functions within the criteria.

You can only synchronize data between a full replica and a partial replica. You can't synchronize data between two partial replicas. Also, with partial replication you can set restrictions on which records are replicated, but you can't indicate which fields are replicated.

Usually, you reset a replica filter when you want to replicate a different set of records. For example, when a sales representative temporarily takes over another sales representative's region, the database application can temporarily replicate data for both regions and then return to the previous filter. In this scenario, the application resets the **ReplicaFilter** property and then repopulates the partial replica.

If your application changes replica filters, you should follow these steps:

- 1. Use the <u>Synchronize</u> method to synchronize your full replica with the partial replica in which the filters are being changed.
- 2. Use the **ReplicaFilter** property to make the desired changes to the replica filter.
- 3. Use the <u>PopulatePartial</u> method to remove all records from the partial replica and transfer all records from the full replica that meet the new replica filter criteria.

To remove a filter, set the **ReplicaFilter** property to **False**. If you remove all filters and invoke the **PopulatePartial** method, no records will appear in any replicated tables in the partial replica.

**Note** If a replica filter has changed, and the **Synchronize** method is invoked without first invoking **PopulatePartial**, a trappable error occurs.

### **ReplicaID Property**

Returns a 16-byte value that uniquely identifies a database <u>replica</u> (<u>Microsoft Jet workspaces</u> only).

### **Return Values**

The return value is a <u>GUID</u> value that uniquely identifies the replica or <u>Design Master</u>.

### Remarks

The <u>Microsoft Jet database engine</u> automatically generates this value when you create a new replica.

The **ReplicalD** property of each replica (and the Design Master) is stored in the MSysReplicas system table.

# **Required Property**

Sets or returns a value that indicates whether a <u>Field</u> object requires a non-<u>Null</u> value or whether all the fields in an <u>Index</u> object must have a value.

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** if a field can't contain a **Null** value.

For an object not yet appended to a collection, this property is read/write. For an **Index** object, this property setting is read-only for objects appended to <u>Indexes</u> collections in <u>Recordset</u> and <u>TableDef</u> objects.

### Remarks

The availability of the **Required** property depends on the object that contains the <u>Fields</u> collection, as shown in the following table.

If the Fields collection belongs to	<sup>0</sup> Then Required is
a	rnen Requireu is

Index object	Not supported	

QueryDef object	Read-only
Recordset object	Read-only
Relation object	Not supported
TableDef object	Read/write

For a **Field** object, you can use the **Required** property along with the <u>AllowZeroLength</u>, <u>ValidateOnSet</u>, or <u>ValidationRule</u> property to determine the validity of the <u>Value</u> property setting for that **Field** object. If the **Required** property is set to **False**, the field can contain **Null** values as well as values that meet the conditions specified by the **AllowZeroLength** and **ValidationRule** property settings.

**Note** When you can set this property for either an **Index** object or a **Field** object, set it for the **Field** object. The validity of the property setting for a **Field** object is checked before that of an **Index** object.

## **Restartable Property**

Returns a value that indicates whether a <u>Recordset</u> object supports the <u>Requery</u> method, which re-executes the query on which the **Recordset** object is based.

### **Return Values**

The return value is a <u>Boolean</u> data type that is **True** if the **Recordset** object supports the **Requery** method. Table-type **Recordset** objects always return **False**.

### Remarks

Check the **Restartable** property before using the **Requery** method on a **Recordset** object. If the object's **Restartable** property is set to **False**, use the <u>OpenRecordset</u> method on the underlying <u>QueryDef</u> object to re-execute the query.

# **ReturnsRecords Property**

Sets or returns a value that indicates whether an SQL <u>pass-through</u> <u>query</u> to an external database returns records (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** (default) if a passthrough query returns records.

### Remarks

Not all SQL pass-through queries to external databases return records. For example, an SQL UPDATE statement updates records without returning records, while an SQL SELECT statement does return records. If the query returns records, set the **ReturnsRecords** property to **True**; if the query doesn't return records, set the **ReturnsRecords** property to **False**.

**Note** You must set the <u>Connect</u> property before you set the **ReturnsRecords** property.

# **Size Property**

Sets or returns a value that indicates the maximum size, in bytes, of a <u>Field</u> object.

### **Settings and Return Values**

The setting or return value is a constant that indicates the maximum size of a **Field** object. For an object not yet appended to the <u>Fields</u> collection, this property is read/write. The setting depends on the <u>Type</u> property setting of the **Field** object, as discussed under Remarks.

#### Remarks

For fields (other than Memo type fields) that contain character data, the **Size** property indicates the maximum number of characters that the field can hold. For numeric fields, the **Size** property indicates how many bytes of storage are required.

Use of the **Size** property depends on the object that contains the **Fields** collection to which the **Field** object is appended, as shown in the following table.

Object appended to Usage	
Index	Not supported
QueryDef	Read-only
Recordset	Read-only
Relation	Not supported
TableDef	Read-only

When you create a **Field** object with a data type other than Text, the Type property setting automatically determines the **Size** property setting; you don't need to set it. For a **Field** object with the Text data type, however, you can set **Size** to any integer up to the maximum text size (255 for Microsoft Jet databases). If you do not set the size, the field will be as large as the database allows.

For Long Binary and Memo **Field** objects, **Size** is always set to 0. Use the <u>FieldSize</u> property of the **Field** object to determine the size of the data in a specific record. The maximum size of a Long Binary or Memo field is limited only by your system resources or the maximum size that the database allows.

# **Sort Property**

Sets or returns the <u>sort order</u> for records in a <u>Recordset</u> object (<u>Microsoft</u> <u>Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> that contains the ORDER BY clause of an <u>SQL statement</u> without the reserved words ORDER BY.

### Remarks

You can use the **Sort** property with dynaset- and snapshot-type **Recordset** objects.

When you set this property for an object, sorting occurs when a subsequent **Recordset** object is created from that object. The **Sort** property setting overrides any sort order specified for a <u>QueryDef</u> object.

The default sort order is ascending (A to Z or 0 to 100).

The **Sort** property doesn't apply to table- or forward-only–type **Recordset** objects. To sort a table-type **Recordset** object, use the <u>Index</u>

property.

**Note** In many cases, it's faster to open a new **Recordset** object by using an SQL statement that includes the sorting criteria.

# **Source Property**

Returns the name of the object or application that originally generated the error.

### **Return Values**

The return value is a <u>String</u> representing the object or application that generated the error.

### Remarks

The **Source** property value is usually the object's <u>class</u> name or programmatic ID. Use the **Source** property to provide your users with information when your code is unable to handle an error generated in an object in another application.

For example, if you access Microsoft Excel and it generates a "Division by zero" error, Microsoft Excel sets **Error.Number** to the Microsoft Excel code for that error and sets the **Source** property to Excel.Application. Note that if the error is generated in another object called by Microsoft Excel, Microsoft Excel intercepts the error and still sets **Error.Number** to the Microsoft Excel code. However, the other **Error** object properties (including **Source**) will retain the values as set by the object that generated the error. The **Source** property always contains the name of the object that originally generated the error.

Based on all of the error documentation, you can write code that will handle the error appropriately. If your error handler fails, you can use the <u>Error</u> object information to describe the error to your user, using the **Source** property and the other **Error** properties to give the user information about which object originally caused the error, the description of the error, and so forth.

Note The On Error Resume Next construct may be preferable to On Error GoTo when dealing with errors generated during access to other objects. Checking the Error object property after each interaction with an object removes ambiguity about which object your code was accessing when the error occurred. Thus, you can be sure which object placed the error code in Error.Number, as well as which object originally generated the error (Error.Source).

# SourceField, SourceTable Properties

- **SourceField** returns a value that indicates the name of the field that is the original source of the data for a <u>Field</u> object.
- **SourceTable** returns a value that indicates the name of the table that is the original source of the data for a **Field** object.

#### **Return Values**

The return value is a <u>String</u> specifying the name of the field or table that is the source of data.

#### Remarks

For a **Field** object, use of the **SourceField** and **SourceTable** properties depends on the object that contains the <u>Fields</u> collection that the **Field** object is appended to, as shown in the following table.

Object appended to Usage	
Index	Not supported
QueryDef	Read-only

These properties indicate the original field and table names associated with a **Field** object. For example, you could use these properties to determine the original source of the data in a query field whose name is unrelated to the name of the field in the underlying table.

**Note** The **SourceTable** property will not return a meaningful table name if used on a **Field** object in the **Fields** collection of a table-type **Recordset** object.

### SourceTableName Property

Sets or returns a value that specifies the name of a <u>linked table</u> or the name of a base table (<u>Microsoft Jet workspaces only</u>).

### **Settings and Return Values**

The setting or return value is a <u>String</u> that specifies a table name. For a base table, the setting is a <u>zero-length string</u> (""). This property setting is read-only for a base table and read/write for a linked table or an object not appended to a <u>collection</u>.

# **SQL Property**

Sets or returns the <u>SQL statement</u> that defines the query executed by a <u>QueryDef</u> object.

