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Subject: Re: MySQL with SSGM?

Posted by [TechnoBulldog](#) on Sat, 17 Jul 2010 18:26:36 GMT

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reborn wrote on Sat, 17 July 2010 13:08 I'm glad you've got it working, welldone!

Can I ask what it is you plan to do with this? What are you working on? Anything for rene that needs DB support sounds pretty interesting. What are your plans?

/\* google this, para phrasing, but from daniweb:

mysql\_real\_escape\_string is actually from the MySQL C API, rather than the developers of PHP. The PHP developers created addslashes().

```
char * S = new char[strlen(m_headerSubject.c_str())*3 +1];
mysql_real_escape_string(conn, S, m_headerSubject.c_str(), m_headerSubject.length());
m_headerSubject = m_headerSubject.assign(S);
*/
```

I did read something like that, but I can't find the function. I'm guessing it's in a file I haven't included.

Originally, I had the idea to use a database because a friend of mine, Sonic (Sonic2876) said he was planning on opening up a few servers, his main focus being a build server. He said he was having issues making "!load" and "!save" in Lua, and I thought that I might be able to do it in c++. However, I've never gone very deep in c++ (my learning level is somewhere around intermediate) and I never got into fstream or any of those functions. I have recently been experimenting with MySQL and php, though, and the first thing I thought of was storing the objects in a database. I figured it would be cleaner and more efficient.

However, I am nowhere near ready to make a build server, so I decided to experiment around first. The idea for this plugin came from Cloud, my main server and one I moderate on. DarkOrbit has a lua script for "!postnote" that I think writes to a file, but I'm not entirely sure. I thought that if you wrote it to a database, a simple php script could let you view all of the notes from in game players and clear it relatively easily. If you write it to a file, you have to manually connect the server and find the file, which sounds like a hassle. At the moment, I just need to find a way to prevent injection attacks (which work easier than I expected) and write the php page. Otherwise, I think this simple but useful plugin will be done.

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