Subject: TabBarCtrl and more
Posted by mdelfede on Sun, 17 Jan 2010 11:17:59 GMT

I've added a new tabbed control that mimicks TabCtrl, but using QuickTabs/TabBar widgets for tabbing, which I like for its features.
It's almost a plug-in replacement for TabCtrl, with just one noticeable missing feature, which is the embedding of controls inside tabs (seldom used anyways, I guess).
For most apps should be enough to change dialog type from TabCtrl to TabBarCtrl to use new control.

To allow this, I had to make a couple of modifications of original TabBar code, which BTW don't change the original behaviour if not using the new features.
The changes consist mostly on addition of 2 new callbacks :

WhenCloseSome(Vector<Value> keys)
CancelCloseSome(Vector<Value> keys)

Which get called when closing one OR MORE tabs, with an array parameter containing all closing tabs keys.

The TabBarCtrl has also a couple of callbacks added, in respect to TabCtrl, which allow reacting to close events :

WhenClose(Vector<int> tabs)
CancelClose(Vector<int> tabs)

both are called with an integer array of item indexes.

Beware, as TabBar tabs are draggable/relocatable, TabBarCtrl keeps a map between tabs and items, which is not 1:1 it tabs get dragged. So, closing tab 1 may remove item 5, for example. When you do Set() and Get(), the reference are always Items, not tabs, so if Item 1 correspond to tab 5, doing a Set(1) wil highlight tab 5.

There's also a small test app, TabBarCtrlTest, in bazaar.

To mrjt : I hope you don't mind for the small mods to your TabBar code, they shouldn't change any behaviour if additional features are not used, anyways.

Ciao

Max

Subject: Re: TabBarCtrl and more
Posted by mrjt on Sun, 17 Jan 2010 14:54:54 GMT
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Fine by me. Glad you find it useful, it's a pretty cool Ctrl I think

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Subject: Re: TabBarCtrl and more
Posted by mdelfede on Sun, 17 Jan 2010 22:34:02 GMT
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Thanx, mjrt

Btw, I also added a translation file, if somebody wants to contribute with its own language

Max