### **Settings and Return Values**

The setting or return value is a <u>String</u> that contains an SQL statement.

### Remarks

The **SQL** property contains the SQL statement that determines how records are selected, grouped, and ordered when you execute the query. You can use the query to select records to include in a <u>Recordset</u> object. You can also define action queries to modify data without returning records.

The SQL syntax used in a query must conform to the SQL dialect of the query engine, which is determined by the type of workspace. In a <u>Microsoft Jet workspace</u>, use the Microsoft Jet SQL dialect, unless you create an SQL pass-through query, in which case you should use the dialect of the server. In an <u>ODBCDirect workspace</u>, use the SQL dialect of the server.

**Note** You can send DAO queries to a variety of different database servers with ODBCDirect, and different servers will recognize slightly different dialects of SQL. Therefore, context-sensitive Help is no longer provided for Microsoft Jet SQL, although online Help for Microsoft Jet SQL is still included through the Help menu. Be sure to check the appropriate reference documentation for the SQL dialect of your database server when using either ODBCDirect connections or pass-through queries in Microsoft Jet-connected client/server applications.

If the SQL statement includes <u>parameters</u> for the query, you must set these before execution. Until you reset the parameters, the same parameter values are applied each time you execute the query.

In an ODBCDirect workspace, you can also use the **SQL** property to execute a prepared statement on the server. For example, setting the **SQL** property to the following string will execute a prepared statement named "GetData" with one parameter on a Microsoft SQL Server backend.

### "{call GetData (?)}"

In a Microsoft Jet workspace, using a **QueryDef** object is the preferred way to perform SQL pass-through operations on <u>Microsoft Jet-connected</u> <u>ODBC data sources</u>. By setting the **QueryDef** object's <u>Connect</u> property to an <u>ODBC data source</u>, you can use non–Microsoft-Jet-database SQL in the query to be passed to the external server. For example, you can use TRANSACT SQL statements (with Microsoft SQL Server or Sybase SQL Server databases), which the Microsoft Jet database engine would otherwise not process.

**Note** If you set the property to a string concatenated with a noninteger value, and the system parameters specify a non-U.S. decimal character such as a comma (for example, strSQL = "PRICE > "& lngPrice, and lngPrice = 125,50), an error will result when you try to execute the **QueryDef** object in a Microsoft Jet database. This is because during concatenation, the number will be converted to a string using your system's default decimal character, and Microsoft Jet SQL only accepts U.S. decimal characters.

# **StillExecuting Property**

Indicates whether or not an asynchronous operation (that is, a method called with the **dbRunAsync** option) has finished executing (<u>ODBCDirect</u> <u>workspaces</u> only).

### **Settings And Return Values**

The return value is a <u>Boolean</u> that is **True** if the query is still executing, and **False** if the query has completed.

#### Remarks

Use the **StillExecuting** property to determine if the most recently called asynchronous **Execute**, **MoveLast**, **OpenConnection**, or **OpenRecordset** method (that is, a method executed with the **dbRunAsync** option) is complete. While the **StillExecuting** property is **True**, any returned object cannot be accessed.

The following table shows what method is evaluated when you use **StillExecuting** on a particular type of object.

If StillExecuting is used on This asynchronous method is evaluated

Connection	Execute or OpenConnection
QueryDef	Execute
Recordset	MoveLast or OpenRecordset

Once the **StillExecuting** property on a <u>Connection</u> or <u>Recordset</u> object returns **False**, follwing the **OpenConnection** or **OpenRecordset** call that returns the associated **Recordset** or **Connection** object, the object can be referenced. So long as **StillExecuting** remains **True**, the object may not be referenced, other than to read the **StillExecuting** property. When you use the <u>NextRecordset</u> method to complete processing of a **Recordset**, the **StillExecuting** property is reset to **True** while subsequent result sets are retrieved.

Use the <u>Cancel</u> method to terminate execution of a task in progress.

## **SystemDB Property**

Sets or returns the path for the current location of the workgroup information file (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> describing the fully resolved path to the workgroup information file.

### Remarks

The Microsoft Jet database engine allows you to define a workgroup and set different access permissions to each object in the database for each user in the workgroup. The workgroup is defined by the workgroup information file, typically called "system.mdw". For users to gain access to the secured objects in your database, DAO must have the location of this workgroup information file. The location can be identified to DAO either by specifying it in the Windows Registry or by setting the **SystemDB** property. On setup, the default setting is simply "system.mdw" with no path.

For this option to have any effect, you must set the SystemDB property

before your application initializes the <u>DBEngine</u> object (that is, before creating an instance of any other DAO object). The scope of this setting is limited to your application and can't be changed without restarting your application.

## **Table Property**

Indicates the name of a <u>Relation</u> object's <u>primary table</u>. This should be equal to the <u>Name</u> property setting of a <u>TableDef</u> or <u>QueryDef</u> object (<u>Microsoft Jet workspaces</u> only).

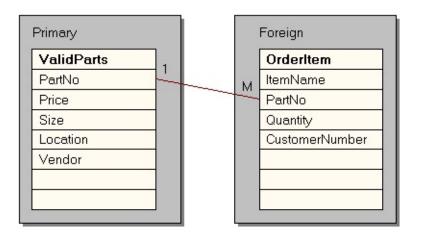
### **Settings and Return Values**

The setting or return value is a <u>String</u> that evaluates to the name of a table in the <u>TableDefs</u> collection or query in the <u>QueryDefs</u> collection. The **Table** property setting is read/write for a new **Relation** object not yet appended to a collection and read-only for an existing **Relation** object in a <u>Relations</u> collection.

### Remarks

Use the **Table** property with the <u>ForeignTable</u> property to define a **Relation** object, which represents the <u>relationship</u> between fields in two tables or queries. Set the **Table** property to the **Name** property setting of the primary **TableDef** or **QueryDef** object, and set the **ForeignTable** property to the **Name** property setting of the foreign (referencing) **TableDef** or **QueryDef** object. The <u>Attributes</u> property determines the type of relationship between the two objects. For example, if you had a list of valid part codes (in a field named PartNo) stored in a ValidParts table, you could establish a <u>one-to-many</u> relationship with an OrderItem table such that if a part code were entered into the OrderItem table, it would have to already be in the ValidParts table. If the part code didn't exist in the ValidParts table and you had not set the **Attributes** property of the **Relation** object to **dbRelationDontEnforce**, a trappable error would occur.

In this case, the ValidParts table is the primary table, so the **Table** property of the **Relation** object would be set to ValidParts and the **ForeignTable** property of the **Relation** object would be set to OrderItem. The **Name** and **ForeignName** properties of the <u>Field</u> object in the **Relation** object's <u>Fields</u> collection would be set to PartNo.



The following illustration depicts this relation.

## **Transactions Property**

Returns a value that indicates whether an object supports transactions.

#### **Return Values**

The return value is a <u>Boolean</u> data type that is **True** if the object supports transactions.

#### Remarks

In an ODBCDirect workspace, the **Transactions** property is available on Connection and Database objects, and indicates whether or not the ODBC driver you are using supports transactions.

In a <u>Microsoft Jet workspace</u>, you can also use the **Transactions** property with dynaset- or table-type **Recordset** objects. Snapshot- and forward-only-type <u>Recordset</u> objects always return **False**.

If a dynaset- or table-type **Recordset** is based on a <u>Microsoft Jet</u> <u>database engine</u> table, the **Transactions** property is **True** and you can use transactions. Other database engines may not support transactions. For example, you can't use transactions in a dynaset-type **Recordset**  object based on a Paradox table.

Check the **Transactions** property before using the <u>BeginTrans</u> method on the **Recordset** object's <u>Workspace</u> object to make sure that transactions are supported. Using the **BeginTrans, CommitTrans, or Rollback** methods on an unsupported object has no effect.

# **Type Property**

Sets or returns a value that indicates the operational type or data type of an object.

### **Settings and Return Values**

The setting or return value is a constant that indicates an operational or data type. For a <u>Field</u> or <u>Property</u> object, this property is read/write until the object is appended to a collection or to another object, after which it's read-only. For a <u>QueryDef</u>, <u>Recordset</u>, or <u>Workspace</u> object, the property setting is read-only. For a <u>Parameter</u> object in a Microsoft Jet workspace the property is read-only, while in an ODBCDirect workspace the property is always read-write.

For a **Field**, **Parameter**, or **Property** object, the possible settings and return values are described in the following table.

Constant	Description	
dbBigInt	Big Integer	
dbBinary	Binary	
dbBoolean	Boolean	
dbByte	Byte	

dbChar	Char
dbCurrency	Currency
dbDate	Date/Time
dbDecimal	Decimal
dbDouble	Double
dbFloat	<u>Float</u>
dbGUID	GUID
dbInteger	Integer
dbLong	Long
dbLongBinary	Long Binary ( <u>OLE Object</u> )
dbMemo	Memo
dbNumeric	Numeric
dbSingle	Single
dbText	<u>Text</u>
dbTime	<u>Time</u>
dbTimeStamp	<u>Time Stamp</u>
dbVarBinary	<u>VarBinary</u>

For a **QueryDef** object, the possible settings and return values are shown in the following table.

