

# php



- [Downloads](#)
- [Documentation](#)
- [Get Involved](#)
- [Help](#)

[php\[tek\] 2018](#)

## [Getting Started](#)

[Introduction](#)

[A simple tutorial](#)

## [Language Reference](#)

[Basic syntax](#)

[Types](#)

[Variables](#)

[Constants](#)

[Expressions](#)

[Operators](#)

[Control Structures](#)

[Functions](#)

[Classes and Objects](#)

[Namespaces](#)

[Errors](#)

[Exceptions](#)

[Generators](#)

[References Explained](#)

[Predefined Variables](#)

[Predefined Exceptions](#)

[Predefined Interfaces and Classes](#)

[Context options and parameters](#)

[Supported Protocols and Wrappers](#)

## [Security](#)

[Introduction](#)

[General considerations](#)

[Installed as CGI binary](#)

[Installed as an Apache module](#)

[Session Security](#)

[Filesystem Security](#)

[Database Security](#)

[Error Reporting](#)

[Using Register Globals](#)

[User Submitted Data](#)

[Magic Quotes](#)

[Hiding PHP](#)

[Keeping Current](#)

## [Features](#)

[HTTP authentication with PHP](#)

[Cookies](#)

[Sessions](#)

[Dealing with XForms](#)

[Handling file uploads](#)

[Using remote files](#)

[Connection handling](#)

[Persistent Database Connections](#)

[Safe Mode](#)

[Command line usage](#)

[Garbage Collection](#)

[DTrace Dynamic Tracing](#)

## [Function Reference](#)

[Affecting PHP's Behaviour](#)

[Audio Formats Manipulation](#)

[Authentication Services](#)

[Command Line Specific Extensions](#)

[Compression and Archive Extensions](#)

[Credit Card Processing](#)

[Cryptography Extensions](#)

[Database Extensions](#)

[Date and Time Related Extensions](#)

[File System Related Extensions](#)

[Human Language and Character Encoding Support](#)

[Image Processing and Generation](#)

[Mail Related Extensions](#)

[Mathematical Extensions](#)

[Non-Text MIME Output](#)

[Process Control Extensions](#)

[Other Basic Extensions](#)

[Other Services](#)

[Search Engine Extensions](#)

[Server Specific Extensions](#)

[Session Extensions](#)

[Text Processing](#)

[Variable and Type Related Extensions](#)

[Web Services](#)

[Windows Only Extensions](#)

[XML Manipulation](#)

[GUI Extensions](#)

## Keyboard Shortcuts

?

This help

j	Next menu item
k	Previous menu item
g p	Previous man page
g n	Next man page
G	Scroll to bottom
g g	Scroll to top
g h	Goto homepage
g s	Goto search (current page)
/	Focus search box

[mysql\\_create\\_db »](#)

[« mysql\\_close](#)

- [PHP Manual](#)
- [Function Reference](#)
- [Database Extensions](#)
- [Vendor Specific Database Extensions](#)
- [MySQL](#)
- [MySQL \(Original\)](#)
- [MySQL Functions](#)

Change language:

[Edit](#) [Report a Bug](#)

## mysql\_connect

(PHP 4, PHP 5)

mysql\_connect — Open a connection to a MySQL Server

### Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the [MySQLi](#) or [PDO\\_MySQL](#) extension should be used. See also [MySQL: choosing an API](#) guide and [related FAQ](#) for more information. Alternatives to this function include:

- [mysqli\\_connect\(\)](#)

- [PDO::\\_\\_construct\(\)](#)

## Description ¶

resource **mysql\_connect** ([ string *\$server* = ini\_get("mysql.default\_host") [, string *\$username* = ini\_get("mysql.default\_user") [, string *\$password* = ini\_get("mysql.default\_password") [, bool *\$new\_link* = **FALSE** [, int *\$client\_flags* = 0 ]]]]) )

Opens or reuses a connection to a MySQL server.

## Parameters ¶

*server*

The MySQL server. It can also include a port number. e.g. "hostname:port" or a path to a local socket e.g. ":/path/to/socket" for the localhost.

If the PHP directive [mysql.default\\_host](#) is undefined (default), then the default value is 'localhost:3306'. In [SQL safe mode](#), this parameter is ignored and value 'localhost:3306' is always used.

*username*

The username. Default value is defined by [mysql.default\\_user](#). In [SQL safe mode](#), this parameter is ignored and the name of the user that owns the server process is used.

*password*

The password. Default value is defined by [mysql.default\\_password](#). In [SQL safe mode](#), this parameter is ignored and empty password is used.

