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Subject: Re: Cannot link SqlCommander sample with MSC8...

Posted by [Sbleck](#) on Thu, 19 Apr 2007 23:32:53 GMT

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Hi Mirek,

Regarding to this issue:

Quote:

SqlCommander is a bit tricky, as it expects you have all client libraries installed.

You can limit the number of RDBMs supported by altering the beginning of .cpp file.

For a beginner in U++/C++, what you said couldn't be easy to be understood, without an example or how-to . But I tried to recompile it again, after reinstall the whole U++ package:

```
----- SqlCtrl ( GUI MSC8 FORCE_SPEED WIN32 MSC ) ( 1 / 17)
```

```
SqlCtrl.cpp
```

```
SqlArray.cpp
```

```
SqlDetail.cpp
```

```
SqlDlg.cpp
```

```
SqlConsole.cpp
```

```
SqlObjectTree.cpp
```

```
SqlCtrl_init.icpp
```

```
Creating library...
```

```
SqlCtrl: 7 file(s) built in (0:17.57), 2511 msec / file, duration = 18234 msec
```

```
C:/upp/out/SqlCtrl/MSC8.Force_speed.Gui\SqlCtrl.lib (915768 B) created in (0:00.11)
```

```
----- Oracle ( GUI MSC8 FORCE_SPEED WIN32 MSC ) ( 2 / 17)
```

```
OraCommon.cpp
```

```
Oci7.cpp
```

```
Oci8.cpp
```

```
contest.cpp
```

```
Oracle_init.icpp
```

```
Creating library...
```

```
Oracle: 5 file(s) built in (0:06.59), 1319 msec / file, duration = 6688 msec
```

```
C:/upp/out/Oracle/MSC8.Force_speed.Gui\Oracle.lib (657748 B) created in (0:00.07)
```

```
----- OleDb ( GUI MSC8 FORCE_SPEED WIN32 MSC ) ( 3 / 17)
```

```
OleDb.cpp
```

```
c:\upp\uppsrc\oledb\OleDb.h(14) : fatal error C1083: Cannot open include file: 'msdasc.h': No such file or directory
```

```
rectory
```

```
OleDb: 1 file(s) built in (0:01.57), 1578 msec / file, duration = 3063 msec
```

As you could see, the problem remains . Tried to find the mentioned header file, nothing was found:

```
C:\upp>dir /S msdasc.h
Volume in drive C is ADMMAN
Volume Serial Number is 5475-89A7
File Not Found
```

Well, remembering that I have seen this app running before, I remembered the fact that I used the MingW at first time. Than I tried to recompile it, USING MINGW:

```
----- SqlCtrl ( GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32 ) ( 1 / 17)
BLITZ: SqlCtrl.cpp SqlArray.cpp SqlDetail.cpp SqlDlg.cpp SqlConsole.cpp SqlObjectTree.cpp
SqlCtrl_init.icpp
SqlCtrl: 7 file(s) built in (0:21.78), 3111 msec / file, duration = 22328 msec
----- Oracle ( GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32 ) ( 2 / 17)
BLITZ: OraCommon.cpp Oci7.cpp Oci8.cpp contest.cpp
Oracle_init.icpp
Oracle: 5 file(s) built in (0:08.90), 1781 msec / file, duration = 8969 msec
----- OleDb ( GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32 ) ( 3 / 17)
OleDb.cpp
OleDb: 1 file(s) built in (0:01.98), 1985 msec / file, duration = 2032 msec
----- MySql ( NOMYSQL GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32 ) ( 4 / 17)
MySql.cpp
MySql: 1 file(s) built in (0:00.09), 94 msec / file, duration = 391 msec
----- plugin\sqlite3 ( GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32 ) ( 5 / 17)
Sqlite3upp.cpp
alter.c
analyze.c
attach.c
auth.c
btree.c
build.c
callback.c
complete.c
date.c
delete.c
expr.c
func.c
hash.c
insert.c
legacy.c
main.c
opcodes.c
os.c
os_unix.c
os_win.c
```

