Subject: The brenbot SQLITE database is poorly constructed.

Posted by Alkaline on Sun, 29 Feb 2004 08:27:31 GMT

View Forum Message <> Reply to Message

If your using a relation databse, at the very least use some Relations with the tables rather than having them just being there independantly...

Right now there are just tables holding data, running a delete query in the database is pain. E.g. iff you have to delete all info for a single person, you have to go in and manually delete each record from each table id from each table...

Although it takes less cpu power, running queries is a pain, espically edit queries...

Subject: The brenbot SQLITE database is poorly constructed.

Posted by mac on Sun, 29 Feb 2004 08:32:33 GMT

View Forum Message <> Reply to Message

Quote:

FOREIGN KEY constraints

FOREIGN KEY constraints are parsed but are not enforced.

http://www.sqlite.org/omitted.html

I guess you know it better.

Have fun doing relations on a database that doesn't actually support it.

Subject: The brenbot SQLITE database is poorly constructed.

Posted by Alkaline on Sun, 29 Feb 2004 16:38:32 GMT

View Forum Message <> Reply to Message

puft,

Well then I don't understand how you can call it a relational database system then :rolleyes: I had to use coding for to create a ghetto relational database structure for it:/

Anyway, I have almost completed a web administration for brenbot if anyone needs it.

Features:

- -Reset N00b list
- -Reset Recommendation ist
- -Display comments made by players on website (e.g. the noobs/bans/kicks)
- Essentially Edit anything with in brenbot.dat on the web.

However, seing as no one has "ANY USE" for a such an app, I won't be releasing it, however, you

can pm for it and I'll give it to you.

I'm also working on a win32 gui for brenbot...

Subject: The brenbot SQLITE database is poorly constructed. Posted by cmdr1337 on Sat, 06 Mar 2004 14:59:36 GMT

View Forum Message <> Reply to Message

It would be nice if I could figure out how to even view the banlog no good with sqlite.exe