
Subject: Cannot link SqlCommander sample with MSC8...

Posted by [Sbleck](#) on Wed, 18 Apr 2007 20:21:51 GMT

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Hi,

Tried to compile Gui01 and Grid01 samples after installing MS Win SDK. Appeared some warnings, but compiled OK. Tried another sample, named SqlCommander and returned errors. Please check below:

----- 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 (0:18.28), 2611 msec / file, duration = 23344 msec

C:/upp/out/SqlCtrl/MSC8.Force_speed.Gui\SqlCtrl.lib (915768 B) created in (0:00.37)

----- 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 (0:06.57), 1315 msec / file, duration = 6812 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 (0:01.70), 1704 msec / file, duration = 2297 msec

There were errors. (0:33.01)

Could be sent any advice, to solve this issue ?

Tks in adv,

Sven

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

Posted by [Sbleck](#) on Thu, 19 Apr 2007 19:58:05 GMT

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Hi,

Tried again, using MingW and MSC. Without success, but noted that more compilation problems appeared under MingW than MSC. Any idea about how this problem could be solved ? Please take a look in the attached file, when possible...

Regards,
Sven

File Attachments

1) [Problems with SqlCommander compilation under MingW ans MSC in 04192007.zip](#), downloaded 676 times

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

Posted by [mirek](#) on Thu, 19 Apr 2007 20:56:33 GMT

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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.

Mirek

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

Posted by [Sbleck](#) on Thu, 19 Apr 2007 22:51:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 di
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 msecs / file, duration = 8969 msecs
----- OleDb (GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32) (3 / 17)
OleDb.cpp
OleDb: 1 file(s) built in (0:01.98), 1985 msecs / file, duration = 2032 msecs
----- MySql (NOMYSQL GUI NOAPPSQL GCC FORCE_SPEED BLITZ WIN32) (4 / 17)
MySql.cpp
MySql: 1 file(s) built in (0:00.09), 94 msecs / file, duration = 391 msecs
----- 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 DropDownList.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
ayIconWin32.cpp TrayIconX11.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

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

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

[View Forum Message](#) <> [Reply to Message](#)

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
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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
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OleDb.cpp
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MySql: 1 file(s) built in (0:00.09), 94 msecs / file, duration = 391 msecs
----- 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
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 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
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 inffast.c
 inflate.c
 infrees.c
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 uncompr.c
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 TxtOp.cpp Format.cpp Table
 Cell.cpp TableLayout.cpp TablePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp
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 cpp EncodeQtf.cpp ParseQtf.cpp EncodeRTF.cpp ParseRTF.cpp EncodeHTML.cpp Util.cpp
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 BLITZ: DrawWin32.cpp DrawX11.cpp ComposeText.cpp DrawText.cpp DrawTextWin32.cpp
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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.Noappsq.L.Nomysql\SqlCommander.exe (3252224 B)
linked in (0:03.70)
```

OK. (5:41.39)

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Regards,
Sven

Subject: Re: Cannot link SqlCommander sample with MSC8...
Posted by [mirek](#) on Fri, 20 Apr 2007 10:46:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look at the beginning of SqlCommander.cpp

```
#if defined(PLATFORM_WIN32) && defined(COMPILER_MSC)
#define HAVE_OLEDB
#endif
```

This means that OLEDB connections are disabled for migw, that is why it works...

You cannot compile it most likely because you have not installed part of SDK that provides OLEDB.

I suppose you are not very interested in OLEDB, therefore a simple way how to get around the problem is to disable for MSC too:

```
#if defined(PLATFORM_WIN32) && defined(COMPILER_MSC)
// #define HAVE_OLEDB
#endif
```

Mirek

Subject: Re: Cannot link SqlCommander sample with MSC8...
Posted by [Sbleck](#) on Fri, 20 Apr 2007 14:56:22 GMT
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Hi Mirek,

Regarding to this issue...

Quote:

Look at the beginning of SqlCommander.cpp