Constant	Query type	
dbQAction	Action	
dbQAppend	Append	
dbQCompound	CompounddadefCompoundQuery@jetdef35.hlp	
dbQCrosstab	Crosstab	
dbQDDL	Data-definition	
dbQDelete	Delete	
dbQMakeTable	Make-table	
dbQProcedure	Procedure (ODBCDirect workspaces only)	
dbQSelect	Select	
dbQSetOperation	Union	
dbQSPTBulk	Used with <b>dbQSQLPassThrough</b> to specify a query that	
	doesn't return records ( <u>Microsoft Jet workspaces</u> only).	
dbQSQLPassThrough	Pass-through (Microsoft Jet workspaces only)	
dbQUpdate	<u>Update</u>	

**Note** To create an SQL pass-through query in a Microsoft Jet workspace, you don't need to explicitly set the **Type** property to **dbQSQLPassThrough**. The <u>Microsoft Jet database engine</u> automatically sets this when you create a **QueryDef** object and set the <u>Connect</u> property.

For a **Recordset** object, the possible settings and return values are as follows.

Constant	Recordset type	
dbOpenTable	Table (Microsoft Jet workspaces only)	
dbOpenDynamic	Dynamic (ODBCDirect workspaces only)	
dbOpenDynaset	Dynaset	
dbOpenSnapshot	Snapshot	
dbOpenForwardOnly Forward-only		

For a **Workspace** object, the possible settings and return values are as follows.

Constant	Workspace type	
dbUseJet	The <b>Workspace</b> is connected to the Microsoft Jet database engine.	
dbUseODBC	The <b>Workspace</b> is connected to an ODBC data source.	

### Remarks

When you append a new **Field**, **Parameter**, or **Property** object to the collection of an <u>Index</u>, **QueryDef**, **Recordset**, or **TableDef** object, an error occurs if the underlying database doesn't support the data type specified for the new object.

## **Unique Property**

Sets or returns a value that indicates whether an <u>Index</u> object represents a unique (key) index for a table (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** if the **Index** object represents a unique index. For an **Index** object, this property setting is read/write until the object is appended to a collection, after which it's read-only.

### Remarks

A unique index consists of one or more fields that logically arrange all records in a table in a unique, predefined order. If the index consists of one field, values in that field must be unique for the entire table. If the index consists of more than one field, each field can contain duplicate values, but each combination of values from all the indexed fields must be unique.

If both the **Unique** and <u>Primary</u> properties of an **Index** object are set to **True**, the index is unique and primary: It uniquely identifies all records in

the table in a predefined, logical order. If the **Primary** property is set to **False**, the index is a secondary index. Secondary indexes (both key and nonkey) logically arrange records in a predefined order without serving as an identifier for records in the table.

### Notes

- You don't have to create indexes for tables, but in large, unindexed tables, accessing a specific record can take a long time.
- Records retrieved from tables without indexes are returned in no particular sequence.
- The <u>Attributes</u> property of each <u>Field</u> object in the **Index** object determines the order of records and consequently determines the access techniques to use for that **Index** object.
- A unique index helps optimize finding records.
- Indexes don't affect the physical order of a <u>base table</u> ? indexes affect only how the records are accessed by the table-type <u>Recordset</u> object when a particular index is chosen or when the <u>Microsoft Jet database engine</u> creates **Recordset** objects.

# **Updatable Property**

Returns a value that indicates whether you can change a DAO object.

### **Return Values**

The return value is a <u>Boolean</u> data type that is **True** if the object can be changed or updated. (Snapshot- and forward-only–type <u>Recordset</u> objects always return **False**.)

### Remarks

Depending on the object, if the **Updatable** property setting is **True**, the associated statement in the following table is true.

Object	Type indicates
Connection	Data in the connected database can be changed.
Database	The object can be changed
QueryDef	The query definition can be changed
Recordset	The records can be updated
TableDef	The table definition can be changed

The Updatable property setting is always True for a newly created

**TableDef** object and **False** for a <u>linked</u> **TableDef** object. A new **TableDef** object can be appended only to a database for which the current user has write <u>permission</u>.

Many types of objects can contain fields that can't be updated. For example, you can create a dynaset-type **Recordset** object in which only some fields can be changed. These fields can be fixed or contain data that increments automatically, or the dynaset can result from a query that combines updatable and nonupdatable tables.

If the object contains only read-only fields, the value of the **Updatable** property is **False**. When one or more fields are updatable, the property's value is **True**. You can edit only the updatable fields. A trappable error occurs if you try to assign a new value to a read-only field.

The **Updatable** property of a **QueryDef** object is set to **True** if the query definition can be updated, even if the resulting **Recordset** object isn't updatable.

Because an updatable object can contain read-only fields, check the <u>DataUpdatable</u> property of each field in the <u>Fields</u> collection of a **Recordset** object before you edit a record.

## **UpdateOptions Property**

Sets or returns a value that indicates how the WHERE clause is constructed for each record during a <u>batch update</u>, and whether the batch update should use an UPDATE statement or a DELETE followed by an INSERT (<u>ODBCDirect workspaces</u> only).

### **Settings And Return Values**

The setting or return value is a <u>Long</u> that can be any of the following constants:

Constant	Description
dbCriteriaKey	(Default) Uses just the key column(s) in the where clause.
dbCriteriaModValues	Uses the key column(s) and all updated columns in the where clause.
dbCriteriaAllCols	Uses the key column(s) and all the columns in the where clause.
dbCriteriaTimeStamp	Uses just the timestamp column if available (will generate a run-time error if no timestamp column is in the result set).
dbCriteriaDeleteInsert	Uses a set of DELETE and INSERT statements for each modified row.

### Remarks

When a batch-mode <u>Update</u> is executed, DAO and the <u>client batch</u> <u>cursor library</u> create a series of SQL UPDATE statements to make the needed changes. An SQL WHERE clause is created for each update to isolate the records that are marked as changed by the <u>RecordStatus</u> property. Because some remote servers use triggers or other ways to enforce referential integrity, is it often important to limit the fields being updated to just those affected by the change. To do this, set the **UpdateOptions** property to one of the constants **dbCriteriaKey**, **dbCriteriaModValues**, **dbCriteriaAllCols**, or **dbCriteriaTimeStamp**. This way, only the absolute minimum amount of trigger code is executed. As a result, the update operation is executed more quickly, and with fewer potential errors.

You can also concatenate either of the constants **dbCriteriaDeleteInsert** or **dbCriteriaUpdate** to determine whether to use a set of SQL DELETE and INSERT statements or an SQL UPDATE statement for each update when sending batched modifications back to the server. In the former case, two separate operations are required to update the record. In some cases, especially where the remote system implements DELETE, INSERT, and UPDATE triggers, choosing the correct **UpdateOptions** property setting can significantly impact performance.

If you don't specify any constants, **dbCriteriaUpdate** and **dbCriteriaKey** will be used.

Newly added records will always generate INSERT statements and deleted records will always generate DELETE statements, so this property only applies to how the cursor library updates modified records.

## **UserName Property**

Sets or returns a value that represents a user, a group of users, or the owner of a <u>Workspace</u> object.

### **Settings and Return Values**

The setting or return value is a <u>String</u> that evaluates to the name of a user. In a <u>Microsoft Jet workspace</u>, this represents a <u>User</u> object in the <u>Users</u> collection or a <u>Group</u> object in the <u>Groups</u> collection. For Microsoft Jet <u>Container</u> and <u>Document</u> objects, this property setting is read/write. For all **Workspace** objects, this property setting is read-only.

### Remarks

Depending on the type of object, the **UserName** property represents the following.

- The owner of a **Workspace** object.
- A user or group of users when you manipulate the access <u>permissions</u> of a **Container** object or a **Document** object

(Microsoft Jet workspaces only).

To find or set the permissions for a particular user or group of users, first set the **UserName** property to the user or group name that you want to examine. Then check the <u>Permissions</u> property setting to determine what permissions that user or group of users has, or set the **Permissions** property to change the permissions.

For a **Workspace** object, check the **UserName** property setting to determine the owner of the **Workspace** object. Set the **UserName** property to establish the owner of the **Workspace** object before you append the object to the <u>Workspaces</u> collection.

## V1xNullBehavior Property

Indicates whether <u>zero-length strings</u> ("") used in code to fill <u>Text</u> or <u>Memo</u> fields are converted to <u>Null</u>.

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that is **True** if zero-length strings are converted to **Null**.

#### Remarks

This property applies to <u>Microsoft Jet database engine</u> version 1.x databases that have been converted to Microsoft Jet database engine version 2.0 or 3.0 databases.

**Note** The Microsoft Jet database engine automatically creates this property when it converts a version 1.x database to a version 2.0 or 3.x database. A 2.0 database will retain this property when it is converted to a 3.x database.

If you change this property setting, you must close and then reopen the database for your change to take effect.

