
Subject: Re: How to plot image in one tab based on TabCtrl

Posted by [coldspider](#) on Thu, 12 Jan 2017 01:51:46 GMT

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Hi All

I find a easy way, just use label and do it.

I refer to example [ImageDraw] : [http://www.ultimatepp.org/reference\\$ImageDraw\\$en-us.html](http://www.ultimatepp.org/reference$ImageDraw$en-us.html)

```
#ifndef _ImageDrawwithtab_ImageDrawwithtab_h
#define _ImageDrawwithtab_ImageDrawwithtab_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <ImageDrawwithtab/ImageDrawwithtab.lay>
#include <CtrlCore/lay.h>

class ImageDrawwithtab : public WithImageDrawwithtabLayout<TopWindow> {

    WithTab1Layout<ParentCtrl> tab1layout;
    WithTab2Layout<ParentCtrl> tab2layout;
    Image img;

public:
    typedef ImageDrawwithtab CLASSNAME;
    ImageDrawwithtab();
};

#endif

#include "ImageDrawwithtab.h"

ImageDrawwithtab::ImageDrawwithtab()
{
    CtrlLayout(*this, "Window title");
    CtrlLayout(tab1layout);
    CtrlLayout(tab2layout);

    tab.Add(tab1layout,"tab1");
    tab.Add(tab2layout,"tab2");

    ImageDraw w(100, 100);
    w.DrawRect(0, 0, 100, 100, SGray);
```

```

w.DrawEllipse(0, 0, 100, 100, SGreen);
w.DrawText(0, 0, "ImageDraw!", Arial(13).Bold(), SYellow);
img = w;

tab1layout.tab1label.SetImage(img);
tab2layout.tab2label.SetImage(img);

}

GUI_APP_MAIN
{
    ImageDrawwithtab().Run();
}

LAYOUT(ImageDrawwithtabLayout, 296, 208)
    ITEM(TabCtrl, tab, LeftPosZ(8, 280).TopPosZ(20, 180))
END_LAYOUT

LAYOUT(Tab1Layout, 256, 164)
    ITEM(Label, tab1label, LeftPosZ(0, 236).TopPosZ(0, 128))
END_LAYOUT

LAYOUT(Tab2Layout, 260, 160)
    ITEM(Label, tab2label, LeftPosZ(0, 240).TopPosZ(0, 132))
END_LAYOUT

```
