
Subject: Re: ODBC Assertion failed

Posted by [mirek](#) on Tue, 22 Dec 2020 17:49:14 GMT

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One little issue: You are supposed to use Begin/End/Commit with your session, not query - that is deprecated. But in fact, the result should be the same (it just calls GetSession().Begin().. etc...)

For what is worth, I have altered SQL_MSSQL reference example to check the issue:

```
#include "app.h"

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    MSSQLSession mssql;
    if(!mssql.Connect("Driver={SQL Server Native Client
11.0};Server=localhost;Database=master;Trusted_Connection=Yes;")) {
        Cout() << "Connect failed: " << mssql.GetLastError() << '\n';
        return;
    }

    SQL = mssql;

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

#ifdef _DEBUG
    mssql.SetTrace();
    mssql.LogErrors();
    mssql.ThrowOnError();
#endif

    SQL.Begin();
    try {
        for(int i = 0; i < 10; i++)
            SQL * Insert(TEST)(ID, i)(TEXT, String('A' + i, 1));
    }
    catch(SqlExc e)
    {
```

```
DDUMP(e);
}

if(SQL.WasError()) {
    DLOG("There was ERROR!");
    SQL.Rollback();
}
else
    SQL.Commit();

S_TEST tst;
Sql sql;
sql * Select(tst).From(TEST);
while(sql.Fetch(tst))
    Cout() << tst.ID << ", " << tst.TEXT << '\n';
}
```

and everything works as expected...

Mirek
