
Subject: Re: SQLite crashes

Posted by [Mindtraveller](#) on Sat, 14 Jun 2008 07:42:33 GMT

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My investigation continues.

Somehow it seems that this code works without exception:

```
#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";
```

```
    SQL = session;
```

```
}
```