pager.c  
 parse.c  
 pragma.c  
 prepare.c  
 printf.c  
 random.c  
 select.c  
 table.c  
 tokenize.c  
 trigger.c  
 update.c  
 utf.c  
 util.c  
 vacuum.c  
 vdbe.c  
 vdbeapi.c  
 vdbeaux.c  
 vdbefifo.c  
 vdbemem.c  
 where.c  
 plugin\sqlite3: 41 file(s) built in (0:30.57), 745 msecs / file, duration = 30875 msecs  
 ----- Sql ( GUI NOAPPSQL GCC FORCE\_SPEED BLITZ WIN32 ) (6 / 17)  
 BLITZ: SqlCase.cpp SqlVal.cpp SqlBool.cpp SqlSet.cpp SqlStatement.cpp Sql.cpp  
 SqlSchema.cpp util\_td.cpp  
 Sql: 8 file(s) built in (0:28.26), 3533 msecs / file, duration = 28297 msecs  
 ----- CtrlLib ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (7 / 17)  
 BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp  
 ScrollBar.cpp Head  
   erCtrl.cpp ArrayCtrl.cpp DropBox.cpp DropList.cpp DropPusher.cpp DropChoice.cpp Static.cpp  
 Splitter.cpp F  
   rameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp  
 Prompt.cpp Help.cp  
   p DateTimeCtrl.cpp Bar.cpp MenuBar.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp  
 TreeCtrl.cpp Dlg  
   Color.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp PrinterJob.cpp Windows.cpp  
 Win32.cpp Tr  
   aylconWin32.cpp TraylconX11.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp  
 ChWin32.cpp  
 CtrlLib.icpp  
 CtrlLib: 49 file(s) built in (1:32.90), 1896 msecs / file, duration = 93937 msecs  
 ----- Report ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (8 / 17)  
 BLITZ: Report.cpp ReportDlg.cpp  
 Reportl.icpp  
 Report: 3 file(s) built in (0:10.51), 3505 msecs / file, duration = 10563 msecs  
 ----- Core ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (9 / 17)  
 BLITZ: Mt.cpp Thread.cpp heap.cpp heapdbg.cpp String.cpp StrUtil.cpp CharSet.cpp Path.cpp  
 App.cpp Stream.cpp  
   BlockStream.cpp Log.cpp Debug.cpp Util.cpp mathutil.cpp Vcont.cpp Hash.cpp Callback.cpp

