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Once connected, you can securely send e-invoices to companies and government agencies around the world, regardless of the required billing data. One connection, one global connection. 1 2 3 4 5 TalentLMS is an award-winning Learning Management System (LMS) ideal for engaging online training. Create courses with a few clicks on a platform suitable for sophisticated and inexperienced, enthusiastic instructors. TalentLMS combines support for multiple file types and multimedia (presentations, videos, iFrame, SCORM, etc.) with simplicity and a support team that is always eager to help. Drive your team's potential. 6 7 8 9 10 Vertex Cloud Indirect Tax is a SaaS solution that integrates with ERPs, billing systems or e-commerce platforms to ensure accurate tax determination for each sale and purchase. The solution also creates PDF returns and provides exemption certificate management tools. The system provides the latest rules and rates for sales and usage tax, value-added tax, and industry-specific tax content for multichanny retail taxation 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 Simple, clear examples. He's been very helpful to me. Was. SW doesn't mean it's already a bit old and is no longer used. Hello.. I'm a university student in Indonesia, now i know about C# and Borland C++, I want to help me with a generous person on this site, share your code with me, and if you don't mind, teach me !!! Our teacher is very very lazy to teach us, i need all your help ... thanx - 1:4 Friday December 9, 2005 At Modified IDE's Topic I'm using a simple editor named SciTe ... I personally don't like it very much but I dose the work I need to do it. I also use a better and free editor called chrome. which is a MASM32 Win Asembler editor but can be configured for other plat forms. My Questions:: Is there anyone familiar with chrome, i know how to convert borland C++ 5.5 compiler accepted? I'm trying to figure it out myself but if someone already knows how eric would apreciate the information to comply with a win 32 application instead of a consolation? I tried: C:\borland\bc55\bcc32 wtest2.cpp -W but get the error: Error: Unresolved external '_main' C:\BORLAND\BCC55\LIB\C0X32 referenced. Visual Studio c++ error is similar to OBJ when trying to compile windowprogam for consolation in a Win32 application. How should I write??? Flags (-W) have to come first. Must be: C:borland\bc55\bcc32 -W wtest2.cpp Unresolved external '_main'... It always occurs when you try to compile a win32 resource as a console because there is no main function, just winmain. Thanks! Now it's working. Stupid mistake on me .... How to create a mutible file project with bcc32 and ilink32? I tried something like this: #include c:\print.h void main() { print(); } >>>>>>>> //print.h extern void print(); >>>>>>> //print.cpp #include <iostream.h>void print() < hello=> < endl; } ..... I compiled these like this: bcc32 -c main.cpp bcc32 -c print.cpp and linked them like this: ilink32 main print there no errors , but the program crashes on execution. Anyone have an example of how to do this? Thanks..... Hello mates! I have a problem on some file about the *.grx and *.grd files Well the software is kind of database program, we keep the production databese inside. Does anyone know how to change the names inside the files?. Thanks a lot. Umit from Turkey Hi thanks for this great tutorial. Just wondering what to do when my project consists of xxxx.h and xxxx.cpp? Can borland handle this? Should I try to learn about a newer compilers with p4 and/or amd athlon optimizations? If so can you offer a suggestions? I am new to programming but it has challenged me so much I will be studying extensevily... Until the battle has been won That shouldn't be a problem, sure Borland can handle it! The compiler does support the pentium chip and optimizing for it. Likely not the latest generations of the pentium chip (like Microsoft C++), but you have to ask yourself how big an impact those optimizations will have and also what most of your target users will have. If }= .....= i= compiled= these= like= this:= bcc32= -c= main.cpp= bcc32= -c= print.cpp= and= linked= them= like= this:= ilink32= main= print= there= where= no= errors= ,= but= the= program= crashes= on= execution.= anyone= have= an= example= of= how= to= do= this?= thanks.....= hello= mates!= i= have= a= problem= on= some= file= about= the= *.grx= and= *.grd= files= well= the= software= is= kind= of= database= program,= we= keep= the= production= databese= inside.= does= anyone= know= how= to= change= the= names= inside= the= files?. = thanks= a= lot.= umit= from= turkey= hi= thanks= for= this= great= tutorial.= just= wondering= what= to= do= when= my= project= consists= of= xxxx.h= and= xxxx.cpp?= can= borland= handle= this?= also= should= i= try= to= learn= about= a= newer= compilers= with= p4= and/or= amd= athlon= optimizations?= if= so= can= you= offer= a= suggestions?= i= am= new= to= programming= but= it= has= challenged= me= so= much= i= will= be= studying= extensevily... until= the= battle= has= been= won= that= should= not= be= a= problem,= sure= borland= can= handle= it!= the= compiler= does= support= the= pentium= chip= and= optimizing= for= it.= likely= not= the= latest= generations= of= the= pentium= chip= (like= microsoft= c++),= but= you= have= to= ask= yourself= how= big= an= impact= those= optimizations= will= have= and= also= what= most= of= your= target= users= will= have.