Subject: Re: Importing DBF files?

Posted by Mark Hadfield on Thu, 02 Sep 2004 20:29:00 GMT

View Forum Message <> Reply to Message

Jonathan Greenberg wrote:

- > Is there any way to import DBF files generated from either Arc or some DBF
- > program?

Initial response:

"What's a DBF file?"

After a little more digging:

IDL does read and write shapefiles, and there's a mention of DBF files there. I don't know if this is relevant, but perhaps you do?

The following is from documentation for IDLffShape::Open...

DBF ONLY

If this keyword is set to a positive value, only the underlying dBASE table (.dbf) component of the shapefile is opened. All entity related files are left closed. Two values to this keyword are accepted: 1 - Open an existing .dbf file, > 1 - Create a new .dbf file

The UPDATE keyword is required to open the .dbf file for updating.

--

Mark Hadfield "Ka puwaha te tai nei, Hoea tatou" m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Importing DBF files?

Posted by inettle1 on Fri. 03 Sep 2004 14:51:20 GMT

View Forum Message <> Reply to Message

I've never used it myself, but shouldn't the DataMiner read these files too?

Jeff

Mark Hadfield <m.hadfield@niwa.co.nz> wrote in message

```
news:<ch7vqf$7ud$1@newsreader.mailgate.org>...
> Jonathan Greenberg wrote:
>> Is there any way to import DBF files generated from either Arc or some DBF
>> program?
>
> Initial response:
  "What's a DBF file?"
>
> After a little more digging:
>
> IDL does read and write shapefiles, and there's a mention of DBF files
> there. I don't know if this is relevant, but perhaps you do?
>
  The following is from documentation for IDLffShape::Open...
>
    DBF ONLY
>
     If this keyword is set to a positive value, only the
>
     underlying dBASE table (.dbf) component of the shapefile
>
     is opened. All entity related files are left closed. Two
>
     values to this keyword are accepted: 1 - Open an existing
>
     .dbf file, > 1 - Create a new .dbf file
>
>
     The UPDATE keyword is required to open the .dbf file for
>
     updating.
>
```