

ADODB-Lite PerfMon: Basics Completed

Back on the quest to add the ADODB Performance Management features to ADODB-Lite...

Spent some more time on the job this evening. I added a few adjustments and the Log fetching now works for both MySQL4 and MySQL5. I also removed a few optional (IMO) methods from the methods in tohtml.inc.php - namely some date-time functions which were of limited use in any case. The impact to the usual stats is negligible.

The features now work as in ADODB for MySQL4, MySQL5 and PostgreSQL. However I still have a bit of tidying up to do. Primarily I need to vut all the duplicate code from the individual driver modules and push them up into a common parent. I've started on this and it looks workable - if with a little acrobatics. I have also pushed the perfmon specific `$_logsql` property and `LogSQL()` method into the common module parent - and out of `adodb.inc.php`. Finally the `NewPerfMonitor()` function in `adodb.inc.php` is now a simple three liner to return a reference to the connection object it is passed - this is purely for backwards compatibility. The function is not required to use perfmon anymore but ADODB users will still have it in their code.


Its coming together quite nicely at this point. There is still a lot of non-standard HTML hanging around, including naughty font tag usage. Not sure whether to just update to some XHTML 1.0 standard and leave it, or set up a small collection of template files (in native PHP) to allow those template be editable in the future. It just makes things look messy within the module classes. I have also excised all the gymnastics surrounding `$_logsql` and `LogSQL()` calls (they are used basically as alternatives and are just plain confusing) and made `LogSQL()` the standard method of switching sql logging on and off to avoid logging queries sourced in the perfmon modules.


Once I get this all sorted out I'll add further driver modules for those DBMS's supported at present in ADODB-Lite already available in ADODB. It's a small extra that I may as well do rather than take half measures. In all there's maybe another few hours work tops. Hopefully I can make a release at the weekend for anyone interested in testing and offering some feedback for improvements.

My two current tasks:


- Moving everything to using a common module parent
- Doing something about the messy page creation via `tohtml.inc.php` and the PHP/HTML mixing

Posted by Pádraic Brady in PHP General at 05:03


I've already been playing 

In fact I took yesterday off to play it all day 


It's very nicely done and I haven't had any major problems (except one with the AI just going crazy when I stepped foot on a ship). Anyway, it's very in depth and I especially like the new skill system that makes skills matter more than attributes (no pressure to min/max). You should definitely read through a bit of the manual while on the pot or some such thing because you'll be very interested in what each skill has to offer in the way of "ranks" (a new skill system). The mini-games are also fun to play around with, even more than once.

First thing I did (after exiting the "tutorial" area) was run to the top of a mountain which was exhilarating as I can't remember being able to see for miles in any other game 

Anonymous on Mar 22 2006, 18:39


As you can guess I'm getting a bit impatient to get hold of the game 


. Anonymous on Mar 22 2006, 23:03

Are your eyes reforming their basic genetic makeup so you can play Oblivion all weekend long without blinking? 

Anonymous on Mar


24 2006, 19:46

Got hold of the game yesterday and played for 5 hours straight. Pretty good so far, but the default graphic options are stinkers. On my rig the deciding factor was "Specular Distance". Lowering this upped performance substantially (I use a Nvidia 6800 GT). Draw distance can be bettered with an INI edit 


. After 5 hours I barely scratched the surface - spent most of it exploring the Imperial City, raiding crates/barrels, getting a feel for the game - and of course buying better equipment if possible. Playing as a custom class with a Magic speciality and a few major skills for fighting like Blade, Light Armour, and Block. I note making anything like Athletics a major skill leads to accelerated levelling - you walk/run everywhere - I need to get me a horse. End of enthusiastic half-crazed comment 

. It's

a great game so far. Anonymous on Mar 25 2006, 12:34

Well, if you follow the quest you are given by the king shortly before he dies you will get a horse really fast. 

Plus you will gain access to some really nice armor, weapons and other things.

I am a Dark Elf born under the sign of The Thief and my class is an Assassin. 

Nothing like sneaking up on a goblin and stabbing him

in the back. :o

The game definately needs a powerful graphics card to view the beauty of the game. I have a 6600GT and had to lower the shadow settings but everything else is pretty much maxed at 1280x1024. There are alot of places to explore in the game. I ran across many caverns, crypts and mysterious ruins as I was riding around.

So far it looks great. I ended up spending most of my time initially creating my character. That was just designing how the face looked.



Anonymous on Mar 28 2006, 00:05

I spent a bit of time adjusting the graphics. Biggest hitters for Internal Cells seems to be Specular Depth (all those glistening surfaces) and Bloom Lighting. External GPU suckers were harder to find - ended up disabling shadows (a first for my card - but it helps), knocking down grass view distance, and lots of other adjustments. The INI hack I mentioned I removed - it did not do as it said on the tin...

My custom class just got hold of a few powerful spells, a step above the automatically added ones - makes a huge difference. The Assassin Guild missions are pretty rewarding.

P.S. Getting tired of that Monk's horse... Anonymous on Mar 28 2006, 17:42