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Subject: Re: MySQL with SSGM?

Posted by [reborn](#) on Sat, 17 Jul 2010 04:47:40 GMT

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TechnoBulldog wrote on Fri, 16 July 2010 20:48: It's sad that the only reason I'm posting is because I have a problem.

I'm new to making c++ SSGM plugins and MySQL with c++. I'm trying to make a simple "!postnote" command that will add a player's name and message to a table in the database (I know someone is going to say "Why don't you use fstream or another io function?" It's because I want to experiment with databases). At the moment, I've been able to make it connect, but whenever it tries to execute a query, the server crashes. It doesn't seem to have any trouble with connecting to MySQL, I mean, if I use the correct username and password, it works fine, and when it's the incorrect username and password, it tells me there was an error. I only seem to have a problem when I try to execute a query, at which point, the server crashes without adding anything to the database. I also get 7 warnings when I compile it, all coming from "cppconn/exception.h". I made a simple console application using the same stuff and it worked fine.

I suppose my first question would be, is it possible to have MySQL in an SSGM plugin?

Second would be, is there an obvious reason it is crashing my server?

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It is the same as the example plugin, except for the following changes.

Notes: I changed the "Treat Warnings As Errors" to no (/wx I think) and I removed /analyze because it was causing a warning. I'm using this for the MySQL client library and this for the c++ connector.

Compiler: MSVC++ 2008 Express

Linked Libraries: mysqlcppconn.lib libmysql.lib

Server Folder DLLs: libmysql.dll MSVCP90.dll MSVCR90.dll mysqlcppconn.dll

Edited Source:

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```
class PostNoteCommand : public ChatCommandClass
{
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
/* Text is a tokenized version of the command paramter.
Text[1] would get the first word after the command.
Text[0] would get everything after the command.
Text(3) would get word 3 and everything after it.
Text(2,4) would get words 2 through 4.
*/

try
```

```

{
std::string pName = Get_Player_Name_By_ID(ID);
con = driver->connect("tcp://127.0.0.1:3306", "admin", "****word");
    // I'm not entirely sure what this does, but I'm guessing that it selects the database.
con->setSchema("renegade");
statement = con->createStatement();

std::string query = StrFormat("INSERT INTO messages(name, message) VALUES('%s', '%s')",
pName, Text[0]);

// Will cause server to crash.
//statement->execute(query);

// Will cause server to crash.
//statement->executeQuery("INSERT INTO messages(name, message) VALUES('tester5',
'testing value')");

}
catch(sql::SQLException &e)
{
Console_Input("msg MySQL query failure...");

// error C2664: 'Console_Input' : cannot convert parameter 1 from 'std::string' to 'const char *'
// No user-defined-conversion operator available that can perform this conversion, or the
operator cannot be called
//Console_Input(StrFormat("ppage %d MySQL Error: %%", ID, e.what()));
}

delete statement;
delete con;
}
};
ChatCommandRegistrant<PostNoteCommand> PostNoteCommandReg("!postnote",
CHATTYPE_ALL, 1, GAMEMODE_ALL);

```

Build Output Window:  
Toggle Spoiler

```

Compiling...
plugin.cpp
C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(47) : warning
C4251: 'sql::SQLException::sql_state' : class 'std::basic_string<_Elem,_Traits,_Ax>' needs to
have dll-interface to be used by clients of class 'sql::SQLException'
with
[
    _Elem=char,

```

```
    _Traits=std::char_traits,  
    _Ax=std::allocator
```

```
]
```

```
C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(79) : warning  
C4512: 'sql::SQLException' : assignment operator could not be generated
```

```
    C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(41) :  
see declaration of 'sql::SQLException'
```

```
C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(88) : warning  
C4512: 'sql::MethodNotImplementedException' : assignment operator could not be generated
```

```
    C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(81) :  
see declaration of 'sql::MethodNotImplementedException'
```

```
C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(97) : warning  
C4512: 'sql::InvalidArgumentException' : assignment operator could not be generated
```

```
    C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(90) :  
see declaration of 'sql::InvalidArgumentException'
```

```
C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(106) :  
warning C4512: 'sql::InvalidInstanceException' : assignment operator could not be generated
```

```
    C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(99) :  
see declaration of 'sql::InvalidInstanceException'
```

```
C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(116) :  
warning C4512: 'sql::NonScrollableException' : assignment operator could not be generated
```

```
    C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\include\cppconn/exception.h(109) :  
see declaration of 'sql::NonScrollableException'
```

```
.\plugin.cpp(97) : warning C4101: 'e' : unreferenced local variable
```

```
Linking...
```

```
Searching libraries
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2_32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:
```

```
    Searching C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\lib\opt\mysqlcppconn.lib:
```

```
    Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winspool.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:
```

```
    Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\LIBCMT.lib:
```

```
    Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\OLDNAMES.lib:
```

```
    Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\libcpmt.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2_32.lib:
```

```
    Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:
```

```
    Searching C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\lib\opt\mysqlcppconn.lib:
```

```
    Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:
```

Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winspool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
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Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\lib\opt\mysqlcppconn.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winspool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
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Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\lib\opt\mysqlcppconn.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:

Finished searching libraries

Creating library .\bin/scripts.lib and object .\bin/scripts.exp

Searching libraries

Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\lib\opt\mysqlcppconn.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winspool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:

Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
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Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\OLDNAMES.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\libcpmt.lib:

Finished searching libraries

Generating code

Finished generating code

Searching libraries

Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C++ 1.0.5\lib\opt\mysqlcppconn.lib:  
Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:  
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Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winpool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
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Finished searching libraries

Searching libraries

Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
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Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winpool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:



Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\LIBCMT.lib:  
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Searching C:\Program Files\MySQL\MySQL Connector C 6.0.2\lib\opt\libmysql.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winspool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbccp32.lib:

Finished searching libraries

Embedding manifest...

Creating browse information file...

Microsoft Browse Information Maintenance Utility Version 9.00.30729

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If I've made a stupid mistake somewhere, please point it out. If you think you might be able to help, but I left something out, let me know and I'll try to post the info. This is bugging me a lot haha. I also have a bad feeling this is the wrong place to post this...

Welcome to the forums. =]

The FDS can interact with databases, this shouldn't be a problem.

Infact, someone called "jnz" (an awesome chap) almost finished a bot that interacted with a database (before he decided to halt development), you can see the bot's code in this release, here: <http://www.littlebigsite.co.uk/Misc/Files/Projects.rar>

Sadly, I do not know much about database interaction and MySQL, so I cannot help much to be honest, although I would if I could...

If your console application worked fine, and it is connecting to the database fine, then I think we can assume it's the query itself that's causing an error?

I would be keen to see the console applications query...

Perhaps you could try a test query that does not rely on the player GameObject's, but just a normal string?

I am thinking there might be a possible cause in the below code, because you're using a std

string, and it should be converted to a c string.

```
std::string query = StrFormat("INSERT INTO messages(name, message) VALUES('%s', '%s')",  
pName, Text[0]);
```

Should be:

```
std::string query = StrFormat("INSERT INTO messages(name, message) VALUES('%s', '%s')",  
pName.c_str(), Text[0]/*may also need to be converted to a c string?*/);
```

I'm glad you did post this question because it's an excellent thread!

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