
Subject: Re: MSVC 10 to Upp conversion
Posted by [nneilson](#) on Thu, 09 Jun 2011 21:28:49 GMT
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Hi Koldo

Quote:ERROR 4: Unable to open EPSG support file gcs.csv.

It's not linked with FWTools\bin.

How the original dstile was used was dstile.exe was placed in FWTools\bin. Try placing the ntile.exe and the dstile.exe in the bin and you can try both.

Then right clicking on the FWTools icon then change Properties->Start in: to the directory the image files are in.

Then just open FWTools with a left click and enter the command line in the FWTools dos box that is opened:

```
dstile.exe tile --lztst 10.0 --wwcache --overviews 0nt LA_clip.tif
```

Changing dstile.exe on the command line to the U++ compiled ntile.exe works the same way except it has the changes in the code.

To debug the code in U++ this was done:

In the FWTools Properties->Target: it has:

```
C:\WINDOWS\system32\cmd.exe /K "C:\FWTools2.4.7\setfw.bat"
```

This sets the environment.

So in the ntile code I added this so no changes to the FWTools properties need to be changed:

```
system("C:/FWTools2.4.7/setfw.bat /K");
```

Then hard coded the args.

To run from the U++ GUI the hard coded args were commented.

Making the nl.bat to pass the args the line

```
out.PutLine("call cd C:\\0-Neil\\FAA\\2011\\Sectionals");
```

had to have the double \\ instead of the single \.

The problem of doing it that way is it is run by the .bat file using the ntile.exe that has been placed in FWTools\bin and there is no way to pass data back to the GUI.

And there is no way to debug the ntile code included with the GUI package because it is not used.

Maybe calling the ntile function included with the GUI code:

```
ntile("tile --lztst 10.0 --wwcache --overviews 0nt LA_clip.tif");
```

is something I will try next.

Note that the ntile.exe placed in the FWTools\bin doesn't have any hard coded args, etc., just the code as compiled in MSVC 10 except when compiled in U++ some changes were made as far as the output format, etc..

Sorry my explanations and current code is lacking, still tinkering.

Your help with the linking, compiling in U++ is much appreciated.