
Subject: Re: MySQL and Sql class issue
Posted by [mirek](#) on Wed, 06 Dec 2006 21:25:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, constructor is about the worst place to do login

It should look like this:

```
GUI_APP_MAIN
{
    MySqlSession session;
    if(!session.Connect("test", "welcome1", "example", "localhost")) {
        Exclamation("Can't connect with MySql\n");
        return;
    }

    SQL = session; // Use as global session

    SqlSchema sch;
    All_Tables(sch);
    if(sch.ScriptChanged(SqlSchema::UPGRADE))
        MySqlPerformScript(sch.Upgrade()); // Create schema without indexes, constraints etc...
    if(sch.ScriptChanged(SqlSchema::ATTRIBUTES)) {
        MySqlPerformScript(sch.Attributes()); // Add indexes, constraints...
    }
    if(sch.ScriptChanged(SqlSchema::CONFIG)) { // Fill with initial data if any
        MySqlPerformScript(sch.ConfigDrop());
        MySqlPerformScript(sch.Config());
    }
    sch.SaveNormal(); // Save as files for later use if needed

    SQLApp().Run();
}
```

Then remove "session" from MyApp and all Sql constructor leave default (sometimes you can use SQL instead of defining Sql - basically for all non-query statements, queries are somewhat risky)

Mirek
