Subject: Deleting Tabs
Posted by dmcgeoch on Thu, 30 Nov 2006 19:40:42 GMT
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Just wondering if it is possible to delete tabs on the fly to dynamicly grow and shrink the number of tabs as needed. I looked at the built in functions for TabCtrl and did not see anything obvious.

Thanks,

Dave

Subject: Re: Deleting Tabs
Posted by fallingdutch on Thu, 30 Nov 2006 20:02:40 GMT
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Hi Dave,

as far as i know that is not possible - you have to delete all of them ( myTabs.Reset() )and add them again without the one you want to delete.

Bas

Subject: Re: Deleting Tabs
Posted by dmcgeoch on Thu, 30 Nov 2006 20:13:24 GMT
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Thanks Bas,

That will work.

Dave

Subject: Re: Deleting Tabs
Posted by Mindtraveller on Thu, 16 Aug 2007 07:41:38 GMT
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It`s very uncomfortable.
Luzr, could you please add functionality for individual tabs removal?

Subject: Re: Deleting Tabs
Posted by mrjt on Thu, 16 Aug 2007 09:53:13 GMT

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You may want to look at the QuickTabs from TheIde. See uppsrc/ide/quicktabs

Subject: Re: Deleting Tabs
Posted by Mindtraveller on Fri, 17 Aug 2007 10:44:05 GMT
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Thanks, added to my project. It`s a good solution for tabs, but I haven`t found how to handle it`s events - on user`s creating, switching, deleting tabs.

Subject: Re: Deleting Tabs
Posted by Mindtraveller on Sun, 19 Aug 2007 09:46:46 GMT
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::up::
Anyone who used QuickTabs, could you please tell how to handle opening, closing and swithing tabs of QuickTabs in app?

Subject: Re: Deleting Tabs
Posted by mirek on Sun, 19 Aug 2007 11:53:58 GMT
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Mindtraveller wrote on Thu, 16 August 2007 03:41It`s very uncomfortable.
Luzr, could you please add functionality for individual tabs removal?

Yes.... anyway, you might try it yourself (I think it is not that complicated) and post a patch

Mirek

Subject: Re: Deleting Tabs
Posted by Mindtraveller on Mon, 20 Aug 2007 11:41:34 GMT
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Added TabCtrl::Remove(int n) method. But didn`t have time for complete testing, for now it seems to work for my application.

```
bool TabCtrl::Remove(int n)
{
 if (n >= tab.GetCount())
  return false;
```

```
 if(tab[n].ctrl)
  tab[n].ctrl->Remove();
 if(tab[n].slave)
  tab[n].slave->Remove();

 tab.Remove(n);
 if (tab.GetCount())
  Set(sel ? sel-1 : sel);
 else
 {
  x0 = 0;
  CancelMode();
  sel = -1;
  accept_current = false;
  WhenSet();
 }
 SyncTabs();
 Refresh();
 return true;
}
```

Also, I propose adding WhenSet() call to TabCtrl::Reset() for it just changed selected tab index to -1. It would be more convenient for user to have one uniform handler, than explicit code going right after Reset() in user`s application code.

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Subject: Re: Deleting Tabs
Posted by mirek on Mon, 20 Aug 2007 19:03:42 GMT
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OK, I have altered it a bit and added to uppsrc.

The most important change (apart from some detail bugfixes) is removal of the first condition. IMO, puttin wrong index here is program logic error and should not be implicitly hidden...

Mirek

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