*new\_link*

If a second call is made to **mysql\_connect()** with the same arguments, no new link will be established, but instead, the link identifier of the already opened link will be returned. The *new\_link* parameter modifies this behavior and makes **mysql\_connect()** always open a new link, even if **mysql\_connect()** was called before with the same parameters. In [SQL safe mode](#), this parameter is ignored.

*client\_flags*

The *client\_flags* parameter can be a combination of the following constants: 128 (enable *LOAD DATA LOCAL* handling), [MYSQL\\_CLIENT\\_SSL](#), [MYSQL\\_CLIENT\\_COMPRESS](#), [MYSQL\\_CLIENT\\_IGNORE\\_SPACE](#) or [MYSQL\\_CLIENT\\_INTERACTIVE](#). Read the section about [MySQL client constants](#) for further information. In [SQL safe mode](#), this parameter is ignored.

## Return Values ¶

Returns a MySQL link identifier on success or **FALSE** on failure.

## Changelog ¶

Version	Description
5.5.0	This function will generate an <b>E_DEPRECATED</b> error.

## Examples ¶

### Example #1 mysql\_connect() example

```
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>
```

### Example #2 mysql\_connect() example using *hostname:port* syntax

```
<?php
// we connect to example.com and port 3307
$link = mysql_connect('example.com:3307', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);

// we connect to localhost at port 3307
$link = mysql_connect('127.0.0.1:3307', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>
```

### Example #3 mysql\_connect() example using *"/path/to/socket"* syntax

```
<?php
// we connect to localhost and socket e.g. /tmp/mysql.sock

// variant 1: omit localhost
$link = mysql_connect('/:tmp/mysql', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
```

```
// variant 2: with localhost
$link = mysql_connect('localhost:/tmp/mysql.sock', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>
```

## Notes ¶

### Note:

Whenever you specify "localhost" or "localhost:port" as server, the MySQL client library will override this and try to connect to a local socket (named pipe on Windows). If you want to use TCP/IP, use "127.0.0.1" instead of "localhost". If the MySQL client library tries to connect to the wrong local socket, you should set the correct path as in your PHP configuration and leave the server field blank.

### Note:

The link to the server will be closed as soon as the execution of the script ends, unless it's closed earlier by explicitly calling [mysql\\_close\(\)](#).

### Note:

You can suppress the error message on failure by prepending a [@](#) to the function name.

### Note:

Error "Can't create TCP/IP socket (10106)" usually means that the [variables\\_order](#) configure directive doesn't contain character *E*. On Windows, if the environment is not copied the *SYSTEMROOT* environment variable won't be available and PHP will have problems loading Winsock.

## See Also ¶

- [mysql\\_pconnect\(\)](#) - Open a persistent connection to a MySQL server
- [mysql\\_close\(\)](#) - Close MySQL connection

 [add a note](#)

## User Contributed Notes 36 notes

[up](#)

[down](#)

3

[Steve ¶](#)**10 years ago**

The too many connections issue can be due to several problems.

1. you are using pconnect. This can tie up many connections and is not really needed for MySQL as new connections are really fast.

2. Apache children are hanging around for too long - combine this with pconnect and you have recipe for disaster.

Suggestions: reduce the amount of time apache child processes stay connected to the client and how many connections before they are killed off. And don't use pconnect.

[up](#)[down](#)

1

[Harouk ¶](#)**7 years ago**

If you encounter speed problems using this command to a distant server, you can add the line "skip-name-resolve" in your my.cnf to fix it.

[up](#)[down](#)

0

[nicodenboer at yahoo dot com ¶](#)**5 years ago**

Be carefull here if you use utf8.

The file db.opt of your database should contain the following lines:

```
default-character-set=utf8
```

```
default-collation=utf8_general_ci
```

It means that your database is created to use the utf8 charset.

One way to accomplish this is:

```
CREATE DATABASE my_database DEFAULT CHARACTER SET utf8 COLLATE utf8_general_ci;
```

Then, after connecting to it from PHP you should use:

```
mysql_set_charset("UTF8", $connection);
```

If you don't do this, you will get ugly problems in case other software is reading and writing to the same database!!!!!!

[up](#)[down](#)

-2

[cory dot mawhorter gmail.com ¶](#)**8 years ago**

Hopefully this saves someone some grief.

My dev computer is windows and runs wampserver. I have frequent problems with PHP being unable to connect to MySQL after periods of extreme DB activity.

Long story short, it was because I was not running mysql via named-pipes and Windows was running out of available ports to serve PHP. Apparently, on windows, you have 5000 ports to work with and once they are opened, they remain so for 120 seconds before being released. This causes problems with mysql/networking because a new port is requested for each connection.

You can read more about the problem at:

(Link too long and had to be broken up)

<http://dev.mysql.com/doc/refman/5.0/en>

/can-not-connect-to-server.html#can-not-connect-to-server-on-windows

?>

Since mysql is on localhost, I can just enable named-pipes (which is how you should have mysql setup if you don't need networking) to get around the problem instead of the workaround listed on that page.

