

# Toad™ Data Modeler

internal scripting language syntax

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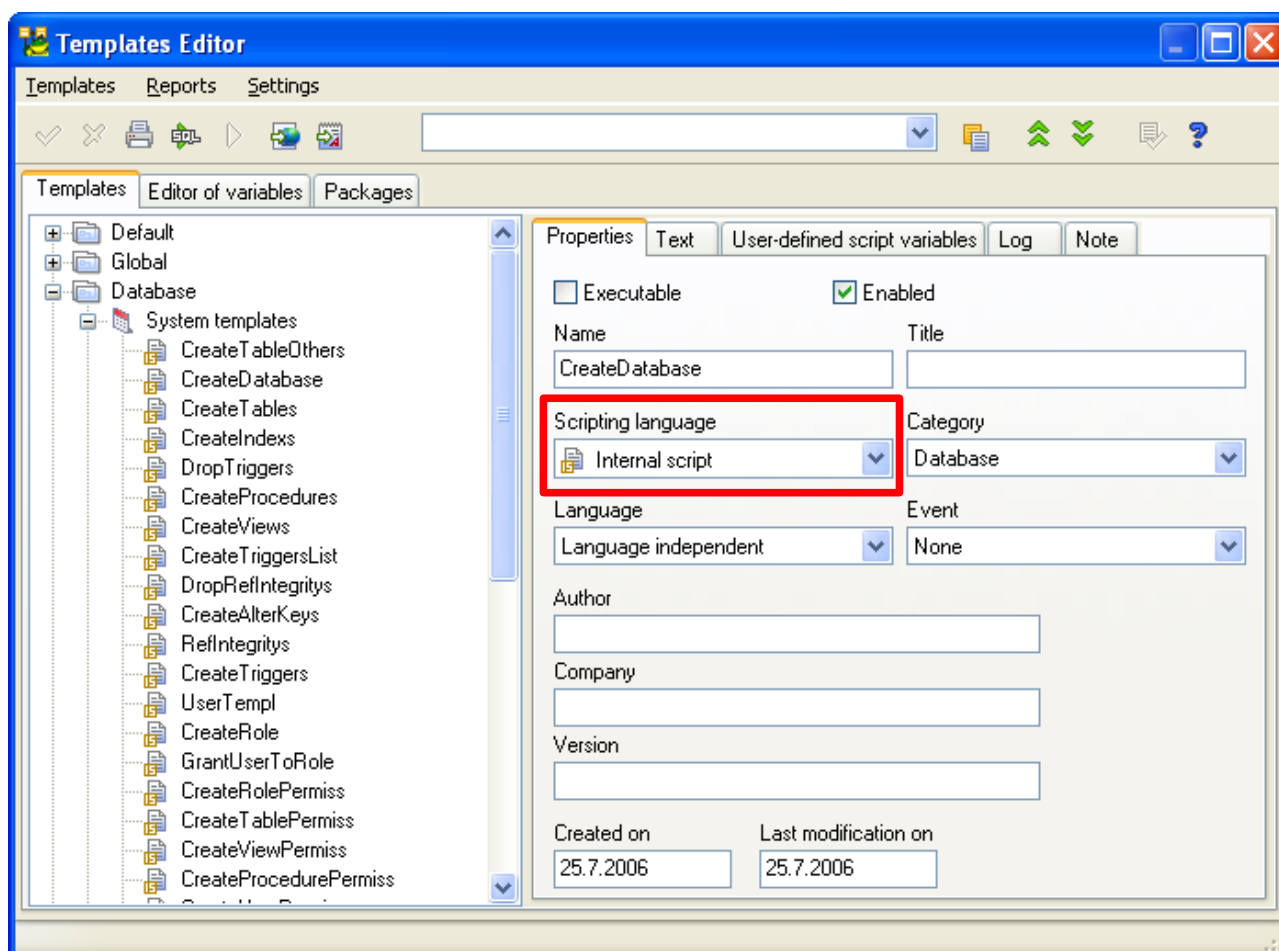
# 1. Templates editor and scripting

Would you like to extend the power of Toad™ Data Modeler? If yes, please try to use the Templates editor and take advantage of the Internal Scripting language in combination with JScript, VBScript, Perl or other imported language engines. Create new templates and new add-ins! Affect the final SQL/DDl script, customize HTML or RTF reports, create new support for currently unsupported database, make your own, useful and powerful templates and more. This document might help you to understand the internal scripting language syntax.

