Subject: unmap tab widgets?
Posted by Marshall Perrin on Wed, 15 Jul 2009 06:55:21 GMT

Hi folks,

I've got an application which offers the user a large set of options
presented in about half a dozen tabs. Depending on the overall program
mode, one or more of these tabs may be inapplicable, so I would like
to unmap them to hide the irrelevant options.

Yet the usual "widget_control, wid, map=0" command doesn't seem to
do anything for base widgets which are part of a tab set! Is this a
known limitation/bug? Is there any work around, short of constantly
destroying and recreating the entire tab set?

Thanks much!

 - Marshall