Subject: TabCtrl CancelClose No longer work (as intended)
Posted by Lance on Sun, 10 Jan 2021 18:54:58 GMT

I recently find that because TabCtrl::Paint calls TabCtrl::PaintTab which in turn calls IsCancelClose() etc, resulting in CancelClose gate being called at unintended times, CancelClose can no longer be use to accept user input to possibly cancel an unintended close action.

To see an example, just try to compile and run Bazzar/FileTabsExample, check the circled item and move your mouse a little bit.

A few years back, I actually make use of this gate(CancelClose) to do some useful work. I am sad it's no longer working for unknown reason.

Can @mirek or @klugier possibly take some time to look into it?

Thank you!

```
File Attachments
1) a.png, downloaded 884 times
```

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by Lance on Sun, 10 Jan 2021 18:56:57 GMT

In a reply to this post back in 2016

  https://www.ultimatepp.org/forums/index.php?t=msg&th=966 7&start=0&

I and cbpporter were able to make it work. Will no longer.

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by Klugier on Sun, 10 Jan 2021 20:51:48 GMT

Hello Lance,

I can confirm that the bug exists. What worries me is that TabBar::IsCancelClose() method that triggers CancelClose button is triggered from some strange places like MouseMove :blush:

This functionality is important even if it is not directly used by tools like TheIDE. This is some straightforward option that should work.

I will do not have much time to fix it. Maybe Mirek would try. If you have any clues or some propositions We would be grateful for. In the long-term TabBar should find the new maintainer that will fix bugs and add new functionality.

Klugier

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by Lance on Sun, 10 Jan 2021 23:43:53 GMT
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Thank you for the quick feedback. It appears that code for TabBar has been modified since some time in or after 2016 to allow the tab cross not to be drawn if the page should not be closed. The change satisfy intended use case (a search for uppsrc actually shows 0 ocurrence of CancelClose), but will exclude other legitimate use like in my case. The code seems to be quite complicated to touch.

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by mirek on Fri, 22 Jan 2021 12:09:30 GMT
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Well, these are 2 different concepts. I have resolved the issue by adding ConfirmClose and ConfirmCloseAll Gates, as shown in refurbished reference/FileTabsExample.

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by Lance on Fri, 22 Jan 2021 21:53:01 GMT
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Thank you, Mirek!

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by mdelfede on Sat, 12 Feb 2022 16:13:08 GMT
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Hi Mirek,

I stumbled over the changes in TabBar (I'm using it in my UppCad) and I've seen that the bug exists also in CancelCloseSome Gate, which doesn't work anymore as intended, and it's useless like it is now.

I guess it should be possible to add a "ConfirmCloseSome" gate, as for ConfirmClose, and remove the CancelCloseSome one.

The usage should be like ConfirmClose, but taking a number of tabs and not a single one.

Ciao

Massimo

EDIT: I wanted to fix it by myself, but I see that there's a complete mixing of old and new behaviour, with mistakes in many places.
Fixing it will be difficult... by now I'll take the old TabBar code from around 2016, which worked well.

---

mdelfede wrote on Sat, 12 February 2022 17:13Hi Mirek,

I stumbled over the changes in TabBar (I'm using it in my UppCad) and I've seen that the bug exists also in CancelCloseSome Gate, which doesn't work anymore as intended, and it's useless like it is now.

I guess it should be possible to add a "ConfirmCloseSome" gate, as for ConfirmClose, and remove the CancelCloseSome one.
The usage should be like ConfirmClose, but taking a number of tabs and not a single one.

Ciao

Massimo

EDIT: I wanted to fix it by myself, but I see that there's a complete mixing of old and new behaviour, with mistakes in many places.
Fixing it will be difficult... by now I'll take the old TabBar code from around 2016, which worked well.

Well, frankly, maintaining TabBar is a punishment for me... That said, I believe current behaviout is that

"CancelClose*" basically enables/disables cancel action and therefore should not contain any Prompts or anything. It is e.g. used for enabling/disabling close button.
"ConfirmClose" is called immediately before actually removing the tab and therefore can do Prompt.

Is this inline with your expectations?

Then the purpose of "ConfirmCloseAll" should be to e.g. prompt the operation for the whole group, right?

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by mirek on Fri, 18 Mar 2022 10:59:13 GMT

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I have tried to implement that. Please check...

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by cbpporter on Mon, 10 Jun 2024 13:33:14 GMT

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Sorry for the necro but I'm in the middle of a rather disastrous upgrade to latest U++.

