Subject: Adding Tab and Slaves to a TabCtrl
Posted by rafiwui on Mon, 03 Jul 2017 12:43:59 GMT
View Forum Message <> Reply to Message

When I try adding a tab and some slaves to a TabCtrl widget, the tab is covering everything and the slaves are not visible anymore.
The TabCtrl and the other widgets are all set in a layout file.

Slaving code:

```
tab_settings.Add(t_("Language"))
    .Slave(&lng_language)
    .Slave(&txt_lang_check)
    .Slave(&b_preview)
    .Slave(&txt_preview);
```

If I don't slave the widgets they are still visible on top of the tab but you can't change tabs then so it is a problem.
I tested tabbing already when I started working with U++ a few weeks ago and it worked fine but now it doesn't and I can't remember what I did different.
Any ideas?

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by rafiwui on Mon, 03 Jul 2017 13:03:46 GMT
View Forum Message <> Reply to Message

Ok never mind my first question. I just realized that the TabCtrl can only have one widget and because I hide the last one I slave it does not appear.
But changing it to a structure with a ParentCtrl did not change anything. Nothing is shown in my tab.
This is the code I use now:

```
ParentCtrl languageCtrl;
languageCtrl
    << lng_language
    << txt_lang_check
    << b_preview
    << txt_preview;

tab_settings.Add(languageCtrl.SizePos(), t_("Language"));
```

Subject: Re: Adding Tab and Slaves to a TabCtrl

Posted by omari on Tue, 04 Jul 2017 10:07:28 GMT
View Forum Message <> Reply to Message

try this :

```
tab_settings.Add(lng_language.SizePos(), "lng_language");
tab_settings.Add(txt_lang_check.SizePos(), "txt_lang_check");
tab_settings.Add(b_preview.SizePos(), "b_preview");
tab_settings.Add(txt_preview.SizePos(), "txt_preview");
```

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by rafiwui on Tue, 04 Jul 2017 10:14:57 GMT
View Forum Message <> Reply to Message

That only adds tabs for every widget and is not putting every widget in one tab.
So no that is not working for me.

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by omari on Tue, 04 Jul 2017 10:31:57 GMT
View Forum Message <> Reply to Message

ah, in this case, you need coordinate and size of each widget.

```
ParentCtrl languageCtrl;
languageCtrl
    << lng_language.LeftPos(0, 20)
    << txt_lang_check.LeftPos(22, 20)
    << b_preview.LeftPos(42, 20)
    << txt_preview.LeftPos(62, 20);

tab_settings.Add(languageCtrl.SizePos(), t_("Language"));
```

or you can use designer like this example : TabDlg

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by rafiwui on Tue, 04 Jul 2017 10:46:17 GMT
View Forum Message <> Reply to Message

Ok I guess the TabDlg option should work.
But for better understanding on the first option:
I have a .lay file where the positions are all set. Why should I need to reset it again?
And by the way it doesn't work if I add the positioning again ;)

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by omari on Tue, 04 Jul 2017 11:24:42 GMT
View Forum Message <> Reply to Message

this is a bout of code, not a complet test case.
can you post your .lay content, then i can use it in order to provide a complet solution .

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by rafiwui on Tue, 04 Jul 2017 11:42:47 GMT
View Forum Message <> Reply to Message

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:

Subject: Re: Adding Tab and Slaves to a TabCtrl
Posted by omari on Tue, 04 Jul 2017 12:12:14 GMT
View Forum Message <> Reply to Message

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
   ;
}
```