
Subject: Re: MySQL with SSGM?

Posted by [danpaul88](#) on Sun, 18 Jul 2010 15:42:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why are you against using the connection and query functions in the MySQL API rather than the ones in the C++ connector? Using them directly would be more efficient in the long run, since the C++ connector is doing that internally anyway but adding an extra level between your program and the API.

```
MySQL* db_connection = mysql_init(NULL);
mysql_real_connect ( db_connection, "localhost", "username", "password", "schema", NULL,
NULL, NULL );
```

Connecting to a MySQL database using the API is that simple. Anyway, obviously it's up to you to decide which way you prefer but I am still a bit confused why anyone would use the c++ connector when the API works in c++ anyway...
