
Subject: MySqlSession Close and Reconnect crashes Application

Posted by [hoelblin](#) on Wed, 25 Nov 2020 16:17:33 GMT

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Hi,

I have an Application with a Connection to MySql. When the Application is Idle for a long Period of Time the Connection is Closed with session.Close.

After that session.IsOpen returns false.

When I try to reconnect with session.Reconnect() the App Crashes with a Null Pointer dereference.

It seems like in Sql.Cancel cn->cancel is called while Member cn == NULL.

This behavior is on TheIDE Version 15512 on Windows with CLANG, on TheIDE 13664 with minGW this works as expected without crashing.

To reproduce the Crash i have taken the SQL_MySql reference Example and make some minor changes.

```
#include <MySql/MySql.h>

// debian: sudo apt-get install libmysqlclient-dev

using namespace Upp;

#define SCHEMADIALECT <MySql/MySqlSchema.h>
#define MODEL <mysqlCrash/schema.sch>
#include <Sql/sch_header.h>
#include <Sql/sch_source.h>
#include <Sql/sch_schema.h>

CONSOLE_APP_MAIN
{
    MySqlSession session;
    // edit the connection parameters if necessary
    if(session.Connect("test_user", "test", "test")) {
        Cout() << "Connected\n";
        SQL = session;

        SqlSchema sch(MY_SQL);
        All_Tables(sch);
        // create the table if necessary
        SqlPerformScript(sch.Upgrade());
        SqlPerformScript(sch.Attributes());
```

```

SQL.ClearError();

try {
    // insert some random data
    SQL & Insert(TEST_TABLE)(VALUE, Uuid::Create().ToString());
    // fetch some data
    Sql sql;
    sql * Select(ID, VALUE).From(TEST_TABLE)
        .OrderBy(Descending(ID))
        .Limit(5);
    while(sql.Fetch())
        Cout() << AsString(sql[0]) << ":" << AsString(sql[VALUE]) << "\n";
}
catch(SqlExc &ex) {
    Cerr() << "ERROR: " << ex << "\n";
    SetExitCode(1);
}

session.Close();

Sleep(2000);

if(session.isOpen()) {
    Cout() << "Connection closed FAILED!\n";
} else {
    Cout() << "Connection closed!\n";
}

Sleep(2000);

Cout() << "Try open Connection again\n";

if(session.Reconnect()) { // CRASH !!!!!!!!
    try {
        Sql sql;
        sql * Select(ID, VALUE).From(TEST_TABLE)
            .OrderBy(Descending(ID))
            .Limit(3);
        while(sql.Fetch())
            Cout() << AsString(sql[0]) << ":" << AsString(sql[VALUE]) << "\n";
    }
    catch(SqlExc &ex) {
        Cerr() << "ERROR: " << ex << "\n";
        SetExitCode(1);
    }
} else {
    Cout() << "ERROR: " << session.GetLastError() << "\n";
}

```

```
    }
}
else {
    Cerr() <<"ERROR: Unable to connect to database\n";
    SetExitCode(1);
}
}
```

// Moderator: PLEASE USE CODE TAG FOR THE NEXT TIME!

My Question is what is the right way to do a Reconnect after Close ?

File Attachments

- 1) [mysqlCrash1.PNG](#), downloaded 598 times
 - 2) [mysqlCrash2.PNG](#), downloaded 572 times
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