
Subject: EXCEPTION_ACCESS_VIOLATION
Posted by [idkfa46](#) on Sat, 21 Jun 2014 10:45:04 GMT
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hi guys,
I have a little problem with my database...

When i compile in debug mode all is right but in optimal I have a crash with this kind of error:
Exception: C0000005 at 0057F5BA
EXCEPTION_ACCESS_VIOLATION
writing at 000000FB

All was working fine until I decide to save my database in a subfolder /database :(

```
String DatabasePath = "database/";  
  
    //Impostazioni database  
bool nodb = false;  
Sqlite3Session db;  
db.LogError(true);  
  
#ifdef flagDEBUG  
db.SetTrace();  
nodb = true;  
#endif  
  
// controlla la directory principale del programma  
if(!DirectoryExists(DatabasePath)) DirectoryCreate(DatabasePath);  
  
FileIn fi(DatabasePath + "database.db3");  
if(fi.IsError() || fi.GetSize() <= 0)  
    nodb = true;  
fi.Close();  
  
if(!db.Open(DatabasePath + "database.db3"))  
{  
    Exclamation(t_("Can't create or open database file"));  
    return;  
}  
  
SQL = db;  
  
if(nodb)  
{  
    SqlSchema sch(SQLITE3);  
    StdStatementExecutor se(db);  
    All_Tables(sch);
```

```
Progress p;
p.SetText(t_("Creating database tables"));
{
if(sch.ScriptChanged(SqlSchema::UPGRADE, DatabasePath))
{
    Sqlite3PerformScript(sch.Upgrade(), se, p);
}
if(sch.ScriptChanged(SqlSchema::ATTRIBUTES, DatabasePath))
{
    Sqlite3PerformScript(sch.Attributes(), se, p);
}
if(sch.ScriptChanged(SqlSchema::CONFIG, DatabasePath))
{
    Sqlite3PerformScript(sch.ConfigDrop(), se, p);
    Sqlite3PerformScript(sch.Config(), se, p);
}
sch.SaveNormal(DatabasePath);
}
```

Regards,
Matteo
