
Subject: Fix to Sqlite3Session::Open
Posted by [Novo](#) on Sun, 01 Feb 2009 18:18:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Explanation.

sqlite3_open initializes database argument even if it cannot open database. So, it is incorrect to use NULL == db to check whether database was opened or not.

File Attachments

1) [sqlite3.diff](#), downloaded 287 times

Subject: Re: Fix to Sqlite3Session::Open
Posted by [mirek](#) on Mon, 02 Feb 2009 09:56:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks!

Should not be the handle closed in Close and opened set to false again?

What about this fix:

```
bool Sqlite3Session::Open(const char* filename) {
    // Only open db once.
    ASSERT(NULL == db);
    current_filename = filename;
    // By default, sqlite3 associates the opened db with "main.*"
    // However, using the ATTACH sql command, it can connect to more databases.
    // I don't know how to get the list of attached databases from the API
    current_dbname = "main";
    if(SQLITE_OK == sqlite3_open(filename, &db))
        return true;
    if(db) {
        sqlite3_close(db);
        db = NULL;
    }
    return false;
}
```

Mirek

Subject: Re: Fix to Sqlite3Session::Open

Posted by [Novo](#) on Tue, 03 Feb 2009 04:23:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Mon, 02 February 2009 04:56

Should not be the handle closed in Close and opened set to false again?

That will work too. It is just less efficient. sqlite3_open allocates a bunch of internal structures, which will be freed and allocated again in case sqlite3_close.
