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Subject: How to call GUI in static function?

Posted by [LiniX](#) on Fri, 16 Nov 2007 08:36:27 GMT

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Hi,

i have a little problem.

in my static function (static void Project::on\_call()).

this static function is active when have someone call to me.

(i make Softphone)

when have someone call to me, i want the popup window to show who call to me and show "Accept" or "Reject" like X-Lite or Skype.

So..

```
static void Project::on_call(){
```

```
//CODES
```

```
if(PromptOKCancel("Accept?")){  
    /* answer incoming calls with 200/OK */  
    pjsua_call_answer(call_id, 200, NULL, NULL);  
}  
}
```

it build complete, But when i use program when someone call to me, the programe is crash. and it say

```
(<unknown>:7856): Gdk-CRITICAL **: gdk_pixmap_foreign_new_for_screen: assertion  
`GDK_IS_SCREEN (screen)' failed
```

```
(<unknown>:7856): Gdk-CRITICAL **: gdk_drawable_set_colormap: assertion  
`GDK_IS_DRAWABLE (drawable)' failed
```

```
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(<unknown>:7856): Gtk-CRITICAL **: gtk_paint_box: assertion `style->depth ==  
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(<unknown>:7856): GLib-GObject-CRITICAL **: g_object_unref: assertion `G_IS_OBJECT  
(object)' failed  
Segmentation fault (core dumped)
```

and Program is crash.

sometime is

Xlib: unexpected async reply (sequence 0x20a7)!

GUI is crash but function is working

so i use Layout to static function

in Project.h

```
class Project : public WithTopLayout<TopWindow>{
  WithAccountLayout<TopWindow> account;
  WithRingLayout<TopWindow> ringer;
  ...
  ...
```

```
static void Project::on_call(){
```

```
//CODES
```

```
ringer.Execute();
```

but build incomplete, it say

```
...
```

static member function

/home/watchara/upp/MyApps/Project/Project.cpp:62: error: from this location

```
...
```

How to use PromptOKCancel,Layout in static function ?

Thank You Very Much

Watchara Kangkun

Stupid Man

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Subject: Re: How to call GUI in static function?

Posted by [mirek](#) on Fri, 16 Nov 2007 10:55:53 GMT

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LiniX wrote on Fri, 16 November 2007 03:36Hi,

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How to use PromptOKCancel,Layout in static function ?

Thank You Very Much

Watchara Kangkun

Stupid Man

I am sorry, the description is far confusing. Do you think you could create a simple testcase to demonstrate the problem?

Mirek

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Subject: Re: How to call GUI in static function?

Posted by [LiniX](#) on Fri, 16 Nov 2007 13:48:06 GMT

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Sorry Mirek,

I mean, I call use PromptOKCancel in static void Project::on\_call() and my program is crash!

I want to know,

How to use PromptOKCancel in static function without crash ?

Thank You Very Much  
Watchara Kangkun

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Subject: Re: How to call GUI in static function?  
Posted by [mirek](#) on Sat, 17 Nov 2007 09:33:11 GMT  
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LiniX wrote on Fri, 16 November 2007 08:48 Sorry Mirek,

I mean, I call use PromptOKCancel in static void Project::on\_call() and my program is crash!

I want to know,  
How to use PromptOKCancel in static function without crash ?

Thank You Very Much  
Watchara Kangkun

Well, it should not crash in the first place.

If it does, there are two possible explanations:

- something else is wrong with your code - hard to say what
- there is a bug in U++

I guess that by creating a simple testcase, you can investigate both alternatives. If second one proves true, posting a testcase here will significantly speedup the fix.

Mirek

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