
Subject: BUG with "Run to cursor (in debug)"
Posted by [forlano](#) on Thu, 15 Dec 2011 14:59:06 GMT
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Hello,

I am having strange problem. I need to debug my program. In debug mode (and optimal as well) everything is OK but fails in case of "Run to cursor (in debug)". It stops to a simply SQL.Fetch(), i.e. somewhere here

```
bool Sqlite3Connection::Fetch() {
    ASSERT(NULL != current_stmt);
    if (!got_row_data)
        return false;
    if (got_first_row) {
        got_first_row = false;
        return true;
    }
    ASSERT(got_row_data);
    int retcode = sqlite3_step(current_stmt);
    if ((retcode != SQLITE_DONE) && (retcode != SQLITE_ROW))
        session.SetError(sqlite3_errmsg(db), String("Fetching prepared statement:
")+current_stmt_string );
    got_row_data = (retcode==SQLITE_ROW);
    return got_row_data;
}
```

and message

What is it?

Unfortunately it is not easy to prepare a test case.
(U++ 4295, latest stable TDM-GCC)

Thanks,
Luigi

EDIT: I have commented the line
ASSERT(NULL != current_stmt);
to remove the error message, but the database is not properly read... I mean some table are not read at all, while are read in optimal mode

File Attachments

1) [2011-12-15_143450.png](#), downloaded 880 times
