Subject: Re: questions about sqlArray
Posted by papascalientes on Fri, 10 Feb 2012 18:22:25 GMT
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Hello Mirek,

thank you very much for your answer. In the meantime I decided I don't need to know the kind of error because if there is any sql error the application should just close. The application is kind of a special database editor for the users (forgot to mention that in my first mail) and if something is wrong with the databases, it makes no sense to use the editor any longer.

So I tested using WhenPrequery and WhenPostquery to detect an error. That works pretty well for my purposes: I have a boolean variable set true in prequery and set false in postquery. After a query I check the variable and if it is still true, there was an error.

Then I tried to close the application in case of error - and you were definitely right when you said:

Quote:...why the app is crashing after error message - the most likely cause is that it expects some data to be somewhere where there are none (e.g. after emoty query).

I always get an error from an asset in VCont.h - so far mostly one of the two following:
 { ASSERT(i >= 0 && i < items); return vector[i]; }
{ ASSERT_(items >= 0, "Broken pick semantics"); }

Most of the crashes appear in a grid control which I also didn't use so far. And I have not the slightest idea where to start looking for the problem and find a way how to close the application.

Revising under time pressure a big, complicated application without documentation really is one of my favorites

Concerning your answer to my second question:

Quote:But two application writing to same rows of single database, that is pretty much normal and that is what normal transactions are supposed to solve. No need and not really any advantage in most cases to lock the whole DB...

I know, but there is a policy and ....

Anyway, if it is not possible, I can't help it.

Thank you again for your help.