

I use Sqlite3 and in this is the constructor of my window

```
CISL::CISL()
{
    CtrlLayout(*this, "CISL");

    this->WhenClose = THISBACK(Hide);
    this->MinimizeBox();
    //////////Opening DataBase

    if (!sqlite3.Open(ConfigFile("simple.db")))
    {
        Exclamation("Can't Open Dataabse");
        return;
    }
    SQL = sqlite3;

    SqlSchema sch(SQLITE3);
    StdStatementExecutor se(sqlite3);
    All_Tables(sch);
    if (sch.ScriptChanged(SqlSchema::UPGRADE))
        Sqlite3PerformScript(sch.Upgrade(),se);
    if (sch.ScriptChanged(SqlSchema::ATTRIBUTES))
    {
        Sqlite3PerformScript(sch.Attributes(),se);
    }
    if (sch.ScriptChanged(SqlSchema::CONFIG))
    {
        Sqlite3PerformScript(sch.ConfigDrop(),se);
        Sqlite3PerformScript(sch.Config(),se);
    }
    sch.SaveNormal();

    tray.WhenBar = THISBACK(TrayMenu);
    btn_download <=< THISBACK(OpenDownloadManager);
    btn_add <=< THISBACK(OpenAddWindow);

    list_items.AddKey();
    list_items.Add("title");
    list_items.Add("Author");
    list_items.Add("Status");

    SQL*Select(SUBJECT_ID,SUBJECT_NAME).From(CIS_SUBJECTS);
    while (SQL.Fetch())
```

```

{
    droplist_subject.Add(SQL[0],SQL[1]);
}
SQL*Select(TYPE_ID,TYPE_NAME).From(SUBJECTS_TYPES);
while (SQL.Fetch())
{
    droplist_type.Add(SQL[0],SQL[1]);
}

////////////////////////////////////
droplist_subject.WhenAction = THISBACK(droplist_change);
droplist_type.WhenAction = THISBACK(droplist_change);
////////////////////////////////////
if (!droplist_subject.IsNullInstance())
    droplist_subject.SetIndex(0);
if (!droplist_type.IsNullInstance())
    droplist_type.SetIndex(0);
droplist_change();
list_items.WhenLeftDouble = THISBACK(OpenItemNotesWindow);

SQLCommander();//This make it crash
}

```
