
Subject: Re: How to access a firebird database ?
Posted by [jibe](#) on Mon, 18 Jun 2007 14:52:09 GMT
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Hi,

Still trying to make this plugin for Firebird, but as I have few time to do that and study UPP, it's not yet working... I think I'll ask here some basic questions rather than trying by myself to discover though the code how it works, or I'll never finish... Sorry for that...

1) I'm afraid I did my FirebirdSHema.h the wrong way... Please, could you explain what must be the C++ types, Database types etc. in this code :

```
#define INT(x)          COLUMN("integer", int, x, 0, 0)
#define INT_ARRAY(x, items)  COLUMN_ARRAY("integer", int, x, 0, 0, items)
#define INT_(x)          COLUMN_("integer", int, x, 0, 0)
#define INT_ARRAY_(x, items) COLUMN_ARRAY_("integer", int, x, 0, 0, items)
```

Seems that I have some difficulties to find the right syntax, as some types don't work properly... What is INT, "integer" and int ?

2) What do you call a dialect ? Seems it is (an arbitrary number related to) the database engine ?

```
ASSERT(dialect == ORACLE || dialect == SQLITE3 || dialect == MY_SQL || dialect == MSSQL ||
       dialect == POSTGRESS || dialect == FIREBIRD || dialect == DB2);
```

In Firebird, there is 2 dialects (dialect 1 and dialect 3). How can I manage it ? But first, must I consider these 2 dialects ? dialect 1 is just to have a compatibility with an old version of Interbase. Maybe we could just ignore this one ? Firebird user's opinion is welcome about that as well as UPP developer's !