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Subject: How to use Sql \* Update

Posted by [michael](#) on Wed, 24 Dec 2008 13:47:35 GMT

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I'm trying to use the following code to update a sql-table:

```
Sql sql(session);
```

```
sql * Update(SqlId(sqlTable))  
(NAME, customer.name)  
(NUMMER, customer.number)  
(PRODUKT, customer.product)  
(VERSION, customer.version)  
(STANDORT, customer.location)  
(ANBINDUNG, customer.connection)  
(BEMERKUNG, customer.comment)  
.Where(ID == customer.sqlID);
```

I get these error:

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1274) : error C2660: 'Upp::Ctrl::Update' : function  
does not take 1 arguments
```

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1282) : error C2228: left of '.Where' must have  
class/struct/union
```

```
prohibisZA: 1 file(s) built in (0:01.87), 1872 msec / file, duration = 1919 msec, parallelization 0%
```

There were errors. (0:02.48)

What went wrong?

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Subject: Re: How to use Sql \* Update

Posted by [michael](#) on Wed, 24 Dec 2008 16:45:29 GMT

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Found out that this works:

```
Sql sql(session);
```

```
sql * SqlUpdate(SqlId(sqlTable))  
(NAME, customer.name)  
(NUMMER, customer.number)  
(PRODUKT, customer.product)  
(VERSION, customer.version)  
(STANDORT, customer.location)  
(ANBINDUNG, customer.connection)  
(BEMERKUNG, customer.comment)
```

.Where(ID == customer.sqlID);

So is it ok to use SqlSelect, SqlInsert and SqlUpdate instead of Select, Insert and Update(which does not work)?

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Subject: Re: How to use Sql \* Update  
Posted by [mirek](#) on Thu, 25 Dec 2008 20:35:56 GMT  
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Well, there is unfotunate nameclash with Update that usually strikes when doing SQL in GUI - Ctrl has Update method, so that takes preference.

Update and SqlUpdate are equivalent.

Mirek

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Subject: Re: How to use Sql \* Update  
Posted by [michael](#) on Fri, 26 Dec 2008 10:32:29 GMT  
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But SqlSelect isn't equivalent to Select?

When i do this:

```
sql * Select(SqlId(sqlWhat)).From(SqlId(sqlTable)).Where(sqlWhere).OrderBy(sqlOrder);  
Everthing is ok, but when i do this:
```

```
sql * SqlSelect(SqlId(sqlWhat)).From(SqlId(sqlTable)).Where(sqlWhere).OrderBy(sqlOrder)  
I get the following error:
```

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2440: '<function-style-cast>' :  
cannot convert from 'Upp::SqlId' to 'Upp::SqlS  
elect'
```

```
No constructor could take the source type, or constructor overload resolution was ambiguous  
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2228: left of '.From' must have  
class/struct/union
```

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2228: left of '.Where' must have  
class/struct/union
```

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2228: left of '.OrderBy' must have  
class/struct/union
```

```
prohibisZA: 1 file(s) built in (0:01.96), 1966 msec / file, duration = 1997 msec, parallelization 0%
```

There were errors. (0:02.63)

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Subject: Re: How to use Sql \* Update  
Posted by [mirek](#) on Wed, 21 Jan 2009 13:07:50 GMT  
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michael wrote on Fri, 26 December 2008 05:32 But SqlSelect isn't equivalent to Select?

When i do this:

```
sql * Select(SqlId(sqlWhat)).From(SqlId(sqlTable)).Where(sqlWhere).OrderBy(sqlOrder);
```

Everything is ok, but when i do this:

```
sql * SqlSelect(SqlId(sqlWhat)).From(SqlId(sqlTable)).Where(sqlWhere).OrderBy(sqlOrder)
```

I get the following error:

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2440: '<function-style-cast>' :  
cannot convert from 'Upp::SqlId' to 'Upp::SqlS  
elect'
```

No constructor could take the source type, or constructor overload resolution was ambiguous

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2228: left of '.From' must have  
class/struct/union
```

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2228: left of '.Where' must have  
class/struct/union
```

```
H:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(1069) : error C2228: left of '.OrderBy' must have  
class/struct/union
```

```
prohibisZA: 1 file(s) built in (0:01.96), 1966 msec / file, duration = 1997 msec, parallelization 0%
```

There were errors. (0:02.63)

Yes, but it was not intentional, rather forgotten. Now fixed.

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