
Subject: Re: A few questions regarding TabCtrl
Posted by [lectus](#) on Mon, 02 Jul 2012 02:15:31 GMT
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dolik.rce wrote on Sun, 01 July 2012 12:39lectus wrote on Sat, 30 June 2012 17:19) How do I use the same layout (created by Layout editor) to create multiple tabs?
* I tried tabctrl.Add(tab) but it only shows the contents 1 time, then I get empty tabs. Each widget can be added only once. Second call of Add() removes Ctrl from its previous parent before adding to a new one. This applies to allCtrls, not only tabs. If you want to have the same thing in two locations, you have to create two instances of it. E.g.:WithMyLayout<ParentCtrl> tab1; WithMyLayout<ParentCtrl> tab1;

```
tabctrl.Add(tab1);  
tabctrl.Add(tab2);
```

Best regards,
Honza

Thanks!
I got the behaviour I wanted with:

```
// init code  
int tabcount = 0;  
WithMyTabLayout<ParentCtrl> tab[5]; // here I set how many I want
```

```
// code to add:  
tabctrl.Add(tab[tabcount], "Tab " + AsString(tabcount));  
++tabcount;
```

```
//code to remove:  
tabctrl.Remove(tab[tabcount]);  
--tabcount;
```

Besides that I just add ifs to check if $0 \geq \text{tabcount} < 5$, so I don't go out of the array boundaries.
