
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
