
Subject: [PROPOSAL] Adding GetCtrlGroup() method to TabBarCtrl.

Posted by [Oblivion](#) on Fri, 02 Apr 2021 23:10:29 GMT

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Hi,

Sometimes it is useful to get or inspect all the ctrls belonging to a specific tab group (e.g. for batch-updates, etc.).

Unfortunately, I couldn't find a method suitable for this task.

And to this end, I propose adding the following method to TabBarCtrl:

```
Vector<Ctrl*> TabBarCtrl::GetCtrlGroup(const String& group)
{
    auto sCheckMatch = [group](const TabBar::Tab& t) { return t.group == group; };

    Vector<Ctrl*> v;
    for(int i : FindAll(tabs, sCheckMatch)) {
        Ctrl *c = GetCtrl(tabs[i].key);
        if(c) v.Add(c);
    }

    return pick(v);
}
```

Best regards,
Oblivion

Subject: Re: [PROPOSAL] Adding GetCtrlGroup() method to TabBarCtrl.

Posted by [mirek](#) on Sat, 17 Apr 2021 20:21:53 GMT

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OK, why not. I have changed the code a bit, so please check.

Subject: Re: [PROPOSAL] Adding GetCtrlGroup() method to TabBarCtrl.

Posted by [Oblivion](#) on Sat, 17 Apr 2021 20:33:57 GMT

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Thanks!

It works fine.

Best regards,
Oblivion
