
Subject: Re: Adding set of controls in a tab
Posted by [dolik.rce](#) on Fri, 24 Jul 2009 16:45:16 GMT
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bianconejo wrote on Fri, 24 July 2009 15:06I wonder if it is possible to link a layout in a TabCtrl or a template defined set of controls ?

If I understand correctly (it's bit colder here), you want something like this:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define LAYOUTFILE <test/test.lay>
#include <CtrlCore/lay.h>
```

```
class mw : public TopWindow{
public:
    typedef mw CLASSNAME;
    mw();
    TabCtrl Tabs;
    WithTab1Layout<ParentCtrl> Tab1;
    WithTab2Layout<ParentCtrl> Tab2;
    /* ... */
};

mw::mw(){
    Tabs.SetRect(0,0,300,200);
    Add(Tabs);
    CtrlLayout(Tab1);
    Tabs.Add(Tab1, "1st Tab");
    CtrlLayout(Tab2);
    Tabs.Add(Tab2, "2nd Tab");
    /* ... */
}

GUI_APP_MAIN{
    mw().Run();
}
```

Where Tab1Layout and Tab2Layout are layouts specified in test.lay.

Hope I got it right

Honza