## 2. Template types

Toad™ Data Modeler supports several types of templates. Appropriate template type must be defined in the „Scripting language“ drop down menu of the „Properties“ tab. You can choose one of the following types:

- Internal script
- Jscript
- VBScript



## 2.1 Internal script

The syntax of Internal scripts were created by Toad™ Data Modeler makers a long time ago. The internal scripting includes conditions, macros, commands and variables - and due to the evolution of Toad™ Data Modeler also few obsolete items. IScript has a great significance primarily for the SQL script generation.

- **Conditions** are defined by starting bracket { sign, condition name and closed by ending bracket } sign.  
For example: {IBeforeScript}
- **Macros** represent parts of scripts. You have to write a **macro** command to call a macro.  
For example: macro(CreateAtrib) . Inside a macro, every expression which is not written between quotation marks will be interpreted as a command or variable.
- **Commands** are represented by an ampersand @ sign followed by the name of the command. Any word which starts with the @ sign will be represented as a command.
- **Variables** are represented by starting % sign, variable name and ending % sign.  
For example: %Version%

See the starting part of the 'CreateDatabase' template.

```

/*
Created          %CreatedDate%
Modified         %ModifiedDate%
Project         %ProjectName%
Model           %ModelName%
Company         %Company%
Author          %AuthorName%
Version         %Version%
Database        %DatabaseType%
*/

```

The output file will include whole the text. All variables will contain previously defined values. This example shows values from the Toad™ Data Modeler Stamp.

<b>{IBeforeScript}</b>	The software will evaluate the value of IBeforeScript variable and return <b>true</b> or <b>false</b> . If the value is set to true, next command will be executed. Otherwise the software goes to another condition.  Summary: Returns True or False
<b>%BeforeScript%</b>	The software will use the exact <b>value</b> of BeforeScript variable, which contains a text defined in the section BeforeScript. (See: Model -> Text objects -> Before script)  Summary: Returns a value
<b>{IDropTriggerGener}</b>	The program evaluates the IDropTriggerGener variable. In case it returns false, the software goes to another condition automatically. (See: Model -> Script generation)  Summary: Returns True or False
<b>@ShowMessage("Drop triggers")</b>	The software executes the ShowMessage command. (The text Drop triggers will be displayed in appropriate log window.)  Summary: Executes a command (shows text)
<b>@Template(DropTriggers)</b>	The software executes the Template command and goes to the template DropTriggers.  Summary: Executes a command (calls a template)

Internal script templates can't return values.

## 2.2 JScript

Toad™ Data Modeler supports MS Scripting engine and therefore you can take advantage of JScript. You can write templates in JScript, just remember to define appropriate template type in the Scripting language drop down menu of the Properties tab. For more information about JScript please see the official documentation.

## 2.3 VBScript

You can write your templates in VBScript also. Of course, you will have to define the template type in the Scripting language drop down menu of the Properties tab. For more information about VBScript please see the official documentation.

## 2.4 Calling templates

A template can be called in several different ways. The right method depends on:

- type of the template from which the other template is called (initial template)
- type of the called template (called template)

<b>Initial template</b>	<b>Command</b>	<b>Called template</b>
internal script	Template( <i>TemplName</i> )	internal script
internal script	ScriptProc( <i>TemplName</i> , <i>FunctName</i> , <i>params</i> ,... )	MS Engine script
MS Engine script	Not available	internal script
MS Engine script	Scripting. <i>TemplName</i> . <i>FunctName</i> ( <i>params</i> ,... )	MS Engine script

*TemplName* – name of called template

*FunctName* – name of called function in *TemplName*

Template: the template command can be used only inside the Internal script to call another Internal Script template.

## 2.5 Other script types

- JScript (implemented by OS)
- VBScript (implemented by OS)
- Perl
- Python
- Tcl Script
- Haskell Script
- Ruby Script
- LuaScript and other imported Language Engines

You can add new script types into Toad™ Data Modeler by modifying the file „ScriptList.ini“ in your Bin directory. Open the file and follow the written instructions.

