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Subject: Re: SQLite On delete cascade .sch ?  
Posted by [Xemuth](#) on Fri, 28 Jun 2019 19:23:27 GMT  
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Ok problem fixed,

SQLite3 can handle definition like that :

```
CREATE TABLE "OW_EQUIPES_PLAYERS" (  
  "EP_EQUIPE_ID" integer FOREIGN KEY("EP_EQUIPE_ID") REFERENCES  
  "OW_EQUIPES"("EQUIPE_ID") ON DELETE CASCADE,  
  "EP_PLAYER_ID" integer FOREIGN KEY("EP_PLAYER_ID") REFERENCES  
  "OW_PLAYERS"("PLAYER_ID") ON DELETE CASCADE,  
);
```

But it need to be like that :

```
CREATE TABLE "OW_EQUIPES_PLAYERS" (  
  "EP_EQUIPE_ID" integer REFERENCES "OW_EQUIPES"("EQUIPE_ID") ON DELETE  
  CASCADE,  
  "EP_PLAYER_ID" integer REFERENCES "OW_PLAYERS"("PLAYER_ID") ON DELETE  
  CASCADE  
);
```

Well it's logic.

Here is definition of foreign key on sqlite :

```
#ifndef REFERENCES_  
#define REFERENCES_(n, x)      INLINE_ATTRIBUTE("REFERENCES " #n "(" #x ")")  
#endif  
  
#ifndef REFERENCES_CASCADE_  
#define REFERENCES_CASCADE_(n, x)  INLINE_ATTRIBUTE("REFERENCES " #n "(" #x ")  
ON DELETE CASCADE")  
#endif
```

Also, In SQLite, for each connection you do to sqlite, you must need to enable Foreign keys :

```
Sql sql;  
sql.Execute("PRAGMA foreign_keys = ON;");
```

Personaly I did it at BDD loading :

```
if(sqlite3.Open("myDB.db")) {  
  SQL = sqlite3;  
  #ifdef _DEBUG  
  SqlSchema sch(SQLITE3);  
  All_Tables(sch);  
}
```

```
if(sch.ScriptChanged(SqlSchema::UPGRADE)){
    SqlPerformScript(sch.Upgrade());
}
if(sch.ScriptChanged(SqlSchema::ATTRIBUTES)){
    SqlPerformScript(sch.Attributes());
}
if(sch.ScriptChanged(SqlSchema::CONFIG)) {
    SqlPerformScript(sch.ConfigDrop());
    SqlPerformScript(sch.Config());
}
sch.SaveNormal();

Sql sql;
sql.Execute("PRAGMA foreign_keys = ON;");
#endif
}
```

I guess, it is possible to enable it automaticly like lot of sqlite database viewer ?

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