
Subject: Re: MSSQL error management
Posted by [mirek](#) on Wed, 14 Mar 2018 09:39:10 GMT
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How is mssql defined? (I wonder why there is SqlSession:: before the ThrowOnError).

If it is MSSQLSession, please try these DUMPs:

```
bool Sql::Execute() {
    SqlSession &session = GetSession();

    session.SetStatement(cn->statement);
    session.SetStatus(SqlSession::BEFORE_EXECUTING);
    cn->starttime = GetTickCount();
    Stream *s = session.GetTrace();
    if(s) {
#ifdef NOAPPSQL
        if(this == &AppCursor())
            *s << "SQL * ";
        else
            if(this == &AppCursorR())
                *s << "SQLR* ";
#endif
        String st = cn->statement;
        if(session.IsTraceCompression())
            st = CompressLog(st);
        int i = 0;
        for(const char *q = st; *q; q++)
            if(*q == '?' && i < param.GetCount()) {
                Value v = param[i++];
                if(IsString(v))
                    *s << "\" << v << "\";
                else
                    *s << v;
            }
        else
            s->Put(*q);
        *s << '\n';
    }
    if(!session.IsOpen())
    {
        session.SetStatus(SqlSession::CONNECTION_ERROR);
        return false;
    }
    session.SetStatus(SqlSession::START_EXECUTING);
    bool b = cn->Execute();
    session.SetTime(GetTickCount() - cn->starttime);
}
```

```
session.SetStatus(SqlSession::END_EXECUTING);
if(!b)
    session.SetStatus(SqlSession::EXECUTING_ERROR);
for(int i = 0; i < cn->info.GetCount(); i++)
    cn->info[i].name = ToUpper(cn->info[i].name);

session.SetStatus(SqlSession::AFTER_EXECUTING);
DDUMP(b);
DDUMP(session.throwonerror);
if(!b && session.throwonerror)
    throw SqlExc(GetSession());
return b;
}
```