## 3. Internal scripts items

### 3.1 Conditions – IFF and IF

**IFF**(<cond>, <param1>, <param2>)

if the condition is true, the first parameter is evaluated and appropriate value is returned, if the condition is false, the second parameter is evaluated and appropriate value is returned. Only parameter corresponding to appropriate condition is evaluated.

**IF**(<cond>, <param1>, <param2>)

both parameters are always evaluated. If the condition is true, the value of the first parameter is returned, else the value of the second parameter is returned.

### 3.2 Macros - Using macros inside internal scripts

Specifics: If the Macro command is used, whole the text is interpreted as a macro.

The following sample macro can be used for writing the „Create table“ command.

```
"Create table %TableName% "+
ForCol("(", " ", "cr+tb+macro(CreateAtrib) ", " ", " ") "+
TableStorage+term+cr+
ShowMessage("Table %TableName%")
```

This definition is also correct:

```
"Create table "+TableName+" "+
ForCol("(", " ", "%cr%tb%@macro(CreateAtrib) ", " ", " ") "+
"%TableStorage%%term%%cr%" +
ShowMessage("Table "+TableName)
```

You can write macros using both methods. The choice is up to you.

### 3.3 Commands

**IncludeFromFile**(<file\_name>)  
Inserts a file

**Macro**(<template\_name>)  
Calls macro <template\_name>.

**Script**(<template\_name>)  
Executes the Main function from the template <template\_name>.

**ScriptProc**(<template\_name>, <function\_name>)  
Executes the <function\_name> function from the template <template\_name>.

**ScriptProc**(<template\_name>, <function\_name>, <param1>, <param2>, ....)  
Executes the <function\_name> function from the template <template\_name> with parameters.

**SetFlag**(<flag\_number>, <logic\_value>)  
Defines a logic variable.  
Mathematical definition:  $1 \leq \text{flag\_number} \leq 3$

You can refer to the defined logic variables via the following variables: **Flag1**, **Flag2**, **Flag3**.

```
Setflag(1,true)+
if(flag1,"true","false")
...returns true
```

**ShowMessage**("text")

The text will be displayed in appropriate Log window.

**Template**(<template\_name>)

Calls template <template\_name>.

**TemplateFromFile**(<template\_name>,<file\_name>)

Calls template from defined file.

**TemplateToFile**(<template\_name>,<file\_name>)

Calls template <template\_name> and generates the result into a file.

**Variable**("text")

Converts the text to a variable.

### 3.3.1 For\* commands hierarchy:

#### Model

- | - **ForTable**(,,,,, ) or **ForTableR**(,,,,, )
- | |
- | | - **ForAlterKey**(,,,,, )
- | | | - **ForAlterKeyCol**(,,,,, )
- | |
- | | - **ForChild**(,,,,, ) and **ForParent**(,,,,, )
- | | | - **ForRelPk**(,,,,, )
- | |
- | | - **ForCol**(,,,,, )
- | | - **ForPfkCol**(,,,,, )
- | | - **ForPkCol**(,,,,, )
- | |
- | | - **ForIndex**(,,,,, )
- | | | - **ForIndexCol**(,,,,, )
- | |
- | | - **ForTableTrigger**(,,,,, )
- |
- **ForDict**(,,,,, )
- **ForProcedure**(,,,,, ) or **ForProcedureR**(,,,,, )
- **ForRole**(,,,,, )
- **ForUser**(,,,,, )
- **ForTextObject**(type, "", , , , , )
- **ForTrigger**(,,,,, ) or **ForTriggerR**(,,,,, )
- **ForView**(,,,,, ) or **ForViewR**(,,,,, )

### 3.3.2 For\* commands

**ForTable** – the cycle goes through all tables of a model, sets appropriate table active and evaluates appropriate parameters. Properties of currently active table are accessible.

*Example:* **ForTable**( "List of tables:"+cr+tb, tb, "%TableName%",  
", "+cr, cr+"End of the list"+cr)

This example will create the following output.