```
#if defined(PLATFORM_WIN32) && defined(COMPILER_MSC)
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I've done as you suggested, but the problem remains:

```
----- SqlCtrl ( GUI NOAPPSQL MSC8 FORCE_SPEED WIN32 MSC ) ( 1 / 17)
----- Oracle ( GUI NOAPPSQL MSC8 FORCE_SPEED WIN32 MSC ) ( 2 / 17)
----- OleDb ( GUI NOAPPSQL 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
OleDb: 1 file(s) built in (0:01.45), 1453 msec / file, duration = 1469 msec
```

There were errors. (0:01.64)

But maybe could be useful to have OLEDB installed, because SqlCommand offered the possibility of this type of connection (to MS-Access files or SQL Server ?):

When connecting a database, DSN-less connections are superior to System DSN connections in performance. However, there will be no noticeable improvement in performance for smaller sites which have few concurrent connections only.

Although a DSN-less connection is operationally identical to a DSN but it doesn't have to access registry during connecting process. For DSN-less connection, all required information will be specified in the connection string instead of storing in registry.

In practice, you're recommended to use OLEDB connections over these two type of connections. Why? It's because OLEDB can provide better performance in database connections and faster access to data.

The Connection String for OLEDB would be:

```
"Provider=ProviderName; Data Source=DatabaseSource; Initial Catalog=DatabaseName; User ID=UserID; Password=Password"
```

What are your recommendations, when performing another Windows SDK (WEB Install) installation ? What choice should be useful to add ?

Tks in adv,
Sven

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

Posted by [mirek](#) on Fri, 20 Apr 2007 16:56:58 GMT

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Sbleck wrote on Fri, 20 April 2007 10:56Hi Mirek,

Regarding to this issue...

Quote:

Look at the beginning of SqlCommander.cpp

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#endif
```

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OleDb: 1 file(s) built in (0:01.45), 1453 msec / file, duration = 1469 msec

There were errors. (0:01.64)

Ops, sorry, OleDb plugin needs it too...

Well, you can also try to remove the OleDb package and #include <OleDb/OleDb.h>...

Quote:

What are your recommendations, when performing another Windows SDK (WEB Install) installation ? What choice should be useful to add ?

Not sure. But as you see, adding DB connectivity is useful

Mirek

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

Posted by [Sbleck](#) on Fri, 20 Apr 2007 17:51:05 GMT

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Quote:

Quote:

What are your recommendations, when performing another Windows SDK (WEB Install) installation ? What choice should be useful to add ?

Not sure. But as you see, adding DB connectivity is useful

Mirek

Ok. Had you any possibility for giving some direction, when possible ? Looking that you had specified the OLEDB connection inside this example, probably you have all conditions to offer the direction to follow, to be possible to have the OLEDB installed...

Tks in adv,
Sven

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

Posted by [Sbleck](#) on Fri, 20 Apr 2007 20:28:27 GMT

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Hi Mirek,

Trying what you recommended:

```
//#include <OleDB/OleDB.h>
#include <SqlCtrl/SqlCtrl.h>
#pragma hdrstop

#define HAVE_ORACLE

#ifndef flagNOSQLLITE
#define HAVE_SQLLITE
#include <plugin/sqlite3/sqlite3.h>
#endif

#ifndef flagNOMYSQL
#define HAVE_MYSQL
#endif

#if defined(PLATFORM_WIN32) && defined(COMPILER_MSC)
// #define HAVE_OLEDB
#endif
...
```

Produced the same result (using the ".NOMYSQL GUI .NOAPPSQL" for the main package configuration, because I copied it from the uppsrc to the MyApps folder, remaining the original example intact...):