For fastest performance, modify code that sets any Text or Memo fields to zero-length strings so that the fields are set to **Null** instead, and remove the **V1xNullBehavior** property from the <u>Properties</u> collection.

## ValidateOnSet Property

Sets or returns a value that specifies whether or not the value of a <u>Field</u> object is immediately <u>validated</u> when the object's <u>Value</u> property is set (<u>Microsoft Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>Boolean</u> that can be one of the following values.

Value	Description
True	The <u>validation rule</u> specified by the <u>ValidationRule</u> property setting of the <b>Field</b> object is checked when you set the object's <b>Value</b> property.
False	(Default) Validate when the record is updated.

Only **Field** objects in <u>Recordset</u> objects support the **ValidateOnSet** property as read/write.

#### Remarks

Setting the **ValidateOnSet** property to **True** can be useful in a situation when a user is entering records that include substantial Memo data.

Waiting until the <u>Update</u> call to validate the data can result in unnecessary time spent writing the lengthy Memo data to the database if it turns out that the data was invalid anyway because a validation rule was broken in another field.

# ValidationRule Property

Sets or returns a value that validates the data in a field as it's changed or added to a table (Microsoft Jet workspaces only).

### **Settings and Return Values**

The settings or return values is a <u>String</u> that describes a comparison in the form of an SQL WHERE clause without the WHERE reserved word. For an object not yet appended to the <u>Fields</u> collection, this property is read/write. See Remarks for the more specific read/write characteristics of this property.

### Remarks

The **ValidationRule** property determines whether or not a field contains valid data. If the data is not valid, a trappable run-time error occurs. The returned error message is the text of the <u>ValidationText</u> property, if specified, or the text of the expression specified by **ValidationRule**.

For a <u>Field</u> object, use of the **ValidationRule** property depends on the object that contains the **Fields** collection to which the **Field** object is appended.

Object appended to Usage	
Index Not supported	
QueryDef	Read-only
Recordset	Read-only
Relation	Not supported
TableDef	Read/write

For a <u>Recordset</u> object, use of the **ValidationRule** property is read-only. For a <u>TableDef</u> object, use of the **ValidationRule** property depends on the status of the **TableDef** object, as the following table shows.

TableDef	Usage	
<u>Base table</u>	Read/write	
Linked table Read-only		

Validation is supported only for databases that use the <u>Microsoft Jet</u> <u>database engine</u>.

The string expression specified by the ValidationRule property of a Field object can refer only to that Field. The expression can't refer to userdefined functions, SQL aggregate functions, or queries. To set a Field object's ValidationRule property when its ValidateOnSet property setting is True, the expression must successfully parse (with the field name as an implied operand) and evaluate to True. If its ValidateOnSet property setting is False, the ValidationRule property setting is ignored.

The **ValidationRule** property of a **Recordset** or **TableDef** object can refer to multiple fields in that object. The restrictions noted earlier in this topic for the **Field** object apply.

For a table-type **Recordset** object, the **ValidationRule** property inherits the **ValidationRule** property setting of the **TableDef** object that you use to create the table-type **Recordset** object.

For a **TableDef** object based on an <u>linked table</u>, the **ValidationRule** property inherits the **ValidationRule** property setting of the underlying <u>base table</u>. If the underlying base table doesn't support validation, the

value of this property is a <u>zero-length string</u> ("").

**Note** If you set the property to a string concatenated with a noninteger value, and the system parameters specify a non-U.S. decimal character such as a comma (for example, strRule = "PRICE > " & lngPrice, and lngPrice = 125,50), an error will result when your code attempts to validate any data. This is because during concatenation, the number will be converted to a string using your system's default decimal character, and Microsoft Jet SQL only accepts U.S. decimal characters.

## **ValidationText Property**

Sets or returns a value that specifies the text of the <u>message</u> that your application displays if the value of a <u>Field</u> object doesn't satisfy the <u>validation rule</u> specified by the <u>ValidationRule</u> property setting (<u>Microsoft</u> <u>Jet workspaces</u> only).

### **Settings and Return Values**

The setting or return value is a <u>String</u> that specifies the text displayed if a user tries to enter an invalid value for a field. For an object not yet appended to a collection, this property is read/write. For a <u>Recordset</u> object, this property setting is read-only. For a <u>TableDef</u> object, this property setting is read-only for a <u>linked table</u> and read/write for a <u>base</u> table.

### Remarks

For a **Field** object, use of the **ValidationText** property depends on the object that contains the <u>Fields</u> collection to which the **Field** object is appended, as the following table shows.

**Object appended to Usage** 

Index	Not supported	
QueryDef	Read-only	
Recordset	Read-only	
Relation	Not supported	
TableDef	Read/write	

## **Value Property**

Sets or returns the value of an object.

### **Settings and Return Values**

The setting or return value is a <u>Variant</u> data type that evaluates to a value appropriate for the data type, as specified by the <u>Type</u> property of an object.

### Remarks

Generally, the **Value** property is used to retrieve and alter data in <u>Recordset</u> objects.

The **Value** property is the default property of the <u>Field</u>, <u>Parameter</u>, and <u>Property</u> objects. Therefore, you can set or return the value of one of these objects by referring to them directly instead of specifying the **Value** property.

Trying to set or return the **Value** property in an inappropriate context (for example, the **Value** property of a **Field** object in the <u>Fields</u> collection of a **TableDef** object) will cause a trappable error.

### Notes

- In an <u>ODBCDirect workspace</u>, you cannot read or set the **Value** property of a **Recordset** field more than once without refreshing the current record. For example, to read and then set the **Value** property, first read the property, then use the <u>Move</u> 0 method to refresh the current record, then write the new value.
- When reading decimal values from a Microsoft SQL Server database, they will be formatted using scientific notation through a <u>Microsoft Jet workspace</u>, but will appear as normal decimal values through an ODBCDirect workspace.

## **Version Property**

- <u>Microsoft Jet workspace</u> ? On the <u>DBEngine</u> object, returns the version of DAO currently in use. On the <u>Database</u> object, returns the version of Jet that created the .mdb file.
- <u>ODBCDirect workspace</u> ? On the **DBEngine** object, returns the version of DAO currently in use. On the **Database** object, returns the version of the <u>ODBC driver</u> currently in use.

### **Return Values**

The return value is a <u>String</u> that evaluates to a version number, formatted as follows.

• **Microsoft Jet workspace** ? represents the version number in the form "*major.minor*". For example, "3.0". The product version number consists of the version number (3), a period, and the release number (0).

ODBCDirect workspace ? represents the DAO version number in the form "*major.minor*", or represents the ODBC driver version number in the form "*major.minor.build*". For example, the DBEngine.Version value of "3.5" indicated DAO version 3.5. A Database object's Version value of 2.50.1032 indicates that the current instance of DAO is connected to ODBC version 2.5, build 1032.

### Remarks

In a Microsoft Jet workspace, the **Version** property of a **Database** object corresponds to a version of the Microsoft Jet database engine, and doesn't necessarily match the version number of the Microsoft product with which the database engine was included. For example, the **Version** property of a **Database** object created with Microsoft Visual Basic 3.0 will be 1.1, not 3.0.

**Microsoft Jet** Microsoft **Microsoft Visual Microsoft Microsoft Visual** Version (year Access Basic Excel C++ released) N/A 1.0 (1992) 1.0 N/A N/A 1.1 (1993) 1.1 3.0 N/A N/A 2.0 (1994) 2.0 N/A N/A N/A 2.5 (1995) N/A 4.0 (16-bit) N/A N/A 4.0 (32-bit) **'**95 (7.0) 3.0 (1995) **'**95 (7.0) **4.**x 3.5 (1996) **'**97 **(**8.0**) '**97 **(**8.0**)** 5.0 5.0

The following table shows which version of the database engine was included with various versions of Microsoft products.

## **VisibleValue Property**

Returns a value currently in the database that is newer than the **OriginalValue** property as determined by a <u>batch update</u> conflict (<u>ODBCDirect workspaces</u> only).

### **Return Values**

The return value is a variant expression.

### Remarks

This property contains the value of the field that is currently in the database on the server. During an optimistic batch update, a <u>collision</u> may occur where a second client modified the same field and record in between the time the first client retrieved the data and the first client's update attempt. When this happens, the value that the second client set will be accessible through this property.

### **ODBCDirect**

A technology that allows you to access ODBC data sources directly by using DAO features that bypass the Microsoft Jet database engine.

### **ODBC** data source

A term used to refer to a database or database server used as a source of data. ODBC data sources are referred to by their Data Source Name (DSN). Data sources can be created by using the Windows Control Panel or the **RegisterDatabase** method.

### Microsoft Jet database engine

A database management system that retrieves data from and stores data in user and system databases. The Microsoft Jet database engine can be thought of as a data manager component with which other data access systems, such as Microsoft Access and Visual Basic, are built.

### Microsoft Jet database

A database created with the Microsoft Jet database engine. The file name extension for a Microsoft Jet database is .mdb.

