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Subject: Accessing Database from multiple files  
Posted by [jeremy\\_c](#) on Tue, 02 Jun 2009 13:23:13 GMT  
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I am having a bit of problems coming up with either all my field names being either already defined:

```
main.obj : error LNK2005: "void __cdecl
TABLE_SUPPLIER(class Upp::SqlSchema &)"
(?TABLE_SUPPLIER@@@YAXAAVSqlSchema@Upp@@@Z) already defined
in base_data.obj
```

Or not defined:

```
C:\Develop\Projects\UppApps\BeekPRO\base_data.cpp(8) :
error C2065: 'HIVE_TYPE' : undeclared identifier
```

What I have is BeekPRO.h (only revelant portions):

```
#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>
#define MODEL <BeekPRO/BeekPRO.sch>

#include <Sql/sch_schema.h>
#include <Sql/sch_header.h>
#include <Sql/sch_source.h>
```

I've tried moving the sch\_source.h include from BeekPRO.h to BeekPRO.cpp thinking that the sch\_header.h was just the definitions but sch\_source.h was the actual source but that is not making a difference.

What I want is to be able to access the schema data from many .cpp files, thus, I can take an application that is getting more complex every minute and break it into smaller manageable files:

- \* BeekPRO.cpp - main file
- \* Apiary.cpp - Add/Edit/Remove apiaries
- \* Hive.cpp - Add/Edit/Remove hives
- \* Supplier.cpp - Add/Edit/Remove suppliers
- \* ... etc ...

Jeremy

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