
Subject: Re: Multiple fields primary key
Posted by [unodgs](#) on Thu, 14 Sep 2006 09:48:49 GMT
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I didn't write it but I meant OleDb...

Anyway I found that in Oracle schema (as well as in Sqlite3) there is DOUBLE_PRIMARY_KEY macro.

I copied it to OleDbSchema.h and mofied my sch file to look like this:

```
TABLE_(PERSON)
INT_(ID)
INT_(VER) DUAL_PRIMARY_KEY(ID, VER)
STRING_(NAME, 40)
END_TABLE
```

I removed all previously generated sql files (and table from db too) and run the test app. Now sql files have inside:

S_SQL-OleDb.sql

```
create table PERSON (
  ID          integer,
  VER         integer, primary key (ID, VER),
  NAME        varchar(40)
);
```

U_SQL-OleDb.sql

```
create table PERSON (
  ID          integer
);
```

```
alter table PERSON add VER          integer;
alter table PERSON alter column VER integer, primary key (ID, VER);
alter table PERSON add NAME        varchar(40);
alter table PERSON alter column NAME        varchar(40);
```

SD_SQL-OleDb.sql

```
drop table PERSON;
```

Other generated files were empty.

Syntax of S_Sql-OleDb.sql is correct for ms sql server 2005. Unfortunately it seems like upp always executes upgrade script which does not create primary key from two fields.

Code I use to perform schema changes:

```
Cout() << "Performing schema changes...\n";
SqlSchema sch(MSSQL);
StdStatementExecutor se(db);
All_Tables(sch);
if(sch.ScriptChanged(SqlSchema::UPGRADE))
{
    Cout() << "Upgrading...\n";
    OleDbPerformScript(sch.Upgrade(), se);
}
if(sch.ScriptChanged(SqlSchema::ATTRIBUTES))
{
    Cout() << "Attributes...\n";
    OleDbPerformScript(sch.Attributes(), se);
}
if(sch.ScriptChanged(SqlSchema::CONFIG))
{
    Cout() << "Configuration...\n";
    OleDbPerformScript(sch.ConfigDrop(), se);
    OleDbPerformScript(sch.Config(), se);
}
sch.SaveNormal();
```