
Subject: How to dynamically add remove tabs

Posted by [nicesai](#) on Mon, 25 Sep 2023 18:20:30 GMT

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I am doing something like this:

```
void addTab() {
    WithTabLay<ParentCtrl> *tabLay = new WithTabLay<ParentCtrl>();
    CtrlLayout(*tabLay);
    tabLay->HSizePosZ(0, 0).VSizePosZ(0, 0);
    tabs.Add(*tabLay, MyImgs::add20(), "Tab1");

    tabLay->closeBut.WhenPush = [=] {
        tabs.Remove(*tabLay);
        tabLay->~WithTabLay();
        delete tabLay;
    };
}
```

As you can guess,

WithTabLay is the tab layout created in the UI editor.

closeBut is a button within the tab that I want to use to remove the tab.

Question-1: Is it necessary to call the destructor after removing the tab?

```
tabLay->~WithTabLay();
```

Question-2: Is it necessary to delete the allocated memory? This line causes the applicatton to crash. So probably I should not, if so, how can I free the allocated memory?

```
delete tabLay;
```

Questions-3: Is there any better way to do this without using pointers? If I create the Tab on stack, its free'd at the end of the function (from RAI I suppose). And the Tab will not be visible.