
Subject: Re: trouble with tabs

Posted by [mtdew3q](#) on Sun, 06 Oct 2019 16:06:34 GMT

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Hi Koldo-

I got knocked out of U++ this past couple of days by busy moments at work and elsewhere.

I had some time today to look at my code and got it working.

I wanted a system where the menus changed based on which tab is selected.

Here is the code for that.

Thanks so much for replying last time, and sorry for being confused.

Below is the code that is now working. THNX !

```
#include <CtrlLib/CtrlLib.h>
#include "cookie.h"

void Blam::Setup ()
{

    CtrlLayout ( *this, String ( "Blam" ) + " 1.0" );

    tab.Add ( a1.SizePos(), "a1" );
    tab.Add ( a2.SizePos(), "a2" );

    AddFrame ( menu ).LeftPosZ ( 0, 304 ).TopPosZ ( 0, 15 );;

    menu.Set ( THISBACK ( MainMenu1 ) );

    tab.WhenSet = [&]
    {
        PromptOK ( "Selected tab " + FormatInt ( tab.Get() ) );

        if ( tab.IsAt ( a1 ) )
        {
            menu1.Clear();
            PromptOK ( "At a1" );
            menu.Set ( THISBACK ( MainMenu1 ) );
        }
    }
}
```

```

else
if ( tab.IsAt ( a2 ) )
{
    PromptOK ( "At a2" );
    menu.Clear();
    menu.Set ( THISBACK ( MainMenu2 ) );

}

};

}

void Blam::MainMenu1 ( Bar& bar )
{

bar.Sub ( "cookie 1", [=] ( Bar & bar )
{
    bar.Add ( "eat cookie 1", THISBACK ( func1 ) );

}

);

}

void Blam::MainMenu2 ( Bar& bar )
{

bar.Sub ( "cookie 2", [=] ( Bar & bar )
{
    bar.Add ( "eat cookie 2", THISBACK ( func2 ) );

}

);

}

```

```

GUI_APP_MAIN
{

```

```
Blam b;  
b.Setup();  
b.Run();
```

```
}
```
