
Subject: Re: Error when compiling native MySql with MSC9

Posted by [BioBytes](#) on Thu, 10 Nov 2011 21:02:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Mirek,

With your help and suggestions, I succeeded to compile my demo project. I forgot to add "SQL = session" just after getting the connection.

```
#include "DirectDB.h"
```

```
#define IMAGECLASS DirectDBImg
#define IMAGEFILE <DirectDB/DirectDB.iml>
#include <Draw/iml.h>
```

```
#define SCHEMADIALECT <MySql/MySqlSchema.h>
#include <Sql/sch_source.h>
```

```
DirectDBWin::DirectDBWin()
{
    CtrlLayout(*this, "Window title");
    if(session.Connect("alexandre","deming","skillsdb","127.0.0.1 ",3306,NULL))
    {

        SQL = session; (new line)

        try
        {
            SQL &Select(CODE,NAME).From(TBLPROCS);

            while(SQL.Fetch())PromptOK(AsString(SQL[0])+" : "+AsString(SQL[1]));
        }
        catch(SqlExc &ex)
        {
            PanicMessageBox(t_("Erreur MySql"),t_("L'erreur suivante s'est produite : ")+ex.ToString());
            Close();
        }
    }

    else PanicMessageBox("Erreur","Pas de connexion possible");
}
```

```
GUI_APP_MAIN
{
    SetLanguage(GetSystemLNG());
    SetLNGCharset(GetSystemLNG(),CHARSET_UTF8);
```

```
DirectDBWin().Run();
```

}

Really U++ is an amazing tool for C++ development.

I got some difficulties to link with MySql library so I went through ODBC to by-pass use of native MySql. Now all is working perfectly. So I would like to post some help for newbie probably facing the same problems.

Please consider this topic closed.

Thanks again for your help

Regards
Biobytes
