
Subject: [solved]crash when execute sql command
Posted by [akebee](#) on Thu, 09 Jun 2016 03:40:01 GMT
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i use MSSQL, i don't know why this happened! please see the code:

```
void ConnectMSSQL()
{
    MSSQLSession mssql;
    for(;;) {
        String cs = "Driver={SQL Server};";
        cs << "SERVER=" << Config::ip << ";";
        String h = "sa";
        if(IsNull(h))
            cs << "Trusted_Connection=Yes;";
        else {
            cs << "UID=" << h << ";";
            cs << "PWD=" << "YanG78INa4diw3ATs" << ";";
            h = "";
            if(IsNull(h))
                cs << "Database=" << h << ";";
        }
        if(!mssql.Connect(cs))
        {
            RLOG("Connect failed: " << mssql.GetLastError());
            Cout() << "failed\n";
            return;
        }
        else
            break;
    }
    SQL = mssql;

#ifdef _DEBUG
    mssql.SetTrace();
#endif
    String sqlstr = "select * from TEST";
    SQL.Execute(sqlstr);
}

CONSOLE_APP_MAIN
{
    ConnectMSSQL();
}
```

it's no problem!

```
void ConnectMSSQL()
{
    MSSQLSession mssql;
    for(;;) {
        String cs = "Driver={SQL Server};";
        cs << "SERVER=" << Config::ip << ";";
        String h = "sa";
        if(IsNull(h))
            cs << "Trusted_Connection=Yes;";
        else {
            cs << "UID=" << h << ";";
            cs << "PWD=" << "YanG78lNa4diw3ATs" << ";";
            h = "";
            if(IsNull(h))
                cs << "Database=" << h << ";";
        }
        if(!mssql.Connect(cs))
        {
            RLOG("Connect failed: " << mssql.GetLastError());
            Cout() << "failed\n";
            return;
        }
        else
            break;
    }
    SQL = mssql;

#ifdef _DEBUG
    mssql.SetTrace();
#endif
}

void Query(
{
    String sqlstr = "select * from TEST";
    SQL.Execute(sqlstr);

}

CONSOLE_APP_MAIN
{
    ConnectMSSQL();
    Query();

}
```

it crash!
