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Subject: EXCEPTION\_ACCESS\_VIOLATION

Posted by [idkfa46](#) on Sat, 21 Jun 2014 10:45:04 GMT

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hi guys,

I have a little problem with my database...

When i compile in debug mode all is right but in optimal I have a crash with this kind of error:

Exception: C0000005 at 0057F5BA

EXCEPTION\_ACCESS\_VIOLATION

writing at 000000FB

All was working fine untill I decide to save my database in a subfolder /database :(

```
String DatabasePath = "database/";
```

```
//Impostazioni database
```

```
bool nodb = false;  
Sqlite3Session db;  
db.LogErrors(true);
```

```
#ifdef flagDEBUG  
db.SetTrace();  
nodb = true;  
#endif
```

```
// controlla la directory principale del programma  
if(!DirectoryExists(DatabasePath)) DirectoryCreate(DatabasePath);
```

```
FileIn fi(DatabasePath + "database.db3");  
if(fi.IsError() || fi.GetSize() <= 0)  
nodb = true;  
fi.Close();
```

```
if(!db.Open(DatabasePath + "database.db3"))  
{  
Exclamation(t_("Can't create or open database file"));  
return;  
}
```

```
SQL = db;
```

```
if(nodb)  
{  
SqlSchema sch(SQLITE3);  
StdStatementExecutor se(db);  
All_Tables(sch);  
}
```

```
Progress p;
p.SetText(t_("Creating database tables"));
{
if(sch.ScriptChanged(SqlSchema::UPGRADE, DatabasePath))
{
    Sqlite3PerformScript(sch.Upgrade(), se, p);
}
if(sch.ScriptChanged(SqlSchema::ATTRIBUTES, DatabasePath))
{
    Sqlite3PerformScript(sch.Attributes(), se, p);
}
if(sch.ScriptChanged(SqlSchema::CONFIG, DatabasePath))
{
    Sqlite3PerformScript(sch.ConfigDrop(), se, p);
    Sqlite3PerformScript(sch.Config(), se, p);
}
sch.SaveNormal(DatabasePath);
}
}
```

Regards,  
Matteo

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