
Subject: Re: MySQL and Sql class issue

Posted by [mirek](#) on Wed, 06 Dec 2006 21:25:33 GMT

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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
