
Subject: Re: ChatClient with Ultimate++

Posted by [chochmah](#) on Thu, 06 Mar 2008 20:39:18 GMT

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///layout

```
LAYOUT(j2Layout, 624, 436)
  ITEM(LineEdit, a, LeftPosZ(4, 564).TopPosZ(412, 20))
  ITEM(RichTextView, e, LeftPosZ(0, 624).TopPosZ(0, 408))
END_LAYOUT
```

///main

```
class j2 : public Withj2Layout<TopWindow> {
public:
  typedef j2 CLASSNAME;
  j2();
};

j2 HG;
String qtfx;

j2::j2() {
  CtrlLayout(*this, "Joachim 0.1");
  SetLanguage( LNG_('D','E','D','E') );
  SetDefaultCharset(CHARSET_UTF8);
}

void textin_cb(int x,String farbe,String Sender,String text) {
  qtfx<<"\1"<<Sender<<":"<<text<<"\1]&";
  HG.e.SetQTF(qtfx);
  HG.e.ScrollEnd();
}
```

GUI_APP_MAIN

```
{
  readinifile();
  int ids = 1;
  pthread_t threads;
  pfi = &ParseChatLine;
  pthread_create (&threads, NULL, readchat, &ids);
  HG.Run();
}
```

Thanks for the Reply, I hope this helps. Calling textin_cb result in an heap or memory error when:
-The scrollbar is moved while textin_cb is called

-More then one page of text in the widget
(also happens without HG.e.ScrollEnd())

Thank you
