Subject: Overflow error in bool Sql::Fetch()
Posted by zsolt on Sat, 09 Feb 2008 14:01:58 GMT
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SQL apps, running on a PC booted weeks ago start dumping a lot of SQL logfiles.
The problem is, that session.traceslow is a very big number and result of this GetTickCount() arithmetic overflows. It is not a good idea to compare TickCount values.
The current code:

```
bool Sql::Fetch() {
 SqlSession& session = GetSession();
 session.PassStatus(ActivityStatus::FETCHING);
 int t0 = GetTickCount();
 bool b = cn->Fetch();
 int t = GetTickCount();
 if(!b) {
  session.GetStatus().Time(t - cn->starttime);
  session.PassStatus(ActivityStatus::END_FETCHING);
 }
 if(t - session.traceslow > cn->starttime)
  BugLog() << t - cn->starttime << " ms: " << cn->statement << '\n';
 else
 if(t - t0 > session.traceslow)
  BugLog() << t - t0 << " ms further fetch: " << cn->statement << '\n';
 cn->starttime = INT_MAX;
 return b;
}
```

should be patched:

```
bool Sql::Fetch() {
 SqlSession& session = GetSession();
 session.PassStatus(ActivityStatus::FETCHING);
 int t0 = GetTickCount();
 bool b = cn->Fetch();
 int t = GetTickCount();
 if(!b) {
  session.GetStatus().Time(t - cn->starttime);
  session.PassStatus(ActivityStatus::END_FETCHING);
 }
 if(t - session.traceslow - cn->starttime > 0)
  BugLog() << t - cn->starttime << " ms: " << cn->statement << '\n';
 else
 if(t - t0 - session.traceslow > 0)
  BugLog() << t - t0 << " ms further fetch: " << cn->statement << '\n';
 cn->starttime = INT_MAX;
 return b;
}
```