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

Subject: Re: Tab Widgets changes at runtime?
Posted by [Gianluca Li Causi](#) on Wed, 12 Oct 2005 10:26:21 GMT
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Ops!
It was so simple... but I've not thought about!
...that because of using GUI builder.

Thanks a lot Doug.
Gianluca

Doug wrote:
> 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,
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>> Thanks a lot!
>> Gianluca
>>
```
