Subject: Sql global
Posted by laurice on Mon, 20 Nov 2006 07:47:57 GMT
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How do you declare a global Sql sql instance?
Why do I need this? I want to speed up a very long process by executing just one query and my SetTimeCallback function will just fetch it from the global sql.Fetch().

I tried to declare a global Sql sql and attach the session by
sql = Sql(session), but it exits the program.

Are there any other approach other than populating global Vectors or Arrays, such as Sql iterators?

Thanks,

Laurice

Subject: Re: Sql global
Posted by pepe11 on Mon, 20 Nov 2006 08:50:09 GMT
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Hi,
In Sqls.h is on line 211 :

```
struct AppSql : Sql {
 void   operator=(SqlSource& s) { Assign(s); }
 AppSql() : Sql(NULLSQL) {}
};
AppSql& AppCursor();
#define SQL AppCursor()
```

And in Sql.cpp is written on line 404 :
GLOBAL_VAR(AppSql, AppCursor)

Try used SQL as global instance.
It is only my observant. Maybe i'm wrong.

pepe11

Subject: Re: Sql global
Posted by laurice on Mon, 20 Nov 2006 10:24:56 GMT
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Can you give a short code snippet on how can I use this SQL macro?

Subject: Re: Sql global
Posted by zsolt on Mon, 20 Nov 2006 11:03:07 GMT
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I'm using something like these two functions to open and close sqlite database file:

```
void OpenDB()
{
 Sqlite3Session &sql_session = Single<Sqlite3Session>();
#ifdef _DEBUG
 sql_session.LogErrors(true);
#endif
 if(!sql_session.Open(ConfigFile("data.db"))) {
  LOG("Can't create or open database file\n");
  return;
 }

 // This is global:
 SQL = sql_session;
}

void CloseDB()
{
 Single<Sqlite3Session>().Close();
}
```

And in code I query database this way:

```
 Sql sql;
 sql * Select(SqlAll()).From(SOME_TABLE);
 while(sql.Fetch()){
  //Do something
  Value some_field = sql[SOME_FIELD];
 }
```

Subject: Re: Sql global
Posted by mirek on Mon, 20 Nov 2006 21:04:39 GMT
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zsolt wrote on Mon, 20 November 2006 06:03I'm using something like these two functions to open and close sqlite database file:

Interesting, why two functions and Single?

In my apps, I open DB in GUI_APP_MAIN and let destructor to close it.

```
GUI_APP_MAIN {
   Sqlite3Session s;
   if(!s.Open(...)) ...
   SQL = s;

   ..run the app...
}
```

Mirek

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Subject: Re: Sql global
Posted by zsolt on Mon, 20 Nov 2006 22:06:48 GMT
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Quote:Interesting, why two functions and Single?
I implemented this, because in my app, I have to close and open databases while the app is running. But SqlSession interface, that I can get from the global SQL, has no Open() method to open sqlite3 session.

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Subject: Re: Sql global
Posted by mirek on Mon, 20 Nov 2006 22:11:31 GMT
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That explains it... (but in that case, I may rather used Sqlite variable instead of Single and just Open - it should close the previous connection first, at least that is how U++ classes are expected to work....).

Mirek

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Subject: Re: Sql global
Posted by zsolt on Mon, 20 Nov 2006 22:26:49 GMT
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luzr wrote on Mon, 20 November 2006 23:11That explains it... (but in that case, I may rather used Sqlite variable instead of Single and just Open - it should close the previous connection first, at least that is how U++ classes are expected to work....).
I don't undestand this. I use Single, because the session have to be live in memory. If I create an

Sqlitee3Session on the stack and Open() it, it will be destroyed at the end of the method.
Or do you mean, that using a global Sqlitee3Session is better than single?

Subject: Re: Sql global
Posted by mirek on Tue, 21 Nov 2006 00:19:32 GMT
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Quote:
Or do you mean, that using a global Sqlitee3Session is better than single?

Sometimes. But I rather had in mind member variable.

Anyway, solution with Single is OK as well. Just that Sqlite is not the typical singleton class

Mirek

Subject: Re: Sql global
Posted by laurice on Tue, 21 Nov 2006 04:37:44 GMT
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great, modified the source code with SQL, and works like a charm.