Subject: strcpy issue
Posted by forlano on Wed, 20 Jul 2016 15:44:16 GMT

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Hello,

the following code involving a silly STRCPY crash my application in release mode (upp 9994, 64 bit, gcc , c++11, lubuntu 16.04)


```
class Team : Moveable<Team> {
public:
...
   char hstatus[50];
...
   Team();
   ~Team(){;}
};

......

sql.Execute("SELECT * FROM TEAMS order by N");
while(sql.Fetch()) {
  Team& t = VTeam.Add( (int)sql[N] );
   ...
  strcpy (t.hstatus, (String) sql[HSTATUS] );   //<=== crash!
   ...
}
```


instead works in debug mode.
On windows, 32 bit, old upp no c++11, it works too.
hstatus cannot be a String (I need to modify its content char by char when needed).

What is wrong in that innocent line?
Thanks,
Luigi