
Subject: Re: MSSQL error management
Posted by [mirek](#) on Sat, 24 Feb 2018 18:39:46 GMT
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I have just tested with this code, seems ok:

```
#include "app.h"

#include <Sql/sch_schema.h>
#include <Sql/sch_source.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    MSSQLSession mssql;
    for(;;) {
        String cs = "Driver={SQL Server Native Client 11.0}";
        cs << "Server=MAIN\\SQLEXPRESS";
        cs << "Trusted_Connection=Yes";
        if(!mssql.Connect(cs))
            Cout() << "Connect failed: " << mssql.GetLastError() << '\n';
        else
            break;
    }
    SQL = mssql;

#ifdef _DEBUG
    mssql.SetTrace();
#endif

    SqlSchema sch(MSSQL);
    StdStatementExecutor se(SQL.GetSession());
    All_Tables(sch);
    ODBCPerformScript(sch.Upgrade(), se);
    ODBCPerformScript(sch.Attributes(), se);

    mssql.ThrowOnError();

    try {
        for(int i = 0; i < 10; i++)
            SQL * Insert(TEST)(ID, i)(TEXT, String('A' + i, 1));
    }
    catch(SqlExc) {
        DLOG("ERROR");
    }
    S_TEST tst;
```

```
Sql sql;  
sql * Select(tst).From(TEST);  
while(sql.Fetch(tst))  
  DDUMP(tst.ID);  
}
```
