
Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by [rafiwui](#) on Tue, 04 Jul 2017 11:42:47 GMT
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This is my current calling code:

```
SettingsWindow::SettingsWindow()
{
    m_language = GetCurrentLanguage();

    CtrlLayout(*this, t_("Settings"));
    InitTabs();

    b_ok <<= THISBACK(OnClickOK);
    b_cancel <<= THISBACK(OnClickCancel);
}

void SettingsWindow::InitTabs()
{
    ParentCtrl languageCtrl;
    /*languageCtrl.AddChild(&lng_language);
    languageCtrl.AddChild(&txt_lang_check);
    languageCtrl.AddChild(&b_preview);
    languageCtrl.AddChild(&txt_preview);
    /**/ // did not work as well
    languageCtrl
        << lng_language
        << txt_lang_check
        << b_preview
        << txt_preview;
    /**/
    tab_settings.Add(languageCtrl.SizePos(), t_("Language"));
    txt_preview.Show(false);
    b_preview <<= THISBACK(OnClickPreview);

    m_retriever // header -> CtrlRetriever m_retriever
        (lng_language, m_language) // header -> int m_language
    ;
}
```

And this is the .lay:

```
LAYOUT(SettingsLayout, 250, 300)
ITEM(TabCtrl, tab_settings, LeftPosZ(0, 250).TopPosZ(0, 300))
ITEM(Button, b_ok, SetLabel(t_("OK")).LeftPosZ(10, 100).BottomPosZ(10, 30))
ITEM(Button, b_cancel, SetLabel(t_("Cancel")).RightPosZ(10, 100).BottomPosZ(10, 30))
ITEM(LNGCtrl, lng_language, LeftPosZ(30, 190).TopPosZ(50, 30))
```

```
ITEM(StaticText, txt_lang_check, SetText(t_("Press the preview  
button.")).SetFont(StdFontZ(11)).LeftPosZ(30, 190).TopPosZ(90, 30))  
ITEM(Button, b_preview, SetLabel(t_("Preview")).LeftPosZ(30, 50).TopPosZ(125, 20))  
ITEM(StaticText, txt_preview, SetText(t_("English  
text")).SetAlign(ALIGN_CENTER).SetFont(StdFontZ(16)).SetFrame(ThinInsetFrame()).LeftPosZ(  
30, 190).TopPosZ(150, 100))  
END_LAYOUT
```

Thanks for your effort :thumbup:
