
Subject: Re: Image in database
Posted by [Didier](#) on Fri, 08 Apr 2011 19:10:42 GMT
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Hi jibe,

I use a helper class in one of my apps.

It can be used with the following SQL schema description:

```
// =====  
//      IMAGES  
// =====  
TABLE_(IMAGES)  
  INT_ (IMG_ID) PRIMARY_KEY AUTO_INCREMENT  
  INT_ (IMG_HASH) INDEX  
  INT_ (IMG_REFCOUNT) SQLDEFAULT(0) // reference counter  
  LONGRAW_(IMG_DATA)  
END_TABLE
```

NB: The hash and REFCOUNT are not used yet, they are intended for future devs.

The idea is to have all images in one table and manage references to these images in the other tables:

```
TABLE_(CLUBS)  
  INT_ (CLUB_ID) PRIMARY_KEY AUTO_INCREMENT  
  STRING_ (CLUB_NUMBER, 10)  
  STRING_ (CLUB_NOM, 60)  
  STRING_ (CLUB_ALIAS, 10)  
  STRING_ (CLUB_ADRESSE, 250)  
  STRING_ (CLUB_VILLE, 30)  
  INT_ (CLUB_CODE_POSTAL)  
  STRING_ (CLUB_NUM_TEL, 20)  
  INT_ (CLUB_REF_LIGUE) REFERENCES(LIGUE)  
  INT_ (CLUB_LOGO_SMALL_IMGREF) SQLDEFAULT(-1) **** IMAGE ****  
  INT_ (CLUB_LOGO_BIG_IMGREF) SQLDEFAULT(-1) **** IMAGE ****  
  STRING_ (CLUB_MAIL, 50)  
END_TABLE
```

In order to use it you finally need to do something like this:

```
clubsData.CLUB_LOGO_BIG_IMGREF = ImageMgr::addImage(  
clubCtrls.imgPresentation.GetImage() );
```

or

```
clubCtrls.imgPresentation.SetData( ImageMgr::getImageString(  
clubsData.CLUB_LOGO_SMALL_IMGREF ) );
```

Hope this will be useful for you

File Attachments

1) [ImageMgr.tar.gz](#), downloaded 289 times
