
Subject: TabCtrl related question

Posted by [sinpeople](#) on Sun, 11 Oct 2020 16:04:02 GMT

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Hi 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 "TabCtrl" 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

Subject: Re: TabCtrl related question
Posted by [omari](#) on Mon, 12 Oct 2020 21:21:37 GMT
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you can replace TopWindow with ParentCtrl,

```
class MainWindow : public WithMainWindowLayout<ParentCtrl>, public CallbackQueue, public
Reader::Notify, public Writer::Notify, public RpcCmder::Notify
```

then

```
TabDlg dlg;
MainWindow tab[5];

for(int i = 0; i < 5; i++)
    dlg(tab[i], String("Tab")<<i);

    dlg .OKCancel()
    .Title("Tab dialog");
dlg.Run();
```

Subject: Re: TabCtrl related question
Posted by [mirek](#) on Tue, 13 Oct 2020 12:25:50 GMT
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omari wrote on Mon, 12 October 2020 23:21 you can replace TopWindow with ParentCtrl,

```
class MainWindow : public WithMainWindowLayout<ParentCtrl>, public CallbackQueue, public
Reader::Notify, public Writer::Notify, public RpcCmder::Notify
```

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MainWindow tab[5];

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    dlg(tab[i], String("Tab")<<i);

    dlg .OKCancel()
    .Title("Tab dialog");
dlg.Run();
```

I believe it should work with TopWindow too... (thats just BTW, ParentCtrl is the correct approach)

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,

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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);
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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