Subject: Re: CanClose? Mechanism to prompt user to save edits
Posted by Lance on Tue, 13 Dec 2011 00:15:11 GMT
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I am sorry. The post was from long ago, I actually changed TabCtrl to TabBarCtrl to allow closing individual TabPages. Your samples are very interesting; the serialization part in particular is something I knew was useful but never have a chance to study.

Anyways, I figured out the thing I was looking for should be CancelClose gate of TabBar (parent of TabBarCtrl), hook up the following code fixed my problem, quite decently IMHO

```
bool MyMain::TabCancelClose(Value key)
{
    return !myTabBarCtrlInstance.FindCtrl(key)->Accept();
}
```

Each Complex Ctrl that's to be hosted in a Tab page can individually decide its Accept() logic. For example, my example code above will query user to see if he/she wants to save/discard/cancel when there are modifications, and takes action accordingly.

My only remaining question was, for the TabBar libary developers, should the above logic be built in, as it should the very purpose of Accept() in Ctrl's designers intention? Sorry I don't know enough to judge, just raising a question.

TabBar has CancelCloseSome and similar gates, I am not sure if they are of any interests. For my purpose, the above is exactly what I wanted.

Thanks again to Wolfgang and Sender Ghost.