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?

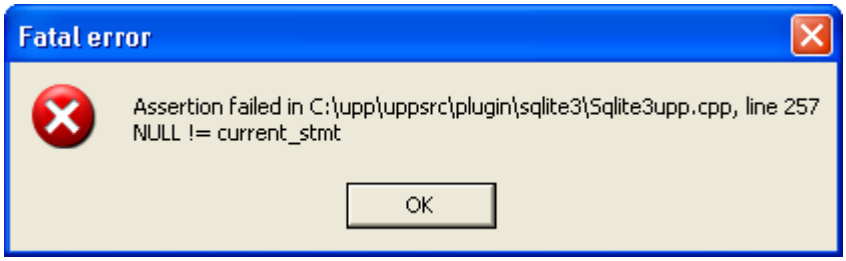
Unfortunately it is not easy to prepare a test case.
(U++ 4295, latest stable TDM-GCC)

Thanks,
Luigi

EDIT: I have commented the line
ASSERT(NULL != current_stmt);
to remove the error mesage, 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 1224 times


Fatal error
Assertion failed in C:\upp\uppsrc\plugin\sqlite3\Sqlite3upp.cpp, line 257
NULL != current_stmt
OK
