

---

Subject: Re: Read a DBF file  
Posted by [Sbleck](#) on Thu, 19 Apr 2007 20:46:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

Please, HELP other newbie !

```
#include <Core/Core.h>
#include <Core/dbf.h>

using namespace Upp;

CONSOLE_APP_MAIN
{ int i;
  DbfStream dbf;
  if(!dbf.Open("C:\\Temp\\numteus\\cntr.dbf", false) ) {
    return;
  }
  int NFields = dbf.GetFieldCount();
  while(dbf.Fetch()) {
    String text;
    for (i=0; i<NFields; i++) {
      text << dbf[i] << " # ";
    }
    text << "\n";
    Cout() << text;
  }
  dbf.Close();
}
```

I tried to put dbf.h in any possible place (under C:\\upp), but nothing could produce other result than THIS:

```
----- CtrlLib ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (1 / 9)
----- CtrlCore ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (2 / 9)
----- RichText ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (3 / 9)
----- Draw ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (4 / 9)
----- Core ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (5 / 9)
----- plugin/bmp ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (6 / 9)
----- plugin/z ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (7 / 9)
----- plugin/png ( CONSOLE MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (8 / 9)
----- DBF_Reader ( CONSOLE MAIN MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (9 / 9)
main.cpp
C:\\upp\\MyApps\\DBF_Reader\\main.cpp(2) : fatal error C1083: Cannot open include file:
'Core/dbf.h': No such fil
```

e or directory

DBF\_Reader: 1 file(s) built in (0:01.20), 1203 msec / file, duration = 1234 msec

There were errors. (0:01.78)

Anybody with good will could explain how should I configure "these" include files, to get rid of these problems ? ANY HELP could be GREATLY appreciated, of course...

Regards,  
Sven

---