```
----- SqlCtrl ( GUI NOAPPSQL MSC8 FORCE_SPEED WIN32 MSC ) ( 1 / 17)
----- Oracle ( GUI NOAPPSQL MSC8 FORCE_SPEED WIN32 MSC ) ( 2 / 17)
----- OleDb ( GUI NOAPPSQL 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 di
rectory
OleDb: 1 file(s) built in (0:03.23), 3235 msec / file, duration = 3828 msec
```

There were errors. (0:09.56)

Sven

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

Posted by [mirek](#) on Sun, 22 Apr 2007 07:25:39 GMT

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This is not all of my advice. You have to rightclick OleDb and remove it from project too....

Mirek

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

Posted by [Sbleck](#) on Mon, 23 Apr 2007 19:25:30 GMT

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Hi,

Maybe I did something wrong, because not understood how up packages should work:

Quote:

unodgs

Messages: 424

Registered: November 2005

Location: Poland Senior Member

Quote:

Rikus wrote on Thu, 20 July 2006 07:43

I trying to use OLEDB in my application. I am using MINGW compiler. It fails with error OleDbSession not found

Can anyone assist

Add this line to your code (I suppose that oledb package is already in project):

```
#include <OleDb/OleDb.h>
```

How could I add OleDb.h to my project ? I wanted to have this type of connection disponible, if possible. Send your advices or how-tos, when possible...

Sven

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

Posted by [Sbleck](#) on Mon, 23 Apr 2007 19:43:08 GMT

Hi Mirek,

Quote:

luzr

Messages: 3111

Registered: November 2005 Senior Member

Quote:

zsolt wrote on Wed, 13 December 2006 05:56

Quote:

Quote:

C:\upp\out\Debug\ACG\Extractor.exe : fatal error LNK1120: 1 unresolved externals

I am trying to write an app that will allow a user to extract data from OLEDB databases, MYSQL and Oracle

The problem is, that free MS kits do not have multithreaded debug libraries. Try to compile and link in Optimal [Release] mode.

Latest MS SDK comes with MSC8 and has all libraries needed. It is now primary MS tool supported by U++.

Mirek

I'm trying to do the same, i. e., export Oracle data. I switched to MSC8 too, because believed that with MSC8 was possible to have less space consumption and more speed, when compared to MingW. Probably was only a problem with management of libraries or something else. Any advice about this (how-to to check all needed things to have a successful compilation would be very appreciated, of course...

Sven

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

Posted by [adkiller](#) on Mon, 23 Apr 2007 20:55:44 GMT

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Hi Sven,

I guess you are using Visual C++ Express with the Vista SDK. If that is the case please have a look at some important info here:

<http://connect.microsoft.com/VisualStudio/feedback/ViewFeedback.aspx?FeedbackID=266963>

Please update your Vista SDK to see if it resolves your problem. Here is the latest update:

<http://www.microsoft.com/downloads/details.aspx?familyid=4377f86d-c913-4b5c-b87e-ef72e5b4e065&displaylang=en>

If the above update still gives you problems, then please downgrade to Windows Server 2003 R2 Platform SDK:

<http://www.microsoft.com/downloads/details.aspx?FamilyID=484269e2-3b89-47e3-8eb7-1f2be6d7123a&DisplayLang=en>

Hopefully this resolves your problem.

-Ad

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

Posted by [Sbleck](#) on Mon, 23 Apr 2007 21:18:46 GMT

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Hi Ad,

Tks for your comments, but I followed the advice given by Mirek:

> Latest MS SDK comes with MSC8 and has all libraries needed. It is now primary MS tool supported by U++.

I did the Vista SDK installation through WEB Install and selected only the items mentioned in the Win32 install procedures. What I understood until now is that somebody could have these libraries and header files installed after doing other things, but when you have a fresh install of both products (U++ and Vista SDK), maybe something could not happen, as expected. Maybe is only a impression of mine, but could be a possibility...

Sven

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

Posted by [mirek](#) on Tue, 24 Apr 2007 16:50:46 GMT

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Sbleck wrote on Mon, 23 April 2007 15:25Hi,

Maybe I did something wrong, because not understood how upp packages should work:

Things are getting messy

Well, to summarize: You have two options:

- Remove OleDb support for now. That involves commenting `#include` and removing OleDb package from the project. Please try this first, you can add OleDb back later. Note that your last reply on this way indicated that you commented the `#include`, but failed to remove the OleDb package.
- Alternatively, install the part of SDK dealing with OLE DB.

Mirek
