Subject: Changing Database [Solved]
Posted by jimlef on Wed, 07 Oct 2020 18:24:39 GMT
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In c#, a db was opened used then closed. In U++, it has proven very convenient to use a global SQL for most things.

The one exception, is that open my db at run time, so I select a default. But, while running, I choose a different db with the same schema.

I'm confused as to how to update SQL (and associated table views) to the new file? Currently, when I change the db file with

```
 Sqlite3Session sqlite3;

 if(!sqlite3.Open(selectdbfile.Get())) {
  Exclamation("Can't create or open database file\n");
  return;
 }

 SQL = sqlite3;
```

It compiles fine, but I get memory access error when I go to open a view?

```
 bar.Add(t_("List Invoices"), [=]{
  if(!invoiceswin.IsOpen()) {
   invoiceswin.InvoicesArray.ReQuery();
   invoiceswin.InvoicesArray.GoBegin();
   invoiceswin.Open(this);
   }
  });
```

U++/C++ noob needs more help haha

Thank you

Jim
Edit:

Mirek showed me the best option for my configurations, and now if the program doesn't have a db selected at run time, it let's you choose one. Sources updated at github