
Subject: ChatClient with Ultimate++

Posted by [chochmah](#) on Thu, 06 Mar 2008 17:06:53 GMT

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Hi Forum,

My Problem is this:

I have written a chatclient using a chatlibrary that provides a function named chatout(char *text). Everytime the clint receives a new chatline chatout() is called;

My Question:

How can I make a change to the richtextview-widget from outside the Withj2Layout<TopWindow> class that the richtextview-widget blongs to? Just calling the widget.SetQTF(CHATTEXT); results in a crash.

Doing it with a callback from the TopWindow works, but callbacks are only called when something within the TopWindow happens and not when a string extern to the function is changed.

(I just want to change the displayed text in the windget when chatout() receives something)

I hope this is understable.

Thanks Alot for your time and help

chochmah

Subject: Re: ChatClient with Ultimate++

Posted by [mirek](#) on Thu, 06 Mar 2008 19:54:08 GMT

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chochmah wrote on Thu, 06 March 2008 12:06Hi Forum,

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My Question:

How can I make a change to the richtextview-widget from outside the Withj2Layout<TopWindow> class that the richtextview-widget blongs to? Just calling the widget.SetQTF(CHATTEXT); results in a crash.

It should not. Anyway, hard to say if we do not know details. Testcase suggested.

Mirek

Subject: Re: ChatClient with Ultimate++

Posted by [chochmah](#) on Thu, 06 Mar 2008 20:39:18 GMT

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```

//layout

LAYOUT(j2Layout, 624, 436)
  ITEM(LineEdit, a, LeftPosZ(4, 564).TopPosZ(412, 20))
  ITEM(RichTextView, e, LeftPosZ(0, 624).TopPosZ(0, 408))
END_LAYOUT

```

```

//main

```

```

class j2 : public Withj2Layout<TopWindow> {
public:
  typedef j2 CLASSNAME;
  j2();
};

```

```

j2 HG;
String qtfx;

```

```

j2::j2() {
  CtrlLayout(*this, "Joachim 0.1");
  SetLanguage( LNG_('D','E','D','E') );
  SetDefaultCharset(CHARSET_UTF8);
}

```

```

void textin_cb(int x,String farbe,String Sender,String text) {
  qtfx<<"\1"<<Sender<<":"<<text<<"\1]&";
  HG.e.SetQTF(qtfx);
  HG.e.ScrollEnd();
}

```

```

GUI_APP_MAIN
{
  readinifile();
  int ids = 1;
  pthread_t threads;
  pfi = &ParseChatLine;
  pthread_create (&threads, NULL, readchat, &ids);
  HG.Run();
}

```

Thanks for the Reply, I hope this helps. Calling textin_cb result in an heap or memory error when:

- The scrollbar is moved while textin_cb is called
- More then one page of text in the widget

(also happens without HG.e.ScrollEnd())

Thank you

Subject: Re: ChatClient with Ultimate++
Posted by [mirek](#) on Thu, 06 Mar 2008 21:02:03 GMT
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chochmah wrote on Thu, 06 March 2008 15:39:///layout

```
LAYOUT(j2Layout, 624, 436)
  ITEM(LineEdit, a, LeftPosZ(4, 564).TopPosZ(412, 20))
  ITEM(RichTextView, e, LeftPosZ(0, 624).TopPosZ(0, 408))
END_LAYOUT
```

```
///main
```

```
class j2 : public Withj2Layout<TopWindow> {
public:
  typedef j2 CLASSNAME;
  j2();
};
```

```
j2 HG;
String qtfx;
```

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  HG.Run();
}
```

Thanks for the Reply, I hope this helps. Calling `textin_cb` result in an heap or memory error when:
-The scrollbar is moved while `textin_cb` is called
-More then one page of text in the widget
(also happens without `HG.e.ScrollEnd()`)

Thank you

Still too little info. I do not even see when `textin_cb` is called....

A proper testcase is zipped package to demonstrate the rproblem that compiles, most preferably on both Win32 and linux.

Anyway:

If you are using threads, you should use U++ threads, otherwise you will have memory leaks.

GUI can run in the main thread only.

Mirek

Subject: Re: ChatClient with Ultimate++
Posted by [chochmah](#) on Thu, 06 Mar 2008 21:20:26 GMT
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hi,

testcase: testcase

unfortunatly that works only with windows.

Thanks

chochmah

Subject: Re: ChatClient with Ultimate++
Posted by [mirek](#) on Fri, 07 Mar 2008 16:46:34 GMT
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Well, for starters... As I said, only main thread can do GUI. You are calling the `textin_cb` from non-main thread and calling `SetQTF` there. That cannot work. Use Post of callback there.

Also, you should not use global variables for widgets.

Mirek

Subject: Re: ChatClient with Ultimate++
Posted by [chochmah](#) on Sat, 08 Mar 2008 02:37:26 GMT
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I did as you suggested and used a postcallback, now it works perfectly.

thank you very much!
