Subject: MySql.cpp (MySqlSession::Connect)
Posted by Ptomaine on Thu, 03 Aug 2006 15:49:08 GMT
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Hi there!
It would be much more better to know an error if a connection failed. Here is the draft code to implement the task.

```
bool MySqlSession::Connect(const char *user, const char *password, const char *database,
                           const char *host, int port, const char *socket) {
 mysql = mysql_init((MYSQL*) 0);
 if(mysql && mysql_real_connect(mysql, sEmpNull(host), sEmpNull(user),
                            sEmpNull(password), sEmpNull(database), port,
          sEmpNull(socket), 0)) {
  Sql sql(*this);
  username = sql.Select("substring_index(USER(),'@',1)");
  return true;
 }

       errorstatement = mysql->net.last_error-2; //we must substract 2 to fix MySQL Server 5.0.19
bug.


       Close();
 return false;
}
```