
Subject: TabCtrl and layouts

Posted by [MikeyV](#) on Thu, 08 Feb 2007 00:27:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello again.

Let me show you my code first, and then I'll tell you my problem.

In SATSII.h

```
-----  
class Sats : public WithSatsLayout<TopWindow> {  
    WithISTAddLayout<ParentCtrl> ISTAdd;  
    WithOpsAreaUpdLayout<ParentCtrl> OpsAreaUpd;  
-----
```

In main.cpp

```
-----  
void Sats::DoSm() {  
    tab.Reset();  
    CtrlLayout(ISTAdd);  
    tab.Add(ISTAdd, "Add Soldier");  
}  
  
void Sats::DoOps() {  
    tab.Reset();  
    CtrlLayout(OpsAreaUpd);  
    tab.Add(OpsAreaUpd, "Area Update");  
}  
-----
```

This works sortof how I expected it to as in the tabs are cleared and renamed, and the new layout is loaded. However, the layouts just appear one on top of the other.

How do I clear the layout so the new layout is the only one showing?

Subject: Re: TabCtrl and layouts

Posted by [mirek](#) on Thu, 08 Feb 2007 04:19:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please send a compilable testcase (zip a package that we can compile and run to see the problem).

Mirek

Subject: Re: TabCtrl and layouts
Posted by [MikeyV](#) on Thu, 08 Feb 2007 04:27:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok...here it is. The only two working buttons are the IST/ISR and Operations buttons. Click them each to see what I mean.

File Attachments

1) [Sats2.zip](#), downloaded 677 times

Subject: Re: TabCtrl and layouts
Posted by [mirek](#) on Thu, 08 Feb 2007 19:13:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

MikeyV wrote on Wed, 07 February 2007 23:27Ok...here it is. The only two working buttons are the IST/ISR and Operations buttons. Click them each to see what I mean.

Thank you. Identified as bug in TabCtrl code. Will be fixed in next release, or you can use

Quick fix CtrlLib/TabCtrl.cpp 407

```
void TabCtrl::Reset()
{
    for(int i = 0; i < tab.GetCount(); i++) {
        if(tab[i].ctrl)
            tab[i].ctrl->Remove();
        if(tab[i].slave)
            tab[i].slave->Remove();
    }
    tab.Clear();
    x0 = 0;
    CancelMode();
    sel = -1;
    Refresh();
    accept_current = false;
}
```

I apologize for troubles.

Mirek

Subject: Re: TabCtrl and layouts
Posted by [MikeyV](#) on Thu, 08 Feb 2007 20:31:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yay! I found a bug and wasn't even trying. Thank you for the quick feedback, I will make changes to TabCtrl.cpp now.

Thanks again.

Edit: Ok, made the changes, and now it works as expected. Thanks so much.