= if=></ endl; } ..... I compiled these like this: bcc32 -c main.cpp bcc32 -c print.cpp and linked them like this: ilink32 main print there where no errors , but the program crashes on execution. Anyone have an example of how to do this? Thanks..... Hello mates! I have a problem on some file about the *.grx and *.grd files Well the software is kind of database program, we keep the production databese inside. Does anyone know how to change the names inside the files?. Thanks a lot. Umit from Turkey Hi thanks for this great tutorial. Just wondering what to do when my project consists of xxxx.h and xxxx.cpp? Can borland handle this? Also should I try to learn about a newer compilers with p4 and/or amd athlon optimizations? If so can you offer a suggestions? I am new to programming but it has challenged me so much I will be studying extensevily... until the battle has been won That should not be a problem, sure Borland can handle it! The compiler does support the pentium chip and optimizing for it. Likely not the latest generations of the pentium chip (like Microsoft C++), but you have to ask yourself how big an impact those optimizations will have and also what most of your target users will have. If > { cout</iostream.h> cout</iostream.h> New to programming, don't worry about optimizations for now. You can always translate the compiler key later, and typically the way you write your code will have a much greater impact. You can .exe Coff2omf against ilink32, so you can convert a lib file from the OMF Microsoft COFF format. However, lib files come in two flavors: one just tells the linker what's in the relevant DLL and actually links against the DLL. Other types include OBJ files that you actually want to connect to EXE. If you use COEFF2OMF in this, you can obtain an empty lib file, resulting in unresolved externals. What are you doing to fix this? How do you get OBJs (without source code) into your Borland exe? 1) Use Visual Studio and create a Win32 DLL project. Add LIB with OBJS as an additional dependency to the project (see Project, under Properties). Now i'm going to have to. Add the following lines of def file to the project:IRACAT
 method1 (list the methods you want to use from Borland one after the other)
 method2
 method3 2) Now create a Visual Studio DLL. The visual studio will create a DLL and LIB. 3) Now use this new LIB COFF2OMF and switch this lib to link against it ilink32. This handles all unresolved externals, but the DLL must exist when your EXE is installed. But it's working!!!! It took me a couple of hours to figure that out. There are several references to this problem on the Internet, but no one has gave a workable solution. If you are not familiar with making files but want to compile a Windows GUI Win32 application with free Borland command-line tools, you can use the following as a starting point: 1) Make sure you have ilink32 .cfg. Mine contains only one line: -Ld:\borland\bcc55\lib;d:\borland\bcc55\lib\psdk 2) Make sure you have bcc32.cfg. Mine includes: -Id:\borland\bcc55\include -ID:\WINDDK\2600.1106\inc\ddk\wxp -Ld:\borland\bcc55\lib 3) Make sure that Brc32.cfg is. The mind contains .cfg lines for bcc32, as shown above. 4) Now I run the following batch (!) file: set path=c:\windows;c:\windows\system32;d:\borland\bcc55;d:\borland\bcc55\bin del dialog.obj del about.obj del md5.obj del dp.res bcc32 -v -c -tWE -RT- about.cpp b cc32 -v -tWE -RT- dialog.cpp bcc32 -v -c -tWE -RT- md5.c brc32 -r -Id:\borland\bcc55\include dp.rc ilink32 -Tpe -aa -s -v c0w32.obj md5.obj about.obj dialog.obj , DP.exe, DP.map, import32.lib cw32mt.lib iphlpapi.lib, dp.res This shows how to compile a source file, link, as well as additional library files. -v gives you the debugging .exe you want to debug your application using td32. The compiler is quite good and very compatible with Microsoft. I found the following differences between me and VC6: 1) Font line .rc file for Microsoft generated dialog boxes contains an extra .0x01 at the end of the line. brc32 here is an error about waiting for a BEGIN Just remove the extra .0x01 and and fine compile. 2) brc32 does not support certain ICO file types and does not go to your discretion when you run them. This use icon that contains a single icon to get around the files and make it 32x32 with 256 color icons. Borland apparently doesn't like XP or 16 million color icons. I'm not sure. 3) If you are using the STL string class, having a static instance in the code causes unresolved externals (delete(void*), __nullref, and so on. To work this temporarily, put static strings inside a structure and use a pointer to the new and that structure. I have a problem trying.cfg to create libraries for wxWidgits (wxWindows) and I am using borland compiler with EditPlus IDE on a machine running XP PRO: -DWINVER=0x0500 -D_WIN32_WINNT=0x0500 -DWIN32 -D_WINDOWS The following items can also be useful in bcc32. All seems to go intil coming to the good makefile command line: $(LIBTARGET): $(DUMMY).obj $(OBJECTS) -$(RM) $(LIBTARGET) tlib $(LIBTARGET) /P1024 $(LINKDEBUGFLAGS) @&! +$(OBJECTS:.obj =.obj +) +$(PERIPH_LIBS:.lib =.lib +) ! I get an error message: ---------- CUT ---------- Make Version 5.2 Copyright (c) 1987, 2000 Borland del ... \.. \lib\zlib.lib I couldn't find c:\wxWindows\lib\zlib.lib tlib ... \.. \lib\zlib.lib /P512 @MAKE0000.