

I have the next code to write a BLOB in a SQLite3 DB:

My .sch file:

```
TABLE_(BLOBS_TABLE)
  INT_(NUMBER)
  BLOB_(DATA)
END_TABLE
```

And C++ write(I omit the code of creation an open the DB):

```
S_BLOBS_TABLE row;
```

```
row.NUMBER = 1;
row.DATA = String(blob.GetBuffer(), blob.GetBufferLength());
```

```
SQL * Insert(FILEBLOBS_TABLE)(row);
```

The class blob.GetBuffer() returns a char\* and blob.GetBufferLength() the size of the buffer in bytes.

My problem comes when I try to read the data. I have tried:

```
SQL.Execute("select DATA from BLOBS_TABLE WHERE NUMBER=" +AsString(1) );
```

```
if(SQL.Fetch())
{
    StringBuffer data( SQL[0] );
    char* pBuffer = new char[data.GetLength()];
    memcpy( pBuffer, data, data.GetLength() );
}
```

And:

```
SQL.Execute("select DATA from BLOBS_TABLE WHERE NUMBER=" +AsString(1) );
```

```
if(SQL.Fetch())
{
    String data = SQL[0];
    char* pBuffer = new char[data.GetLength()];
    memcpy( pBuffer, (const char*)data, data.GetLength() );
}
```

But any solution doesn't work. Any help?

