
Subject: Re: SQLCommander make program crash
Posted by [TeCNoYoTTa](#) on Mon, 25 Aug 2008 06:32:12 GMT
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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 DataBase");
        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())
```

```
{  
    dropdownlist_subject.Add(SQL[0],SQL[1]);  
}  
SQL*Select(TYPE_ID,TYPE_NAME).From(SUBJECTS_TYPES);  
while (SQL.Fetch())  
{  
    dropdownlist_type.Add(SQL[0],SQL[1]);  
}  
  
/////////////////////////////  
dropdownlist_subject.WhenAction = THISBACK(dropdownlist_change);  
dropdownlist_type.WhenAction = THISBACK(dropdownlist_change);  
/////////////////////////////  
if (!dropdownlist_subject.IsNullInstance())  
    dropdownlist_subject.SetIndex(0);  
if (!dropdownlist_type.IsNullInstance())  
    dropdownlist_type.SetIndex(0);  
dropdownlist_change();  
list_items.WhenLeftDouble = THISBACK(OpenItemNotesWindow);  
  
SQLCommander();//This make it crash  
}
```
