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Subject: Re: Tab Widgets?

Posted by [Dave Greenwood](#) on Wed, 18 Apr 2001 14:45:32 GMT

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Rikagaku <t\_launey@brain.riken.go.jp> wrote:

> In article <3AD4F212.DAC2CBF@home.com>, t.fulton@home.com says...

>> Hi All,

>>

>> Is there a WIDGET\_TAB or some such function

>> that creates a tab widget? By tab widget,

>> I'm referring to a GUI that where you switch

>> between different windows by clicking on

>> file folder-like tabs (Much like the way one

>> can switch between "Groups" and "Build Order"

>> in the IDL 5.4 DE)

>>

>> Thanks in advance.

>>

>> PS If responding by e-mail, please send

>> messages to fulton@dansas.usask.ca

>>

>>

>

> Hello,

> I guess there is a better way to do it but this might be a start:

> if all the child of your "Tab Widget" base are of the same size, you

> could use the /Map keyword of widget\_control to make bring a given widget

> "to the front". All you need is a row (or column) of button, one for each

> page of your Tab Widget, that call widget\_control, page\_n, /map

> This has the disadvantage of using explicit size definition to make sure

> that the front widget hides the others or calling widget\_control,

> all\_other\_pages, map=0.

I think you can resolve the size problem in a general way. Once you've built each of the overlaid widgets (with map=0), call Widget\_Info( widget\_base, /geometry) for each widget. Determine the largest xsize and ysize and then use Widget\_Control on each widget to set its xsize and ysize to the largest value. I happened to try this just yesterday for a similar problem and it seems to be working okay (at least so far ;-).

Dave

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Dave Greenwood

Email: Greenwoodde@ORNL.GOV

Oak Ridge National Lab

%STD-W-DISCLAIMER, I only speak for myself

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