**Generated list of tables:**

Entity1,  
Entity2,  
Entity3

**End of the list**

As you can see, the first parameter writes the text „List of tables“ and adds a carriage return and a tabulator. The second parameter adds a tabulator before each entity name except the first one entity (the tabulator was already assigned to the first entity via the first parameter). The third parameter returns the Table Name. The fourth parameter adds a comma and a carriage return after every table, but the last one and the fifth parameter adds a carriage return and writes the text „End of the list“.

<i>Parameter</i>	<i>Parameter in example</i>	<i>Evaluated items</i>
First	“List of tables:”+cr+tb	First item of all iterated items
Second	tb	All iterated items except the first one
Third	"%TableName%"	All iterated items
Fourth	“,”+cr	All iterated items except the last one
Fifth	cr+“End of the list”+cr	Last item of all iterated items

The definition of parameters is valid for all For\* commands.

**ForTableR**(,,,,,)

this command is similar to the ForTable command, but the tables are evaluated in reversed order. Recursive commands should be used in case you need to erase objects.

### 3.3.3 For\* commands - selected tables:

**ForAlterKey**(,,,,,)

goes through all alternative keys in the active table.

**ForChild**(,,,,,)

goes through all relations defined for Child tables. This command sets active relation and appropriate values.

**ForCol**(,,,,,)

goes through all columns in the active table. This command sets values for columns.

**ForPFkCol**(,,,,,)

goes through all columns in the active table, which are a part of the primary key or a part of any foreign key. This command sets values for columns.

**ForPkCol**(,,,,,)

goes through all columns in the active table, which are a part of the primary key. This command sets values for columns.

**ForIndex**("", "", "", "", "")

goes through all indexes in the active table. This command sets values for indexes.

**ForParent**("", "", "", "", "")

goes through all relations defined for Parent tables. This command sets active relation and appropriate values.

**ForTableTrigger**("", "", "", "", "")

goes through all user defined triggers which belong to the active table. This command defines active trigger and sets appropriate values.

### 3.3.4 For\* commands - indexes:

**ForIndexCol**("", "", "", "", "")

goes through all columns in the active index.

### 3.3.5 For\* commands – alternate key:

**ForAlterKeyCol**("", "", "", "", "")

goes through all columns in the active alternate key.

### 3.3.6 For\* commands – relation:

**ForRelPk**("", "", "", "", "")

goes through all columns, which are a part of the primary key of the active relation. This command sets values for columns.

### 3.3.7 For\* commands - model:

**ForDict**("", "", "", "", "")

goes through all items in the Dictionary (user defined data types).

**ForProcedure**("", "", "", "", "")

goes through all stored procedures. This command defines active procedure and appropriate values.

**ForProcedureR**("", "", "", "", "")

goes through all stored procedures, but in reversed order.

**ForRole**("", "", "", "", "")

goes through all user roles, defines active role.

**ForUser**("", "", "", "", "")

goes through all users, defines active user.

**ForTextObject**(type, "", "", "", "")

goes through all text objects. The „type“ is an identification number of the text object)

**ForTrigger**("", "", "", "", "")

goes through all user defined triggers. This command defines active trigger and appropriate values.

**ForTriggerR**("", "", "", "", "")

goes through all user defined triggers, but in reversed order.



**ForView**("", "", "", "", "")

goes through all views. This command defines active view.

**ForViewR**("", "", "", "", "")

goes through all views, but in reversed order.

## 3.4 Variables

### 3.4.1 Entity

**TableName**

**EntName**

**ConstraintPkName**

**ExistPk**

**EntityOthers**

**IndexExist**

**EntDescription**

**TableStorage**

### 3.4.2 Attribute

**AttrName**

**AttrDescription**

**AttrIsDict**(arg1,arg2)

**ColName**

**DictName**

**Type**

**TypSQL**

**UserData Type**

**Length**

**Decimal**

**NotNULL**

**CheckValue** - synonym **Check**

**EvalCheck**

**UniqueAtr**

**DefExist**

**DefValue** - synonym **Def**

**Def2Exist**

**Def2Value** - synonym **Def2**

**ConstraintExist**

**ConstraintCheck** - synonym **Constraint**

**ConstraintDefault**

**ConstraintAtrUnique**

**CheckExist**

**DefaultExist**

**DefaultValue** - synonym **Default**

### 3.4.3 Index

**IndexName**  
**Unique**  
**Clustered**  
**Desc**  
**IndexColDesc**  
**IndexExpr**  
**IndexFilter**  
**IndexFilterExist**  
**IndexStorage**

