TinyDB Engine [32|64bit]

TinyDB Engine is a small, fast and very reliable database engine for developers. TinyDB engine is a direct descendant from TDataSet, and inherits all the TDataSet's features such as Filtering, Searching, Sorting, Blob fields and Blob index. It has advanced features such as database Encryption, CRC32 protection, In-memory database and multiple indexes. More importantly, TinyDB engine is very fast and has a very small footprint. For example, TinyDB Engine will save about 2KB of your.DAT file. · All data in ONE database file; · Supports In-memory

database; · Supports multiple indexes. · Supports multiple master-detail relationships; · Supports Master and Detail search; · Supports multi-column sorting; · Supports CRC32 protection. With tinydbengine, it is easy to achieve basic data operations such as insert, delete, update and search, but can also support the entire set of sophisticated data management procedures of data sources, relational database. Its read speed is very fast and efficient, and it supports small, medium, and even large data. The following are some comparison examples between the TinyDB engine and TDataSet: · Support for BLOB data Compression; ·

Supports database Encryption, and CRC32 protection; · Supports In-memory database; · Supports Multi-indexes, Master-Detail relationship; · Maximum records quantity over 100,000; · TinyDB Desktop tool, detailed manual and abundant samples. TinyDB Engine is made available to the community at no cost, for non-commercial, non-profit and open source use, with a full license grant (See "License Information" for details). The change log can be viewed in the repository. Platform: Windows Free Dp8Ballerj kvk.net kvk.net crack ai! There is a kvk.net Generator. The game has an incredible number of roubles. The main benefit of the game is

that there are no stats that you will lose a lot. KVK.NET APK crack: The KVK.NET generator works with a powerful API which can generate unlimited APK and IPA files with the user defined options. Apart from that, the application provides multiple downloading speeds with which the player can increase or decrease. The user can modify a wide range of things such as password, file name, category, nickname

TinyDB Engine

TinyDB engine is a library of non-visual components for Delphi and C++Builder applications. With TinyDB engine, you

can store and access your data in a single flat file database. Compared to other BDE's such as OraDb4, ODB, DBaseIV, etc., TinyDB engine is tiny and doesn't need to install and configure on your computer. All data can be stored only in ONE database file. Key Features · Supports all visual TDataSet's functions; · Without BDE, and no DLL, no OCX; · All data in ONE database file; · Supports BLOB data Compression; · Supports database Encryption, and CRC32 protection; · Supports In-memory database; · Supports Multi-indexes, Master-Detail relationship; · Maximum records quantity over 100,000; · TinyDB Desktop

tool, detailed manual, and abundant samples; · Its source code is a single TStrm source file and is compatible with Delphi XE2. It does not need a BDE to install. Features · Completely supports visual TDataSet's components; · Support all visual db-aware components; · No installation or configuration needed; · Supports all visual controls and components; · Multiple objects can be stored in the same file; · Supports vector fields; · Supports blob fields; · Supports Sorting; · Supports CRC32 protection; · Supports In-memory database; · Supports multi-indexes, master-detail relationship; · Supports data encryption and CRC32

protection; · Maximum records quantity over 100,000; · Can be used as Firebird's ODBC, or as Thin client of SQLite, MySQL, PostgreSQL, etc., Small, free, and quite reliable; · Once your database is created, the engine itself is completely free; · No more limiting the quantity of records, as well as complete support for blob fields; · Supports the following field types: [...] DB3D Overview DB3D is a Delphi 3D Framework for the development of professional graphics applications. It is made up of two versions - the Object Databased library and the animated 3D scene library. Object Databased The Object databased library is

one of the key components of the Delphi 3D framework. One of its goals is to allow the user to make great 09e8f5149f

o You can use the existing database model for your own development. o Data can be created and updated directly. o All fields in TinyDB table are independent; o It is not need to separate field-type in every table. o TinyTable supports blob fields. o The new function can be added dynamically without changing existing database. o The existing DB file can be used easily without converting/transforming the database. o Insert, update and delete the new field directly. o No need to build a new database model, saving your time. o No

need to open the table in Design mode. o Easily create the new field for the additional data that is not included in the existing table. o The new field can be used for new data without changing the existing table structure. o Supports the cascade deletion of child records when the parent record is deleted. o Supports search by any text, date or blob-field. o To compress the data, the TinyDB engine uses a standard compression system which is widely used and well accepted by developers. o Supports multiple string fields which is a common feature among different platforms. o Supports multiple image fields. o Supports encrypted fields. o A

CRC32 checksum value is provided for each blob field. · Thread-safe and compact; · Easy to use as a BDE replacement; · Quick and easy to add new fields; · Easy to link to RDMS. · Supports easy to debug. · It supports multiple Index and multi-index. · Supports database encryption, CRC32 checksum, and blob field compression. · It supports multi-language. · It supports multithreading which can improve performance. · It supports drag-and-drop for data-binding. · It supports multi-platform (Windows, Linux, Android, OSX...) · Easy to use. · Small, easy to install and uninstall. · Supports multiple unit testing. · Support

all modern Delphi versions. · Supports multiple source files for better development. · Supports multiple units and exports. · Supports both 32bit and 64bit application. · Supports Unicode. · It's easy to use. · Easily to access data. · Support database encryption, CRC32 checksum. · Supports multiple Index and multi-index. · Supports database encryption, CRC32 checksum, and blob field compression. · It supports

What's New In?

TinyDB is an Access-like program, a flat file, and it cannot be operated outside the DDNet Environment. It works well with

Delphi 2010, Delphi 7, C++Builder 6.0 and 7.0. TinyDB can read/write all major Access Database file formats and Flat files. It can be used as the database component of many programs for VCL, FireMonkey, Win32 and even games. Key Features: · access to flat file as if it was in a database; · allows transaction via OnSave() event; · supports all visual Delphi components and FireMonkey components with strongly typed TDataSet; · inherited from TTinyDataSet which is a direct descendant of the standard TDataSet; · with powerful filters; · supports filtering operation with both Text field and Blob fields; · supports Sorting

operation with many types of fields; ·
supports Sorting operation with blob
fields; · supports multi-row selection; ·
supports blob fields; · supports blob fields
Compression; · supports database
Encryption, and CRC32 protection; ·
supports database In-memory; · supports
multi-indexes, Master-Detail relationship;
· supports Master-Detail relationship via
master fields. TinyDB Desktop Tool: ·
Visual Database desktop tool; · with
detailed manual and abundant samples; ·
supports: CREATE TABLE, DELETE
INSERT, SELECT, UPDATE, DELETE,
INSERT, CASCADE, DELETE, Insert,
DELETE, CASCADE, DELETE,

INSERT, CASCADE, DELETE, Insert, CASCADE, DELETE, Insert, CASCADE, DELETE, Insert, CASCADE, DELETE, Insert, CASCADE, DELETE, INSERT, CASCADE, DELETE, Insert, CASCADE, DELETE, INSERT, CASCADE, DELETE, Insert, CASCADE, DELETE, INSERT, CASCADE, DELETE, Insert, CASCADE, DELETE, INSERT, CASCADE, DELETE,

System Requirements:

On a gaming computer, you must have a minimum of 4GB of RAM and an Intel i7 4.6GHz CPU or AMD equivalent for the highest quality video processing. We recommend the recommended specs listed in the drop-down menu. On a workstation computer, you must have a minimum of 6GB of RAM and an Intel Xeon E5 2.3GHz CPU or AMD equivalent for the highest quality video processing. We recommend the recommended specs listed in the drop-down menu. To update the icons in the game, you will need to have Adobe Reader or

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