

DB_CONNECT

DB_CONNECT action

Function

The action establishes a connection to a table in a database.

Declaration

```
DB_CONNECT dbObjIdent, accessIdent_Int, handleIdent_Int, retCodeIdent_Int  
[TRANS transHandle_Int]
```

Parameters

dbObjIdent	in	Reference to an object of the Database table type.
accessIdent_Int	in	Value identifier - required access to the database (<code>_DB_READ</code> , <code>_DB_MODIFY</code>).
handleIdent_Int	out	Identifier for the unique handle of the table connection.
retCodeIdent_Int	out	Return code identifier .
transHandle_Int	in	Identifier for the unique handle of the database connection.

Return code

The value of the parameter *transHandle_Int*. See the table of [error codes](#). It is possible to get [extended error information](#).

Description

Identifier for the number (handle) of the table connection is used for the next work with the actions `DB_*`. Return code describes the action success (`__ERR_NO_ERROR`). For every opening a table by the script, a unique number is assigned (identifier, handle). Having finished work with the table, it is necessary to close this number using the action [DB_DISCONNECT](#). While all tables are not closed by calling the action `DB_DISCONNECT` after the script execution (opened by the script during its action), they are to be internally automatically closed. Handle may be transferred between ESL scripts in one process.

The value *transHandle_Int* must be gained by calling the action [DB_TRANS_OPEN](#). If the *identifier transHandle_Int* is not used, the table connection will be executed by means of [Automatic connection](#).

Example

[Work with a database table \(actions DB_ ...\)](#).

Related topics

[DB_DELETE](#)
[DB_DISCONNECT](#)
[DB_INSERT](#)
[DB_INSERTUPD](#)
[DB_READ](#)
[DB_READ_BLOB](#)
[DB_UPDATE](#)
[DB_UPDATE_BLOB](#)

[DB_TRANS_OPEN](#)
[DB_TRANS_COMMIT](#)
[DB_TRANS_ROLLBACK](#)
[DB_TRANS_CLOSE](#)

[All database related actions](#)



Related pages:

[Script actions](#)

Transfer of handle to database connection between the running ESL scripts