
Subject: Re: widget_tab: prevent switching?

Posted by [Spon](#) on Wed, 26 Nov 2008 17:20:31 GMT

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On Nov 26, 9:16 am, Justus Skorps <ju...@gmx.de> wrote:

> Hi all,
>
> in my GUI I have an widget_tab with different tabs, each containing
> only a widget_base with a widget_draw. I need a possibility to
> temporary prevent to switch to another tab without disabling the
> widget_draw on the current tab. Disabling the whole widget_tab
> prevents switching but also disables button_events from the
> widget_draw of the current tab. The only workaround I found so far
> (switch back to the current tab when a tab event occurs) leads to some
> other problems and a lot of code work...
>
> I also tried to disable the bases of each tabs or set the tab_mode to
> 0, nothing works...
>
> Anyone knows a way to prevent the switching?
>
> thanx,
> Justus

Ok, this is the least inelegant solution I've come up with so far. It effectively switches back to the current tab when a tab event occurs while the tab is locked - which was your original workaround. Making use of the tab widget's own uvalue to store info about current and locked tabs makes it a manageable enough proposition, in my opinion.

PRO TabTest_Tab_Dispatch, Event

Widget_Control, Event.ID, Get_UValue = TabInfo

If TabInfo.Locked Then \$

Widget_Control, Event.ID, Set_Tab_Current = TabInfo.Current \$

Else Begin

Case Event.Tab of

0:

1:

2: Begin

 ; Lock this tab

 TabInfo.Current = 2L

 TabInfo.Locked = 1

 Widget_Control, Event.ID, Set_UValue = TabInfo

 Widget_Control, UVal.Draw2, Sensitive = 1

 ; Do some stuff and switch TabInfo.Locked back to 0

 ; when it's safe to reactivate the tabs

End

EndCase

```
EndElse
END
```

```
PRO TabTest_Done, Event
  Widget_Control, Event.Top, Get_UValue = UVal
  ; Desensitize draw widget
  Widget_Control, UVal.Draw2, Sensitive = 0
  ; Unlock tab widget
  Widget_Control, UVal.Tab, Get_UValue = TabInfo
  TabInfo.Locked = 0
  Widget_Control, UVal.Tab, Set_UValue = TabInfo
END
```

```
PRO Tabtest_Foo, Event
  Print, 'Event Generated'
END
```

```
PRO TabTest
```

```
  TLB = Widget_Base(Col = 1)
  Tab = Widget_Tab(TLB, $
    Event_Pro = 'TabTest_Tab_Dispatch', $
    UVALUE = {Current : 0L, Locked : 0} )

  Base0 = Widget_Base(Tab)
  Draw0 = Widget_Draw(Base0, XSize = 200, YSize = 200, $
    /Button_Events, Event_Pro = 'Tabtest_Foo')

  Base1 = Widget_Base(Tab)
  Draw1 = Widget_Draw(Base1, XSize = 200, YSize = 200, $
    /Button_Events, Event_Pro = 'Tabtest_Foo')

  Base2 = Widget_Base(Tab)
  Draw2 = Widget_Draw(Base2, XSize = 200, YSize = 160, $
    /Button_Events, Event_Pro = 'Tabtest_Foo')
  Btn  = Widget_Button(Base2, Value = 'Done', $
    Event_Pro = 'TabTest_Done')
```

```
Widget_Control, TLB, /Realize
UVal = { Tab  : Tab, $
  Draw2 : Draw2 }
Widget_Control, TLB, Set_UValue = UVal
```

```
XManager, 'TabTest', TLB
```

```
END
```
