
Subject: Re: A terminal emulator widget for U++
Posted by [peterh](#) on Thu, 15 Sep 2022 07:03:31 GMT
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I think I found a problem in TabbedTerminalExample main() Run()

```
while(IsOpen() && !tabs.IsEmpty()) {  
    ProcessEvents();  
    for(int i = 0; i < tabs.GetCount(); i++) {  
        TerminalTab& tt = tabs[i];  
/* Error here? --->*/ if(!tt.Do()) {  
    tabbar.RemoveCtrl(tt);  
    tabs.Remove(i);  
    i--;  
    }  
    }  
    Sleep(10);  
}
```

If I replace the marked line by

```
if(i && !tt.Do()) {
```

Then it opens a tabbed window.

I don't fully understand the code and why the loop counter is decremented inside the loop, however this seems to be a problem, because "i" becomes negative, when it was zero before.

Edit: I do now think after some research, the program is ok, and I simply don't have the interface required.

I know terminals and emulators from my job (I am retired now), these start up, then you can select the interface, but this program apparently has no selection and I do not know which interface or port it needs.
