
Subject: Re: ExportSch, zero byte file is the result
Posted by [mirek](#) on Thu, 11 Jun 2009 17:10:49 GMT
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Well, I have recently (2 weeks ago) used this code to study the schema of existing database:

```
#include <MySql/MySql.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    MySqlSession session;
    // substitute your 'username' and 'password' here:
    if(!session.Connect("root", "heslo", "test", "10.0.0.19")) {
        printf("Can't connect with MySql\n");
        return;
    }
    Sql sql(session);
    sql.Execute("use test");
    sql.Execute("show tables");
    while(sql.Fetch())
        Cout() << (String)sql[0] << '\n';
    SaveFile("u:/lego.sch", ExportSch(session, "test"));
    SaveFile("u:/legoid", ExportIds(session, "test"));
}
```

and it seems to have worked well....

Mirek
