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 databese...

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
