QGIS Application - Bug report #866 Buidling DBMS support for Grass and GDAL

2007-12-13 09:29 AM - leo-lami -

Status:	Closed		
Priority:	Low		
Assignee:	nobody -		
Category:			
Affected QGIS version:		Regression?:	No
Operating System:	All	Easy fix?:	No
Pull Request or Pa	tch supplied:	Resolution:	duplicate
Crashes QGIS or corrupts data: Copied to github as #: 10925			
Description		ł	
The dbf driver doesn't work if I work with GRASS vector.			
This a collect of mail on the arguments:			
I can confirm the dbf problem in QGIS/GRASS. I am running QGIS 0.9.0			
26.10.2007 build. My OS is Vista but I don't think it matters. I am also			
running WINGRASS 6.3RC3 and I got the same problem so something is broken in			
winGRASS now. See the error messages for more info. The messages are from			
the CLI from within QGIS			
\$ db.connect -p			
driver:dbf			
database:\$GISDBASE/\$LOCATION_NAME/\$MAPSET/dbf/			
schema:			
group:			
The connection set up looks fine to me, but if you try getting info in a			
specific layer:			
\$ v.db.connect map=dist2_net3 -c			
Invalid argument: can't _spawnl			
GRASS_INFO_ERROR(260,1): Unable to start driver <dbf></dbf>			
GRASS_INFO_END(260,1)			
If I try db dosoribo fro	m winCRASS I got this: (dotabase_&CISD)		
If I try db.describe from winGRASS I get this:{database=\$GISDBASE/\$LOCATION_NAME/\$MAPSET/dbf/} invalid argument: can't spawnl			
Unable to start driver <dbf></dbf>			
	iver an,ubiagt,		
Benjamin wrote:			
There are many little annoyances with the GDAL linking.			
But they can all be rectified (at least I managed for			
version 1.4.4, don't know about 1.5 yet).			
,	.,		
I think I left out that final bit in my last email.			
Here it is.			
For 1.5, you will probably need to update the last bit			
somewhat, since I think all user tools are now in the			
"apps" subfolder.			
Let me know how it's working for you.			

#1 - 2007-12-13 09:37 AM - leo-lami -

- Resolution set to duplicate
- Status changed from Open to Closed

#2 - 2009-08-22 12:52 AM - Anonymous

Milestone Version 0.9.1 deleted