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!
