Subject: sql script question
Posted by forlano on Sat, 17 Dec 2011 09:26:39 GMT
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Hello,

I have run the SQL_sqlite3 reference package and found that in debug mode it works (simple.db not empty) and fails in Optimal mode (simple.db empty).
This should be related to the following script that run only in debug mode and are responsible of the tables creation

```
#ifdef _DEBUG
 SqlSchema sch(SQLITE3);
 StdStatementExecutor se(sqlite3);
 All_Tables(sch);
 if(sch.ScriptChanged(SqlSchema::UPGRADE))
  Sqlite3PerformScript(sch.Upgrade(),se);
 if(sch.ScriptChanged(SqlSchema::ATTRIBUTES)) {
  Sqlite3PerformScript(sch.Attributes(),se);
 }
 if(sch.ScriptChanged(SqlSchema::CONFIG)) {
  Sqlite3PerformScript(sch.ConfigDrop(),se);
  Sqlite3PerformScript(sch.Config(),se);
 }
 sch.SaveNormal();
#endif
```

I guess that at least one time the script should be run.
My app needs to work with different dbs although only one at once. So I need to close the current db and open or create a new one.
In case of a new one, if I have understood, I run the previous script, but if the db has been already created I can skip the previous scripts. Am I right?

The method sqlite3.Open() open or create the db. At this level is there a way to understand if I need to run the scripts?
Perhaps it is easier to simply check if the file *.db exists to determine if the scripts need to be run.

Thanks,
Luigi