Subject: sqlite busy/lock timeout patch
Posted by zsolt on Sat, 20 Mar 2010 21:34:31 GMT
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I had a lot of problems with sqlite in a multi threaded and multi process environment.

It is possible to set a busy handler on a db handle using sqlite3 API, but it is able to handle SQLITE_BUSY only. The problem is, that sometimes I got SQLITE_LOCKED, but in this case, I had to reset the statement be able to successfully retry.

So I modified U++ sqlite classes, to handle a timeout.

You can set negative value as timeout if you need infinite wait. Infinite is dangerous for more than one thread, as you can get infinite deadlock that way.

I don't know if this workaround fits into U++, but I attached the patch.

```
File Attachments
1) sqlite3_busy.patch, downloaded 279 times
```

Subject: Re: sqlite busy/lock timeout patch
Posted by zsolt on Fri, 26 Mar 2010 14:34:24 GMT
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Any ideas?

Subject: Re: sqlite busy/lock timeout patch
Posted by mirek on Fri, 26 Mar 2010 17:31:21 GMT
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It is OK with.

Can you please post it as plain files? I do not have tools to apply this .patch format automatically.

Mirek

Subject: Re: sqlite busy/lock timeout patch
Posted by zsolt on Fri, 26 Mar 2010 21:36:09 GMT
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Yes, I uploaded them.

Btw, you can place this patch into plugin/sqlite3 directory and use Tortoise SVN's Apply Patch menu.

Subject: Re: sqlite busy/lock timeout patch
Posted by mirek on Sun, 28 Mar 2010 18:54:50 GMT

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zsolt wrote on Fri, 26 March 2010 17:36
Btw, you can place this patch into plugin/sqlite3 directory and use Tortoise SVN's Apply Patch menu.

I know, but I do not want to install Tortoise - afraid of getting out of sync with SilkSVN...

Subject: Re: sqlite busy/lock timeout patch
Posted by Didier on Tue, 30 Mar 2010 21:10:00 GMT

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Hi,

This patch causes compile problems under linux because of ::GetTickCount() and ::Sleep()

the '::' needs to be removed to compile under linux and fallback to the portable Upp functions:

 Upp::GetTickCount()
 Upp::SLeep()

Didier

Subject: Re: sqlite busy/lock timeout patch
Posted by mirek on Fri, 02 Apr 2010 08:42:14 GMT

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Fixed, hopefully, by removing "::".