
Subject: Re: Global SqllDs

Posted by [BioBytes](#) on Wed, 25 May 2016 12:10:12 GMT

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

Hi Mirek,

Thank you for sending some time to reply to such obvious question

My mistake was to make confusion with Pascal.

Sorry to insist but I have some difficulty with declaration of SqllD

I tried this code in a IVDCCommon.h header.

```
#ifndef _IVDCCommon_IVDCCommon_h
#define _IVDCCommon_IVDCCommon_h

extern SqllD DIRTBL,ALL,ID,PART,
    DIRINDEX,SUBINDEX,LIBELLE,
    NORMTBL,IDNORM,NORMTITLE,NORMTYPE,
    HARMONIZED,STATUS,NORMCODE,
    STATTBL,IDST,DESIGN,
    NORMTPTBL,IDTYPE,STANDTYPE,
    DEVTBL,IDDEVI,NAMEDEV,REFDEV,DESDEV,
    CLASSDEV,CONFDEV,AFFDEV,STATUSDEV,
    AFFTBL,IDAFF,NAMEAFF,IDSTD,IDDIR,
    DOCTBL,IDDOC,IDDEV,IDDIRD,NAMEDOC,DESDOC,TYPEDOC,
    HISTOTBL,IDH,IDDEVH,MODIF,DATEMODIF,RESPMODIF,
    CLASSTBL,IDCLAS,NAMECLASS,
    CONFOTBL,IDCONF,NAMECONF,
    SIGNTBL,IDSIGN,LOGON,FIRSTNAME,LASTNAME,SIGNNAME;
#endif
```

For the cpp files, here is the example of the main cpp file (of course IVDCCommon.h is added in main header

```
IVDManager::IVDManager()
{
    CtrlLayout(*this, t_("Outil gestion Exigences Essentielles 16.03"));
    Icon(IVDImages::lvdMain);
    SetRect(10,10,GetScreenSize().cx-150,GetScreenSize().cy-100);
    CenterScreen().Sizeable().Zoomable();

    lvdBackImg.Set(IVDImages::lvdLogo);
}
```

```

AddFrame(IvdMenuBar);
AddFrame(IvdToolBar);
AddFrame(TopSeparatorFrame());

IvdImageDisplay.setConnectionStatus(false);
IvdImageInfoCtrl.Set(PaintRect(IvdImageDisplay));
IvdStatusBar.AddFrame(IvdImageInfoCtrl.Left(30));
IvdStatusBar.Set(0,t_("Pas de connexion en cours"),150);

AddFrame(IvdStatusBar);
AddFrame(BottomSeparatorFrame());

IvdMenuBar.Set(THISBACK1(IvdSetMainMenu,false));
WhenClose = THISBACK(IvdQuitApp);

Sqlld DIRTBL("DIRECTIVE"),ALL(""),ID("ID"),PART("PART"),
    DIRINDEX("DIRINDEX"),SUBINDEX("SUBINDEX"),LIBELLE("LIBELLE"),

NORMTBL("NORMES"),IDNORM("IDNORM"),NORMTITLE("NORMTITLE"),NORMTYPE("NORM
TYPE"),
    HARMONIZED("HARMONIZED"),STATUS("STATUS"),NORMCODE("NORMCODE"),
    STATTBL("STATUSDES"),IDST("IDST"),DESIGN("DESIGNATION"),
    NORMTPTBL("NORMETYPE"),IDTYPE("IDTYPE"),STANDTYPE("STANDTYPE"),

DEVTBL("DEVICES"),IDDEVI("IDDEV"),NAMEDEV("NAMEDEV"),REFDEV("REFDEV"),DESDEV
("DESDEV"),

CLASSDEV("CLASSDEV"),CONFDEV("CONFDEV"),AFFDEV("AFFDEV"),STATUSDEV("STATU
SDEV"),

AFFTBL("AFFECTATION"),IDAFF("IDAFF"),NAMEAFF("NAMEAFF"),IDSTD("IDSTD"),IDDIR("ID
DIR"),

DOCTBL("DOCUMENTS"),IDDOC("IDDOC"),IDDEV("IDDEV"),IDDIRD("IDDIR"),NAMEDOC("NA
MEDOC"),DESDOC("DESDOC"),TYPEDOC("TYPEDOC"),

HISTOTBL("HISTORIQUE"),IDH("IDH"),IDDEVH("IDDEV"),MODIF("MODIF"),DATEMODIF("DAT
EMODIF"),RESPMODIF("RESPMODIF"),
    CLASSTBL("CLASSES"),IDCLAS("IDCLAS"),NAMECLASS("NAMECLASS"),
    CONFBL("CONFORMITY"),IDCONF("IDCONF"),NAMECONF("NAMECONF"),

SIGNTBL("SIGN"),IDSIGN("IDSIGN"),LOGON("LOGON"),FIRSTNAME("FIRSTNAME"),LASTNA
ME("LASTNAME"),SIGNNAME("SIGNNAME");
}

GUI_APP_MAIN
{
    String LNGStr = Tokenize2(LNGAsText(GetSystemLNG())," ");

```

```
SetLanguage(LNGFromText(LNGStr));
SetLNGCharset(LNGFromText(LNGStr),CHARSET_UTF8);

IVDManager().Run();
}
```

When building the project, the compiler complains that "DIRTBL,ID,PART, DIRINDEX,SUBINDEX,LIBELLE, NORMTBL,IDNORM,NORMTITLE,NORMTYPE, HARMONIZED,STATUS,NORMCODE, STATTBL,IDST,DESIGN, NORMTPTBL,IDTYPE,STANDTYPE, DEVTBL,IDDEVI,NAMEDEV,REFDEV,DESDEV, CLASSDEV,CONFDEV,AFFDEV,STATUSDEV, AFFTBL,IDAFF,NAMEAFF,IDSTD,IDDIR, DOCTBL,IDDOC,IDDEV,IDDIRD,NAMEDOC,DESDOC,TYPEDOC, HISTOTBL,IDH,IDDEVH,MODIF,DATEMODIF,RESPMODIF, CLASSTBL,IDCLAS,NAMECLASS, CONFTBL,IDCONF,NAMECONF, SIGNTBL,IDSIGN,LOGON,FIRSTNAME,LASTNAME,SIGNNAME" are duplicated (!).

Sorry to bother you with this question but I am a bit lost

Regards
Biobytes