### batch update

A cursor model for clients that work with cursors but don't hold locks on the server or issue updates by row. Instead, the client updates many rows that are buffered locally, and then it issues a batch update. This cursor model also allows the client to drop the connection to the server and re-establish it with the same server or even a different server.

To use batch updating in DAO 3.5, you must use an ODBCDirect workspace, the **DefaultCursorDriver** property must be set to dbUseClientBatchCursor at the time the Connection is opened, and the **Recordset** must be opened with the **OpenRecordset** method's locktype argument set to dbOptimisticBatch.

### collision

A conflict that occurs during a batch update.

A collision occurs when a client reads data from the server and then attempts to modify that data in a batch update, but before the update attempt is actually executed another client changes the original server data. In this situation, the first client is attempting to modify server data without knowing what data actually exists on the server.

#### replica

A copy of a database, including its tables, queries, forms, reports, macros, and modules. A replica is a member of a replica set and can be synchronized with other replicas in the set. Changes to the data in a replicated table in one replica are sent and applied to the other members in the replica set.

Note The Design Master is also a replica.

## partial replica

A database that contains only a subset of the records in a full replica. With a partial replica, you can set filters and identify relationships that define which subset of the records in the full replica should be present in the database.

## **Microsoft Jet workspace**

A workspace that uses the Microsoft Jet database engine to access a data source. The data source can be a Microsoft Jet database file (.mdb), an ODBC database, such as a Paradox database, or an ISAM database.

### Microsoft Jet-connected ODBC data source

An ODBC data source that is accessed by using Data Access Objects (DAO) and the Microsoft Jet database engine.

### installable ISAM

A driver you can specify that allows access to external database formats such as dBASE, Microsoft Excel, and Paradox. ISAM is an acronym for Indexed Sequential Access Method. The Microsoft Jet database engine installs (loads) these ISAM drivers when referenced by your application. The location of these drivers is maintained in the Microsoft Windows Registry.

# **ODBCDirect workspace**

A workspace that uses ODBCDirect to access an ODBC data source directly, bypassing the Microsoft Jet database engine.

# **ODBC (Open Database Connectivity)**

A standard protocol that permits applications to connect to a variety of external database servers or files. ODBC drivers used by the Microsoft Jet database engine permit access to Microsoft SQL Server and several other external databases.

The ODBC application programming interface (API) may also be used to access ODBC drivers and the databases they connect to without using the Microsoft Jet database engine.

# asynchronous query

A type of query in which SQL queries return immediately, even though the results are still pending. This enables an application to continue with other processing while the query is pending completion.

# object variable

A variable that contains a reference to an object.

# DDL (Data Definition Language)

The language used to describe attributes of a database, especially tables, fields, indexes, and storage strategy.

### database replication

The process of reproducing a database so that two or more copies (replicas) of the same database can stay synchronized. Changes to the data in a replicated table in one replica are sent and applied to the other replicas in the replica set. Changes made to the design of the database in the Design Master are sent and applied to all replicas in the set.

## permission

One or more attributes that specify what kind of access a user has to data or objects in a database. For example, if a user has read data permission for a table or query, the user can view or retrieve but not edit data in the table or query.

# method

A procedure similar to a function that operates on specific objects.

### property

A named attribute of an object. Properties define object characteristics such as size, color, and screen location, or the state of an object, such as enabled or disabled.

# replicate

Produce a replica, or copy, of something ? for example, a database.

### exclusive

A type of access that protects data in a database shared over a network. When you open a database in exclusive mode, you prevent others from opening the database.

### one-to-one relationship

An association between two tables in which:

- The primary key value of each record in the primary table corresponds to the value in the matching field or fields of one and only one record in the related table.
- The primary key value of each record in the related table corresponds to the value in the matching field or fields of one and only one record in the primary table.

# relationship

An association established between common fields (columns) in two tables. A relationship can be one-to-one, many-to-many, or one-to-many.

### referential integrity

Rules that you set to establish and preserve relationships between tables when you add, change, or delete records. Enforcing referential integrity prohibits users from adding records to a joined table for which there is no primary key, changing values in a primary table that would result in orphaned records in a joined table, and deleting records from a primary table when there are matching related records.

### If you select the dbRelationDeleteCascade or

**dbRelationUpdateCascade** option for a relationship, the Microsoft Jet database engine allows changes and deletions but changes or deletes related records to make sure the rules are still enforced.

### linked table

A table in another database linked to a Microsoft Jet database. Data for linked tables remains in the external database where it can be manipulated by other applications. (Formerly known as *attached tables*.)

### server-side cursor

Cursors that reside on the server, as opposed to residing on the client computer. While client-side cursors copy the cursor to the workstation, server-side cursors use the resources of the database server to maintain the cursors.

# replicated database

A database to which additional tables, fields, and properties have been added to record information about changes to data and the design of replicated objects in the database.

### action query

A query that copies or changes data. Action queries include append, delete, make-table, and update queries. Delete and update queries change existing data; append and make-table queries copy existing data. In contrast, select queries return data records. An SQL pass-through query may also be an action query.

# append query

An action query that adds new records to the end of an existing table or query. Append queries don't return records (rows).

### compound query

A query that is composed of at least one action query (a query that copies or changes data) and at least one select query (a query that returns a **Recordset** without changing data). In DAO, a compound query is created by putting two or more SQL statements (separated by semicolons) in the **SQL** property of a **QueryDef** object.

#### crosstab query

A query that calculates a sum, average, count, or other type of total on records, and then groups the result by two types of information ? one down the left side of a grid (row headings) and the other across the top (column headings). For example, the Quarterly Orders by Product query in the Northwind sample database is a crosstab query.

# data-definition query

An SQL-specific query that can create, alter, or delete a table, or create or delete an index in a database.

# delete query

An action query that deletes a set of rows that match the criteria you specify. A delete query doesn't return rows.

# make-table query

An action query that creates a new table from the **Recordset** object of an existing query.

### select query

A query that asks a question about the data stored in your tables and returns a **Recordset** object without changing the data. Once the **Recordset** data is retrieved, you can examine and make changes to the data in the underlying tables. In contrast, action queries can make changes to your data, but they don't return data records.

### pass-through query

An SQL-specific query you use to send commands directly to a SQL database server (such as Microsoft SQL Server). With pass-through queries, you work with the tables on the server instead of linking them. Pass-through queries are used to execute SQL queries and system-specific commands written by using SQL dialects known only to the server.

A pass-through query may or may not return records. If it does, they are always returned in a snapshot.

# update query

An action query that changes a set of records according to criteria you specify. An update query doesn't return any records.

### inconsistent

The state of a multiple-table **Recordset** object that enables you to update all fields (columns). For example, in a **Recordset** created by joining two tables in a one-to-many join (as in a Customers and Orders table), you can update Orders.CustomerID so that it doesn't match Customers.CustomerID, unless referential integrity disables the update.

#### consistent

The state of a multiple-table **Recordset** object that allows you to perform only updates that result in a consistent view of the data. For example, in a **Recordset** that is a join of two or more tables (a one-to-many relationship), a consistent query would not allow you to set the many-side key to a value that isn't in the one-side table.

# **ODBC Driver Manager**

An application that manages connections between ODBC-enabled data sources and the drivers used to access them.

# connection string

A string used to define the source of data for an external database. The connection string is usually assigned to the **Connect** property of a **QueryDef**, **TableDef**, **Connection**, or **Database** object or as an argument to the **OpenDatabase** method.

## dynaset

A type of **Recordset** object that returns a dynamic set of pointers to live database data. Like a table- or a snapshot-type **Recordset**, a dynaset returns data in records (rows) and fields (columns). Unlike a table-type **Recordset**, a dynaset-type **Recordset** can be the result of a query that joins two or more tables. The records in a dynaset-type **Recordset** object are updatable if the **Updatable** property of the **Recordset** is **True**, the **Field** being changed is updatable, and the data page containing the current record isn't locked. The data page is locked when the **Update** method is used (when the **LockEdits** property is **False**), or the **Edit** method is used (when the **LockEdits** property is **True**).

## SQL statement/string

An expression that defines a Structured Query Language (SQL) command, such as SELECT, UPDATE, or DELETE, and may include clauses such as WHERE and ORDER BY. SQL strings and statements are typically used in queries, **Recordset** objects, and aggregate functions but can also be used to create or modify a database structure.

## **DAO object**

An object that is defined by the Data Access Objects (DAO) library. You can use DAO objects, such as the **Database**, **TableDef**, **Recordset**, and **QueryDef** objects, to represent objects that are used to organize and manipulate data, such as tables and queries, in code.

#### group

A collection of user accounts in a **Workgroup** object, identified by group name and personal identifier (PID). Permissions assigned to a group apply to all users in the group.

#### parameter query

A query that requires you to provide one or more criteria values, such as Redmond for City, before the query is run. A parameter query isn't, strictly speaking, a separate kind of query; rather, it extends the flexibility of other queries.

