Subject: SQLite crashes
Posted by Mindtraveller on Fri, 13 Jun 2008 23:04:06 GMT
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Recently I tried to use SQLite U++ plugin and met strange yet unavoidable error: after calling Open(), in the end of scope, sqlite library throws an exception. Let`s consider minimal U++/sqlite console application:

```
#include <Core/Core.h>
#include <plugin/sqlite3/Sqlite3.h>
using namespace Upp;

CONSOLE_APP_MAIN
{
 Sqlite3Session session;
 session.LogErrors(true);
 if (!session.Open("data"))
  Cout() << "Error opening SQL";
}//crash here!
```

Actual crash seems to happen in file /uppsrc/Sql/Sqls.h, line 219

Conditions: WinXP, latest SVN (rev. 297).

Unfortunately I`m not good at databases, so I can`t propose adequate solution on that problem. But I think any plugins should work "from the box" without resulting any crashes.

Any ideas on solving this?