
Subject: Adding set of controls in a tab
Posted by [bianconejo](#) on Fri, 24 Jul 2009 13:06:15 GMT
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Hi guys!

I wonder if it is possible to link a layout in a TabCtrl or a template defined set of controls ?

Thanx !

Subject: Re: Adding set of controls in a tab
Posted by [koldo](#) on Fri, 24 Jul 2009 13:45:26 GMT
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Hello bianconejo

Sorry Could you explain a little bit more ?

Best regards
Koldo

Subject: Re: Adding set of controls in a tab
Posted by [dolik.rce](#) on Fri, 24 Jul 2009 16:45:16 GMT
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bianconejo wrote on Fri, 24 July 2009 15:06 I wonder if it is possible to link a layout in a TabCtrl or a template defined set of controls ?

If I understand correctly (it's bit colder here), you want something like this:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
```

```
#define LAYOUTFILE <test/test.lay>
#include <CtrlCore/lay.h>
```

```
class mw : public TopWindow{
public:
    typedef mw CLASSNAME;
    mw();
```

```

TabCtrl Tabs;
WithTab1Layout<ParentCtrl> Tab1;
WithTab2Layout<ParentCtrl> Tab2;
/* ... */
};
mw::mw(){
    Tabs.SetRect(0,0,300,200);
    Add(Tabs);
    CtrlLayout(Tab1);
    Tabs.Add(Tab1, "1st Tab");
    CtrlLayout(Tab2);
    Tabs.Add(Tab2, "2nd Tab");
    /* ... */
}
GUI_APP_MAIN{
    mw().Run();
}

```

Where Tab1Layout and Tab2Layout are layouts specified in test.lay.

Hope I got it right

Honza

Subject: Re: Adding set of controls in a tab
 Posted by [bianconejo](#) on Fri, 24 Jul 2009 20:43:20 GMT
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Thanx a lot Honza it works perfectly !!!

i tried this way, following the tabdialog exemple but stalled for a while.

I forgot:

```
CtrlLayout(tab1);
```

this helps indeed....

Thanx again Honza !!
