
Subject: Re: Tab Widgets changes at runtime?

Posted by [Gianluca Li Causi](#) on Wed, 12 Oct 2005 10:26:21 GMT

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Ops!

It was so simple... but I've not thought about!

...that because of using GUI builder.

Thanks a lot Doug.

Gianluca

Doug wrote:

> Gianluca,

>

> You should be able to add tabs by creating new bases with the tab widget as

> their parent. Delete tabs by applying widget_control's "destroy" keyword to

> a specific child base of the tab.

>

> Here's some sample code:

>

> pro delete_tab_event, e

> widget_control, e.id, get_uvalue = tabBase

> widget_control, tabBase, /destroy

> end

>

> pro add_tab_event, e

>

> widget_control, e.id, get_uvalue = tabControl

>

> newTab = widget_base(tabControl, title = 'Some Title')

> deleteButton = widget_button(newTab, \$

> value = 'Delete Me', \$

> uvalue = newTab, \$

> event_pro = 'delete_tab_event')

>

> end

>

> pro adding_tabs

>

> topBase = widget_base(/column)

>

> tabControl = widget_tab(topBase, xsize = 300)

>

> addTabButton = widget_button(topBase, \$

> value = 'Add New Tab', uvalue = tabControl, \$

> event_pro = 'add_tab_event')

>
> widget_control, topBase, /realize
> xmanager, 'adding_tabs', topBase
>
> end
>
> Hope this helps.
>
> Doug
>
> "Gianluca Li Causi" <licausi@mporzio.astro.it> wrote in message
> news:1129040656.595058.149910@g14g2000cwa.googlegroups.com...
>> Hi all,
>>
>> I've the following problem: I have a nice tab widget with N tabs and I
>> want to add new tabs or delete some of them on the basis of some user's
>> choice.
>>
>> I've noticed that Widget_Control and Widget_Info cannot control
>> adding/deleting tabs, so is there a way to do this?
>>
>> Thanks a lot!
>> Gianluca
>>
