
Subject: TabCtrl feature request + patch

Posted by [zsolt](#) on Tue, 24 Jun 2008 15:36:50 GMT

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I would like to add a new method to set the active slave control.

The situation is that maintaining data entry dialogs is very uncomfortable currently.

The tabs are identified by indexes and after inserting a new tab, the programmer has to modify all the code setting tabs.

In a data entry app, where every field is checked and focused on unexpected data, it is very easy to get incorrect behaviour after inserting a new tab.

Being able to setting tabs based on slave controls would prevent this problem.

the suggested patch:

Index: TabCtrl.cpp

=====

--- TabCtrl.cpp (revision 303)

+++ TabCtrl.cpp (working copy)

@ @ -302,6 +302,16 @ @

```
    ScrollInto(sel);
}

+void TabCtrl::SetActiveSlave(Ctrl& slave)
+{
+ for(int i = 0; i < tab.GetCount(); i++){
+  if(tab[i].slave == &slave){
+   Set(i);
+   return;
+  }
+ }
+}
+
+void TabCtrl::SetData(const Value& data)
+{
+  Set(data);
+}
Index: TabCtrl.h
```

=====

--- TabCtrl.h (revision 303)

+++ TabCtrl.h (working copy)

@@ -117,6 +117,7 @@

```
const Item& GetItem(int i) const      { return tab[i]; }

void Set(int i);
+ void SetActiveSlave(Ctrl& slave);
int Get() const                      { return sel; }

void GoNext()                        { Go(1); }
```

Subject: Re: TabCtrl feature request + patch
Posted by [mirek](#) on Thu, 26 Jun 2008 08:46:51 GMT
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Good idea, patched.

I have only shortened the name to just "Set" (I think this is hard to confuse).

Mirek