#### base table

A table in a Microsoft Jet database. A table defines the structure of a relational database, and is an object that stores data in records and fields. You can manipulate the structure of a base table by using the DAO objects or data definition SQL statements, and you can modify data in a base table by using **Recordset** objects or action queries.

#### user account

An account identified by a user name and personal identifier (PID) that is created to manage access to database objects in a Microsoft Jet database **Workgroup** object.

#### session

A session delineates a sequence of operations performed by the Microsoft Jet database engine. A session begins when a user logs on and ends when a user logs off. All operations performed during a session form one transaction scope and are subject to permissions determined by the logon user name and password. Sessions are implemented as **Workspace** objects by DAO.

# persistent object

An object stored in the database; for example, a database table or **QueryDef** object. Dynaset-type or snapshot-type **Recordset** objects are not considered persistent objects because they are created in memory as needed.

#### transaction

A series of changes made to a database's data and schema. Mark the beginning of a transaction with the **BeginTrans** statement, commit the transaction by using the **CommitTrans** statement, and undo all your changes since **BeginTrans** by using the **Rollback** statement.

Transactions are optional and can be nested up to five levels. Transactions increase the speed of operations that change data and enable you to reverse changes easily.

Transactions are global to the referenced database object's Workspace.

# Data Access Objects (DAO)

A programming interface to access and manipulate database objects.

# dynamic cursor

A dynamic set of rows that you can use to add, change, or delete rows from an underlying database table or tables. A dynamic cursor can contain columns from one or more tables in a database. Membership is not fixed.

# **Dynaset-Type Recordset Object**

A dynaset-type **Recordset** object is a dynamic set of records that can contain fields from one or more tables or queries in a database and may be updatable. In an <u>ODBCDirect</u> database, a dynaset-type **Recordset** object corresponds to an ODBC keyset cursor.

#### Remarks

A dynaset-type **Recordset** object is a type of **Recordset** object you can use to manipulate data in an underlying database table or tables.

It differs from a <u>snapshot-type Recordset</u> object because the dynaset stores only the primary key for each record, instead of actual data. As a result, a dynaset is updated with changes made to the source data, while the snapshot is not. Like the <u>table-type Recordset</u> object, a dynaset retrieves the full record only when it's needed for editing or display purposes.

To create a dynaset-type **Recordset** object, use the <u>OpenRecordset</u> method on an open database, against another dynaset- or snapshot-type **Recordset** object, on a <u>QueryDef</u> object, or on a <u>TableDef</u> object. (Opening **Recordset** objects on other **Recordset** objects or **TableDef** objects is available only in <u>Microsoft Jet workspaces</u>.)

If you request a dynaset-type **Recordset** object and the <u>Microsoft Jet</u> <u>database engine</u> can't gain read/write access to the records, the Microsoft Jet database engine may create a read-only, dynaset-type **Recordset** object.

As users update data, the <u>base tables</u> reflects these changes. Therefore, current data is available to your application when you reposition the current record. In a <u>multiuser database</u>, more than one user can open a dynaset-type **Recordset** object referring to the same records. Because a dynaset-type **Recordset** object is dynamic, when one user changes a record, other users have immediate access to the changed data. However, if one user adds a record, other users won't see the new record until they use the <u>Requery</u> method on the **Recordset** object. If a user deletes a record, other users are notified when they try to access it.

Records added to the database don't become a part of your dynaset-type **Recordset** object unless you add them by using the <u>AddNew</u> and <u>Update</u> methods. For example, if you use an <u>action query</u> containing an INSERT INTO <u>SQL statement</u> to add records, the new records aren't included in your dynaset-type **Recordset** object until you either use the **Requery** method or you rebuild your **Recordset** object using the **OpenRecordset** method.

To maintain data integrity, the Microsoft Jet database engine can lock dynaset- and table-type **Recordset** objects during Edit (pessimistic locking) or **Update** operations (optimistic locking) so that only one user can update a particular record at a time. When the Microsoft Jet database engine locks a record, it locks the entire 2K page containing the record. You can also use optimistic and pessimistic locking with non-ODBC tables. When you access external tables using <u>ODBC</u> through a Microsoft Jet workspace, you should always use optimistic locking. The <u>LockEdits</u> property and the *lockedits* parameter of the **OpenRecordset** method determine the locking conditions during editing.

Not all fields can be updated in all dynaset-type **Recordset** objects. To determine whether you can update a particular field, check the <u>DataUpdatable</u> property setting of the <u>Field</u> object.

A dynaset-type **Recordset** object may not be updatable if:

- There isn't a unique <u>index</u> on the ODBC or Paradox table or tables.
- The data page is locked by another user.
- The record has changed since you last read it.
- The user doesn't have <u>permission</u>.
- One or more of the tables or fields are read-only.
- The database is opened as read-only.
- The **Recordset** object was either created from multiple tables without a JOIN statement or the query was too complex.

The order of a dynaset-type **Recordset** object or **Recordset** data doesn't necessarily follow any specific sequence. If you need to order your data, use an SQL statement with an ORDER BY clause to create the

**Recordset** object. You can also use a WHERE clause to filter the records so that only certain records are added to the **Recordset** object. Using SQL statements in this way to select a subset of records and order them usually results in faster access to your data than using the **Filter** and **Sort** properties.

# Long data type

A fundamental data type that holds long-integer numbers. A **Long** variable is stored as a 32-bit (4-byte) number ranging in value from -2,147,483,648 to 2,147,483,647.

# **HelpContext, HelpFile Properties**

- **HelpContext**—returns a context ID, as a <u>Long</u> variable, for a topic in a Microsoft Windows Help file.
- **HelpFile**—returns a <u>String</u> that is a fully qualified path to the Help file.

#### Remarks

If you specify a Microsoft Windows Help file in **HelpFile**, you can use the **HelpContext** property to automatically display the Help topic it identifies.

**Note** You should write procedures in your application to handle typical errors. When programming with an object, you can use the Help supplied by the object's Help file to improve the quality of your error handling, or to display a meaningful message to your user if the error is not recoverable.

#### current record

The record in a **Recordset** object that you can use to modify or examine data. Use the Move methods to reposition the current record in a recordset. Use the Find methods (with a dynaset- or snapshot-type **Recordset** object) or the **Seek** method (with a table-type **Recordset** object) to change the current record position according to specific criteria.

Only one record in a **Recordset** can be the current record; however, a **Recordset** may have no current record. For example, after a dynasettype **Recordset** record has been deleted, or when a **Recordset** has no records, the current record is undefined. In this case, operations that refer to the current record result in a trappable error.

#### data type

The characteristics of a variable that determine what kind of data the variable can hold. Data types include **Big Integer**, **Binary**, **Byte**, **Boolean**, **Char**, **Currency**, **Date**, **Decimal**, **Double**, **Float**, **GUID**, **Integer**, **Long**, **Long Binary** (**OLE Object**), **Memo**, **Numeric**, **Single**, **String**, **Text**, **Time**, **TimeStamp**, **VarBinary**, **Variant** (default), user-defined types (created with the **Type** statement), and object data types, which include host-defined object data types and DAO object types.

# **OLE Object data type**

A field data type you use for objects created in other applications that can be linked or embedded in a Microsoft Jet database. For example, you could use an OLE Object field to store a collection of pictures.

# Memo data type

A field data type. Such fields can contain up to 1.2 GB of text data.

#### forward-only cursor

A result set where the current position can only move forward by a specified number of records, or to the very last record. The current position cannot be moved back to the beginning of the result set or to previous records. The cursor membership, order, and values are generally fixed when the cursor is opened. If other users update, delete, or insert rows, the cursor doesn't reflect these changes until you close and reopen it.

# secure workgroup

A Microsoft Jet database **Workgroup** object to which users log on with a user name and password and in which access to database objects is restricted according to permissions specified for user accounts and groups.

#### Null

A value that indicates missing or unknown data. **Null** values can be entered in fields for which information is unknown and in expressions and queries. In Visual Basic, the **Null** keyword indicates a **Null** value. Some fields, such as those defined as containing the primary key, can't contain **Null** values.

#### join

A database operation that combines some or all records from two or more tables, such as an equi-join, outer join, or self-join. Generally, a join refers to an association between a field in one table and a field of the same data type in another table. You create a join with an SQL statement.

When you define a relationship between two tables, you create a join by specifying the primary and foreign table fields. When you add a table to a query, you need to create a join between appropriate fields in the SQL statement that defines the query.

## primary key

One or more fields whose value or values uniquely identify each record in a table. In a relationship, a primary key is used to refer to specific records in one table from another table. A primary key is called a foreign key when it is referred to from another table. You can have only one primary key. An Employees table, for example, could use the social security number for the primary key.

## foreign key

One or more table fields that refer to the primary key field or fields in another table. A foreign key indicates how the tables are related ? the data in the foreign key and primary key fields must match. For example, a list of valid part numbers would contain a foreign key to an inventory table containing references to valid part numbers. Used when establishing referential integrity for a database.

#### cascading update

For relationships enforcing referential integrity between tables, an option that causes a change to the primary key in a record in the primary table to automatically update the foreign key in all related records in the related foreign table or tables.

