Subject: Bugfix: MySqlConnection::GetRowsProcessed() returns correct value after an sql update
Posted by zsolt on Sun, 08 Jun 2014 16:58:55 GMT
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The patch:

```
---------------------------- uppsrc/MySql/MySql.cpp ----------------------------
index 45bfc43..ee8d848 100644
@@ -361,16 +361,18 @@ bool MySqlConnection::Execute() {
   lastid = (int)mysql_insert_id(mysql);
   if(lastid) {
    SqlColumnInfo& f = info.Add();
    f.width = f.scale = f.precision = 0;
    f.binary = false;
    f.type = DOUBLE_V;
    f.name = "LAST_INSERT_ID";
    rows = 1;
+  }else{
+   rows = (int)mysql_affected_rows(mysql);
   }
  }
  return true;
 }

 int  MySqlConnection::GetRowsProcessed() const {
  return rows;
 }
```

Subject: Re: Bugfix: MySqlConnection::GetRowsProcessed() returns correct value after an sql update
Posted by mirek on Wed, 11 Jun 2014 06:41:54 GMT
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While I have accepted this patch, I am scratching my head a little:

IMO, 'rows' should have stayed set at value set at line 315, setting it again in 'else' should not change a thing?! What am I missing here?

Mirek

Subject: Re: Bugfix: MySqlConnection::GetRowsProcessed() returns correct value after an sql update
Posted by zsolt on Wed, 11 Jun 2014 11:43:45 GMT

Oops, this patch is not needed...
I created this patch a long time ago, but forgot to send it to you. Now I can see, that you fixed this on Mon Feb 27 14:06:09 2012 at line 315. Sorry for not checking that.