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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

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### File Attachments

1) [CloseButtonTabDlg.jpg](#), downloaded 411 times

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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 01:49 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?

All the Ctrl's 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

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Subject: Re: TabDlg Remove 'Close' Button

Posted by [nejnadusho](#) 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 theCtrls 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

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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.

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

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