Subject: sqlite3 plugin documentation
Posted by Ordog on Tue, 11 Jul 2006 20:42:25 GMT
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hello, id love to read about all those usefull things you can do with that plugin.

My planned task is as follows:
id like to read in a .db file created by another sqlite db (what im coding is a external module for that project.).
I tried to get bihind the usage by looking at the example over and over, tweaking here and there but without sucess(my bad).
So before i rush into try n error or try to get behind it reading the code behind the plugin (which i am going to do now) im asking here for a solution covering all to enough odds that might hit me.
Thanks in advance.

edit: try n error luck
now i have to dig into the syntax for reading stuff from it again the only help is assist++ first question is regarding sql.fetch(Fields)
how do i throw a field in there? sqlid style? would result in ambigius overloaded function call because of string is not within scope hm?

Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Wed, 12 Jul 2006 03:40:52 GMT
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Currently im trying to read data from the database using:

```
Sqlite3Session sqlsession;
sqlsession.LogErrors(true);
if(!sqlsession.Open(fn)) {
 PromptOK("Can't create or open database file\n");
 return;
}
Sql sql(sqlsession);
sql*Select("max(roundid)").From(Unit);

while(sql.Fetch())
 PromptOK(Format("%s",sql[0]));
```

compiles without errors but leads to a failed assertion:
Sqlite3upp.cpp in Line 236
NULL != current_stmt

wrong usage?

Subject: Re: sqlite3 plugin documentation

Posted by mirek on Wed, 12 Jul 2006 07:20:20 GMT
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I am not sure whether it is the problem, but should be

SqlId ROUNDID("ROUNDID");

sql * Select(SqlMax(ROUNDID)).From(Unit);

Aletnatively (and perhaps the right thing for start)

sql.Execute("select max(roundid) from Unit");

Mirek

Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Wed, 12 Jul 2006 11:42:23 GMT
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the assertion is at the beginning of Sqlite3Connection::Fetch()
current_stmt is the currently executed query. Im still lost 8/

Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Thu, 13 Jul 2006 18:48:52 GMT
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When i comment that Assertion out, table_list.GetCount() returns 0 as expected when theres no current_stmt (its 0 or NULL). current_smtm_string is set like it should though ("select tbl_name from sqlite_master where Type='table'").
If thats a bug in the plugin it would have occured to more people i guess so could somebody explain to me what i am doing wrong there?

I managed to get the SQlite3 reference example running but the only thing thats different is in the simple.h
#define SCHEMADIALECT <plugin/Sqlite3/Sqlite3Schema.h>
#define MODEL <SQL_Sqlite3/simple.sch>
#include "Sql/sch_header.h"
and in simple.cpp
#include <Sql/sch_source.h>
those are afaik only used to create the .db file so even using those isnt helping me 8/ can somebody tell me when current_stmt is NULL within a fetch() ? there must be a pretty simple reason...

i have attached the .db file im working with, apparently it has no tables when i use it with the sqlite example. Might be related to the MODEL define which isnt matching our build, which leads me to my next question:
do i need to define a MODEL when im just reading a db file?

File Attachments
1) adb-2006-07-11--12-09-06.db, downloaded 1777 times

Subject: Re: sqlite3 plugin documentation
Posted by mirek on Fri, 14 Jul 2006 09:20:23 GMT
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Well, looks like sqlite plugin authors are not around now...

Anyway, of course, MODEL is not required.

If you can, please .zip your source package and post it here as well. I will try to investigate what is going wrong..

Mirek

Subject: Re: sqlite3 plugin documentation
Posted by unodgs on Fri, 14 Jul 2006 09:53:22 GMT
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BTW: It would be nice to update sqlite to the newest version as well as sdl library. I'll take care about sdl but what about sqlite?

Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Sat, 15 Jul 2006 12:11:15 GMT
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Thank you for looking into it, i hope its just me and not a bug in the plugin

File Attachments
1) AtlantisStat.rar, downloaded 1636 times

Subject: Re: sqlite3 plugin documentation
Posted by mirek on Tue, 18 Jul 2006 22:07:01 GMT
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Please remove "sqlite.lib" in package organizer. Sqlite is "totally embeded" in U++ (there are

complete sqlite sources in plugin/sqlite) ... and even if it was not, standard is to interface with library in interace package, e.g. MySql library is added by MySql package - no need to add them into main project.

Without that lib your code seems to start...

Mirek

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Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Wed, 19 Jul 2006 12:10:55 GMT
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uhm yes it starts, but even without it it wont fetch anything from the database.
I tried to use an SQLWrapper instead of the plugin thats why the lib was still there (forgot to remove it) when i remade the plugin using implmentation to post here.

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Subject: Re: sqlite3 plugin documentation
Posted by mirek on Wed, 19 Jul 2006 12:19:19 GMT
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Right now I have no sqlite database file around to test... Is yours short enough to post?

Mirek

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Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Wed, 19 Jul 2006 12:22:17 GMT
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i posted one earlier in this thread as attachment

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Subject: Re: sqlite3 plugin documentation
Posted by mirek on Wed, 19 Jul 2006 13:08:26 GMT
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Ordog wrote on Wed, 19 July 2006 08:22i posted one earlier in this thread as attachment

It seems that sqlllite returns "unsuported file format" error....

BTW, it pays off to add "session.SetTrace()" for debug mode...

Mirek

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Subject: Re: sqlite3 plugin documentation
Posted by Ordog on Wed, 19 Jul 2006 14:05:50 GMT
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uhm its a default sqlite3 .db file afaik
created on a ubuntu system i guess.
Might be an amd64 ... could that interfere?

Subject: Re: sqlite3 plugin documentation
Posted by mirek on Wed, 19 Jul 2006 21:55:28 GMT
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I have tried to wake up the author of plugin...

It is also possible that it is some newer format version - plugin is last updated year ago.

Meanwhile, in other thread, sqlite seems to work fine...

Mirek

Subject: Re: sqlite3 plugin documentation
Posted by rbmatt on Wed, 19 Jul 2006 22:58:30 GMT
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luzr wrote on Wed, 19 July 2006 17:55Meanwhile, in other thread, sqlite seems to work fine...
The database I am using was actually created by U++'s SqLite package. While I was testing it out, at one point I was using a SqLite db created elsewhere. I could not get it to work (may be due to version incompatability, may be something else) so I moved on to something different. I eventually ended up using the example program to create my tables in a new database.

Subject: Re: sqlite3 plugin documentation
Posted by mirek on Mon, 24 Jul 2006 09:24:52 GMT
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OK, I think the one possible cause is old Sqlite in plugin. We will try to update to latest version soon, most likely tomorrow.

Mirek

Subject: Re: sqlite3 plugin documentation
Posted by aroman on Tue, 25 Jul 2006 08:34:47 GMT
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rbmatt wrote on Wed, 19 July 2006 15:58
The database I am using was actually created by U++'s SqLite package. While I was testing it out, at one point I was using a SqLite db created elsewhere. I could not get it to work (may be due to version incompatability, may be something else) so I moved on to something different. I eventually ended up using the example program to create my tables in a new database.
It may be a versioning problem, but you should also be aware that there are two main versions of sqlite. Sqlite2 and Sqlite3, and the API and databases are not compatible between them. The UPP plugin code is Sqlite3, but an old version. If you want the newest version, see my recent post on updating the sqlite3 plugin.

EDIT: I downloaded your file and tested it out. The old sqlite plugin version was 3.2.7, I believe, which did not read your db file. The new version is 3.3.6 and does read your db file. So upgrade to the newer version and you should be fine.

- Augusto

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