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 dont 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 dont 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.