
Subject: Re: ChatClient with Ultimate++
Posted by [mirek](#) on Thu, 06 Mar 2008 21:02:03 GMT
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chochmah wrote on Thu, 06 March 2008 15:39:///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

Still too little info. I do not even see when textin_cb is called....

A proper testcase is zipped package to demonstrate the rproblem that compiles, most preferably on both Win32 and linux.

Anyway:

If you are using threads, you should use U++ threads, otherwise you will have memory leaks.

GUI can run in the main thread only.

Mirek
