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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

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