

```

1: #include 'CdxDbe.ch'
2: #include 'DbfDbe.ch'
3: #include 'FoxDbE.ch'
4: #include 'NtxDbe.ch'
5: #include 'Set.ch'
6: #include 'Collat.ch'
7: ///////////////////////////////////////////////////////////////////
8: //
9: // DBESYS.PRG
10: //
11: // Copyright:
12: //     Alaska Software, (c) 1998-2006. All rights reserved.
13: //
14: // Contents:
15: //     Xbase++ DatabaseEngine startup/preloader
16: //
17: // Syntax:
18: //     DbeSys() is called automatically at program start before the
19: //     function MAIN.
20: //
21: ///////////////////////////////////////////////////////////////////
22: //
23: ///////////////////////////////////////////////////////////////////
24: //
25: // Modifi  le 24/04/2015 pour le fonctionnement en parralele
26: // avec GCIP de Kangourou informatique : Philippe Thonnier
27: //
28: // Modi  par Alain Rousseau JoueClub Claira
29: //
30: ///////////////////////////////////////////////////////////////////
31: //
32: PROCEDURE DbeSys ()
33: //
34: //     Set Collation for usage in DbeInfo(COMPONENT_ORDER, CDXDBe_MODE,
35: //     CDXDBe_VFOXPRO)
36: Set(_SET_COLLATION, COLLAT_ASCII)
37: //     //     Basic DBEs
38: //     //     DBF
39: DbeLoad('cdxdbe', .t.)
40: DbeLoad('dbfdbe', .t.) // Common DBF
41: DbeLoad('deldbe', .t.)
42: DbeLoad('foxdbe', .t.) // FoxPro and FoxPro 2.x
43: //     compatibility
44: DbeLoad('ntxdbe', .t.)
45: * //     Indexes
46: *DbeLoad('dbfntx', .t.) // NTX
47: *DbeLoad('foxcdx', .t.) // CDX
48: //
49: //
50: // DbeBuild('nom du dbe", 'nom du moteur charger', 'type d'index')
51: //
52: if !DbeBuild('DbfNtx', 'dbfdbe', 'ntxdbe') // 'DbfNtx' := DBF com  ndices
53:     Stop_('DBFNtx Database-Engine: could not build engine', .f.)
54: else
55:     DbeInfo(COMPONENT_DATA , DBFDBe_LOCKRETRY, 100000)
56:     DbeInfo(COMPONENT_DATA , DBFDBe_LOCKDELAY, 10)
57:     DbeInfo(COMPONENT_DATA, DBFDBe_LIFETIME, 20)
58:     DbeInfo(COMPONENT_ORDER, NTXDBe_LOCKRETRY, 100000)
59:     DbeInfo(COMPONENT_ORDER, NTXDBe_LOCKDELAY, 10)
60: endif
61: //
62: //
63: if !DbeBuild('DbfCdx', 'dbfdbe', 'cdxdbe') // 'DbfCdx' := DBF with CDX
64:     Stop_('DBFCDX Database-Engine: could not build engine', .f.)
65: else
66:     DbeInfo(COMPONENT_DATA , DBFDBe_LOCKRETRY, 100000)

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67:   DbeInfo (COMPONENT_DATA , DBFDDBE_LOCKDELAY,      10)
68:   DbeInfo (COMPONENT_DATA, DBFDDBE_LIFETIME,      20)
69:
70:   DbeInfo (COMPONENT_ORDER, CDXDBE_LOCKRETRY, 100000)
71:   DbeInfo (COMPONENT_ORDER, CDXDBE_LOCKDELAY,      10)
72:   DbeInfo (COMPONENT_ORDER, CDXDBE_MODE,   CDXDBE_VFOXPRO) // If you opt for to
       use CDXDBE_VFOXPRO (see the docs)
73:
74:
75:   DbeInfo (COMPONENT_ORDER, DBE_LOCKMODE, LOCKING_EXTENDED)
76: endif
77:
78:
79: if !DbeBuild('FoxNtx', 'foxdbe', 'ntxdb')
80:   Stop_('FOXNTX Database-Engine: could not build engine', .f.)
81: else
82:   DbeInfo (COMPONENT_DATA,   FOXDBE_LOCKRETRY, 100000)
83:   DbeInfo (COMPONENT_DATA,   FOXDBE_LOCKDELAY,      10)
84:   DbeInfo (COMPONENT_DATA,   FOXDBE_LIFETIME,      20)
85:
86:   DbeInfo (COMPONENT_ORDER, NTXDBE_LOCKRETRY, 100000)
87:   DbeInfo (COMPONENT_ORDER, NTXDBE_LOCKDELAY,      10)
88:   DbeInfo (COMPONENT_ORDER, DBE_LOCKMODE, LOCKING_EXTENDED)
89: endif
90:
91:
92: if !DbeBuild('FoxCdx', 'foxdbe', 'cdxdb' ) // 'FoxCdx' := Compatibility
       with FoxPro and CDX indexes
93:   Stop_('FOXCDX Database-Engine: could not build engine', .f.)
94: else
95:   DbeInfo (COMPONENT_DATA,   FOXDBE_LOCKRETRY, 100000)
96:   DbeInfo (COMPONENT_DATA,   FOXDBE_LOCKDELAY,      10)
97:   DbeInfo (COMPONENT_DATA,   FOXDBE_LIFETIME,      20)
98:
99:   DbeInfo (COMPONENT_ORDER, CDXDBE_LOCKRETRY, 100000)
100:  DbeInfo (COMPONENT_ORDER, CDXDBE_LOCKDELAY,      10)
101:  DbeInfo (COMPONENT_ORDER, CDXDBE_MODE,   CDXDBE_VFOXPRO) // If you opt for to
       use CDXDBE_VFOXPRO (see the docs)
102:
103:
104:   DbeInfo (COMPONENT_ORDER, DBE_LOCKMODE, LOCKING_EXTENDED)
105: endif
106:
107:
108: return
109:
110:
111: STATIC FUNCTION stop_(cMens, lStop)
112: Alert (cMens)
113: if lStop == NIL .or.;
114:   lStop
115:   QUIT
116: endif
117: RETURN
118:
```