Subject: How to call GUI in static function? Posted by LiniX on Fri, 16 Nov 2007 08:36:27 GMT

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```
Hi,
i have a little problem.
in my static function (static void Project::on_call()).
this static function is active when have someone call to me.
(i make Softphone)
when have someone call to me, i want the popup window to show who call to me and show
"Accept" or "Reject" like X-Lite or Skype.
So..
static void Project::on_call(){
//CODES
if(PromptOKCancel("Accept?")){
  /* answer incoming calls with 200/OK */
   pjsua_call_answer(call_id, 200, NULL, NULL);
  }
}
it build complete, But when i use program when someone call to me, the programe is crash, and it
say
(<unknown>:7856): Gdk-CRITICAL **: gdk_pixmap_foreign_new_for_screen: assertion
`GDK_IS_SCREEN (screen)' failed
(<unknown>:7856): Gdk-CRITICAL **: gdk_drawable_set_colormap: assertion
`GDK_IS_DRAWABLE (drawable)' failed
(<unknown>:7856): Gdk-CRITICAL **: gdk_drawable_get_depth: assertion
GDK IS DRAWABLE (drawable)' failed
(<unknown>:7856): Gtk-CRITICAL **: gtk_paint_box: assertion `style->depth ==
gdk_drawable_get_depth (window)' failed
(<unknown>:7856): GLib-GObject-CRITICAL **: g_object_unref: assertion `G_IS_OBJECT
(object)' failed
Segmentation fault (core dumped)
```

```
and Program is crash.
sometime is
Xlib: unexpected async reply (sequence 0x20a7)!
GUI is crash but function is working
so i use Layout to static function
in Project.h
class Project : public WithTopLayout<TopWindow>{
WithAccountLayout<TopWindow> account;
WithRingLayout<TopWindow> ringer;
     ...
static void Project::on_call(){
//CODES
ringer.Execute();
but build incomplete, it say
static member function
/home/watchara/upp/MyApps/Project/Project.cpp:62: error: from this location
How to use PromptOKCancel, Layout in static function?
Thank You Very Much
Watchara Kangkun
Stupid Man
```