
Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by [omari](#) on Tue, 04 Jul 2017 12:12:14 GMT
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1 - the new .Lay

```
LAYOUT(SettingsLayout, 250, 300)
ITEM(TabCtrl, tab_settings, LeftPosZ(0, 250).TopPosZ(0, 300))
END_LAYOUT
```

```
LAYOUT(languageCtrlLayout, 256, 328)
ITEM(Button, b_ok, SetLabel(t_("OK")).LeftPosZ(16, 100).BottomPosZ(22, 30))
ITEM(Button, b_cancel, SetLabel(t_("Cancel")).RightPosZ(16, 100).BottomPosZ(22, 30))
ITEM(LNGCtrl, lng_language, LeftPosZ(36, 190).TopPosZ(18, 30))
ITEM(StaticText, txt_lang_check, SetText(t_("Press the preview
button.")).SetFont(StdFontZ(11)).LeftPosZ(36, 190).TopPosZ(58, 30))
ITEM(Button, b_preview, SetLabel(t_("Preview")).LeftPosZ(36, 50).TopPosZ(93, 20))
ITEM(StaticText, txt_preview, SetText(t_("English
text")).SetAlign(ALIGN_CENTER).SetFont(StdFontZ(16)).SetFrame(ThinInsetFrame()).LeftPosZ(
36, 190).TopPosZ(118, 100))
END_LAYOUT
```

2 - in SettingsLayout class, add the instance

```
class SettingsLayout : public ..
{
...
    WithlanguageCtrlLayout<ParentCtrl> languageCtrl;
...
};
```

3 - add a CtrlLayout in the constructor, and refere to tab widget by languageCtrl.x:

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

    CtrlLayout(*this, t_("Settings"));
    CtrlLayout(languageCtrl);           // Line Added
    InitTabs();

    languageCtrl.b_ok <=> THISBACK(OnClickOK); // line modified
    languageCtrl.b_cancel <=> THISBACK(OnClickCancel); // line modified
}
```

4 - InitTab:

```
void SettingsWindow::InitTabs()
{

    tab_settings.Add(languageCtrl.SizePos(), t_("Language"));
    languageCtrl.txt_preview.Show(false);
    languageCtrl.b_preview <=<= THISBACK(OnClickPreview);

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