
Subject: Postgres library improvements

Posted by [Zbych](#) on Mon, 27 Jul 2009 08:44:41 GMT

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1. Client code page

Functions `PostgreSQLConnection::ErrorMessage` and `PostgreSQLSession::ErrorMessage` use `FromSystemCharset` to convert code page. Unfortunately `PQerrorMessage` AFAIK does not use client's system code page but the code page that is declared in `lc_messages` (`postgresql.conf`), or the code page explicit set by the client (function `PQsetClientEncoding`).

So I think those functions should be modified:

```
String PostgreSQLConnection::ErrorMessage()
{
    // no code page conversion, leave it to postgres
    return AsString(PQerrorMessage(conn));
}
```

```
String PostgreSQLSession::ErrorMessage()
{
    // no code page conversion, leave it to postgres
    return AsString(PQerrorMessage(conn));
}
```

And of course postgres should be informed about the code page:

```
bool PostgreSQLSession::Open(const char *connect)
{
    Close();
    conn = PQconnectdb(connect);
    if(PQstatus(conn) != CONNECTION_OK)
    {
        SetError(ErrorMessage(), "Opening database");
        Close();
        return false;
    }
    level = 0;

    // set client's code page
    int stat = PQsetClientEncoding(conn, CharsetName(GetDefaultCharset()));
    ASSERT(stat == 0);
    LOG( String("Postgresql client encoding: ") + pg_encoding_to_char( PQclientEncoding(conn) ) );

    return true;
}
```

```
}
```

I made some tests with UTF-8 and WIN1250, and it appears that postgres accepts code page names from ultimate

2. Re-establishing connection

It would be nice to have function that reconnects to database, when connection is lost:

```
bool PostgreSQLSession::ReOpen()
{
    PQreset(conn);
    if(PQstatus(conn) != CONNECTION_OK)
    {
        SetError(ErrorMessage(), "Opening database");
        return false;
    }
    level = 0;

    return true;
}
```