
Subject: Re: Separate Database Access code
Posted by [lectus](#) on Mon, 21 Jan 2013 14:57:47 GMT
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Hi!

Add Quote:Sqlite3Session IDB; as a member of libDB and after you open the database add:
Quote:SQL = IDB;;

```
class libDB {  
typedef libDB CLASSNAME;
```

```
public:  
    Sqlite3Session IDB;  
    libDB();  
    ~libDB();  
    void InitDB();  
};
```

```
void libDB::InitDB()  
{  
    LOG("Open DB");  
    if(!IDB.Open(ConfigFile("libDB.db"))) {  
        Exclamation(t_("Cannot create or open libDB database file\n"));  
        return;  
    }  
    LOG("SqlSchema");  
    SqlSchema sch(SQLITE3);  
  
    SQL = IDB;  
    .  
    .  
    .
```

It fixes the problem. Actually the fix was just "SQL = IDB". I recommend putting IDB as a member of libDB just so your library has a better design.
