
Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...

Posted by [fudadmin](#) on Sun, 02 Apr 2006 13:19:55 GMT

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So, here we go:

```
#include <CtrlLib/CtrlLib.h>
// "Forlano tabs example" - might not be very correct but might be useful for learning...
// with added one layout from the designer

// Step 1 - if you want to use layouts - always include something like this
#define LAYOUTFILE "editmask.lay"
#include <CtrlCore/lay.h>

// Step 2 - please check that you have LAYOUT(Tab1Layout, 680, 368)
// personally I find renaming layouts faster in text mode...
// Step 3 - the Tab1 class below is pasted from automatically generated by the Designer
// using Alt_C first option "Dialog class"

class Tab1 : public WithTab1Layout<TopWindow> {
public:

    typedef Tab1 CLASSNAME;

    Tab1();
};

Tab1::Tab1()
{
    CtrlLayout(*this, "");
}

// the code below is what you had had before, except Step 4

// personalized tab (1 child) widget
class LuigiTab : public ParentCtrl {
    Button btn;
    DocEdit doc;
public:

    typedef LuigiTab CLASSNAME;
    LuigiTab();
    ~LuigiTab(){};
};

LuigiTab::LuigiTab() {
    btn.SetLabel("Just Button");
```

```
btn.SetRect(20,20,100,25);
Add(btn);
//I strongly recommend to learn positioning from Designer- use Ctrl-T!
doc.LeftPosZ(30, 500).TopPosZ(50, 300);
Add(doc);
```

```
}
```

```
//personalized tabs (many -container) widget
class LuigiTabs : public TabCtrl {
    Tab1 tab1; //Step 4 - this is your new tab!!!
    LuigiTab tab2,tab3; //tab1 removed
public:
```

```
typedef LuigiTabs CLASSNAME;
LuigiTabs();
~LuigiTabs(){;}
};
```

//the code below is all the same
Now you can make your tab1 changes using the designer...
What's next?
