## Subject: Re: MySQL with SSGM?
Posted by TechnoBulldog on Sun, 18 Jul 2010 17:41:15 GMT

danpaul88 wrote on Sun, 18 July 2010 10:42Why 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...
Mostly because I'm stubborn and am not used to the C API. However, I'll look into it if it's as simple as you say lol. I'll look into it later, though, I'm a bit busy right now.