For example, suppose you establish a relationship between a Customers (primary) table and an Orders (foreign) table with the cascading update option enabled. When the primary key in a record in the Customers table is changed, all orders associated with that customer would also be changed in the foreign Orders table.

#### cascading delete

For relationships that enforce referential integrity between tables, an option that causes the deletion of a record from the primary table to automatically delete all related records in the related foreign table or tables.

For example, suppose you establish a relationship between a Customers (primary) table and an Orders (foreign) table with the cascading delete option enabled. When a record in the Customers table is deleted, all orders associated with that customer would also be deleted in the foreign Orders table.

# String data type

A fundamental data type that holds character information. A **String** variable is either fixed-length or variable-length and contains one character per byte. Fixed-length strings are declared to be a specific length and can contain 1 to approximately 64K (2^16) characters. Variable-length strings can be any length up to 2 billion (2^31) characters (approximately 64K [2^16] characters for Microsoft Windows version 3.1 and earlier), less a small amount of storage overhead.

# Integer data type

A fundamental data type that holds integer numbers. An **Integer** variable is stored as a 16-bit (2-byte) number ranging in value from -32,768 to 32,767.

## Variant data type

A special data type that can contain numeric, string, or date data as well as the special values **Empty** and **Null**. The **VarType** function defines how the data in a **Variant** is treated. All variables become variant types if not explicitly declared as some other type.

# **Boolean data type**

A **True/False** or yes/no value. **Boolean** values are usually stored in Bit fields in a Microsoft Jet database; however, some databases don't support this data type directly.

# zero-length string

A string containing no characters (""). The **Len** function of a zero-length string returns 0.

#### query

A formalized instruction to a database to either return a set of records or perform a specified action on a set of records as specified in the query. For example, the following SQL query statement returns records:

# SELECT CompanyName FROM Publishers WHERE Region

You can create and run select, action, crosstab, parameter, and SQL-specific queries.

#### record

A set of related data about a person, place, event, or some other item. Table data is stored in records (rows) in the database. Each record is composed of a set of related fields (columns) ? each field defining one attribute of information for the record. Taken together, a record defines one specific unit of retrievable information in a database.

### field

A category of information stored in a table in a database ? a column of data. An element of a database table that contains a specific item of information, such as last name.

#### keyset cursor

A set of rows that you can use to add, change, or delete rows from an underlying database table or tables. Movement within the keyset is unrestricted. A keyset cursor can contain columns from one or more tables in a database. Membership is fixed.

#### static cursor

A result set where the membership, order, and values are generally fixed when the cursor is opened. If other users update, delete, or insert rows, the cursor doesn't reflect these changes until you close and reopen it.

#### scope

The attribute of a variable or procedure that determines which sections of which modules recognize it. There are three levels of scope: public, module, and procedure. Variables that you declare with **Public** can be accessed by any module, while variables that you declare in a specific module can be used only within that module. Also, variables that you declare in a **Sub** or **Function** procedure can be used only in that particular procedure.

#### TEMP

A TEMP environment variable is set by your autoexec.bat file when you start your system. Generally, TEMP points to an area on your hard disk used by Microsoft Windows and other programs, like the Microsoft Jet database engine, to store information that doesn't need to be saved after you shut down your system. For example, the following line in your autoexec.bat file points the TEMP environment variable to the D:\TempArea folder:

SET TEMP=D:\TempArea

# primary table

The "one" side of two related tables in a one-to-many relationship with a foreign table. Generally, a primary key table is used to establish or enforce referential integrity.

### foreign table

A table that provides a foreign key to another table in the database. Generally, you use a foreign table to establish or enforce referential integrity. The foreign table is usually on the "many" side of a one-to-many relationship. An example of a foreign table is a table of customer orders.

### one-to-many relationship

An association between two tables in which:

- The primary key value of each record in the primary table corresponds to the value in the matching field or fields of many records in the related table.
- The primary key value of each record in the related table corresponds to the value in the matching field or fields of one and only one record in the primary table.

# left join

A left outer join includes all of the records from the first (left) of two tables, even if there are no matching values for records in the second (right) table.

## right join

A right outer join includes all of the records from the second (right) of two tables, even if there are no matching values for records in the first (left) table.

For example, you could use LEFT JOIN with the Departments (left) and Employees (right) tables to select all departments, including those that have no employees assigned to them. To select all employees, including those who aren't assigned to a department, you would use RIGHT JOIN.

#### index

A dynamic cross-reference of one or more table data fields (columns) that permits faster retrieval of specific records from a table. As records are added, changed, or deleted, the database management system automatically updates the index to reflect the changes.

When used with a table-type **Recordset** object, the current index determines the order in which data records are returned to the **Recordset**. A table may have several indexes defined for its data.

A DAO Index object represents an index for a TableDef object.

### locked

The condition of a data page, **Recordset** object, or **Database** object that makes it read-only to all users except the one who is currently entering data in it.

#### page

A portion of the database in which record data is stored. Depending on the size of the records, a page may contain more than one record. In Microsoft Jet databases (.mdb), a page is 2048 (2K) bytes in length.

#### pessimistic

A type of locking in which the page containing one or more records, including the record being edited, is unavailable to other users when you use the **Edit** method, and remains unavailable until you use the **Update** method. Pessimistic locking is enabled when the **LockEdits** property of the **Recordset** object is set to **True**.

### optimistic

A type of locking in which the data page containing one or more records, including the record being edited, is unavailable to other users only while the record is being updated by the **Update** method, but is available between the **Edit** and **Update** methods. Optimistic locking is used when accessing ODBC databases or when the **LockEdits** property of the **Recordset** object is set to **False**.

### default workspace

The **Workspace** object that DAO automatically establishes when your application first references any DAO object. This **Workspace** is referenced by DBEngine.Workspaces(0) or simply Workspaces(0).

#### sort order

A sequencing principle used to order data, alphabetically or numerically. The sort order can be either ascending or descending.

#### bookmark

A property of the Recordset object that contains a binary string identifying the current record. If you assign the Bookmark value to a variable and then move to another record, you can make the earlier record current again by setting the Bookmark property to that string variable.

## collection

An object that contains a set of related objects. An object's position in the collection can change whenever a change occurs in the collection; therefore, the position of any specific object in the collection may vary.

## string expression

Any expression that evaluates to a sequence of contiguous characters. Elements of the expression can include a function that returns a string, a string literal, a string constant, a string variable, a string **Variant**, or a function that returns a string **Variant** (**VarType** 8).

## Long Binary data type

A type of field that can hold 1.2 GB of data. Long Binary fields can contain any type of binary data. (Also known as an *OLE Object* data type in Microsoft Access).

#### current transaction

All changes made to a **Recordset** object after you use the last **BeginTrans** method and before you use the **Rollback** or **CommitTrans** method.

## update

The process that saves changes to data in a record. Until the record is saved, changes are stored in a temporary record called the copy buffer. The UPDATE clause in an SQL statement changes data values in one or more records (rows) in a database table.

#### forward-only – type Recordset

A **Recordset** object in which records can be searched only from beginning to end; the current record position can't be moved back to the first record. Forward-only – type recordsets reduce processing overhead on remote databases. For example, you can use a forward-only – type **Recordset** on a linked remote table to quickly process data in one pass, such as when you're building a customized report.

### personal identifier (PID)

A case-sensitive alphanumeric string 4-20 characters long that the Microsoft Jet database engine uses in combination with the account name to identify a user or group in a **Workgroup** object. You provide the PID and the account name when you create a new user or group.

## replicated object

A table, query, form, report, macro, or module that is in all replicas in the replica set. You can change the replicated object only at the Design Master, and these changes are dispersed to other replicas in the replica set during a synchronization.

## local object

A table, query, form, report, macro, or module that remains in the replica where it was created. Neither the object nor changes to the object are dispersed to other members in the replica set.

### **ASCII Character Set**

American Standard Code for Information Interchange (ASCII) 7-bit character set widely used to represent letters and symbols found on a standard U.S. keyboard. The ASCII character set is the same as the first 128 characters (0 ? 127) in the ANSI character set.

### copy buffer

A location created by the Microsoft Jet database engine for the contents of a record that is open for editing. The **Edit** method copies the current record to the copy buffer; the **AddNew** method clears the buffer for a new record and sets the default values; and the **Update** method saves the data from the copy buffer to the database, replacing the current record or inserting the new record. Any statement that resets or moves the current record pointer discards the copy buffer. For example, using the **MoveNext** method or changing the **Index** property of a table would discard the contents of the copy buffer.

#### array

A variable that contains a finite number of elements that have a common name and data type. Each element of an array is identified by a unique index number. Changes made to one element of an array do not affect the other elements.

# run-time error

An error that occurs when code is running. A run-time error results when a statement attempts an invalid operation.

# replica set

Replicas that share the same database design and unique replica set identifier. Synchronization occurs between replica set members.

