Subject: Re: BUG with "Run to cursor (in debug)"
Posted by mirek on Fri, 16 Dec 2011 09:38:29 GMT

forlano wrote on Thu, 15 December 2011 09:59Hello,

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

This error basically means that there was error in SQL. It should be unrelated to debugging.

The easy and quick way is to activate SQL trace (SetTrace) and then check the log (Alt+L).
Actually, to activate SQL trace is not necessarry, but it is always a good idea....