
Subject: Overflow error in bool Sql::Fetch()

Posted by [zsoit](#) on Sat, 09 Feb 2008 14:01:58 GMT

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SQL apps, running on a PC booted weeks ago start dumping a lot of SQL logfiles. The problem is, that session.traceslow is a very big number and result of this GetTickCount() arithmetic overflows. It is not a good idea to compare TickCount values.

The current code:

```
bool Sql::Fetch() {
    SqlSession& session = GetSession();
    session.PassStatus(ActivityStatus::FETCHING);
    int t0 = GetTickCount();
    bool b = cn->Fetch();
    int t = GetTickCount();
    if(!b) {
        session.GetStatus().Time(t - cn->starttime);
        session.PassStatus(ActivityStatus::END_FETCHING);
    }
    if(t - session.traceslow > cn->starttime)
        BugLog() << t - cn->starttime << " ms: " << cn->statement << '\n';
    else
        if(t - t0 > session.traceslow)
            BugLog() << t - t0 << " ms further fetch: " << cn->statement << '\n';
    cn->starttime = INT_MAX;
    return b;
}
```

should be patched:

```
bool Sql::Fetch() {
    SqlSession& session = GetSession();
    session.PassStatus(ActivityStatus::FETCHING);
    int t0 = GetTickCount();
    bool b = cn->Fetch();
    int t = GetTickCount();
    if(!b) {
        session.GetStatus().Time(t - cn->starttime);
        session.PassStatus(ActivityStatus::END_FETCHING);
    }
    if(t - session.traceslow - cn->starttime > 0)
        BugLog() << t - cn->starttime << " ms: " << cn->statement << '\n';
    else
        if(t - t0 - session.traceslow > 0)
            BugLog() << t - t0 << " ms further fetch: " << cn->statement << '\n';
    cn->starttime = INT_MAX;
    return b;
}
```

Subject: Re: Overflow error in bool Sql::Fetch()
Posted by [mirek](#) on Sun, 10 Feb 2008 21:13:40 GMT
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Indeed, thanks, applied.

Mirek
