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Subject: Re: TabCtrl related question

Posted by [mirek](#) on Tue, 13 Oct 2020 12:27:11 GMT

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sinpeople wrote on Sun, 11 October 2020 18:04Hi folks,

I have developed a dialog-based application which works ok.

Now I want to extend the program into multiple instances under a TabCtrl. Basically, I need to downgrade the <TopWindow> main window to some low level one, such that it can be added to a TabCtrl.

How I can do that? I searched "TabControl" in the code coming from the installation package. The 2x examples are both having different layout for the tabbed window. My case is much simpler. I want to chain multiple instance of a window layout to TabCtrl. But I don't know what I should do to achieve this.

The code of my current dialog program is the following:

```
class MainWindow : public WithMainWindowLayout<TopWindow>, public CallbackQueue, public Reader::Notify, public Writer::Notify, public RpcCmder::Notify
{
public: //thread GUI
    MainWindow(int nPort);

public: //thread Worker
    virtual void OnReplyRead(int nData, int x2, String s)
    {Request(&MainWindow::SaveReadResult,nData,x2,s);}
    virtual void OnReplyWrite(int nData, int x2, String s)
    {Request(&MainWindow::SaveWriteResult,nData,x2,s);}
    virtual void OnReplyRpcCmd(int nData, int x2, String s)
    {Request(&MainWindow::SaveRpcCmdResult,nData,x2,s);}

private:
    void ReadSensors() {reader.Request(&Reader::ReadSensors);}
    void WriteCtrl(int nData) {writer.Request(&Writer::WriteCtrl, nData);}
    void RpcCmd(UrrRequest r) {rpcCmder.Request(&RpcCmder::RpcCmd, r);}
    void SaveReadResult(int nData, int x2, String s);
    void SaveWriteResult(int nData, int x2, String s);
    void SaveRpcCmdResult(int nData, int x2, String s);

    void SpawnTasks();
    void AddDataToAlgoQueue(String strTimeStamp, int nData);
    void AddDataToLoggerQueue(String strTimeStamp, int nData);

    void DoTasksAndStatistics();
```

}

Thank you very much!

Best Regards  
David

I might be wrong in understanding the issue, but maybe you should have

Array<MainWindow> tab;  
somewhere. Then use tab.Add() to create the widgets that you put into TabCtrl.

Mirek

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