TimeDate.cpp Valu  
 e.cpp Format.cpp Convert.cpp Color.cpp Gtypes.cpp t.cpp Lang.cpp parser.cpp XML.cpp  
 Xmlize.cpp Uuid.cpp P  
 tr.cpp z.cpp Topic.cpp Dli.cpp Win32Com.cpp  
 OL\_Set.cpp  
 Core: 36 file(s) built in (0:29.73), 825 msecs / file, duration = 29875 msecs  
 ----- plugin\z ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (10 / 17)  
 Adler32.c  
 compress.c  
 crc32.c  
 deflate.c  
 gzio.c  
 infblock.c  
 infcodes.c  
 inffast.c  
 inflate.c  
 inftrees.c  
 infutil.c  
 trees.c  
 uncompr.c  
 zutil.c  
 plugin\z: 14 file(s) built in (0:02.98), 213 msecs / file, duration = 3031 msecs  
 ----- CtrlCore ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (11 / 17)  
 BLITZ: Frame.cpp Ctrl.cpp CtrlChild.cpp CtrlPos.cpp CtrlDraw.cpp CtrlMouse.cpp CtrlKbd.cpp  
 CtrlTimer.cpp Loca  
 lLoop.cpp TopWindow.cpp Win32Wnd.cpp Win32ImgClip.cpp Win32Proc.cpp TopWin32.cpp  
 DHCtrl.cpp X11Wnd.cpp X1  
 1Proc.cpp TopWinX11.cpp X11Clip.cpp X11ImgClip.cpp X11App.cpp  
 CtrlCore.icpp  
 CtrlCore: 22 file(s) built in (0:16.78), 762 msecs / file, duration = 17000 msecs  
 ----- RichText ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (12 / 17)  
 BLITZ: Object.cpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp  
 TxtOp.cpp Format.cpp Table  
 Cell.cpp TableLayout.cpp TablePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp  
 TextData.cpp TextTable.  
 cpp EncodeQtf.cpp ParseQtf.cpp EncodeRTF.cpp ParseRTF.cpp EncodeHTML.cpp Util.cpp  
 RichImage.icpp  
 RichText: 23 file(s) built in (0:40.46), 1759 msecs / file, duration = 40610 msecs  
 ----- Draw ( GUI GCC FORCE\_SPEED BLITZ WIN32 ) (13 / 17)  
 BLITZ: DrawWin32.cpp DrawX11.cpp ComposeText.cpp DrawText.cpp DrawTextWin32.cpp  
 DrawTextXft.cpp Draw.cpp Draw  
 OpWin32.cpp DrawOpX11.cpp DrawData.cpp Drawing.cpp MetaFile.cpp DrawUtil.cpp  
 DrawTextUtil.cpp Display.cpp  
 Debug.cpp Image.cpp ImageBlit.cpp ImageWin32.cpp ImageX11.cpp RasterFormat.cpp  
 RasterWrite.cpp Palette.c  
 pp Raster.cpp RasterEncoder.cpp ImageOp.cpp ImageChOp.cpp ImageScale.cpp  
 MakeCache.cpp DrawRasterData.cpp  
 Cham.cpp SSettings.cpp

```
Draw: 32 file(s) built in (0:22.81), 712 msecs / file, duration = 22891 msecs
----- plugin/bmp ( GUI GCC FORCE_SPEED BLITZ WIN32 ) (14 / 17)
BLITZ: Bmp.cpp BmpWrite.cpp Icon.cpp
BmpReg.icpp
plugin/bmp: 4 file(s) built in (0:05.28), 1320 msecs / file, duration = 5296 msecs
----- plugin/png ( GUI GCC FORCE_SPEED BLITZ WIN32 ) (15 / 17)
pnglib.c
pngupp.cpp
pngreg.icpp
plugin/png: 3 file(s) built in (0:12.81), 4271 msecs / file, duration = 13719 msecs
----- Ole ( GUI GCC FORCE_SPEED BLITZ WIN32 ) (16 / 17)
util.cpp
Ole: 1 file(s) built in (0:01.78), 1782 msecs / file, duration = 1782 msecs
----- SqlCommander ( NOMYSQL GUI NOAPPSQL MAIN GCC FORCE_SPEED BLITZ WIN32 )
(17 / 17)
SqlCommander.cpp
SqlCommander: 1 file(s) built in (0:05.68), 5687 msecs / file, duration = 5703 msecs
Linking...
(option '-O 2' ignored)
__main: duplicate
-> used: libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
C:\upp\out\MINGW.Blitz.Force_speed.Gui.Noappsq1.Nomysql\SqlCommander.exe (3252224 B)
linked in (0:03.70)
```

OK. (5:41.39)

After this, I recovered this running example (and the strange - to me - characters used in it) . But I made a big effort to have installed the Windows SDK, as you recommended (previously):

Quote:

```
> I'm using the MingW compiler and found strange the huge files that
> were produced, but probably I'm doing some mistakes that I would find
> how to correct this.
- mingw is significantly worse than Visual C++ regarding the code size
- did not have you "Debug" mode active?
```

```
> But another doubt I had was regarding to the Visual C++ Toolkit
> 2003. Should I have to download the whole SDK ?
```

Download current Vista SDK. It is a lot of stuff (and a lot of stuff that is in fact not needed for U++), but it is worth doing it.

```
> Or maybe should I install the Visual C++ 2005 Express ? I noted
> that U++ IDE found the Visual Studio I had installed previously, but I
> installed only the Visual Basic 2005 Express, and when compiling the
```

> samples, a lot of errors appeared. Probably you could take care from  
> this situation for the next releases, when possible.

I believe the correct way is described in installation manual. The problem is that VC++ Express lacks Win32 SDK headers and libraries. You have to install SDK separately, but then again it is perhaps simpler to install the compiler with SDK too (because compiler is now part of SDK).

Now and if possible to you, could you comment what could I do to obtain the same success, when using the MSC compiler ? I imagine that should be very beneficial in having all examples running well, for all recommended compilers, of course...

Regards,  
Sven

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