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Subject: fetch not reading into struct

Posted by [jjacksonRIAB](#) on Wed, 01 Jun 2011 00:11:16 GMT

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I have a session created with MSSQL and am reading from a view in SQL server. My .sch file looks like this:

```
TABLE_ (PUNCH_VIEW)
STRING_ (EMPLOYEE_ID, 6)
STRING_ (FIRST_NAME, 15)
STRING_ (LAST_NAME, 16)
END_TABLE
```

Now, when I create a session, I'm running over VPN so I have to impersonate first, then I create my connection and try to run a select:

```
S_PUNCH_VIEW view;
```

```
Sql sql(dbSession);
sql * Select(view).From(PUNCH_VIEW);
```

```
while(sql.Fetch(view))
{
    if(view.FIRST_NAME == "John")
    {
        // add this text to a GridCtrl
    }

    // Add data to GridCtrl
    grid.Add(sql);
}
```

For some reason the fetch is not filling S\_PUNCH\_VIEW "view" with any data. It's just empty through each cycle in the loop, but grid.Add(sql) actually works and displays the data.

Additionally if I try sql[FIRST\_NAME] instead, I get an exception: "Assertion failed in Sql.cpp line 287 0". Any hints as to what I'm doing wrong?