#### current index

For an indexed table-type **Recordset** object, the index most recently set with the **Index** property. This index is the basis for ordering records in a table-type **Recordset**, and is used by the **Seek** method to locate records. A **Recordset** object can have more than one index but can use only one index at a time (although a **TableDef** object may have several indexes defined on it). The Microsoft Jet database engine may use more than one index to evaluate a query.

#### case-sensitive

Capable of distinguishing between uppercase and lowercase letters. A case-sensitive search finds only text that is an exact match of uppercase and lowercase letters. Such a search would, for instance, treat "ZeroLengthStr" and "zerolengthstr" as different. Microsoft Jet database operations are not case-sensitive. However, case sensitivity is a feature of some other database management systems.

### **ODBC driver**

A dynamic-link library (DLL) used to connect a specific Open Database Connectivity data source with another (client) application.

# DLL (dynamic-link library)

A set of routines that can be called from procedures and are loaded and linked into your application at run time.

# field data types

The following table lists the **Field** data types.

DAO Field data type	Constant
Big Integer	dbBigInt
Binary	dbBinary
Boolean	dbBoolean
Byte	dbByte
Char	dbChar
Currency	dbCurrency
Date/Time	dbDate
Decimal	dbDecimal
Double	dbDouble
Float	dbFloat
GUID	dbGUID
Integer	dbInteger
Long	dbLong
Long Binary (OLE Object) dbLongBinary	
Memo	dbMemo
Numeric	dbNumeric
Single	dbSingle
Text	dbText
Time	dbTime
TimeStamp	dbTimeStamp
VarBinary	dbVarBinary

#### Internet

A worldwide network of thousands of smaller computer networks and millions of commercial, educational, government, and personal computers. The Internet is like an electronic city with virtual libraries, storefronts, business offices, art galleries, and so on.

### **Design Master**

A database to which system tables, system fields, and replication properties have been added. A Design Master is the first replica in a replica set. You can make changes to the database structure only with the Design Master. Replicas in the same replica set can take turns being the Design Master, but there can be only one Design Master at a time in each replica set.

## synchronization

The process of updating two replicas in which all updated records and objects are exchanged. The exchange of data between two replicas can be one-way or two-way and may be handled by a Synchronizer.

## Text data type

A field data type. Text fields can contain up to 255 characters or the number of characters specified by the **Size** property of the **Field** object, whichever is less. If the **Size** property of the text field is set to 0, the text field can hold up to 255 characters of data.

#### current database

The **Database** object returned by the **CurrentDB**() function. A reference of DBEngine.Workspaces(0).Databases(0) returns the first database opened. This concept applies only to Microsoft Access.

# variant expression

Any expression that can evaluate to numeric, string, or date data as well as the special values **Empty** and **Null.** 

# Byte data type

A fundamental data type used to hold small positive integer numbers ranging from 0 to 255.

## **ODBCDirect data source**

A data source that is accessed by using the DAO ODBCDirect features, which bypass the Microsoft Jet database engine.

# clustered index

The physical order of rows is the same as the indexed order of rows.

### string comparison

The use of an operator to determine whether one string is greater than or equal to another string. If you use **Option Compare Text** in the Declarations section of a module, string comparisons are not case-sensitive. If you use **Option Compare Binary**, comparisons are case-sensitive. If you use **Option Compare Database**, the comparison method is set by the current database.

### conflict table

A table that is generated when a synchronization conflict occurs between two replicas. The conflict table appears only in the replica with rejected changes.

### object expression

An expression that specifies a particular object. This expression can include any of the object's containers. For example, if your application has an **Application** object that contains a **Document** object that contains a **Text** object, the following are valid object expressions:

Application.Document.Text Application.Text Document.Text Text

### expression

Any combination of operators, constants, literal values, functions, and names of fields, controls, and properties that evaluates to a single value. You can use expressions as settings for many properties and action arguments, to set criteria, or define calculated fields in queries.

### aggregate function

A function, such as **Sum**, **Count**, **Avg**, and **Var**, that you can use to calculate totals. In writing expressions and in programming, you can use SQL aggregate functions (including the four listed here) and domain aggregate functions to determine various statistics.

## AutoNumber field

A field data type that automatically stores a unique number for each record as it's added to a table. An AutoNumber field always uses the **Long** data type, and numbers generated by an AutoNumber field can't be modified. (Also known as a Counter field.)

## **GUID** data type

Globally Unique Identifier/Universally Unique Identifier. A unique identification string used with remote procedure calls. Every interface and object class uses a **GUID** for identification. A **GUID** is a 128-bit value. For example, 12345678-1234-1234-1234-123456789ABC is a syntactically correct **GUID**. The **GUID**s on the client and server must match for the client and server to bind. Vendors of objects can request that Microsoft allocate one or more sets of 256 **GUID**s for their exclusive use. Alternatively, if you have a network card, you can run a tool named Uuidgen.exe, which provides a set of 256 **GUID**s based on the time of day, the date, and a unique number contained in your network card.

## filter

A set of criteria applied to records in order to create a subset of the records.

### instance

Any one of a set of objects sharing the same class. For example, multiple instances of a **Form** class share the same code and are loaded with the same controls with which the **Form** class was designed. During run time, the individual properties of controls on each instance can be set to different values.

### Single data type

A fundamental data type that holds single-precision floating-point numbers in IEEE format. A **Single** variable is stored as a 32-bit (4-byte) number ranging in value from -3.402823E38 to -1.401298E-45 for negative values, from 1.401298E-45 to 3.402823E38 for positive values, and 0.

### class

The formal definition of an object. The class acts as the template from which an instance of an object is created at run time. The class defines the properties of the object and the methods used to control the object's behavior.

#### parameter

An element containing a value that you can change to affect the results of the query. For example, a query returning data about an employee might have a parameter for the employee's name. You can then use one **QueryDef** object to find data about any employee by setting the parameter to a specific name before running the query.

# **Boolean expression**

An expression that evaluates to either **True** or **False**.

## **Big Integer data type**

A data type that stores a signed, exact numeric value with precision 19 (signed) or 20 (unsigned), scale 0 (signed:  $-263 \le n \le 263-1$ ; unsigned:  $0 \le n \le 264-1$ ).

# Binary data type

A data type that stores fixed-length binary data. The maximum length is 255 bytes.

# Char data type

A data type that stores a fixed-length character string. The length is set by the **Size** property.

## Currency data type

A data type that is useful for calculations involving money or for fixedpoint calculations in which accuracy is extremely important. This data type is used to store numbers with up to 15 digits to the left of the decimal point and 4 digits to the right. Because the **Currency** data type uses discrete values for all amounts, binary round-off isn't a factor when calculating totals.

### dates and times

Dates and times are stored internally as different parts of a real number.

The value to the left of the decimal represents a date between December 30, 1899 and December 30, 9999, inclusive. Negative values represent dates prior to December 30, 1899.

The value to the right of the decimal represents a time between 0:00:00 and 23:59:59, inclusive. Midday is represented by .5.

# Decimal data type

A data type that stores a signed, exact numeric value with precision p and scale s ( $1 \le p \le 15$ ;  $0 \le s \le p$ ).

### Double data type

A fundamental data type that holds double-precision floating-point numbers in IEEE format. A **Double** variable is stored as a 64-bit (8-byte) number ranging in value from -1.79769313486231E308 to -4.94065645841247E-324 for negative values, from 4.94065645841247E-324 to 1.79769313486231E308 for positive values, and 0.

## Float data type

A data type that stores a signed, approximate numeric value with mantissa precision 15 (zero or absolute value 10-308 to 10308).

# Numeric data type

A data type that stores a signed, exact numeric value with precision p and scale s ( $1 \le p \le 15$ ;  $0 \le s \le p$ ).

# Time data type

A data type that stores a time value. The value is dependent on the clock setting of the data source.

# TimeStamp data type

A data type that stores a TimeStamp. The value is dependent on the clock setting of the data source.

# VarBinary data type

A data type that stores variable-length binary data. The maximum length is 255 bytes.

# procedural query

An SQL statement that executes a stored procedure.

### union query

An SQL-specific select query that creates a snapshot-type **Recordset** object containing data from all specified records in two or more tables with any duplicate records removed. To include the duplicates, add the keyword ALL.

For instance, a union query of the Customers table and the Suppliers table results in a snapshot-type **Recordset** that contains all suppliers that are also customers.

### client batch cursor library

A library that provides client-side cursor support for ODBCDirect database applications. This library supports all four types of cursors (keyset, static, dynamic, and forward-only) and provides a number of other features including the ability to dissociate connections and perform optimistic batch updates.

# validation

The process of checking whether entered data meets certain conditions or limitations.

### validation rule

A rule that sets limits or conditions on what can be entered in one or more fields. Validation rules can be set for a **Field** or **TableDef** object. Validation rules are checked when you update a record containing fields requiring validation. If the rule is violated, a trappable error results.

# message

A packet of information passed from one application to another.

### multiuser database

A database that permits more than one user to access and modify the same set of data at the same time. In some cases, the additional "user" may be another instance of your application or another application running on your system that accesses the same data as some other application.