
Subject: TabDlg propose

Posted by [tojocky](#) on Tue, 23 Dec 2008 13:41:13 GMT

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I propose by default change tab size on resize tabctr;

Need to change code from:

```
TabCtrl::Item& TabDlg::Add0(Ctrl& tab, const char *text)
```

```
{
    Size tsz = max(tab.GetRect().GetSize(), sz);
    TabCtrl::Item& m = tabctrl.Add(tab, text);
    if(tsz != sz) {
        sz = tsz;
        Rearrange();
    }
    return m;
}
```

to

```
TabCtrl::Item& TabDlg::Add0(Ctrl& tab, const char *text)
```

```
{
    Size tsz = max(tab.GetRect().GetSize(), sz);
    tab.SizePos();
    TabCtrl::Item& m = tabctrl.Add(tab, text).Slave(&tab);
    if(tsz != sz) {
        sz = tsz;
        Rearrange();
    }
    return m;
}
```

add: code "tab.SizePos();" and ".Slave(&tab)"; It is useful when the TabDlg is sizeable!

Subject: Re: TabDlg propose

Posted by [mirek](#) on Sun, 04 Jan 2009 14:02:30 GMT

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Not sure:

Calling SizePos on tab component is quite easy. OTOH, sometimes you might want the tab not to be resized - and doing this, you are loosing this option.

Subject: Re: TabDlg propose

Posted by [tojocky](#) on Sun, 04 Jan 2009 18:26:14 GMT

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luzr wrote on Sun, 04 January 2009 16:02Not sure:

Calling SizePos on tab component is quite easy. OTOH, sometimes you might want the tab not to be resized - and doing this, you are loosing this option.

Sorry for stupid question...

How can i do? i tried, but not work:

```
TabDlg dlg;
WithOptionsGeneralLayout<ParentCtrl> tab_options_general;
tab_options_general.SizePos();
dlg.Add(tab_options_general, t_("General")).Slave(&tab_options_general);
```

edit: May be add third parameter, "bool slave = false"?

In TabCtrl.h

```
class TabDlg : public TopWindow {
...
    TabCtrl::Item& Add0(Ctrl& tab, const char *text, bool isslave = false);
...
    TabCtrl::Item& Add(T& tab, const char *text, bool isslave = false)           { CtrlLayout(tab);
return Add0(tab, text, isslave); }
...
    TabDlg& operator()(T& tab, const char *text, bool isslave = false)         { Add(tab, text,
isslave); return *this; }
```

In TabCtrl.cpp

```
TabCtrl::Item& TabDlg::Add0(Ctrl& tab, const char *text, bool isslave)
{
    Size tsz = max(tab.GetRect().GetSize(), sz);
    if(isslave)
        tab.SizePos();

    TabCtrl::Item& m = tabctrl.Add(tab, text);

    if(isslave)
        m.Slave(&tab);

    if(tsz != sz) {
        sz = tsz;
        Rearrange();
    }
    return m;
}
```

Subject: Re: TabDlg propose

Posted by [mirek](#) on Mon, 05 Jan 2009 21:41:35 GMT

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tojocky wrote on Sun, 04 January 2009 13:26luzr wrote on Sun, 04 January 2009 16:02Not sure:

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In TabCtrl.h

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    TabCtrl::Item& Add0(Ctrl& tab, const char *text, bool isslave = false);
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    TabCtrl::Item& Add(T& tab, const char *text, bool isslave = false)           { CtrlLayout(tab);
return Add0(tab, text, isslave); }
...
    TabDlg& operator()(T& tab, const char *text, bool isslave = false)         { Add(tab, text,
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In TabCtrl.cpp

```
TabCtrl::Item& TabDlg::Add0(Ctrl& tab, const char *text, bool isslave)
{
    Size tsz = max(tab.GetRect().GetSize(), sz);
    if(isslave)
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    TabCtrl::Item& m = tabctrl.Add(tab, text);

    if(isslave)
        m.Slave(&tab);

    if(tsz != sz) {
        sz = tsz;
        Rearrange();
    }
    return m;
}
```

OK, I have changed my mind. Original idea is quite ok.

Applied.

Mirek

Subject: Re: TabDlg propose

Posted by [tojocky](#) on Tue, 06 Jan 2009 10:42:49 GMT

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luzr wrote on Mon, 05 January 2009 23:41OK, I have changed my mind. Original idea is quite ok.

Applied.

Mirek

Thank you for correct changes!

sorry for redundands propouse code ".Slave(&tab);"!
