Subject: [SQLite] db.Open() crashes app
Posted by alex100 on Tue, 20 Nov 2007 19:43:41 GMT
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Using this code in a button click handler (just for testing opening sqlite database) the app crashes...

```
void DatabaseApp::OnClickOpenDbButton ()
{
 bool nodb = false;

 Sqlite3Session db;
     db.LogErrors(true);

    FileIn fi("HB.db3");
     if(fi.IsError() || fi.GetSize() <= 0)
     {
      nodb = true;
    }
     fi.Close();


     String str=ConfigFile("HB.db3");
     if(!db.Open(str))
     {
        Exclamation(t_("Can't create or open database file"));
        return;
     }
}
```

Debugging this function I can see

Sqls.h
SqlSession& GetSession() const { return cn->GetSession();

cn empty!

and then it crashes...

Am I forgetting to do something before this?

Thanks

Alex

Subject: Re: [SQLite] db.Open() crashes app

Posted by alex100 on Thu, 22 Nov 2007 11:48:04 GMT
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Done.

I removed all the "meat" of the HomeBudget project and just left the skeletton and then I saw that I forgor the SQL Variable.

Alex