Upgrading CodeEditor, which I had to fork quite a bit was/still is hard enough (error behavior has been changed 2 years ago), but now I see that TabCtrl has been updated and the CancelClose/Some behavior has been changed a lot. I'm getting crashes due to Prompting in the middle of Paint operations.

For now I tried following what Mirek said and eliminated the crash, but closing tabs no longer works and when it prompts, the behavior is nonsense, like asking "Are you sure you want to save" multiple times for the same file. I'll have to debug and rewrite that piece of code I think.

I'll get back to you with what solution I find.

Lance wrote on Sun, 10 January 2021 20:56In a reply to this post back in 2016

  https://www.ultimatepp.org/forums/index.php?t=msg&th=966 7&start=0&

I and cbpporter were able to make it work. Will no longer.

Funny enough, I have very little but not zero memory of that. Must be my age catching up... :lol:

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by cbpporter on Wed, 12 Jun 2024 12:11:12 GMT

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So far this looks to be the right solution.

1. Take the old CancelClose method and assign it to ConfirmClose.
2. Rewrite the logic in the new ConfirmClose so that the return value bool is reversed.
3. Write a new CancelClose, this for one reason only: if you want to perpetuate the behavior of TabBar of not allowing you to close the last tab. This needs a bit further investigation. The new CancelClose is something very simple, like testing how many tabs you have open:

bool EditorManager::OnCancelClose(Value val) {

```
 int count = tabFiles.GetCount();
 return count <= 1;
}
```

I also removed the *Some variant of these callbacks, these needs further investigation if they are of use to me.

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by mirek on Sun, 16 Jun 2024 12:10:51 GMT
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cbpporter wrote on Wed, 12 June 2024 14:11So far this looks to be the right solution.

1. Take the old CancelClose method and assign it to ConfirmClose.
2. Rewrite the logic in the new ConfirmClose so that the return value bool is reversed.
3. Write a new CancelClose, this for one reason only: if you want to perpetuate the behavior of TabBar of not allowing you to close the last tab. This needs a bit further investigation. The new CancelClose is something very simple, like testing how many tabs you have open:

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bool EditorManager::OnCancelClose(Value val) {
 int count = tabFiles.GetCount();
 return count <= 1;
}
```

I also removed the *Some variant of these callbacks, these needs further investigation if they are of use to me.

Uhm, I am not sure I am supposed to taky any cation here... ?

I there is something to fix, can you send a testcase?

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by cbpporter on Mon, 17 Jun 2024 09:00:23 GMT
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No, I don't think action is needed.

Just clarified how I adapted my code the the TabBar changes.

But still some clarification on the design and intended use wouldn't hurt, especially when to use the normal/Some/All variants for functions.

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by cbpporter on Thu, 21 Nov 2024 06:56:34 GMT

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I'm doing a grounds up rewrite of one of the old UI projects as a refresh/modernization and I just arrived at the stage of adding TabCtrl.

Hopefully this time I can make sense of the Close variants and not occasionally still crash...

If not, I'll tell you my findings.

Might have to fork it though. We'll see...

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by cbpporter on Sat, 23 Nov 2024 18:19:42 GMT

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cbpporter wrote on Thu, 21 November 2024 08:56I'm doing a grounds up rewrite of one of the old UI projects as a refresh/modernization and I just arrived at the stage of adding TabCtrl.

Hopefully this time I can make sense of the Close variants and not occasionally still crash...

If not, I'll tell you my findings.

Might have to fork it though. We'll see...
So in the rewrite I went with maximum simplcity, since all the Close methods are confusing.

So far so good, except for one major issue: TabBar has a minimum open tab field (mintabcount) hard coded for 1.

So when I close my last tab, since I do all the internal cleanup, now my internal data has "one less tab" than TabBar. And it crashes, because tab index goes out of bounds.

How are you supposed ot handle this? Never remove the last tab?

I think I saw code in the old version disallowing the closure of the last tab and I thought that is some left over feature. But it looks like it is vital crash protection.

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by mirek on Sat, 14 Dec 2024 16:23:47 GMT

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Have you tried

TabBar::MinTabCount(0);

seems to work for me

```
#include <CtrlLib/CtrlLib.h>
#include <TabBar/TabBar.h>

using namespace Upp;

struct MyApp : TopWindow {
 FileTabs tabs;

 MyApp() {
  SetFrame(tabs);
  tabs.MinTabCount(0);
  for(int i = 0; i < 3; i++)
   tabs.AddFile("file.txt");
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

Subject: Re: TabCtrl CancelClose No longer work (as intended)
Posted by Lance on Sat, 14 Dec 2024 20:24:29 GMT
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Good to know. Thanks.