## Subject: Re: transactions and sql
Posted by mtdew3q on Sun, 08 Aug 2010 06:12:27 GMT

View Forum Message <> Reply to Message

Hi-

I finally figured out what this post was talking about.


The one person was actually doing ddl stuff and the moderator got confused possibly thinking it was dml and so did I until i read it closer but it is a good tip to see how the ddl worked with firebird anyways.

I examined this a lot closer tonight and I do think it is definitely possible to mix U++ framework and IBPP. I was worried about transactions but I think the default read/write wait and snapshot/concurrency must be used for Firebird and any other transaction context can go through IBPP.

I don't think it would be hard to mix them because it looked to me that sql[0] which is Value Sql::operator[](int i) const {
 Value v;
 cn->GetColumn(i, v);
 return v;
}

ends up when fetching data returning a value that i believe is output as a string according to this:


so that would make it easy to get data from U++ sql and use it in IBPP if I had to. i could also write stuff now that i know the probable access mode is read/write.

i don't think i have to worry about switching to zeos db controls anymore. this looks like it is very cool. i hope my brain cooperated with me on this one.

thanks,
Jim