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Subject: [SQLite] db.Open() crashes app  
Posted by [alex100](#) on Tue, 20 Nov 2007 19:43:41 GMT  
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Using this code in a button click handler (just for testing opening sqlite database) the app crashes...

```
void DatabaseApp::OnClickOpenDbButton ()
{
    bool nodb = false;

    Sqlite3Session db;
    db.LogErrors(true);

    FileIn fi("HB.db3");
    if(fi.IsError() || fi.GetSize() <= 0)
    {
        nodb = true;
    }
    fi.Close();

    String str=ConfigFile("HB.db3");
    if(!db.Open(str))
    {
        Exclamation(t_("Can't create or open database file"));
        return;
    }
}
```

Debugging this function I can see

```
Sqls.h
SqlSession& GetSession() const { return cn->GetSession();
```

cn empty!

and then it crashes...

Am I forgetting to do something before this?

Thanks

Alex

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Subject: Re: [SQLite] db.Open() crashes app

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Posted by [alex100](#) on Thu, 22 Nov 2007 11:48:04 GMT

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Done.

I removed all the "meat" of the HomeBudget project and just left the skeleton and then I saw that I forgot the SQL Variable.

Alex

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