

# ibec\_CreateDatabase

ibec\_CreateDatabase replaces the CREATE DATABASE command within IBEBlocks. CREATE DATABASE is still available for compatibility.

## Description

No additional description...

## Syntax

```
function ibec_CreateDatabase(DatabaseType : integer; DatabaseProps :
string) : variant;
```

ibec\_Database attempts to create a new database using the specified properties and, if successful, returns a handle of the connection to the database just created. Otherwise it returns NULL and raises an exception.

## Example

```
execute ibeblock
as
begin
  try
    MyDB = ibec_CreateDatabase(__ctFirebird, 'DBName="localhost:d:\my
databases\mydb.fdb";
                                ClientLib="C:\Program
Files\Firebird\bin\fbclient.dll";
                                User=SYSDBA; Password=masterkey;
PageSize=16384;
                                DefaultCharset=WIN1252; SQLDialect=3');
  except
    exit;
  end;

  ibec_UseConnection(MyDB);
  ...
end;
```

## Parameters

|              |                                                                                             |
|--------------|---------------------------------------------------------------------------------------------|
| DatabaseType | Type of the database to be created. Currently only __ctFirebird/ __ctDatabase is supported. |
|--------------|---------------------------------------------------------------------------------------------|

|                                    |                                                                                                    |
|------------------------------------|----------------------------------------------------------------------------------------------------|
| DatabaseProps                      | List of the new database properties, delimited with semicolon. Following properties are available: |
| DBName=<path_to_a_database>        | A new database file specification; file naming conventions are platform-specific.                  |
| ClientLib=<path to client library> | Client library file name; default: gds32.dll.                                                      |
| User=<user_name>                   | User name.                                                                                         |
| Password=<password>                | Password.                                                                                          |
| PageSize=<page_size_value>         | Size, in bytes, for database pages.                                                                |
| page_size=<page_size_value>        | The same as PageSize.                                                                              |
| DefaultCharset=<charset_name>      | The default character set for the new database.                                                    |
| lc_ctype=<charset_name>            | Same as DefaultCharset.                                                                            |
| SQLDialect=<dialect_number>        | The <a href="#">SQL dialect</a> for the new database, either 1, 2, or 3.                           |
| sql_dialect=<dialect_number>       | The same as SQLDialect.                                                                            |

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