
Subject: Re: mySql - how to use - what is needed?
Posted by [BioBytes](#) on Tue, 06 Dec 2011 18:31:44 GMT
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Hi Wolfgang,

I have an application used where I am working in IRL and I pass only the IP adress of the server where the MySql (version 5.5) is installed. The application has been developped with U++ and connection is done using native MySql. Hereafter is the code snippet for your information. Server identifier contains the IP (193.xxx.xxx.xx) of the Win Server. "dbrisks" is the name of the MySql database.

```
if(rmSession.Connect(cnxStr.At(3),cnxStr.At(4),"dbrisks",server,ScanInt(cnxStr.At(2),NULL,10)){
    SQL = rmSession;
    SQL *Select(SqlCountRows()).From(TBLUSERS).Where(IDENTIFIER==cnx Str.At(3));

    while(SQL.Fetch())
        if(SQL[0]!=0)
        {
            SetLogonInUse(cnxStr.At(3));
            msgStatusBar<<cnxStr.At(3);

            rmImageDisplay.setConnectionStatus(true);
            rmStatusBar.Set(0,msgStatusBar,200);
            rmMenuBar.Set(THISBACK1(SetMainMenu,true));
        }
    }
    else {

        PanicMessageBox(t_("Erreur connexion"),errorMessage);
        Close();
    }
}

cnxStr.Clear();
}
```

Native connection is preferable to ODBC socket when database begin to contain a lot of records. Definitely it is better to use it in production.

if you need more information or help do not hesitate to ask .

Regards

Biobytes
