Subject: TabDlg Remove 'Close' Button

Posted by nejnadusho on Thu, 01 Nov 2012 00:49:17 GMT

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Hi,

I created a TabDlg and when I display it there is a 'Close' button in the lower right corner. I haven't put it there!

How can I remove it?

```
TabDlg adminDlg;
WithAdminLayout<ParentCtrl> tab1;
WithAdminRegNewUserLayout<ParentCtrl> tab2;
adminDlg (tab1, "Tab1")(tab2, "Tab2")
.Title("Admin's Workspace")
.Sizeable()
.Zoomable()
;
adminDlg.Execute();
```

Thank you for your help. nejnio

File Attachments

1) CloseButtonTabDlg.jpg, downloaded 470 times

Subject: Re: TabDlg Remove 'Close' Button Posted by dolik.rce on Thu, 01 Nov 2012 06:49:44 GMT

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Hi nejnio

nejnadusho wrote on Thu, 01 November 2012 01:49I created a TabDlg and when I display it there is a 'Close' button in the lower right corner.

I haven't put it there!

How can I remove it?

All the Ctrls on TabDlg are fortunately public, so you can do anything with them To remove the

default close button, just add following before the Execute()

call: adminDlg.RemoveChild(&adminDlg.exit);

adminDlg.tabctrl.SizePos();The first line removes the button, the second resizes the ctrl holding the tabs, so that entire area is used.

Best regards,

Honza

Subject: Re: TabDlg Remove 'Close' Button Posted by neinadusho on Thu, 01 Nov 2012 20:18:46 GMT

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Hi Honza,

No kidding you are already my U++ Guru

Quote:

dolik.rce wrote on Thu, 01 November 2012 02:49

All the Ctrls on TabDlg are fortunately public, so you can do anything with them To remove the default close button, just add following before the Execute() call:

adminDlg.RemoveChild(&adminDlg.exit); adminDlg.tabctrl.SizePos();

The first line removes the button, the second resizes the ctrl holding the tabs, so that entire area is used.

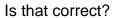
From what I understand the TabCtrl is a subclass in TabDlg. Is that correct?

Best, nejnio

Subject: Re: TabDlg Remove 'Close' Button Posted by dolik.rce on Thu, 01 Nov 2012 22:40:34 GMT

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nejnadusho wrote on Thu, 01 November 2012 21:18From what I understand the TabCtrl is a subclass in TabDlg.



TabDlg contains a member tabctrl of class TabCtrl. See the code, it is actually quite simple and demonstrates quite nicely how easy it is to write GUI in U++: TabCtrl.h. You can also use TabCtrl directly in your own layouts, dialogs, etc.

Honza