

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class TestQTF : public TopWindow
{
private:
    RichTextView tv;

public:
    typedef TestQTF CLASSNAME;
    TestQTF();
};

TestQTF::TestQTF()
{
    Add(tv.SizePos());
    tv.SetQTF((String)"[, pipopo xxx ]kkkk {{");
}

GUI_APP_MAIN
{
    TestQTF().Run();
}
```

It shows the error in following image :

I don't know if it's related to QTF, RichView or String conversion. Without the (String) conversion, the 'freefreefree' is not shown (correctly).

The example is taken from an more complex one using EditString content to fill RichView :

```
EditString es;
es.SetText("[, pipopo xxx ]kkkk {{");
tv.SetQTF((String)es);
```

The result is exactly the same.

I noted this because on a bigger app I get weird memory problems that happens once on 30-40 runs, on which sometimes the app hangs on qtf output or renders QTF in weird way with many

freefreefree inside.

Ciao

Max

p.s.: an even clearer testcase :

```
TestQTF::TestQTF()
{
    Add(tv.SizePos());
    String s = "[, pipopo xxx ]kkkk {{";
    tv.SetQTF(s);
}
```

I tested it even with string as static (global), but the result is the same. I think the bug is related to SetQTF() or qtf processing, not String.

File Attachments

1) [TestQTF.jpg](#), downloaded 678 times
