Subject: SQL changes Posted by mirek on Sun, 16 Sep 2007 08:59:12 GMT View Forum Message <> Reply to Message

- Sql::Begin and SqlSession::Begin now perform ClearErrors (there was inherent problem if before Sql there were some ignored errors; in that case OkCommit failed to commit the transaction because of these errors that happened outside transaction block).

- new method

void Sql::Get(Fields fo);

so that if you want to get record structure, you can still use parameter-less Fetch, good if you just want to load some table into memory:

```
Array<S_MYTABLE> m;
Sql sql
sql * Select(S_MYTABLE()).From(MYTABLE);
while(sql.Fetch()) {
    sql.Get(m.Add());
}
```

(actually, the remaining problem in this case is creation of S_MYTABLE() temporary in select, but that is IMO just minor issue).

Mirek

Page 1 of 1 ---- Generated from U++ Forum