Subject: Re: Custom Brenbot Plugin Error
Posted by danpaul88 on Sat, 06 Dec 2008 22:51:30 GMT
View Forum Message <> Reply to Message

use "create if not exists" instead? Of course its going to give you an error if you create the same table every time you load the plugin, since the table already exists after the first time its been loaded.

And you still didn't explain why your trying to replicate functionality that already exists...