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Subject: Re: bug in DbfView example

Posted by [mr\\_ped](#) on Mon, 30 Jul 2007 03:23:23 GMT

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I found out some more problems...

1)

```
while(dbf.Fetch()) {  
    Vector<Value> v;  
    for(int i = 0; i < min(4, dbf.GetFieldCount()); i++)  
        v.Add(dbf[i]);  
    table.Add(v);  
}
```

Does add all record to table, but it does skip over deleted rows, what does cause inconsistency with later

```
void DbfView::EnterRow()  
{  
    row.Clear();  
    if(!dbf.Fetch(table.GetCursor()))  
        return;
```

So you get wrong detailed view in such case, and whole index will be moved by -1 to -n (number of deleted rows).

Quick fix:

```
if(!dbf.Open(~fs))  
    Exclamation("Can't open input file");  
for(int i = 0; i < min(4, dbf.GetFieldCount()); i++)  
    table.AddColumn(FormatField(dbf.GetField(i)));  
for (int ri = 0; ri < dbf.GetRowCount(); ++ri ) {  
    Vector<Value> v;  
    if(!dbf.Fetch(ri)) v.Add("DELETED");  
    else for(int i = 0; i < min(4, dbf.GetFieldCount()); i++) v.Add(dbf[i]);  
    table.Add(v);  
}
```

edit: ARGH, I used the local "i" two times... not very good programming practice... .. so I changed it to "ri".

This will add also deleted rows to the main table, so the cursor is always right than.

2)  
I'm unable to show correct czech characters no matter what charset I try. (in my desperation I tried all 26 of them)  
My code to convert looks like this (in void DbfView::EnterRow):

```
...  
for(int i = 0; i < dbf.GetFieldCount(); i++) {  
    Value val = dbf[i];  
    if ( val.GetType() == STRING_V ) {  
        String valtxt = val.ToString();  
        //WString valwtxt = ToUnicode(valtxt, CHARSET_WIN1250);  
        WString valwtxt = ToUnicode(valtxt, dbf.GetCharset() );  
        row.Add(FormatField(dbf.GetField(i)), valwtxt);  
    } else {  
        row.Add(FormatField(dbf.GetField(i)), val);  
    }  
}
```

U++ 2007.1, Kubuntu 6.10

Charset for IDE: UTF-8

Charset for application: tried UTF-8, win1250, ISO8859\_2, CP852, MJK

No luck so far... I will try it later on windows, maybe there some charset will work??

@Mirek: is it possible the result on windows will be different?

(P.S. I'm trying to do my first commercial project in U++, something very small, ugly, and it should work with DBF files from FoxPro ... the final application will be for Windows, but so far I'm developing just some base and toying around, so I'm staying in my main system so far ... that's the reason why I'm so into this example, I really must be sure I understand the DBF plugin enough )