Subject: How to close a sqlite session
Posted by forlano on Sun, 27 Sep 2015 14:32:43 GMT

Hello,

after opening a sqlite db i need to close it and open a new one.
How to properly close the first db session?

I see the .Close() and .SessionClose() method.
Which one should I use? Are they different?

Thanks,
Luigi

EDIT: SessionClose() although visible is private. So remain Close().
However it seems my app does not close properly the session and after opening a new db it does
not work as due.

Subject: Re: How to close a sqlite session
Posted by forlano on Wed, 30 Sep 2015 19:16:50 GMT

Hello,

sorry to bother you again with this topic.
Unfortunately I do not master Sql+sqlite and my application is experiencing a very weird
behaviour. By sure it is my mistake and not a bug... but I do not know where to look.

Below is the code where the database is:
a) created if it does not exists;
b) read if it exists;
c) closed before to read a new database.
I am afraid it contains some logical error.

extern Sqlite3Session sqliteVT; // sqliteVT is defined as a global variable

void vegadb::SetDatabase(String dbname)
{   //close a database already opened
    if (sqliteVT.IsOpen()) sqliteVT.Close();

    if (!FileExists(dbname)) {
        //create database
    if(!sqliteVT.Open(dbname)) {
     Exclamation("Can't create or open database file");

```
   return;
  }
  SQL = sqliteVT;
  sqliteVT.SetTrace();
  SqlSchema sch(SQLITE3);
  All_Tables(sch);
  Sqlite3PerformScript(sch.Upgrade());
  Sqlite3PerformScript(sch.Attributes());
 }
 else {
 //read database
 if(!sqliteVT.Open( dbname )) {
  Exclamation("Can't open database file");
  return;
 }
 SQL = sqliteVT;
 sqliteVT.SetTrace();

 }
 SQL.ClearError();
}
```

This code (I just copied from other reference program) works perfectly as far as I read a database and continue to work with it until I close the program. If I close the program and start it again to work with a new database it continue to work fine.
The problem arise when I want to abandon the current database and read a new one.
Once I try to open the new database some table is read correctly but other tables seems not read properly. In fact the log file show, for example, the line

Preparing: SELECT * FROM PLAYERS WHERE TEAM_ID=? SQL* SELECT * FROM PLAYERS WHERE TEAM_ID=6 ERROR library routine called out of sequence(0)

Just for completeness I show how the PLAYERS table is read:


```
void vegadb::GetPlayersDBData()
{   VPlayer.Clear();
    SQL.Execute("SELECT * FROM PLAYERS ORDER BY ID ASC, BOARD ASC");
    while(SQL.Fetch()) {
 Player& p = VPlayer.Add( (int) SQL[ID] );
 p.player_id = (int) SQL[ID];
      p.team_id = (int) SQL[TEAM_ID];
      p.board = (int) SQL[BOARD];
      p.name = (String) SQL[NAME];
      p.codetitle = (String) SQL[CAT];
      p.title = p.TitleToCode(); //convert string to number
      p.federation = (String) SQL[FED];
```

```
      p.data = (String) SQL[BDAY];
  p.sex = (String) SQL[SEX];
  p.idfide = (int) SQL[IDFIDE];
  p.ratingfide = (int) SQL[RTGFIDE];
  p.idnat = (String) SQL[IDNAT];
  p.ratingnat = (int) SQL[RTGNAT];
  p.kcoeff = (int) SQL[K];
 }
}
```

I do not know where to look because the error appear only when I try to open the second database.
Thanks you very much for any suggestion.

Luigi

Subject: Re: How to close a sqlite session
Posted by forlano on Fri, 02 Oct 2015 19:58:04 GMT
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Hello,

after reading many posts, I tried to remove all instance of SQL in the code and now it seems to work as expected.
Mirek adviced to avoid SQL.Fetch() and I had several although they looked not dangerous.
Anyway now they disappeared.

thanks,
luigi

Subject: Re: How to close a sqlite session
Posted by Didier on Mon, 05 Oct 2015 16:57:20 GMT
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Hello Forlano,

I'm very far from being a DB expert but I have a quite big app in which I don't have SQLlite problems.

But I never use SQL ==> it's a global instance.
Instead I use a session variable :   Sqlite3Session sqlite3;

Everywhere you used SQL use sqlite3 instead

Subject: Re: How to close a sqlite session
Posted by wimpie on Mon, 15 Feb 2016 23:26:05 GMT
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I've had the same problems. I'm curious why using global SQL would cause this.
For me it happened only on windows, VC9 if I remember correctly. compiling on Linux didn't seem
to have the problem