
Subject: Re: Tab Widgets changes at runtime?
Posted by [Doug](#) on Tue, 11 Oct 2005 18:13:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
>
