
Subject: quicktabs vs tabbar

Posted by [kodos](#) on Thu, 05 Jun 2008 13:30:07 GMT

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Hi,

I was wondering where the difference between these 2 bazaar packages is. In my current project I could need something like these packages and I wanted to use the "current" one if there is something like that

Is one of them the successor of the other or which one is better/more feature rich?

I took a look at what ThelDE uses as tabs and it uses QuickTabs but not from the bazaar but from yet another package: ide/QuickTabs

So why are there 2(3) packages for the same?

Subject: Re: quicktabs vs tabbar

Posted by [Oblivion](#) on Thu, 05 Jun 2008 16:44:00 GMT

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Quote:

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AFAIK, Quicktabs was originally a integral part of ThelDE. It was made "public" by unodgs as to make a separate and easy to use custom Tab Ctrl (it was also used in my DockCtrl package). The main difference between tabbar and Quicktabs lies in their tab image handling. Mrjt's tabbar (which is mainly developed for his Docking package) uses a relatively faster method (pre-caching of images) and supports (or, afaik, will support) transparent tab dragging. etc.

Nevertheless, Quicktabs (the separate one) is going be developed too (by unodgs himself, or if he permits again I am going to finalize it as a separate, full-fledged tabctrl with plenty of useful functions).

Subject: Re: quicktabs vs tabbar

Posted by [kodos](#) on Thu, 05 Jun 2008 17:05:41 GMT

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Thank you for the quick answer

I think I will currently use TabBar because IMHO it looks nicer with this transparent dragging (which already works) and there isn't always a scroll bar visible, and in my application normally there aren't as many tabs so there should be enough place for them

Switching between the packages doesn't seem very complicated.

Subject: Re: quicktabs vs tabbar

Posted by [unodgs](#) **on** Fri, 06 Jun 2008 13:18:19 GMT

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kodos wrote on Thu, 05 June 2008 09:30Hi,

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We move from QuickTabs to TabBar. I work on TabBar only now. QuickTabs in bazaar is the newest version of it. It allows tabs to be docked in all directions.

Subject: Re: quicktabs vs tabbar

Posted by [kodos](#) **on** Fri, 06 Jun 2008 13:38:53 GMT

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I have implemented my tabs with TabBar now and everything works great. The only feature that I'm missing is a possibility to have "fix" tabs that can't be closed. But currently I simply emulate this with a overridden ContextMenu method

Quick bugfix for TabBar: The method SetDisplay in TabBar.h is missing a return statement.

Subject: Re: quicktabs vs tabbar

Posted by [unodgs](#) **on** Fri, 06 Jun 2008 14:29:46 GMT

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kodos wrote on Fri, 06 June 2008 09:38I have implemented my tabs with TabBar now and everything works great. The only feature that I'm missing is a possibility to have "fix" tabs that can't be closed. But currently I simply emulate this with a overridden ContextMenu method

Quick bugfix for TabBar: The method SetDisplay in TabBar.h is missing a return statement.

Fix (frozen) tabs will be implemented. Right now I'm working on better grouping and switching between files with similar names but different extensions.

Subject: Re: quicktabs vs tabbar

Posted by [tojocky](#) **on** Wed, 11 Jun 2008 14:36:47 GMT

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I found a bug in the top tabs when I change form size with button "Maximize/Restore down". The scroll from the topbar is not painted correctly. I simple tested the package TabBarTest.

File Attachments

1) [bug.JPG](#), downloaded 728 times

Subject: Re: quicktabs vs tabbar

Posted by [mrjt](#) **on** Wed, 11 Jun 2008 15:43:14 GMT

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Thanks, fixed (though rather inelegantly). Changing a frame's size in the layout function causes various problems, it's taken me ages to get it working right but I think I've finally got it.

Changes are in the svn (trunk).

Subject: Re: quicktabs vs tabbar

Posted by [unodgs](#) **on** Wed, 11 Jun 2008 15:43:56 GMT

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I know this bug but thanks for remembering it I guess James (mrjt) this is something for you but I also will try to fix it.

Subject: Re: quicktabs vs tabbar

Posted by [mrjt](#) **on** Wed, 11 Jun 2008 15:45:09 GMT

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Too slow
