QGIS Application - Bug report #867 Building DBMS support for Grass and GDAL (Tishampati Dhar)

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

Status: Closed **Priority:** Low Assignee: nobody -Category: Affected QGIS version: Regression?: No **Operating System:** Easy fix?: ΑII No Resolution: **Pull Request or Patch supplied:** fixed

Copied to github as #: 10926

Description

The dbf driver doesn't work if I work with GRASS vector.

This a collect of mail on the arguments:

Crashes QGIS or corrupts data:

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.

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>

GRASS INFO END(260,1)

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>

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.

2025-05-17 1/2

History

#1 - 2009-03-16 05:12 AM - Paolo Cavallini

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

Presumably solved in the latest versions of the installer. Reopen it if appropriate.

#2 - 2009-08-22 01:02 AM - Anonymous

Milestone Version 1.0.2 deleted

2025-05-17 2/2