### 3.4.4 Alternate key

**AlterKeyName**  
**AlterKeyConstraintName**  
**AlterKeyKeys**  
**AlterKeyColDesc**

### 3.4.5 Dictionary types

**DictDescription**  
**DefDict**  
**Def2Dict**

### 3.4.6 Permission

**PermissTableUser**(**''''**)

Is used to Set up permissions for actual entity and user.

@For Table(**''''**, **''''**, ForUser(**''''**, **''''**, PermissTableUser(Macro(CreateTablePermiss)), **''''**, **''''**), **''''**, **''''**)

**PermissTableRole**(**''''**)

**PermissProcedureRole**(**''''**)

**PermissProcedureUser**(**''''**)

**PermissViewRole**(**''''**)

**PermissViewUser**(**''''**)

**UserRoleUser**(**''''**)

**IRole**

**IUser**

**RoleName**

**UserName**

**UserOrRoleName**

**IPermissSelect**

**IPermissInsert**

**IPermissUpdate**

**IPermissDelete**

**IPermissExec**

**IPermissDRI**

**IUserRoleUser**

### 3.4.7 Relationship

**PkChildName**

**PkChildDefaultValue**

**PkParentName**

**IRelParNone**

Returns True if the referential integrity rules for Parent Update and Parent Delete are set to None. The referential integrity rules are defined in the Referential integrity tab of the Edit relationship dialog.

**IRelParUpdDekl**

Returns True if the generating of RI for (at least one) Parent-Update is set to Declarative. The settings are defined in the "How to generate" tab of the "Script Generating" dialog.

**IRelParDelDekl**

**IsParent**

**IsChild**

**FRelName**

**RelName**

**RelDescription**

**ParUpdNone**

Returns True if the referential integrity rule for Parent-Update is set to None. The referential integrity rules are defined in the Referential integrity tab of the Edit relationship dialog.

**ParUpdRestrict**

**ParUpdCascade**

**ParUpdSetNull**

**ParUpdSetDefault**

**ParDelNone**

**ParDelRestrict**

**ParDelCascade**

**ParDelSetNull**

**ParDelSetDefault**

**ChildInsNone**

**ChildInsRestrict**

**ChildInsSetNull**

**ChildInsSetDefault**

**ChildUpdNone**

**ChildUpdRestrict**

**ChildUpdSetNull**

**ChildUpdSetDefault**

**ParentTableName**

**ChildTableName**

**ParentKeys**

**ChildKeys**

**IParUpdRestDekl**

Returns True if the generating of RI for Parent-Update-Restrict is set to Declarative. The settings are defined in the "How to generate" tab of the "Script Generating" dialog.

**IParUpdCascDekl**

**IParUpdSetNullDekl**

**IParUpdSetDefaultDekl**

**IParDelRestDekl**

**IParDelCascDekl**  
**IParDelSetNullDekl**  
**IParDelSetDefaultDekl**  
**IChildInsRestDekl**  
**IChildUpdRestDekl**  
**IRelParUpdRestDekl**

Returns True if the referential integrity rule for Parent-Update is set to Restrict and *IParUpdRestDekl* is true. The referential integrity rules are defined in the Referential integrity tab of the Edit relationship dialog. *Is used in cycle ForChild and ForParent.*

**IRelParUpdCascDekl**  
**IRelParUpdSetNullDekl**  
**IRelParUpdSetDefaultDekl**  
**IRelParDelRestDekl**  
**IRelParDelCascDekl**  
**IRelParDelSetNullDekl**  
**IRelParDelSetDefaultDekl**  
**IRelChildInsRestDekl**  
**IRelChildUpdRestDekl**  
**IRelAnyDekl**

