Subject: TabBar broken makeactive behaviour
Posted by kohait00 on Tue, 02 Aug 2011 10:06:09 GMT
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i might be wrong, but the make active behaviour seems not to work as expected, because the active = -1 is set always and evaluates incorrectly in the if below. is this by design? if so, why

my expectation would be: with always makeactive = false, adding a tab to an empty TabBar would SetCursor the first time only, leaving it untouched when adding more tabs. which does not happen.

TabBar.cpp:1250

```
TabBar& TabBar::InsertKey(int ix, const Value &key, const Value &value, Image icon, String group, bool make_active)
{
 int id = InsertKey0(ix, key, value, icon, group);

 SortTabs0();
 MakeGroups();
 Repos();
 active = -1; // <<<<<<<<<<<<<<<<<<<<<<<<<<<<
 if (make_active || (!allownullcursor && active < 0))
  SetCursor((groupsort || stacking) ? FindId(id) : ( minmax(ix, 0, tabs.GetCount() - 1)));
 return *this;
}
```