@@@ DOS-reported error: Bad file number TLIB 4.5 Copyright (c) 1987, 1999 Inprise Corporation opening 'MAKE0000.@@@' ** error 1** deletion . \.. \lib\zlib.lib ** error 1 ** delete zlib Normal Termination Output completed (consumed 1 s). Note that /P for TLIB has been changed from 1024 to 512. I first thought I was running out of virtual DOS Machine handles so I arranged the config.nt file to change files = 20 line FILES = 99 and still get the error. Any idea of the problim I'm living in???? Dennis Foulke Does Anyone have an example of a Borland C++ 5.5 Win32 program that uses DialogBoxParam to create a Dialog as the main window of programs? I'm having trouble getting this api recruited (I keep getting parameter incompatibility messages from bcc32). Thanks..... Perform a program that can perform the following actions: Enter a file name from the user, read the file, and determine the number of alphanumeric characters, the number of words, and the number of sentences in the file. To determine the number of sentences, the number of periods (periods) must be counted (new lines and tabs must be ignored). Wait for the user to press any key to return to the main menu. Ask the user for input and output file names, add the contents of one file to another file. Wait for the user to press any key to return to the main menu. Ask the user for the input file name, the word that the user wants to change, and the replacement word. Open the file and replace the entire word specified by the user with another word in the entire file. As a result, tell the user how many replacements have occurred. Return to the user's main key wait for any key to press Get out of the program. c plus plus program. how to write. Perform a program that can perform the following actions: Enter a file name from the user, read the file, and determine the number of alphanumeric characters, the number of words, and the number of sentences in the file. To determine the number of sentences, the number of periods (periods) must be counted (new lines and tabs must be ignored). Wait for the user to press any key to return to the main menu. User prompt for input and output file names, in addition to the contents of try something like this: ..... cout<<enter file name: ; gin >> fileName; ofstream inputFile; inputFile.open (fileName); if (inputFile.fail()) { cout << file not opened << endl; } ch == inputFile.get(); while (! inputFile.eof() { if (isalpha (ch) number_of_characters ++; else if (isspace (ch)) number_of_words++; else if (ch == '.' number_of_sentences++ number_of_sentences; ch == inputFile.get() Hello, I just downloaded borland free compiler for curiosity. I can create and run console applications, but there's a lot of trouble writing a win32 app. I'm writing exactly as I wrote with VC++ 6.0 and I can't run anything - it can't compile - winmain has been reported with bunches of errors. Can anyone help me with this? You can give me a link that I could find something about building generic win32 applications with borland free compiler, or someone could help me directly, telling me what to do (just a source and cfg file would be nice). Thanks Josko Petric try this site here. use the -W or -tW (big W) option, such as the BCC32 -W example.cpp go to google and type in the 'borland 5.5 tutorials' you will find a site by helmet. This place. I forgot the connection. t realize this group was gone. VIDE is really free and supports bcc quite nicely. It was FIRST IDE to support the free Borland compiler and I think it remains one of the best. BCC support is not an add-on for IDE - it is really supported. As Vide also supports the GNU gcc compiler, however, it is very important to read the custom installation instructions for the Borland version and you need to tell the compiler that you will use the vide. It's all in the installation files. VIDE: Also, I have some extra documents found in no other source that I know about BCC 5.5, especially those written for BCC 5.5 that contain full documents on all keys for BCC and ILINK. They are available with VIDE or in fact. I would also highly recommend helmut Pharo site: for bigger tips using BCC 5.5. There will be a new version of VIDE in a week, so go back and get it make sure you Version if you already have VIDE, or download it now. I apologise in advance for trademarks or copyrights that I may not involuntarily include. With a free C++ compiler from Borland/Imprise and perfectly suited for use with other compilers (e.g., mingw), iDE or shell is free software (and I think freeware is free, unlike you need to register and pay at the end). It also seems to be able to cope with Java environments. The file editor has many technical options, such as automatic inteament of source files (often used to process menus, icons, etc.) and files, dialog boxes, path options, and more to add source files to the project. It's also simple enough to use from the word go (create a project, add a .c or .cpp file, request c++, and .exe list of errors). The shell in question / IDE VIDE (Copyright © 1999-2000, Bruce E. Wampler) You will find that this program is surprisingly easy to use: any option you don't understand can only be ignored and the program will still compile happy resources - trust another novice Site information: With many thanks to Mr. Wampler, see all cpp heaven ... Heaven...

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