For details, see:

<http://dev.mysql.com/tech-resources>

/articles/securing\_mysql\_windows.html

[up](#)

[down](#)

-3

[abelcheung at gmail dot com ¶](#)

**7 years ago**

Note that named pipe on Windows is unusable since PHP 5.3, and TCP connection shall be used even in localhost.

[up](#)

[down](#)

-3

[rui dot batista at netcabo dot pt ¶](#)

**11 years ago**

Ever wonder what "default username" is?

```
<?php
```

```
$link = mysql_connect() or die(mysql_error());
```

```
$result = mysql_query("SELECT SESSION_USER(), CURRENT_USER();");
```

```
$row = mysql_fetch_row($result);
```

```
echo "SESSION USER: ", $row[0], "<br>\n";
```

```
echo "CURRENT USER: ", $row[1], "<br>\n";
```

```
?>
```

Both are ODBC@localhost in my win2k install, so my advice for windows is:

- create a MySQL user named ODBC with no password
- add localhost to ODBC user [right-click ODBC]
- set schema privileges to ODBC@localhost
- use mysql\_connect() with no parms, or do not use ;)

This turns to work also with odbc\_connect:

```
odbc_connect("myDSN", "", "")
```

[up](#)



[down](#)

-3

[\*sky dot sama dot remove dot dots at Gmail dot com ¶\*](#)

**11 years ago**

In case anyone else is getting "Client does not support authentication protocol requested by server; consider upgrading MySQL client" error. The problem is the new password hashing method used by MySQL >= 4.1 mentioned below.

Either update your PHP to v5 where the new password hashing is supported or use `old_password()` in MySQL 4.1.

FROM: <http://www.digitalpeer.com/id/mysql>

```
UPDATE mysql.user SET password=old_password("youroldhashpassword") WHERE user
='youruserid' and host ='yourhost'
```

then do

```
FLUSH PRIVILEGES
```

[up](#)

[down](#)

-4

[\*Peter Robinett ¶\*](#)

**10 years ago**

The use of mysql connections can become tricky with objects. I am using `mysql_connect()` in a database class I wrote and the class destructor calls `mysql_close`. Because I have several of these database objects, `mysql_connect` reuses existing connections. This is fine except when the script reaches the end of execution and PHP's garbage collection calls all the objects' `__destruct()` functions. `mysql_close()` throws a warning that the connection is invalid, in my case for one object. This is happening with objects which use an existing connection, as the connection has already been closed. I solved the problem by forcing `mysql_connect()` to create a new connection each time. This is not efficient but is sufficient for my purposes for now.

I wouldn't say this is a bug per-se, but it's something to look out for. I imagine using `mysqli` is the ultimate solution...

[up](#)

[down](#)

-4

[\*trev at dedicate dot co dot uk ¶\*](#)

**5 years ago**

A little note if your scripts sleep a lot, you want to run exactly the same SQL statement 2+ times and you have the "MySQL has gone away" error a lot.

Try setting the 4th parameter to TRUE as it seems sometimes PHP doesn't spot that resource ID x which it used for the last identical lookup is now dud and so tries to use it, thus bypassing tests such as `is_resource()` and causing a failure.

This is for when `mysql_ping()` doesn't work for your situation of course.

[up](#)

[down](#)

-5

[martinnitram at excite dot com ¶](#)

**14 years ago**

to use load data local infile function from mysql (at mysql 4.0.16, php 4.3.3), set fifth parameter of `mysql_connect()` to `CLIENT_LOCAL_FILES(128)`, which based on MYSQL C API ( also mysql server support load file, check by "show variables like 'local\_infile' ")

Thank 'phpweb at eden2 dot com' to point this out

[up](#)

[down](#)

-5

[Graham\\_Rule at ed dot ac dot uk ¶](#)

**11 years ago**

The addition of entries to `httpd.conf` to stop `.inc` files being served by Apache is certainly useful and to be recommended.

But it doesn't change the fact that these files have to be readable by Apache so that the PHP processor can get at them.

As long as your don't have multiple, possibly untrusted, users on your machine then that's OK. But when you are running a large multi-user service with thousands of users its always possible that one of them will look at your `.inc` files and take a note of the passwords you have in them. They could even copy them into their own scripts and modify your databases!

Even if local users are trusted, there is always the possibility of a rogue script (PHP or some nastier language) being installed by an ignorant user. That script might then read your `.inc` files (whether or not they are in the web publishing tree) and expose your password.

[up](#)

[down](#)

-5

[brinca at substancia dot com ¶](#)

**11 years ago**

