
Subject: Re: Bot library for discord, bombs example adapted.

Posted by [Xemuth](#) on Fri, 08 Nov 2019 12:39:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JjacksonRIAB,

I face a problem with your lib, when I use it on Linux it crash after few hours of running.

here is the crash message :

last line : "Erreur de segmentation" mean "segmentation error"

The code I use to produce this error is really simple :

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

```
#include "Discord.h"
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
    Discord bot(<botID>, <botToken>);
```

```
    bot.WhenMessageCreated = [&](ValueMap payload) {
```

```
        String channel = payload["d"]["channel_id"];
```

```
        String content = payload["d"]["content"];
```

```
        String userName = payload["d"]["username"];
```

```
        if(content.StartsWith("!hello")) {
```

```
            bot.CreateMessage(channel, "hello, world!");
```

```
        }
```

```
    };
```

```
    bot.Listen();
```

```
}
```

Have you any idea of how to fix this ?

Thanks in advance.
