
Subject: Re: Read a DBF file
Posted by [Sbleck](#) on Wed, 25 Apr 2007 22:27:13 GMT
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Hi Mirek,

I added the plugin/dbf package to the assembly I was working and now it runs ok...

```
----- CtrlLib ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (1 / 10)
----- plugin\dbf ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (2 / 10)
dbf.cpp
plugin\dbf: 1 file(s) built in (0:05.85), 5859 msecs / file, duration = 6234 msecs
----- CtrlCore ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (3 / 10)
----- RichText ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (4 / 10)
----- Draw ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (5 / 10)
----- Core ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (6 / 10)
----- plugin\bmp ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (7 / 10)
----- plugin\z ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (8 / 10)
----- plugin\png ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (9 / 10)
----- DBF_Reader ( CONSOLE MAIN MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (10 /
10)
main.cpp
DBF_Reader: 1 file(s) built in (0:02.95), 2953 msecs / file, duration = 3015 msecs
Linking...
C:\upp\out\MSC8.Console.Debug_full\DBF_Reader.exe (3506176 B) linked in (0:13.95)
```

OK. (0:33.93)

Is there any way to check what packages are needed and what could be removed ? I noted that could be possible to have many things (exported from another projects) inside one assembly, that not need to be inside of it...

Other doubt was correlated to the output. Should I have any other configuration to obtain the results, when operating in console mode ?

```
C:\upp\out\MSC8.Console>dir
Volume in drive C is ADMMAN
Volume Serial Number is 5475-89A7
```

Directory of C:\upp\out\MSC8.Console

```
25/04/2007 19:23 <DIR>      .
25/04/2007 19:23 <DIR>      ..
25/04/2007 19:21      835.584 DBF_Reader.exe
          1 File(s)      835.584 bytes
```

2 Dir(s) 527.302.656 bytes free

```
C:\lupp\out\MSC8.Console>DBF_Reader
```

```
C:\lupp\out\MSC8.Console>
```

Regards,
Sven