
Subject: EXCEPTION_ACCESS_VIOLATION

Posted by [idkfa46](#) on Sat, 21 Jun 2014 10:45:04 GMT

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hi guys,

I have a little problem with my database...

When i compile in debug mode all is right but in optimal I have a crash with this kind of error:

Exception: C0000005 at 0057F5BA

EXCEPTION_ACCESS_VIOLATION

writing at 000000FB

All was working fine untill I decide to save my database in a subfolder /database

```
String DatabasePath = "database/";
```

```
//Impostazioni database
```

```
bool nodb = false;
```

```
Sqlite3Session db;
```

```
db.LogErrors(true);
```

```
#ifdef flagDEBUG
```

```
db.SetTrace();
```

```
nodb = true;
```

```
#endif
```

```
// controlla la directory principale del programma
```

```
if(!DirectoryExists(DatabasePath)) DirectoryCreate(DatabasePath);
```

```
FileIn fi(DatabasePath + "database.db3");
```

```
if(fi.IsError() || fi.GetSize() <= 0)
```

```
    nodb = true;
```

```
fi.Close();
```

```
if(!db.Open(DatabasePath + "database.db3"))
```

```
{
```

```
    Exclamation(t_("Can't create or open database file"));
```

```
    return;
```

```
}
```

```
SQL = db;
```

```
if(nodb)
```

```
{
```

```
    SqlSchema sch(SQLITE3);
```

```
    StdStatementExecutor se(db);
```

```
    All_Tables(sch);
```

```
Progress p;  
p.SetText(t_("Creating database tables"));  
{  
    if(sch.ScriptChanged(SqlSchema::UPGRADE, DatabasePath))  
    {  
        Sqlite3PerformScript(sch.Upgrade(), se, p);  
    }  
    if(sch.ScriptChanged(SqlSchema::ATTRIBUTES, DatabasePath))  
    {  
        Sqlite3PerformScript(sch.Attributes(), se, p);  
    }  
    if(sch.ScriptChanged(SqlSchema::CONFIG, DatabasePath))  
    {  
        Sqlite3PerformScript(sch.ConfigDrop(), se, p);  
        Sqlite3PerformScript(sch.Config(), se, p);  
    }  
    sch.SaveNormal(DatabasePath);  
}  
}
```

Regards,
Matteo
