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Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Tue, 29 Jun 2010 21:32:28 GMT

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i am still asking myself why the new TabBarCtrl is keeping only the current shown control as child in its pane...

thus no tree inspection is possible. why not having them all in there using Show/Hide, like in one of the early versions or was it in QuickTab, dont remember.

and having the ctrls themselves decide how they should be added (no SizePos by default)?

some hints

```
TabBarCtrl& TabBarCtrl::InsertCtrl(int ix, Ctrl &ctrl, Value key, Value value, Image icon, String
group, bool make_active)
```

```
{
    ctrls.Add(key, &ctrl);
    ctrl.Hide();
    pane.Add(ctrl);
    TabBar::InsertKey(ix, key, value, icon, group, make_active);
    return *this;
}
```

```
void TabBarCtrl::SetCtrl(int ix)
```

```
{
    ASSERT(ix < GetCount());
```

```
Value key = TabBar::GetKey(ix);
```

```
int _ix = ctrls.Find(key);
```

```
if (_ix >= 0)
```

```
for(int i = 0; i < ctrls.GetCount(); i++)
```

```
{
    Ctrl * pc = ctrls[i];
    pc->Show(i == _ix);
}
```

```
}
```

a bugfix in RemoveCtrl(Value key)

```
// Close(key);
```

```
CloseKey(key); //should be this one, right
```