

---

Subject: Re: widget\_tab: prevent switching?  
Posted by [Spon](#) on Wed, 26 Nov 2008 17:20:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Nov 26, 9:16 am, Justus Skorps <[ju...@gmx.de](mailto: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 managable 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
```

---