Subject: A few questions regarding TabCtrl
Posted by lectus on Sat, 30 Jun 2012 15:19:04 GMT
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Hello!
1) How do I use the same layout (created by Layout editor) to create multiple tabs?
* I tried tabctrl.Add(tab) but it only shows the contents 1 time, then I get empty tabs.

2) How do I add a close button to the tabs similar to what TheIde does?

Thanks

Subject: Re: A few questions regarding TabCtrl
Posted by unodgs on Sat, 30 Jun 2012 19:07:39 GMT
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lectus wrote on Sat, 30 June 2012 11:192) How do I add a close button to the tabs similar to what
TheIde does?

You don't TabCtrl doesn't have such a feature. TheIde uses TabBar control. TabBar if far more
advanced. You can add not only a close button but whatever you want. The goal was to integrate
TabBar with TabCtrl but as usual there was something more important to do. But that would allow
to have tabs on any side (not only on the top), one could also change tab position simply by
dragging it.
Unfortunately this is still on to do list

PS: It's quite easy to emulate tabctrl behavior with TabBar. Simply switch views on tab change
event.

Subject: Re: A few questions regarding TabCtrl
Posted by dolik.rce on Sun, 01 Jul 2012 16:39:28 GMT
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lectus wrote on Sat, 30 June 2012 17:191) How do I use the same layout (created by Layout
editor) to create multiple tabs?
* I tried tabctrl.Add(tab) but it only shows the contents 1 time, then I get empty tabs.
Each widget can be added only once. Second call of Add() removes Ctrl from its previous parent
before adding to a new one. This applies to all Ctrls, not only tabs. If you want to have the same
thing in two locations, you have to create two instances of it. E.g.:WithMyLayout<ParentCtrl> tab1;
WithMyLayout<ParentCtrl> tab1;

tabctrl.Add(tab1);
tabctrl.Add(tab2);

Best regards,

Honza

Subject: Re: A few questions regarding TabCtrl
Posted by lectus on Mon, 02 Jul 2012 02:15:31 GMT
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dolik.rce wrote on Sun, 01 July 2012 12:39lectus wrote on Sat, 30 June 2012 17:191) How do I use the same layout (created by Layout editor) to create multiple tabs?
* I tried tabctrl.Add(tab) but it only shows the contents 1 time, then I get empty tabs.
Each widget can be added only once. Second call of Add() removes Ctrl from its previous parent before adding to a new one. This applies to all Ctrls, not only tabs. If you want to have the same thing in two locations, you have to create two instances of it. E.g.:WithMyLayout<ParentCtrl> tab1; WithMyLayout<ParentCtrl> tab1;

tabctrl.Add(tab1);
tabctrl.Add(tab2);

Best regards,
Honza

Thanks!
I got the behaviour I wanted with:

```
// init code
int tabcount = 0;
WithMyTabLayout<ParentCtrl> tab[5]; // here I set how many I want

// code to add:
tabctrl.Add(tab[tabcount], "Tab " + AsString(tabcount));
++tabcount;

//code to remove:
tabctrl.Remove(tab[tabcount]);
--tabcount;
```

Besides that I just add ifs to check if 0 >= tabcount < 5, so I don't go out of the array boundaries.

Subject: Re: A few questions regarding TabCtrl
Posted by Didier on Mon, 02 Jul 2012 18:11:41 GMT
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Well I have to disagree with undogs,

TabCtrl can have buttons tied to them, all you have to do is the following:

Button closeButton;
...
tabs.Add(myTabInstance, img, "tabName").SetCtrl(closeButton);

All you have to do is set the correct style to the closeButton and you're done with it

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Subject: Re: A few questions regarding TabCtrl
Posted by unodgs on Tue, 03 Jul 2012 23:08:35 GMT
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Didier wrote on Mon, 02 July 2012 14:11Well I have to disagree with undogs,

Sure, but it's not a "direct close button feature"

Subject: Re: A few questions regarding TabCtrl
Posted by Didier on Wed, 04 Jul 2012 18:55:11 GMT
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unodgs wrote on Wed, 04 July 2012 01:08Didier wrote on Mon, 02 July 2012 14:11Well I have to disagree with undogs,

Sure, but it's not a "direct close button feature"

Sure, but most users think that you can't add buttons to TabCtrl, so I thought a little reminder wouldn't do any harm