Subject: Re: MySql and upp 2017r1

Posted by germax on Mon, 01 May 2017 14:02:47 GMT

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So, just as I expected;)

Anyways;

for those of you that have the exact same Problem..

the mysql - lib folder is missing a file libmysql.a that you must create yourself I'm afraid (dl'ed files off the internet won't work well, since they must exactly match the mysql version installed)

Fear not it's not difficult at all:

five simple steps:

Copy your libmysql.dll to your MinGW bin directory Open a console at said directory Run pexports libmysql.dll > libmysql.def \* Run dlltool -k --input-def libmysql.def --dllname libmysql.dll --output-lib libmysql.a \* Copy libmysql.a back to your mysql server's lib folder \*

You are done..

except for when you're encountered issues on the way;)

first: upp's mingw (at least mine) is not coming with pexports,

you can grab a MinGW standalone off sourceforge and use that instead,

or you could use dlltool itself to create the def file (hopefully to your likings;))

like so:

dlltool --export-all-symbols --dllname libmysql.dll --output-def libmysql.def

or if you have an older minGW laying around that came with MinGW utils reimp or you're able to trace that down

just use that on the libmysql.lib file (not the dll;))

reimp -d libmysal.lib

Now that you got this, the next thing you might trip is making a non-zero sized libmysql.a file I know I did.

Check your windows environment variables (path to be exact)

if you're like me it's not too short at all..

inspect it thoroughly!

Make sure your mingw-bin path is in there,

AND make sure no interfering path is listed before that (in my case it was an old symbian tool chain (CSL ARM)))

if in doubt check all listed paths for mingw files.. and remove them for now (or permanently.. it's up to you)

when your path variable is cleaned try again creating the libmysgl.a file.

once the libmysql.a is of non zero size you can go on an use that

The last step (in case needed) [I didn't] is rather trivial again... once your compiler throws errors refering to mysql.. like mysql\_fetch\_row@4 or mysql\_set\_character\_set@8 or alike

open your def file and append the respective @# part to it (change mysql\_fetch\_row to my\_sql\_fetch\_row@4 and mysql\_set\_character\_set to mysql\_set\_character\_set@8 etc.pp) redo step 4 (make a new libmysgl.a file with dlltool) copy it over to your mysql library folder and you're finally through.

I hope this info helps a handfull of you.