
Subject: Re: Separate Database Access code
Posted by [jibe](#) on Mon, 21 Jan 2013 16:33:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the help !

Yes, this fixes the problem. I should have test this !

But I don't like this solution, as - if I understand well - SQL is global and can be used anywhere.
As the applications that will use the lib could use a second database, and want to use SQL global variable for this second database, I didn't want to use it.

Instead of using SQL, I tried :

```
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 sql(IDB);
```

but I always get an invalid memory access error...

Is there a way to have this working without using SQL ?
