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

Posted by [mdelfede](#) on Sat, 03 Jul 2010 21:00:35 GMT

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mrjt wrote on Fri, 25 June 2010 17:57Right.

I've modified TabBar so that it can now be used like a Ctrl (outside of a frame) and restricts it's drawing to the correct size. Suprisingly few changes were necessary and a nice side effect has been a slight rendering improvement when the scrollbar is hidden

This means that you can now inherit from it directly to make a TabBarCtrl without the use of any Callbacks and the whole interface exposed.

I have attached a package that contains my implementation of TabBarCtrl a much more comprehensive TabCtrlBarTest. I'm not going to commit it just yet as it needs more testing and I haven't tried it with Docking.

EDIT: See further down-thread for latest version

Uhmhhh.... changes to TabBarCtrl interface from my previous one made my app not compatible with it anymore.... so I've got 2 choices... rethink my app interface to TabBarCtrl or regrab my previous one.

Still not sure if the effort of changing my app are worth. Which are the advantages of new TabBarCtrl from previous one ?

Max

Edit :

In detail, you removed following stuffs :

TabBarCtrl::Get()  
TabBarCtrl::GetItem()  
TabBarCtrl::Add(Ctrl&, String&)  
And maybe some others.

Thinking a bit about it, I guess I'll take back my previous version.....

Max

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