
Subject: Re: Patch: Reconnecting PostgreSQL Automatically on Unstable Networks
Posted by [mirek](#) on Fri, 30 Apr 2010 08:53:59 GMT

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zsolt wrote on Thu, 29 April 2010 19:41I don't use DECLARE CURSOR and FETCH SQL statements, only simple SELECTS.

If you iterate on the result of a SELECT, it iterates on a table in RAM, AFAIK, so reconnection is not an issue here.

Ah, I mean U++ Fetch. Am not using cursors and FETCH either.

Well, you are right that in this PGSQL version, the result set is in RAM. It can change in future though...

(Frankly, I was quite surprised by this issue - sometimes I am loading quite big result sets a pgsql allocating 0.5G is no fun...

Quote:

BTW, I changed PostgreSQLSession::Rollback() to:

```
void PostgreSQLSession::Rollback()
{
    ExecTrans("rollback");
    if(level>0) level--;
}
```

and my app is quite usable now on unstable networks.

I guess this patch cannot cause any harm -> applied.

Mirek
