
Subject: fetch not reading into struct

Posted by [jjacksonRIAB](#) on Wed, 01 Jun 2011 00:11:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a session created with MSSQL and am reading from a view in SQL server. My .sch file looks like this:

```
TABLE_ (PUNCH_VIEW)
STRING_ (EMPLOYEE_ID, 6)
STRING_ (FIRST_NAME, 15)
STRING_ (LAST_NAME, 16)
END_TABLE
```

Now, when I create a session, I'm running over VPN so I have to impersonate first, then I create my connection and try to run a select:

```
S_PUNCH_VIEW view;
```

```
Sql sql(dbSession);
sql * Select(view).From(PUNCH_VIEW);
```

```
while(sql.Fetch(view))
{
    if(view.FIRST_NAME == "John")
    {
        // add this text to a GridCtrl
    }

    // Add data to GridCtrl
    grid.Add(sql);
}
```

For some reason the fetch is not filling S_PUNCH_VIEW "view" with any data. It's just empty through each cycle in the loop, but grid.Add(sql) actually works and displays the data.

Additionally if I try sql[FIRST_NAME] instead, I get an exception: "Assertion failed in Sql.cpp line 287 0". Any hints as to what I'm doing wrong?

Subject: Re: fetch not reading into struct

Posted by [tojocky](#) on Wed, 01 Jun 2011 06:34:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

jjacksonRIAB wrote on Wed, 01 June 2011 03:11 I have a session created with MSSQL and am reading from a view in SQL server. My .sch file looks like this:

```
TABLE_ (PUNCH_VIEW)
STRING_ (EMPLOYEE_ID, 6)
STRING_ (FIRST_NAME, 15)
STRING_ (LAST_NAME, 16)
END_TABLE
```

Now, when I create a session, I'm running over VPN so I have to impersonate first, then I create my connection and try to run a select:

```
S_PUNCH_VIEW view;
```

```
Sql sql(dbSession);
sql * Select(view).From(PUNCH_VIEW);
```

```
while(sql.Fetch(view))
{
    if(view.FIRST_NAME == "John")
    {
        // add this text to a GridCtrl
    }

    // Add data to GridCtrl
    grid.Add(sql);
}
```

For some reason the fetch is not filling S_PUNCH_VIEW "view" with any data. It's just empty through each cycle in the loop, but grid.Add(sql) actually works and displays the data.

Additionally if I try sql[FIRST_NAME] instead, I get an exception: "Assertion failed in Sql.cpp line 287 0". Any hints as to what I'm doing wrong?

Maybe you should try:

[code]

```
Sql sql(dbSession);
sql * Select(EMPLOYEE_ID, FIRST_NAME, LAST_NAME).From(PUNCH_VIEW);
```

```
while(sql.Fetch(view))
{
    if(view[FIRST_NAME] == "John")
    {
        // add this text to a GridCtrl
    }

    // Add data to GridCtrl
    grid.Add(sql);
}
```

[/code]

Subject: Re: fetch not reading into struct

Posted by [jjacksonRIAB](#) on Wed, 01 Jun 2011 06:51:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

When I do that I get a compiler error (MSVC 2010):

error C2676: binary '[' : 'S_PUNCH_VIEW' does not define this operator or a conversion to a type acceptable to the predefined operator

If I switch it to sql[FIRST_NAME], I get "Assertion failed in e:\uppl\uppsrc\Sql\Sql.cpp, line 287 0" at:

```
Value Sql::operator[](SqlId id) const {
    String s = ~id;
    for(int i = 0; i < cn->info.GetCount(); i++)
        if(cn->info[i].name == s)
            return operator[](i);
    NEVER(); // <-- here
    return Value();
}
```

Subject: Re: fetch not reading into struct

Posted by [tojocky](#) on Wed, 01 Jun 2011 08:31:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

try use upper case SQL, and use SQL instead view:

```
SQL = dbSession
SQL * Select(EMPLOYEE_ID, FIRST_NAME, LAST_NAME).From(PUNCH_VIEW);

while(SQL.Fetch(view))
{
    if(SQL[FIRST_NAME] == "John")
    {
        // add this text to a GridCtrl
    }
}
```

A better example look in HomeBuget package.

Subject: Re: fetch not reading into struct

Posted by [jjacksonRIAB](#) on Wed, 01 Jun 2011 09:54:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I see what I did. When I was writing my .sch file I was going off of column alias names instead of the actual column names behind them. My mistake.

Thanks for your help!
