Subject: TabCtrl feature request + patch
Posted by zsolt on Tue, 24 Jun 2008 15:36:50 GMT
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I would like to add a new method to set the active slave control.

The situation is that maintaining data entry dialogs is very uncomfortable currently.

The tabs are identified by indexes and after inserting a new tab, the programmer has to modify all the code setting tabs.

In a data entry app, where every field is checked and focused on unexpected data, it is very easy to get incorrect behaviour after inserting a new tab.

Being able to setting tabs based on slave controls would prevent this problem.

the suggested patch:

Index: TabCtrl.cpp

```
===================================================================

--- TabCtrl.cpp (revision 303)

+++ TabCtrl.cpp (working copy)

@@ -302,6 +302,16 @@

  ScrollInto(sel);
 }

+void TabCtrl::SetActiveSlave(Ctrl& slave)
+{
+ for(int i = 0; i < tab.GetCount(); i++){
+  if(tab[i].slave == &slave){
+   Set(i);
+   return;
+  }
+ }
+}
+
 void TabCtrl::SetData(const Value& data)
 {
  Set(data);
Index: TabCtrl.h

===================================================================
```

```
--- TabCtrl.h (revision 303)

+++ TabCtrl.h (working copy)

@@ -117,6 +117,7 @@

  const Item& GetItem(int i) const             { return tab[i]; }

  void Set(int i);
+ void SetActiveSlave(Ctrl& slave);
  int  Get() const                             { return sel; }

  void GoNext()                                { Go(1); }
```