

导入文件快速的方法

1.先放弃foreign key 先导入数据之后 再手动加入foreign key

2.LOAD DATA INFILE时

提示

the MySQL server is running with the --secure-file-priv option

这个权限不允许使用load data infile语句 需要修改

解决方案：mac环境下：

①输入：cd /etc

②输入：sudo vim my.cnf

③输入你电脑的登录密码

```
# Example MySQL config file for medium systems.
#
# This is for a system with little memory (32M - 64M) where MySQL plays
# an important part, or systems up to 128M where MySQL is used together with
# other programs (such as a web server)
#
# MySQL programs look for option files in a set of
# locations which depend on the deployment platform.
# You can copy this option file to one of those
# locations. For information about these locations, see:
# http://dev.mysql.com/doc/mysql/en/option-files.html
#
# In this file, you can use all long options that a program supports.
# If you want to know which options a program supports, run the program
# with the "--help" option.
# The following options will be passed to all MySQL clients
[client]
default-character-set=utf8
#password    = your_password
port         = 3306
```

```

socket      = /tmp/mysql.sock
# Here follows entries for some specific programs
# The MySQL server
[mysqld]
character-set-server=utf8
init_connect='SET NAMES utf8'
port        = 3306
socket      = /tmp/mysql.sock
skip-external-locking
key_buffer_size = 16M
max_allowed_packet = 1M
table_open_cache = 64
sort_buffer_size = 512K
net_buffer_length = 8K
read_buffer_size = 256K
read_rnd_buffer_size = 512K
myisam_sort_buffer_size = 8M
character-set-server=utf8
init_connect='SET NAMES utf8'
# Don't listen on a TCP/IP port at all. This can be a security enhancement,
# if all processes that need to connect to mysqld run on the same host.
# All interaction with mysqld must be made via Unix sockets or named pipes.
# Note that using this option without enabling named pipes on Windows
# (via the "enable-named-pipe" option) will render mysqld useless!
#
#skip-networking

# Replication Master Server (default)
# binary logging is required for replication
log-bin=mysql-bin

# binary logging format - mixed recommended
binlog_format=mixed

# required unique id between 1 and 2^32 - 1
# defaults to 1 if master-host is not set
# but will not function as a master if omitted
server-id    = 1

```

```

# Replication Slave (comment out master section to use this)
#
# To configure this host as a replication slave, you can choose between
# two methods :
#
# 1) Use the CHANGE MASTER TO command (fully described in our manual) -
#    the syntax is:
#
#    CHANGE MASTER TO MASTER_HOST=<host>, MASTER_PORT=<port>,
#    MASTER_USER=<user>, MASTER_PASSWORD=<password> ;
#
#    where you replace <host>, <user>, <password> by quoted strings and
#    <port> by the master's port number (3306 by default).
#
#    Example:
#
#    CHANGE MASTER TO MASTER_HOST='125.564.12.1', MASTER_PORT=3306,
#    MASTER_USER='joe', MASTER_PASSWORD='secret';
#
# OR
#
# 2) Set the variables below. However, in case you choose this method, then
#    start replication for the first time (even unsuccessfully, for example
#    if you mistyped the password in master-password and the slave fails to
#    connect), the slave will create a master.info file, and any later
#    change in this file to the variables' values below will be ignored and
#    overridden by the content of the master.info file, unless you shutdown
#    the slave server, delete master.info and restart the slaver server.
#    For that reason, you may want to leave the lines below untouched
#    (commented) and instead use CHANGE MASTER TO (see above)
#
# required unique id between 2 and 2^32 - 1
# (and different from the master)
# defaults to 2 if master-host is set
# but will not function as a slave if omitted
#server-id      = 2
#
# The replication master for this slave - required
#master-host    = <hostname>

```

```

#
# The username the slave will use for authentication when connecting
# to the master - required
#master-user      = <username>
#
# The password the slave will authenticate with when connecting to
# the master - required
#master-password = <password>
#
# The port the master is listening on.
# optional - defaults to 3306
#master-port      = <port>
#
# binary logging - not required for slaves, but recommended
#log-bin=mysql-bin

# Uncomment the following if you are using InnoDB tables
#innodb_data_home_dir = /usr/local/mysql/data
#innodb_data_file_path = ibdata1:10M:autoextend
#innodb_log_group_home_dir = /usr/local/mysql/data
# You can set .._buffer_pool_size up to 50 - 80 %
# of RAM but beware of setting memory usage too high
#innodb_buffer_pool_size = 16M
#innodb_additional_mem_pool_size = 2M
# Set .._log_file_size to 25 % of buffer pool size
#innodb_log_file_size = 5M
#innodb_log_buffer_size = 8M
#innodb_flush_log_at_trx_commit = 1
#innodb_lock_wait_timeout = 50

[mysqldump]
quick
max_allowed_packet = 16M

[mysql]
no-auto-rehash
# Remove the next comment character if you are not familiar with SQL
#safe-updates
default-character-set=utf8

```

```
[myisamchk]
key_buffer_size = 20M
sort_buffer_size = 20M
read_buffer = 2M
write_buffer = 2M
```

```
[mysqlhotcopy]
interactive_timeout
```

在代码末尾加上

```
secure_file_priv=''
[mysqld]
local-infile=1
[mysql]
local-infile=1
```

在代码中的【myaqld】加上

```
secure_file_priv=
```

（过程中使用a编辑 esc结束编辑，：wq保存后退出）然后重启mysql

加上后在终端使用

```
sudo chmod 644 /etc/my.cnf
```

这个做法是用恢复他的权限

这时会出现另一个错误 MySQL 5.7向表导入数据报错“ERROR 13 (HY000): Can't get stat of

这个错误要在load data infile变成load data local infile

此时出现了第三个错误 ERROR 1148: The used command is not allowed with this MySQL version

对这个错误解决方法是登录原来使用

mysql -u user -p修改为

mysql --local-infile -u user -p

即可成功导入

参考：

https://blog.csdn.net/qq_42142315/article/details/84973970

<https://blog.csdn.net/daycy/article/details/82748795>

load的方法

```
LOAD DATA local INFILE '/Users/wang/Desktop/UserData.csv' INTO TABLE User
FIELDS TERMINATED BY '|'
lines terminated by '\r\n'
ignore 1 lines
(Userid,Phone,Email,UserName>Password);
```

```
LOAD DATA local INFILE '/Users/wang/Desktop/HistoryData.csv' INTO TABLE
History
FIELDS TERMINATED BY ','
lines terminated by '\r\n'
ignore 1 lines
(Historyid,UserId,OpponentId,WinOrLose,GameTime);
```