
Subject: Schema files, layouts

Posted by [mtdew3q](#) on Wed, 01 Apr 2020 02:48:33 GMT

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Hi all-

I noticed you can't 'redefine' a schema model with the same table identifiers.

Do you recommend one schema file per db? In postgres, there is the concept of separate schemas within a db.

I thought I read a while back that there is a limit to number of layouts to 5 per .lay file.

If you have a decent sized postgresql application, how can you organize it, so that your files can all use postgresql with the same database in U++?

I tried to run separate code files for postgresql and the linker is not happy.

The SqlApp example only uses 1 schema and 1 layout file.

Any cool tips are very much appreciated.

Thanks,
roboloki

Subject: Re: large exe size

Posted by [mtdew3q](#) on Wed, 01 Apr 2020 03:08:47 GMT

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Hi all-

I am not concerned about the size of the executable. I picked this old thread because it has to do with the size of the project but not really the size of the executable, which I found out is actually quite small, for one of Mireks mammoth projects.

I hope Mirek isn't angry !

Have a cool upcoming weekend,
roboloki

Subject: Re: large exe size SOLVED

Posted by [mtdew3q](#) on Wed, 01 Apr 2020 03:24:23 GMT

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HI all-

I will only have one main header file with all the postgresql stuff in it, and then if I want to have more than one .cpp file, I think I can include a postgres.h (main file) in all my *.cpp files as an include.

I will see if I can break the schemas out of public if I need to another day soon.

I know some of you guys are professional anglers (from the movie Training Day). I will try to limit my questions.

Sorry guys,
thnx,
later roboloki

Subject: Re: large exe size SOLVED

Posted by [mirek](#) on Wed, 01 Apr 2020 07:06:26 GMT

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I think the trick you are missing with U++ .sch files is that they have header part and code part. Header part, e.g.:

```
#define SCHEMADIALECT <PostgreSQL/PostgreSQLSchema.h>
```

```
#define MODEL <MyApp/MyApp.sch>  
#include "Sql/sch_header.h"  
#undef MODEL
```

you put into header and then use that header in many .cpp files. In one of .cpp though, you add "definition" part:

```
#define MODEL <NosCore/Nos.sch>  
#include <Sql/sch_source.h>  
#include <Sql/sch_schema.h>  
#undef MODEL
```

As for layouts, you can have any number of layouts in layout file and any number of layout files in your project.

In my large apps, I can easily have 30 layouts in single .lay file and 5 such .lay files in single package, app is then like 5 packages. Yes, 500-1000 dialogs per productivity app is normal... :)

You can also have multiple schema files, usually when dealing with more than single database. (But you need to be aware about name clashes and e.g. use namespaces).

Mirek

Subject: Re: large exe size SOLVED
Posted by [mtdew3q](#) on Wed, 01 Apr 2020 20:14:18 GMT
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Hi Mirek-

I will practice with some sample code tonight using your tricks. Thnx for the cool answer!

roboloki

Subject: Re: large exe size SOLVED
Posted by [Pradip](#) on Sat, 18 Apr 2020 15:36:41 GMT
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I got stuck here and found a solution, thanks both, it works! :p
