
Subject: Re: Create Table with Sqlite
Posted by [mirek](#) on Sat, 20 Oct 2007 11:09:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alex wrote on Sat, 20 October 2007 06:40Hi,
I work for a few months with upp and now I have a problem with sqlite:

```
Sql sqlVer;  
Sql sqlRaum;  
Sql sqlNew;
```

```
sqlVer * Select(RAUMID).From(VERANST).Where(VID == id);  
sqlRaum *  
Select(SEKTION,REIHE,PLATZ,PREISGR,XDISPL,YDISPL,COLDISPL).From(RAUMPLAN).Where(RNR == sqlVer[RAUMID]);  
String TableName = Format("%08d",id);
```

```
String s = "CREATE TABLE V" + TableName;  
s += " (ID integer primary key autoincrement , SEKTION integer, REIHE integer,";  
s += " PLATZ integer, PREISGR integer, XDISPL integer, YDISPL integer, COLDISPL integer)";
```

```
sqlNew.Execute(s);
```

Generates a error:

```
ERROR SQL logic error or missing database(0): CREATE TABLE V00000013 (ID integer primary  
key autoincrement , SEKTION integer, REIHE integer, PLATZ integer, PREISGR integer, XDISPL  
integer, YDISPL integer, COLDISPL integer)  
ERROR database table is locked(0): Resetting statement: CREATE TABLE V00000013 (ID  
integer primary key autoincrement , SEKTION integer, REIHE integer, PLATZ integer, PREISGR  
integer, XDISPL integer, YDISPL integer, COLDISPL integer)
```

Can someone please tell me what is wrong here.

Thanks in advance,

Alex

Well, I guess this really is not an U++ problem, but some issue with your SQL and/or Sqlite. My first wild guess is that the table already exists in the database. Try DROP TABLE first to find out...

