
Subject: Re: How to close a sqlite session
Posted by [forlano](#) on Wed, 30 Sep 2015 19:16:50 GMT
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Hello,

sorry to bother you again with this topic.
Unfortunately I do not master Sql+sqlite and my application is experiencing a very weird behaviour. By sure it is my mistake and not a bug... but I do not know where to look.

Below is the code where the database is:

- a) created if it does not exists;
 - b) read if it exists;
 - c) closed before to read a new database.
- I am afraid it contains some logical error.

extern Sqlite3Session sqliteVT; // sqliteVT is defined as a global variable

```
void vegadb::SetDatabase(String dbname)
{ //close a database already opened
    if (sqliteVT.IsOpen()) sqliteVT.Close();

    if (!FileExists(dbname)) {
        //create database
        if(!sqliteVT.Open( dbname )) {
            Exclamation("Can't create or open database file");
            return;
        }
        SQL = sqliteVT;
        sqliteVT.SetTrace();
        SqlSchema sch(SQLITE3);
        All_Tables(sch);
        Sqlite3PerformScript(sch.Upgrade());
        Sqlite3PerformScript(sch.Attributes());
    }
    else {
        //read database
        if(!sqliteVT.Open( dbname )) {
            Exclamation("Can't open database file");
            return;
        }
        SQL = sqliteVT;
        sqliteVT.SetTrace();
    }
    SQL.ClearError();
}
```

This code (I just copied from other reference program) works perfectly as far as I read a database and continue to work with it until I close the program. If I close the program and start it again to work with a new database it continue to work fine.

The problem arise when I want to abandon the current database and read a new one.

Once I try to open the new database some table is read correctly but other tables seems not read properly. In fact the log file show, for example, the line

Preparing: SELECT * FROM PLAYERS WHERE TEAM_ID=? SQL* SELECT * FROM PLAYERS WHERE TEAM_ID=6 ERROR library routine called out of sequence(0)

Just for completeness I show how the PLAYERS table is read:

```
void vegadb::GetPlayersDBData()
{
    VPlayer.Clear();
    SQL.Execute("SELECT * FROM PLAYERS ORDER BY ID ASC, BOARD ASC");
    while(SQL.Fetch()) {
        Player& p = VPlayer.Add( (int) SQL[ID] );
        p.player_id = (int) SQL[ID];
        p.team_id = (int) SQL[TEAM_ID];
        p.board = (int) SQL[BOARD];
        p.name = (String) SQL[NAME];
        p.codetitle = (String) SQL[CAT];
        p.title = p.TitleToCode(); //convert string to number
        p.federation = (String) SQL[FED];
        p.data = (String) SQL[BDAY];
        p.sex = (String) SQL[SEX];
        p.idfide = (int) SQL[IDFIDE];
        p.ratingfide = (int) SQL[RTGFIDE];
        p.idnat = (String) SQL[IDNAT];
        p.ratingnat = (int) SQL[RTGNAT];
        p.kcoeff = (int) SQL[K];
    }
}
```

I do not know where to look because the error appear only when I try to open the second database.

Thanks you very much for any suggestion.

Luigi