*IRelAnyDekl := IRelParUpdRestDekl or IRelParUpdCascDekl or  
 IRelParUpdSetnullDekl or IRelParUpdSetDefaultDekl or  
 IRelParDelRestDekl or  
 IRelParDelCascDekl or IRelParDelSetnullDekl or  
 IRelParDelSetDefaultDekl or  
 IRelChildInsRestDekl or IRelChildUpdRestDekl*

**IRelUpdDekl**

*IRelUpdDekl := IRelParUpdRestDekl or IRelParUpdCascDekl or  
 IRelParUpdSetnullDekl or IRelParUpdSetDefaultDekl*

**IRelDelDekl**

*IRelDelDekl := IRelParDelRestDekl or IRelParDelCascDekl or  
 IRelParDelSetnullDekl or IRelParDelSetDefaultDekl*

**IUpdDekl**

*IUpdDekl := IParUpdRestDekl or IParUpdCascDekl or IParUpdSetnullDekl or  
 IParUpdSetDefaultDekl or IChildUpdRestDekl;*

**IDelDekl**

*IDelDekl := IParDelRestDekl or IParDelCascDekl or IParDelSetnullDekl or IParDelSetDefaultDekl;*

**IRelUpdTrig**  
**IRelDelTrig**  
**IRelInsTrig**  
**IUpdTrig**  
**IDelTrig**  
**IInsTrig**  
**IEntParUpdRest**  
**IEntParUpdCasc**  
**IEntParUpdSetNull**  
**IEntParUpdSetDefault**

**IEntParDelRest**  
**IEntParDelCasc**  
**IEntParDelSetNull**  
**IEntParDelSetDefault**  
**IEntChildInsRest**  
**IEntChildUpdRest**  
**IEntParUpd**  
**IEntParDel**  
**IEntChildUpd**  
**IEntChildIns**  
**IEntParUpdTrig**  
**IEntParDelTrig**  
**IEntChildUpdTrig**  
**IEntChildInsTrig**  
**IRelChildUpdDekl**  
**IRelChildInsDekl**

### 3.4.8 Generating script checkboxes

**IEntityOthers**  
**IDropTableGener**  
**IDropIndexGener**  
**IDropTriggerGener**  
**IDropTriggersListGener**  
**IDropProceduresGener**  
**IDropViewsGener**  
**ITriggersGener**  
**ITriggersUserGener**  
**IBeforeScript**  
**IAfterScript**  
**IPkAsConstraint**  
**IFkAsConstraint**  
**IRefIntegGener**  
**IIndexGener**  
**IDropDomainGener**  
**IDomainGener**  
**ITableGener**  
**IAlterKeysGener**  
**IProceduresGener**  
**IViewsGener**  
**IPkGener**  
**IRoleGener**  
**IRolePermissGener**  
**IUserPermissGener**  
**IUserToRoleGener**

### 3.4.9 Model

**BefreScript**  
**AfterScript**  
**CreatedDate**  
**ModifiedDate**

**ProjectName**  
**ModelName**  
**AuthorName**  
**Version**  
**Company**  
**DatabaseType**

### 3.4.10 Other

**TriggerName**  
**TextObject**  
**TextObjectName**  
**ProcedureName**  
**ViewName**  
**Date**  
**Time**  
**NOW**

## 4. COM interface

If any object is set as active, the COM interface is being used in appropriate variables.

### **ITABLE** or **TABLE**

Table

### **IMODEL** or **MODEL**

Model

### **ICOLUMN** or **COLUMN**

Column

### **IDICTTYPE** or **DICTTYPE**

Dictionary type

### **IALTERKEY** or **ALTERKEY**

Alternate key

### **IINDEX** or **INDEX**

Index

### **IINDEXCOL** or **INDEXCOL**

Column which refers to a column in the index.

### **IRELATION** or **RELATION**

Relation.

### **ITRIGGER** or **TRIGGER**

Trigger

### **IPROCEDURE** or **PROCEDURE**

Interface to procedures

### **IVIEW** or **VIEW**

View

## 5. Special characters

If you do not want to interpret the below mentioned special characters, you have to use special definitions.  
See:

**C1** - @

**C2** - %

**C3** - {

**C4** - }

**C5** - "

**C6** - '