CrystalQuest - extraction filter verficiation

SHOW FILES WHICH WILL NOT BE EXTRACTED outside the Project\Library folder...

```
SELECT * FROM DB_RAR_Content WHERE
cflag_will_be_extracted == "0" AND
rar_filename not like "Crystal Quest UI Concept\Library%" AND
rar_filename not like "CrystalQuest\Library%"
```

0 elements found.... SUPER

```
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```

SHOW FILES WHICH WILL BE EXTRACTED FROM Project-Library Folder

```
SELECT * FROM DB_RAR_Content WHERE
cflag_will_be_extracted == "1" AND (
rar_filename like "Crystal Quest UI Concept\Library%" OR
rar_filename like "CrystalQuest\Library%" )
```

0 elements.... SUPER

```
Ausführung wurde ohne Fehler beendet.
Ergebnis: 0 Zeilen in 284ms zurückgegeben
In Zeile 1:
SELECT * FROM DB_RAR_Content WHERE
cflag_will_be_extracted == "1" AND (
rar_filename like "Crystal Quest UI Concept\Library%" OR
rar_filename like "CrystalQuest\Library%")
```