

## ET: Legacy Development - Bug #1010

### Engine db\_mode 1 isn't accessible from mod and LuaSQL

27.02.2017 18:59 - Spyhawk

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	
<b>Description</b>			
The in-memory db mode (db_mode 1) create the engine database in memory, but while the mod and LuaSQL can access it, the table created in engine aren't visible to them. On-disk memory mode (db_mode 2) is actually used as default as a fallback.			
<b>Related issues:</b>			
Related to ET: Legacy Development - Feature # 403: Add bayesian skill rating		<b>Fixed</b>	<b>23.12.2018</b>
Related to ET: Legacy Development - Task # 975: Add WolfAdmin to installers		<b>Feedback</b>	<b>15.01.2017</b>

#### Associated revisions

##### Revision d8642636 - 06.02.2017 18:13 - IR4T4

Dynamite planted!

##### Revision 93c2dfbd - 27.02.2017 00:56 - Spyhawk

db: use db\_mode 2 by default for now

Dynamite defused! See d8642636209bb347b0608aedeb5d0b8a83d53ef2

##### Revision 0e7fd9fb - 27.02.2017 00:56 - Spyhawk

general: use SQLite shared cache with db\_mode 1

##### Revision 1bfae65b - 08.03.2017 22:42 - Spyhawk

luasql: readded SQLITE\_OPEN\_SHARED\_CACHE, refs #1010

##### Revision 00486137 - 09.03.2017 16:49 - IR4T4

db: added check for enabled shared memory db

#### History

##### #1 - 27.02.2017 19:02 - Spyhawk

- Related to Feature #403: Add bayesian skill rating added

##### #2 - 10.04.2017 16:40 - IR4T4

- Related to Task #975: Add WolfAdmin to installers added

##### #3 - 31.01.2018 14:48 - IR4T4

- Priority changed from High to Normal

##### #4 - 13.02.2018 13:31 - Spyhawk

- Target version changed from 2.76 to 2.78