
Subject: sql session in a global variable?

Posted by [Wolfgang](#) on Tue, 13 Dec 2011 21:55:44 GMT

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Hi,

I have a method in which my sqlite session is being connected:

```
.h
class sqltry
{
public:
    typedef sqltry CLASSNAME;
    sqltry();
private:
    Sqlite3Session sqlite3;
    Sql sqlPointer;

.cpp
bool sqltry::connect(String path)
{
    if (!sqlite3.Open(path))
    {
        return false;
    }
    Sql sql(sqlite3);
    sqlPointer = sql;
}
```

But if i try to use the sqlPointer in another method of the same class my app stops working and crashes...

```
.cpp
bool sqltry::atest(S)
{
    if (sqlPointer.Execute("create table t2 (t1key INTEGER PRIMARY KEY,data TEXT,num
double,timeEnter DATE);"))
        PromptOK("DONE!");
    return true;
}
```

Whats wrong with it?
