
Subject: Re: Question about SQL....

Posted by [unodgs](#) on Mon, 11 Oct 2010 21:32:32 GMT

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Try this:

```
struct MyFields
{
    VectorMap<String, Value> data;
    SqlId t;

    MyFields(const SqlId& table, const VectorMap<String, Value>& map)
    {
        data <<= map;
        t = table;
    }

    void FieldLayout(FieldOperator& f)
    {
        f.Table(~t);
        f
            (NAME , data.Get("NAME"))
            (ADDRESS , data.Get("ADDRESS"))
            (COUNTRY , data.Get("COUNTRY"))
            (ZIP , data.Get("ZIP"))
            (PHONE , data.Get("PHONE"))
            (FAX , data.Get("FAX"))
            (CELL , data.Get("CELL"))
            (LICENSES , data.Get("LICENSES"))
            (EXPIRATION , data.Get("EXPIRATION"))
            (ACTIVATIONKEY , data.Get("ACTIVATIONKEY"))
            (ACTIVATIONSENT , data.Get("ACTIVATIONSENT"))
            (ACTIVATED , data.Get("ACTIVATED"));
    }

    operator Fields() { return callback(this, &MyFields::FieldLayout); }
};

String eMail = data.Get("EMAIL");

SQL * Select(SqlId()).From(USERS).Where(EMAIL == eMail);

MyFields fields(USERS, data);

if(SQL.Fetch())
{
    SQL * Update(fields).Where(EMAIL == eMail);
```

```
}  
else  
{  
    SQL * Insert(fields)  
    (EMAIL, eMail);  
}
```
