
Subject: Re: SQL_mySQL reference problems
Posted by [aplatypus](#) on Mon, 27 Mar 2006 13:40:41 GMT
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Hi all,

Very good news -- Just as promised the .603 version builds the mySQL reference "out of the box".
Thank you very much.

To connect with a database you will probably need to specify a username and password. I put the mysql database in to 'see' how things work.

```
main.cpp
    if(!session.Connect( "mySelf", "passw", "mysql", "localhost" )) {
```

I must say I am a little befuddled about _why_ it works now with mySQL v5 when I haven't done anything with mySQL libraries. (I un-did ther earlier patches).

The only reason that interests me is because what happens when I want to link another 3rd party library and similar issues pop-up? Fortunately that's something I can cope with later in life.

Well done and thanks again.

Regards,
William
