Subject: SQLCommander, MySQL and other questions...[NEEDS SPLITTING...]
Posted by pivica on Mon, 21 Nov 2005 19:54:55 GMT
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1. I tried today SQLCommander. I wonted to connect to MySQL but when I compiled it and started there wasn't MySQL support. Looked the code and find next

```
#ifndef flagNOMYSQL
  #define HAVE_MYSQL
#endif
```

but I wasn't define anywhere flagNOMYSQL nor anywhere in the code I found a place where that flag is defined. How to compile SQLCommander with MySQL support?

2. Also doing digging in uppsrc (amassing what already exist there:) and find intersting package Geom with some subpackages. But I can't figure it out what exactly it is for (there are 2D and 3D vector support, and lots of stuff) so could anyone give some explanation. Also I am very interesting in 2D and 3D vector geometry - is U++ have already some ctrl for this (besaide OpenGL ctrl)?

3. Started to write topic for refence\CalbackArgTarget and next line is not completely clear to me

```
CallbackArgTarget<int> result;
```

Now for this to work type has to be Null able. Thats probably mean that int is actually not a C++ keyword or maybe it is??; is it some kind of class? Searched uppsrc and found next

```
NTL_MOVEABLE(int)
```

hmmm, don't know what this is exactly - are now int wrapped in some kind of Movable and Null type?

4. I think that I found little error in Topic::src::Callbacks::CallbackArgTarget::IsNullInstance(). It says

```
Return value...True if there is not Null in output value.
```

maybe it should says without 'not'

```
Return value...True if there is Null in output value.
```

That's it for now.

Ivica