
Subject: Re: Sqlite3 database

Posted by [dolik.rce](#) on Fri, 07 Jun 2013 19:32:28 GMT

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Hi Matteo,

Maybe I missed something in your question, but if you just need to move files somewhere else, why not use the functions from Core that do just that. Simple call one of those before you call `db.Open()`:

```
bool    FileCopy(const char *oldpath, const char *newpath);  
bool    FileMove(const char *oldpath, const char *newpath);
```

Also, I see your code checks if the file exists by reading it all in memory. That is not very efficient. There are functions for this too:

```
int64    GetFileLength(const char *path);  
bool     FileExists(const char *path);  
bool     DirectoryExists(const char *path);
```

Have a look in `Core/Path.h` or in the relevant documentation

If I misunderstood the problem, please try to specify what exactly is the problem...

Best regards,
Honza
