
Subject: Missing SessionClose() in Sqlite3Session::Close()

Posted by [zsolt](#) on Mon, 14 Oct 2019 03:18:15 GMT

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It causes a lot of weird behaviour when I use APPSQL or Session's Sql object and changing databases while the app is running.

It reads some data from the previously opened database. It is not so good.

So I suggest something like this:

```
void Sqlite3Session::Close() {
    sql.Clear();
    if (NULL != db) {
+ SessionClose();
        int retval;
#ifdef flagNOAPPSQL
        if(SQL.IsOpen() && &SQL.GetSession() == this)
```
