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INTERNATIONAL PASCAL CAFE 2025 (UTRECHT IJSSELSTEIN)

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Our event is scheduled on **Saturday, March 29, 2025**.
Address and route: Touwlaan/Eiteren, Touwlaan 36.IJsselstein
Parking: at the same address
Price: 50,- ex VAT (BTW) / Lunch & Coffee included
Mobile Info: +31 6 21.23.62.68

Almost every thing in this PDF is hyperlinked

ORDER YOUR SEAT: [Just Click](#)

<https://www.blaisepascalmagazine.eu/product/registration-pascalcafe-march-2025/>

PROGRAM

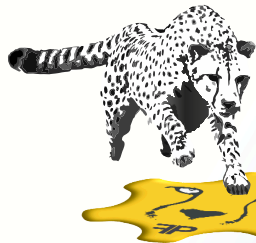
The program will start at 10.00 and end at 17.00 hours

We have the privilege to announce our **GUEST SPEAKERS:**

ARNAUD BOUCHEZ,

the author of **mORMot** – he will of course explain about mORMot together with **ALFRED GLAENZER** (*LongDirtyAnimal Alf*), well-known of **FPC Up De LUXE**

They will inform us about the course for mormot to start at the 3d May (Saturday) 2025



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AUGUSTIN-JEAN FRESNEL
(10 May 1788 – 14 July 1827)
was a French civil engineer and physicist

MATTIAS GAERTNER / MICHAEL VAN CANNEYT

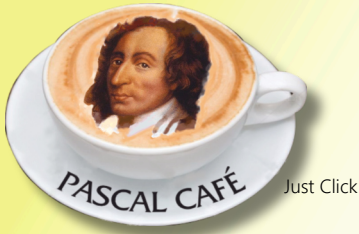
(from the FPC/Lazarus team)

- Cocoa Backend (Mac), Linux (GTK3), [Just Click](#)
Win 32 (Native Windows without LCL)
- Editfield / Buttons / ComboBox / CSS Styles – available in Object Inspector

The Edit component is now under construction.
We need this component as a basis because its technique is embedded in a great number of other components. Difficult to construct.W
We have planned to show a little app created in Fresnel / Web development, 3D scanning



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MICHALIS KAMBURELIS

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- Build and run your **CASTLE GAME ENGINE APPLICATION** for the web, utilizing FPC+WebAssembly, Pas2js, and WebGL.
- **IFC**, (Industry Foundation Classes, *is the global, primary standard used to describe, share, and exchange open BIM data*)
- **3D scanning mobile applications** to create a rough 3D model of some environment or an asset.

We will show how to use the resulting **3D model** with **Castle Game Engine** to create a **visualization of the scanned object or walk in a scanned room** Load and manipulate IFC files in CASTLE GAME ENGINE. We will show how to load, display, manipulate and save IFC files in CASTLE GAME ENGINE.



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MICHAEL PHILIPPENKO

Will show us the extended capabilities of the report engine.

- **Deferred expressions**, duplicates.
- **Page layout change modes** (*reflection of objects - from right to left, bottom to top*) with a single report template.
- **Nested printing of subreports** in a chain.
- **Text compression** mode.
- **Mode of compression and hiding** of objects (empty).
- **New mode of splitting** (*breaking*) objects with height correction.

We will show how easy it is to **install Fast Report into Lazarus and Delphi**



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ARTIFICIAL INTELLIGENCE

shown by our Host Detlef Overbeek How to build and handle it and use it for your own purposes in **Delphi** and **Lazarus**.

We will, of course, show the latest version Lazarus. The use of the Extended RTTI in

PAS2JS

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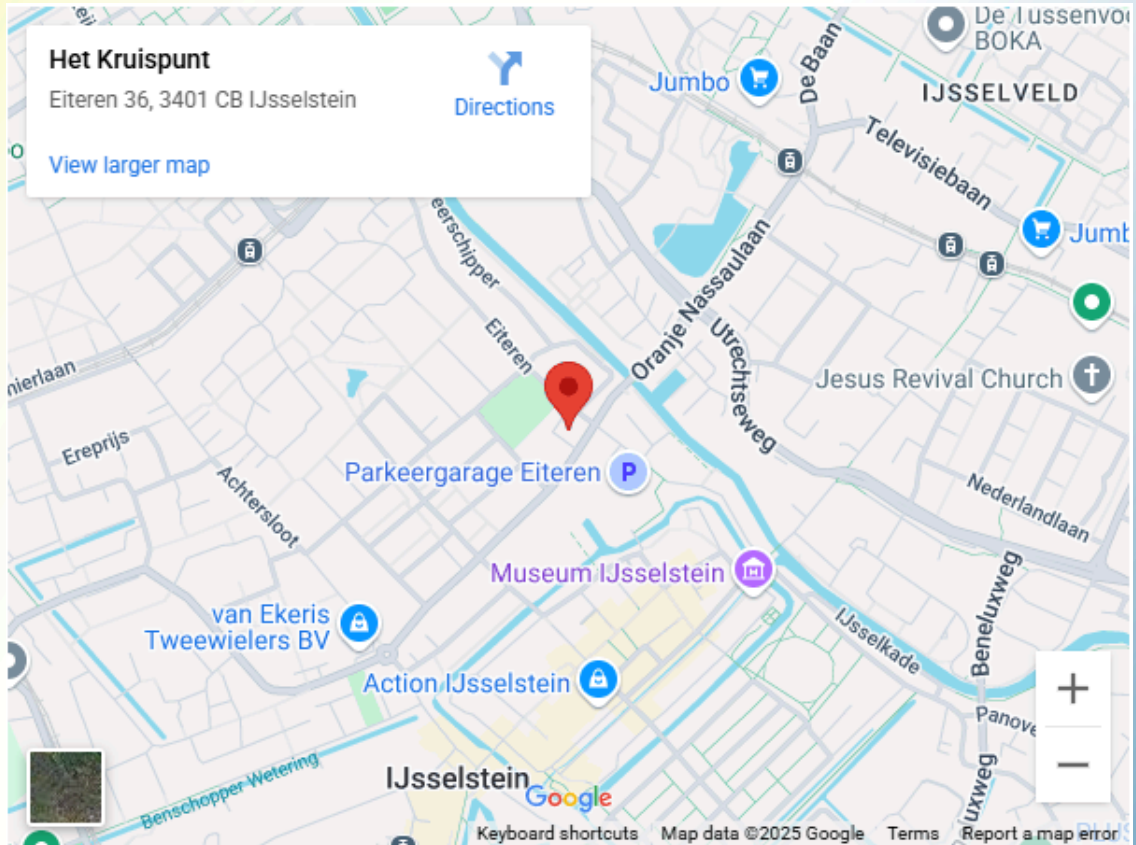


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