
Subject: Re: Tab Widgets?

Posted by [Thomas Launey](#) on Wed, 18 Apr 2001 07:22:18 GMT

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In article <3AD4F212.DAC2CBF@home.com>, t.fulton@home.com says...

> Hi All,
>
> Is there a WIDGET_TAB or some such function
> that creates a tab widget? By tab widget,
> I'm referring to a GUI that where you switch
> between different windows by clicking on
> file folder-like tabs (Much like the way one
> can switch between "Groups" and "Build Order"
> in the IDL 5.4 DE)
>
> Thanks in advance.
>
> PS If responding by e-mail, please send
> messages to fulton@dansas.usask.ca
>
>

Hello,

I guess there is a better way to do it but this might be a start:
if all the child of your "Tab Widget" base are of the same size, you
could use the /Map keyword of widget_control to make bring a given widget
"to the front". All you need is a row (or column) of button, one for each
page of your Tab Widget, that call widget_control, page_n, /map
This has the disadvantage of using explicit size definition to make sure
that the front widget hides the others or calling widget_control,
all_other_pages, map=0.

I hope this helps

cheers

Thomas

--

Thomas Launey

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Subject: Re: Tab Widgets?

Posted by [Dave Greenwood](#) on Wed, 18 Apr 2001 14:45:32 GMT

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Rikagaku <t_launey@brain.riken.go.jp> wrote:

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I think you can resolve the size problem in a general way. Once you've built each of the overlaid widgets (with map=0), call Widget_Info(widget_base, /geometry) for each widget. Determine the largest xsize and ysize and then use Widget_Control on each widget to set its xsize and ysize to the largest value. I happened to try this just yesterday for a similar problem and it seems to be working okay (at least so far ;-).

Dave

Dave Greenwood Email: Greenwoodde@ORNL.GOV
Oak Ridge National Lab %STD-W-DISCLAIMER, I only speak for myself
