Subject: TabDlg Remove 'Close' Button
Posted by nejnadusho on Thu, 01 Nov 2012 00:49:17 GMT

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 487 times

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

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 nejnadusho on Thu, 01 Nov 2012 20:18:46 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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

Is that correct?
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