
Subject: Re: MySQL example compile issue
Posted by [ffndev](#) on Sat, 31 Mar 2012 21:35:28 GMT
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First of all I would like to thank you all for such a great feedback.

Sadly MySQL example still not running.

Biobytes thanks for your hints, but while I'm compiling project from examples I have to set `CONSOLE_APP`.

I think I have made one step closer, in `SQL_MySql` example there's a package called `MySql` which Biobytes mentioned needs to be add to every project that uses `MySql`. Great. But inside `MySql.h` in lines:

```
#ifdef PLATFORM_WIN32
#ifndef IPPROTO_IP
#include <winsock2.h>
#endif
#include <MySql\MySql.h>
#endif
```

there is this `"#include <MySql\MySql.h>"` this supposed to include file from `MySql Serever\include` directory, right? But inside `include\mysql` there's no `mysql.h` it's one level higher.

When I changed

```
#include <MySql\MySql.h>
to
```

```
#include <MySql.h>
```

in `MySql\MySql.h` (I think it's UPP namespace) everything compiles great, but I get errors during linking ;/

I have copied `mysql.lib` to `Windows\system32` and even `\system`.

Compiled using `All static\shared\all shared` but still nothing.

When I compile as release I get some error which looks like this:

`MySql.cpp`

`C:\Users\fkmd\uppsrc\MySql\MySql.cpp(275) : error C2018: unknown character '0x40'`

it's placed here:

```
if(result) {
-->    DDUMP(rows);
    int fields = mysql_num_fields(result);
```