

LetoDB systemska podešavanja

LETO_SETSKIPBUFFER(nSkip) -> nCount (buffer statistic using)

This buffer is intended for optimization of multiple calls of skip.

This function set size in records of skip buffer for current workarea.

By default, the size of skip buffer is 10 records. Skip buffer is bidirectional.

Skip buffer is refreshed after BUFF_REFRESH_TIME (1 sec)

If parameter is absent, function returns bufferr statistic (number of buffer shooting)

LETO_SETSEEKBUFFER(nRecsInBuf) -> nCount (buffer statistic using)

This buffer is intended for optimization of multiple calls of seek.

This function set size in records of seek buffer for current index order.

If record is found in seek buffer on dbSeek(), it's not loaded from server.

Like skip buffer, seek buffer is refreshed after BUFF_REFRESH_TIME (1 sec)

If parameter is absent, function returns bufferr statistic

(number of buffer shooting)

By default, seek buffer is turned off.

LETO_SETFASTAPPEND(lFastAppend) -> lFastAppend (previous value)

If the fast append mode isn't set, record is added on the server at once

after a dbAppend() function call. If this mode is set, record is added

by dbCommit() call, or after a call of functions of navigation. By default

a mode fast append isn't set. The switch working on all workareas.

RddInfo(RDDI_REFRESHCOUNT, ,, [nConnection])

By default, the RDDI_REFRESHCOUNT flag is set to true. If this flag is set,

RecCount() function retrieve records count from server, if doesn't set -

use last value from server. If other applications are appending records

to the table, new value of records count won't be immediately received.

If RDDI_REFRESHCOUNT flag is cleared, dbGoto(0) cleared record buffer and

set eof and other flags instead of server request.

RddInfo(RDDI_BUFKEYCOUNT, ,, [nConnection])

By default, the RDDI_BUFKEYCOUNT flag is set to false. If this flag isn't set,

ordKeyCount() function retrieve key count from server, if set -

use last value from server.

RddInfo(RDDI_BUFKEYNO, ,, [nConnection])

By default, the RDDI_BUFKEYNO flag is set to false. If this flag isn't set,

ordKeyNo() function retrieve value from server, if set - use last value from server.